

# Beyond The Veil

*A QUIRKS! System Addon*

Version 1.0



✉ [contact@QUIRKStories.com](mailto:contact@QUIRKStories.com)

©2025 Bear Newton Some Rights Reserved

CC BY-NC 4.0

|                                    |           |
|------------------------------------|-----------|
| <b>Alternate History</b>           | <b>2</b>  |
| The Prehistoric World              | 2         |
| The Mythic Era                     | 3         |
| The Modern World                   | 3         |
| <b>The Realms of this Universe</b> | <b>4</b>  |
| The Material World                 | 4         |
| The Shade                          | 4         |
| The Beyond                         | 4         |
| The Astral Deep                    | 4         |
| The Void                           | 4         |
| <b>Major World Powers</b>          | <b>5</b>  |
| <b>Life and Death</b>              | <b>8</b>  |
| The Body                           | 8         |
| The Soul                           | 8         |
| The Psyche                         | 8         |
| The Pattern                        | 8         |
| <b>Playable Creatures</b>          | <b>9</b>  |
| Vampires                           | 9         |
| Werewolves                         | 10        |
| Beast Folk                         | 11        |
| Ghosts                             | 12        |
| Shadelings                         | 13        |
| Fae                                | 14        |
| Veil Broken Humans                 | 15        |
| Primal Magic Users                 | 16        |
| <b>Non-playable Creatures</b>      | <b>17</b> |
| Spirits                            | 17        |
| Demons                             | 17        |
| Devils                             | 17        |
| Celestials                         | 18        |
| Cryptids                           | 18        |
| Husks                              | 18        |
| <b>Skill Based Magic</b>           | <b>19</b> |
| Essential Force (EF)               | 19        |
| Pattern Fatigue                    | 19        |
| The Animus                         | 19        |
| Spellcraft                         | 19        |
| The 9 Practices                    | 21        |
| Skill Level                        | 21        |
| Alchemy                            | 22        |
| Arcanistics                        | 25        |
| Biomorphics                        | 28        |
| Chronomancy                        | 31        |
| Metaphysics                        | 34        |
| Noumena                            | 37        |
| Pscognition                        | 40        |
| Spatiorelativistics                | 43        |
| Synchronicity                      | 46        |
| <b>Primal Magic</b>                | <b>49</b> |
| The 6 Primal Forces                | 49        |
| Dark Knowledge                     | 50        |
| Primal Attunement                  | 50        |

# Alternate History

## The Prehistoric World

### Refugees of War

In the beginning, billions of years ago, the Old Gods arrived here. Born of a place outside our own, ancient in their dying home, refugees to a newborn universe. They sought to create a new place for themselves in our reality. They stripped the chaos from order, divided the sky above from the ground below, shaped the earth into mountains and valleys, and filled the world with flowing water. They seeded life on the barren ground and in the empty sky. For a while it was a bountiful garden of creation and wonders.

But eventually, as with all things, chaos seeped back into the system. Angry murmurs spread through the chorus of Old Gods. They argued over space and bickered about design. They fought with each other, and the animosity escalated until they were destroying each other's work. The wonders they had created were lost to time and rage.

Then, after so much turmoil, the unthinkable happened and one of the gods killed another. The Old Gods were not even aware that they could kill each other, or that they could die at all. Full war erupted among the Old Gods. Allegiances were made and broken. And their bodies littered the world.

The dead gods were absorbed by the earth and the first of the New Gods awoke, Gaia, it who is the world. Gaia was more powerful than any of the Old Gods, a new kind of creation, born of death, but filled with life.

Gaia was pained by the Old Gods' ongoing conflicts all across the planet, It could feel all of the destruction like cuts across its body. It said to them, begged from them, that there must be no more fighting. But the Old Gods could not stop, their sanity long lost to the corruption of chaos and rage. So Gaia, left with no recourse, banished all of them off its surface, into the depths of space.

### The Children of Gods

When the Old Gods were banished, most of their creations remained, though badly damaged. Angry earth with a molten spinning core, more than half the planet covered in salt water, an atmosphere full of gasses and particulates, as well as a few small sparks of life. Gaia could not bring itself to destroy any more of it, and opted to let things develop as they would, allowing fate and chance to take hold.

For millions of years, Gaia watched over life as it grew and developed. It watched as the planet cracked and its surface moved. It watched as weather patterns and ocean currents changed. It watched as life grew more complex, from single celled things to a vast web of creatures across the surface and under the seas. Then it listened as they began to have dreams, and at last there was something truly interesting.

The children of the Old Gods became the First Ones, and started to create culture and society. They began to pray to the things that were important to them. Those prayers were the first source of divine power this world had seen, and that power would come to create a whole new kind of god. Fire, and Storm, and Sun. Animal, and Plant, and the Unknown. All these things and more would come to have their own gods born of the belief of those First Ones.

### A New Pantheon

Gaia was desperate to prevent the mistakes of the past and felt the need to steward these New Gods to be different from the Old Gods.

It kept them organized, dividing them into groups and assigning them purviews to oversee. It taught them to stick to their own space and worked to instill a co-operative mentality. It set the laws they were to follow, under penalty of facing the same fate as their predecessors. The stories of monsters in the void beyond became a common trope across most cultures.

And for thousands of years, the many creatures of the earth and their new gods lived in balance. There was no strife, for Gaia's bounty held space and sustenance for the needs of all the children.

### The Underdogs Arise

But again, chaos wormed its way back into the system, and one of the First Ones would come to upend this order and harmony.

Born of the Old God of curiosity, a weak god in comparison to the others. Its children seemed equally weak. They were not particularly strong, or fast, and were not resistant to poison or illness. They did not breed in great litters or live particularly long lives. They had no claws, or fangs, or innate powers. But the Old God did not leave its children with nothing.

Its first gift were minds that always sought answers, they would see uses for things that none of the other children did. They were always asking questions, had an innate desire for knowledge, and the ability to adapt quickly.

Its second gift were hearts that held tenacious wills and the innate ability to work together. A single one was an easily scared prey animal. Ten of them were dangerous pack hunters. One hundred was an apex predator.

These creatures built structures to protect them from the elements and the other children of the gods. They invented weapons and armor to overcome the weaknesses they were created with. And they cultivated knowledge, passing it down across generations. They gathered together in greater and greater numbers. The humans grew fruitful and multiplied across the world.

## The Mythic Era

### The Rise of Man

As humanity spread across the world, the conflicts with the other children of the gods began. Humans hunted those who made easy prey, many of them to extinction. Those the humans did not see as food, would become “Monster” and become the target of fear and prosecution. They would teach their children that the land humans had taken was actually rightfully theirs by destiny. Each generation of mankind grew stronger. Entire civilizations of humans could be wiped out, but they always came back. And every time they did, they carried new knowledge, and a deeper resolve to eliminate their foe. They told stories and sang songs about the other Children, their abilities, and how to defeat them. The stories became writing, and libraries full of tomes would educate generations of human heroes.

### The Second War of the Gods

The Gods of Man, shaped by their creators' growing arrogance, began to change. As they grew in strength, so did they grow in ambition. If their creators were destined to conquer the Earth, then should they not also be destined to conquer the heavens? But they couldn't, as long as Gaia's Law remained they would be bound to the covenant of peace and order. They could not attack Gaia directly for its power was greater than all of theirs.

But the Human Gods were clever, like their creators. They could not break the Law, but they could bend it. If they could not accomplish their goals directly, they would use the other gods as puppets to do it for them. They whispered secrets and lies in the Pantheon, and fostered animosity behind the scenes. Over centuries, they manipulated the other gods, sowing chaos and confusion. Then finally, at a convening of the Pantheon about the human invention the Steam Engine, a fight between the gods erupted.

Gaia was forced to intervene, manifesting itself before the Pantheon and bringing the fighting to an end. But the Human gods had been ready for this, and when Gaia appeared, they sprang their trap. Using a dark magic ritual, they imprisoned Gaia deep within the earth. Without it to moderate the Pantheon, they descended into chaos and war, again a thing the human Gods had been ready for.

### The Great Sacrifice and the Veil

Realizing that losing a war with humanity was an inevitability, and that there was no weapon that would eliminate all of them, the only choice was to not fight them at all. In the end, it was a lesson the rest of the Pantheon had learned from humanity, which proved to be the salvation for their own children, co-operation.

A secret meeting was held and a decision was made. They would have to remove the human gods from the equation, but after much debate and argument, it was determined that doing so would take their own destruction. They would have to destroy the connection between the heavens and the Material World, forever leaving them adrift in the Beyond. And so, resigning themselves to saving their creators, many of the gods sacrificed themselves. In a surprise move the human Gods had never seen coming, these other Gods sacrificed themselves to destroy the Firmament. And left in its place, the Veil.

The Veil forever separated the home of the gods from the earth. The human Gods, and the Gods who chose not to sacrifice themselves, were trapped forever in a pocket of the Beyond that is cut off from the Material World. Being deprived of the power of their Gods alone however, was not enough to protect the other Children. Humanity would have to forget about them. So the Veil also covered humanities stories in a fog of disbelief. Humans no longer spoke to their gods, and the other Children became creatures of myth. Humanity stopped paying attention to them, content to focus on their own development. To the rest, humans were no longer considered one of the Children.

## The Modern World

### The Children Go On

With the Gods no longer there to direct the actions of their Children, a new order had to be forged. Two competing opinions emerged; between those who possessed the ability and desire to blend into Human civilization and live quietly among them, and those who could not or chose not to. And so it was decided after much fighting, that there would be two governing groups. The Council of the Silver Mirror would blend into humanity and The Court of Hidden Reflections would live on the fringes of it and in the wilds where humans did not tread. Though they would have very different styles of government, they both held one rule above all others; The Veil must be upheld.

With the rise of globalization, a number of powerful families of supernatural creatures emerged. Some of them spent their long lives building up their wealth and power in this new growing world, passing it from generation to generation. With these groups continuing to have huge influence into the current day.

### Humanity Adapts

The Veil is a fragile thing, and no disguise is perfect. Occasionally some humans would experience supernatural events that even the veil couldn't cover them from. Sometimes it was being exposed to magic, sometimes it was being attacked by one of the Children, and sometimes it was just being in the wrong place at the wrong time. Whatever the cause, most humans who experience a veil breaking event would go mad, their psyche destroyed by the trauma. However, some people survive the experience, and they are left forever changed by their Veil Adaptation.

As humans became aware of the Veil a number of organized groups began to emerge. At the foremost of these was the secretive collection of powerful individuals known as the Balanced World Order. With the magic, money, and political power to control the world behind the scene, and the Lighthouse as their military force, they work to keep the chaos at bay and maintain the Veil. For the last two centuries this group has maintained a tight lid on the secrets of the hidden world, and to this day the vast majority of humanity has no idea of the world beneath the surface.

# The Realms of this Universe

## The Material World

The Material World is the realm that we exist in. It is a world bound by physical space and laws. It is immense, with countless star systems. A creature needs a physical form to exist in the Material World. It sits at the center of cosmology and is a conflux of dimensions and forces. The entire plane of existence is covered in a faint residual energy field left over from its creation.

### Earth

The landmasses and points of interest of Earth are predominantly the same. You can make whatever changes you feel are necessary for your campaign, but the overall human history has been the same, just with supernatural underpinnings to events.

### Outer space

For the scope of this setting, influences from beyond the solar system are mostly irrelevant. The powers at play in other systems and galaxies are too far away to have an impact on the game. The Stars, the Moon, and The Sun are used as metaphysical sources of power more than destinations a character would travel to in a campaign, and it is implied there are no alien species living in our system. Although if you want to go to the moon and tell a story about monsters in space, feel free to.

### The Hollow

A massive cavern network hidden deep under the earth. This underworld is home to a wide variety of extinct creatures, and people from across history, preserved forever by the supernatural nature of the caves. There are only a few hidden passages into the Hollow, spread across the world. Most of these are now controlled by the Lighthouse or local governments. Looking like normal cave entrances, you may not even realise you are in a path to the Hollow. But once a creature sees the glowing sparkle of the Hollowite ore in the cave walls, it is too late. Hollowite is a luminescent mineral found in all the cave walls of the Hollow. It emits radiation that causes a sort of biostasis in living creatures, stopping their cells from dying. They will not age, nor experience hunger, thirst, and fatigue. It prevents cell division, making them sterile, immune to infections, and preventing them from healing wounds. They are otherwise fine, however if they ever get too far away from the Hollow again, they will experience crippling pain and eventually die, as their bodies now require Hollowite radiation to live. Hollowite also “dies” if mined out of the ground, it stops glowing and emitting radiation, meaning a creature can never leave the Hollow. The only way to kill a creature in the Hollow is to incinerate the body, no matter how much damage you do to them otherwise, they will still be alive.

### The Shade

A cold, shadowy, greyscale plane of existence that mirrors the Material World, but is not made of physical matter. It is an intermediate space between the Material World, the Beyond, and The Astral Deep. The Shade is the realm where Souls separated from their body initially go, and the place ghosts reside. It is not a realm meant for living creatures and if a person manages to physically travel to the Shade, whether by magic or by accident, they will find it to be inhospitable. There is no food or water, it is always just above freezing, and it slowly drains lifeforce. A living being takes 1 wound of entropy damage per hour they are in the Shade.

### The Beyond

A myriad of different realms that surrounds the Material World. The Beyond predates our universe and it is the source of every Soul on the Material World. This is the place that all natural energy, essential force, and every soul comes from. It is the domain of things like celestials, devils, demons, fae, and others not native to the Material World. Without protection, many of the realms in the Beyond are deadly to creatures from our world. Creatures from the Beyond all follow their own innate rules. The Beyond can contain all sorts of fantasy destinations to make for interesting campaigns, and the flow of time usually differs significantly between the Beyond and the Material World.

### The Astral Deep

The place where all of the mental energy and Psyches from all sentient creatures eventually ends up. From our errant thoughts to our most beloved characters and stories. It is also the realm of dreams. It is perceived as an endless foggy ocean. At the surface of the ocean it intersects with the Shade. The water is not actually H<sub>2</sub>O, but rather raw formless mental energy, flowing in currents. The deeper one goes, the darker and denser the energy gets. There are all sorts of creatures in the Deep, some of them are predatory and consume mental energy. "Swimming" in the deep is an act of will and uses your Heart instead of Physique. Creatures from the Astral Deep can usually only be injured by attacks to the Psyche. The ancient city of Atlantis is floating adrift in the Astral Deep, its logical and stoic people having turned themselves into creatures of thought. It is the one hub of civilization in the Astral Deep.

### The Void

In the cracks between the realms, there is the Void. The incomprehensible madness of a universe whose rules are not our own. The Void is what is left of a universe that existed before our own, one who is dead, but whose last breath is not exhaled yet. The Void does not belong here, and none should go looking for it, lest something desperate to escape look to follow their gaze back.

# Factions

## The Balanced World Order (BWO)

Humanity has always had a knack for overcoming the limitations placed upon it, and there is no greater example of this than the BWO. It was shortly after the Veil was placed that the first humans began to break it, either willingly or by chance. These first veil broken humans went on to exploit their new found powers to become some of the most powerful people around the world during the 1500s. They funded armies and fleets, built strongholds of power across the planet, and by the 1800s they and their descendants had consolidated a network of wealth, influence and supernatural power to the point of being involved in the day to day operations of every nation. The BWO are nearly omnipotent and omnipresent in the modern world. They have every communication network tapped and they have access to technology that is decades ahead of what is publicly available. They operate from a perspective that the status quo is safe and stable for everyone. The Veil both keeps them in power and prevents the very real threat of societal collapse should the truth ever become widely known. The BWO use their vast power to control nearly every facet of human society from behind the scenes and their control of the Lighthouse gives them heavy influence in the supernatural world.

The BWO is controlled by the BOARD. They are a collective of an unknown number of individuals, whose identities have always been a mystery. They only communicate through the Prism Phones, strange devices originating in the 1800s and passed down from world leader to world leader, with the understanding to always do what the BOARD says, or else terrible things will happen.

The BWO are always considered an Overlord level threat when using them in a story.

## The Lighthouse

The Lighthouse was first founded in the early 1900s as an off-the-books multinational project among the world powers. A project designed and funded by the BWO, and administered by a BWO appointed council. After building secret facilities across the planet, they recruited the best candidates from militaries, private security firms, and supernatural groups. They trained them to be elite operatives who are called in to deal with tactical situations that the normal civilian or national military forces cannot.

The Lighthouse are able to muster military level responses quickly, to almost anywhere on the planet. They have access to teleportation and supersonic travel. They have satellite offices in nearly every major city and hire both Veil Broken humans and supernatural creatures. They have advanced energy based weapons and tactical tools. The Lighthouse is often the clean up crew for the aftermath from activities of the other factions. They detain or destroy rogue supernatural elements, and manipulate the memories of mundane humans to cover up the supernatural in order to maintain the veil.

The Lighthouse's headquarters is a subterranean bunker complex located in Antarctica. This is also the location of the "Freezer". The maximum security cryo-prison for those the Lighthouse can't destroy, but need to contain in order to ensure global security. Demi-god like creatures, indestructible omnivorous monstrosities, and reality warping eldritch horrors are just a few of the containment wings of the Freezer.

The lighthouse headquarters is also home to advanced research and development labs, and portals to other realms. Giving them the ability to develop tech that is beyond what mundane militaries usually have access to.

Altercations with the Lighthouse can range from a small team of Obstacle level threats, to a heavy strike force lead by an Overlord level threat

## The Arrow of Light

Before the Veil dropped, the Arrow of Light existed. They originated in ancient Egypt and follow a pseudo-religious doctrine called "The Path". Roughly translated from the original Egyption it is as follows, with interpretation of the tenants:

Mankind is the Bow, I am the Arrow  
The Head of the Arrow is Sharp (You must become a master of physical combat in every form you can.)  
The Shaft of the Arrow is Sturdy (You must maintain your physical health in peak condition.)  
The Fletching of the Arrow is Straight (You must train your mind and learn as much as you can.)  
The Arrow Hunts the Beast (You must slay sentient creatures that are not human.)  
The Arrow Pierces the Heart (You must root out the hiding places of sentient creatures that are not human.)  
The Arrow Follows its Course (You must not let lies or pleas of mercy sway you from your duty.)

They believe that humans are superior creatures who are divinely entitled to the world, and that they are the warriors who defend humanity from the lesser races that would stand against human supremacy. They make it their duty to hunt supernatural creatures in their territory. The Arrow of Light are willing to target any non-human creature they find, even those who do not pose a danger to humans. Due to their nature, even wiping out a whole cell of Arrow of Light members won't get rid of them. They train and operate in small and extremely secretive cells. And the only time that there is ever communication between cells is when a cell gets too big and splinters off to form multiple new cells, with no other connections to each other. Arrow of light members are always Veil Broken Humans.

## The Council of the Silver Mirror

Formed by the Children who could and did choose to blend in with human society shortly after the Veil was created. The council of the Silver Mirror is a democratic republic. There are 101 seats. Vampires have 24, Werewolves have 24, Fae have 24, and the rest of seats are divided among the remaining smaller groups. Members are voted for at the national level, there are elections every 10 years. The Council votes on matters that affect the Children directly. They have the following simple charter:

- Article 1) The Veil must be upheld at any cost, the punishment for intentionally breaking the Veil is destruction without right of appeal.
- Article 2) Blood Wars, Genocides, Purges and any other such violent traditions or practices are expressly outlawed. Disputes between members must be settled by the Silver Scales.
- Article 3) Predation on humans is permitted only with a license and when following approved feeding guidelines.
- Article 4) All of the Children of the First Ones have the right to life, liberty, happiness and security, and it is the duty of all the Children to ensure these things for each other.

The Council has a judicial branch, the Silver Scales, judges who are responsible for adjudicating disputes and punishing those who break their laws. Each Nation, State, and City may have different laws and bylaws that apply. Those who travel are responsible for knowing the laws of the land before they arrive.

## The Court of the Hidden Reflections

Formed by the Children who could not or did not choose to blend in with human society shortly after the Veil was created. The court is a limited monarchy. The 5 Hands represent the most powerful entities in economy, education, healthcare, security, and infrastructure. They advise the Regent, the strongest, most capable ruler among the Hidden. The positions of Hand and Regent are able to be challenged by anyone who thinks they can prove that they would be more effective in the position. After making a formal challenge for the position, the incumbent sets the conditions of the contest. If the challenger wins they immediately take the position for themselves, along with all of the property of the former holder, however if they fail they become indentured servants to the incumbent for 100 years. The Regent can also replace a Hand if they are deemed to no longer be worthy of the position. If all 5 Hands agree, they can remove a Regent from power in a formal public announcement, then hold a tournament for the position.

The Hands have absolute authority in any matters pursuant to their position. They are permitted to rule in whatever way they see fit and may delegate power under whatever hierarchy they want. However, the Regent can overrule any decision a Hand makes.

All members of the Hidden are beholden to whatever laws the current Hands, Regent, or their underlings create. That and the high law of the land, The Veil must be upheld at any cost, the punishment for intentionally breaking the Veil is destruction.

## The Severing Finger

Not all of the Children are in agreement with maintaining the status quo. There are a small but vocal minority who believe in the eradication of modern human society. They believe that humans should be chattel to the Children for what their god did. The most violent and dangerous of these is the Severing Finger. They are a terrorist organization whose actions are designed to sow so much chaos and discord amongst humanity that they eventually bring about societal collapse. They engage in both overt acts of widespread public violence, and long term covert sabotage of key infrastructure. They often make use of powerful and dangerous magical artifacts to accomplish their goals. The Severing Finger has a number of anonymous but powerful benefactors, including what is believed to be members of some of the Great Houses. The Severing Finger has been responsible for a number of the major terrorist attacks and “natural” disasters over the last few decades.

## The Majirum

When humans first began harnessing the powers of magic for themselves and developed skill based magic, there was a period of unregulated chaos as hedge witches and wizards were everywhere. In response to this, the 9 most powerful Mages at the time, one for each of the practices of magic, came together and created The Tower of the Beginning and End and the Majirum.

The Tower of the Beginning and End is an incredibly powerful enchantment. A structure that exists outside of time and space, a massive white marble tower, floating in an endless sea of stars. The tower contains doors to places mundane and arcane, laboratories and studies, and entire libraries of magical knowledge. There are banquet halls, private quarters, and secret rooms a plenty. The Tower is home to the best and brightest Mages from across history, those who have been personally invited to help refine and study magic. At the top of the tower's many floors, there is a room with 9 thrones, from here the Majirum rule.

The Majirum are kept eternally youthful and healthy by the power of the thrones, and are the absolute authorities in regard to matters dealing with mages. They are each responsible for directing the research in the tower for their respective practices. A Maji can be challenged at any time for their position, it is done through a formal declaration in front of the entire Majirum. The Maji and the challenger engage in a mages duel to the death, and the victor is declared the Maji.

## Necesse Malum

Not all of humanity are ignorant of the existence of the Veil, and none detest it more than the Necesse Malum. This mysterious organization believes that the Veil keeps them separated from their God. They believe that in order for their prophesied day of rapture to occur that the Veil must be broken once and for all. They attempt to accomplish this by working quietly behind the scenes to orchestrate mass Veil Break events. Due to their views being antithetical to nearly all the other major powers, the Necesse Malum operates in nearly total secrecy. Members are trained to resist torture and interrogation, and are immune to most psycognition magic. Very little is known about the origin of the organization, but it is believed to have ties to the Vatican, though the papal powers deny all knowledge of the Necesse Malum.

## Contractors

Many Veil Broken humans, supernatural creatures, and primal magic practitioners end up making their living working as mercenaries and consultants for hire. Often referred to as “Contractors” these people are often exceptionally skilled at handling difficult problems through methods that average people would not be capable of. Private security companies, powerful corporate entities, government agencies, and the mega wealthy are just some of the clients willing to hire a Contractor when things become a big enough problem.

While the small-time, untrustworthy, or uniformed contractor might operate as an independent, all the best ones work with a fixer network. These are well known organizations that vet and hire contractors, perform client background checks and manage jobs details and payments. Fixers live and die by their word, and well established ones are considered some of the most trustworthy people you can find to broker deals and find work in the supernatural world.

In major urban centers, the quality fixers will be household names in the supernatural community. Some of them and the top contractor become the fuel for myths and urban legends.

## The Great Houses

If you were to look up a list of the wealthiest and most powerful families across the globe, most of them owe their vast fortunes to powers of the Veiled world and some of the most powerful people in human society are not human at all. Bankers, industrialists, politicians, bureaucrats, diplomats, and other powerful positions have for hundreds of years, been infiltrated. Long lived creatures have pretended to be their own descendants to maintain control of companies, magic users have manipulated things for their own personal benefit, and the unscrupulous have used and abused supernatural creatures to maximise their bottom line.

The Great Houses are arguably the second most powerful entities around behind the BWO. They have sweeping control of the lives of billions of humans and Children alike.

## The World Eaters

Some people just want to watch the world burn. Or in this case unmake itself. The World Eaters are a doomsday cult of supernaturals and veil broken humans who seek the power to be able to usurp control of the 9 Primal Domains from the Dragon Avatars. They will go to any lengths, and follow any lead to seek out the key to that goal.

Founded by eccentric millionaire Asmond Starling in 1975, and known publicly as the religious organisation the “Star Followers”, The World Eaters cult is hidden at the highest levels of the clergy, drawing its membership from only those most devoted to the cause and deeply brainwashed. Thanks to the exploitation of prosperity gospel teachings, recorded confessions, and the backing of a number of high profile celebrities and politicians, Star Followers and by association the World Eaters have amassed an exceptional fortune and a mountain of blackmail material on influential figures.

Though now publicly led by Asmond Starling Jr. following his fathers death in 2020, the truth is that Asmond Starling had himself cloned and his original psyche placed into the new body. Asmond plans to take any measures necessary to live long enough to see his dream of remaking the entire world.

## Government Agencies

All of the major governments around the world have secret agencies dedicated to dealing with the supernatural world. The United States has the Department of Veil Control (DVC), Canada has Joint Task Force Black (JTFB), The United Kingdom has Secret Community Oversight (CSO), the European Union has the Panoptes Obscura (PO), China has Guàiwù kòngzhì (Monster Control), Russia has Sekretnyy Nadzor za Lyud'mi (Secret People Oversight), Australia has the Australian Non-Human Services Organization (ANHSO). There are many others.

All of these agencies have different operating practices, budgets, and levels of government oversight. But they all serve the same function, they keep track of the supernatural entities in a nation and work to prevent the use of supernatural forces to destabilize national or global order.

# Life and Death

All living creatures in the Material World have the following components; a Body, a Soul, a Psyche, and a Pattern. The potency and complexity of each will depend on their nature.

## The Body

The physical form that a creature inhabits in the Material World. It is the container and perceptual filter that the rest of a creature's components exist in. It sustains wounds when injured and fails when it reaches its maximum wound count. Most small creatures have a maximum wound count of 2-4, medium creatures 4-6, large creatures 6-8, and huge creatures have up to 10. When a creature dies, its body remains in the Material World and decomposes.

## The Soul

The animating force of a creature. A number of theories exist on the exact nature of the Soul, and there is disagreement in interpretation among experts, but a few facts are universally agreed upon; One, all Souls come from the Beyond, they may come from different realms within the Beyond, but they all come from there. Two, Souls can not exist in the Material World without a body to be in, a soul without a body is pushed into the Shade. Three, Most Souls move on from the Shade to the Beyond quickly after death, though the method of travel is poorly understood. Four, a living body without a Soul is a husk of its former self, completely without ambition or drive, experiencing complete anhedonia and responding only to survival needs. Five, A Soul can be destroyed, if something damages it by more than a combined total of a creature's Spirit and Heart.

## The Psyche

A metaphysical construct encompassing the personal consciousness of a creature. It is their surface level thoughts, their subconscious processes, and their memories. It is what makes a creature an individual identity and shapes their nature and reactions. Most creatures start life with their Psyches in a blank state and build them over a lifetime of experiences. The Psyche is a product of the processes of a creature's brain. The Psyche can be affected by physical trauma and magical influence. The Psyche can be attacked by certain spells and creatures. If a person's Psyche is damaged by more than their combined total of Wits and Heart, they are driven mad, and become deranged in some way by the trauma. In some cases they may die of the shock. When a creature dies and its Soul passes into the Beyond, its Psyche slips into the Astral Deep. The longer a Psyche spends there, the more it sinks and dissipates until eventually it is no longer a distinct consciousness.

## The Pattern

The universe's "blueprint" for what a thing is, an exact conceptual idea of them. When a creature's Pattern changes, it changes the rest of the creature instantly, like overwriting data in a storage drive. When a spellcaster uses a spell that affects a person directly, they are putting pressure on that pattern. The average veiled human's pattern is extremely rigid. Being aware of even a single spell placed on them can strain their pattern.

If too much strain is placed on a Pattern, it can warp, damage that can only be fixed with magic. This warp causes a fundamental change in the person, usually in the form of a drastic change in personality, derangement, or disfigurement. They may lose interest in a once great passion, or become hateful of people with the name Steve, become paranoid that the birds are watching them, or have their body changed and twisted in some way.

If a Pattern gets 3 or more warps, it breaks. Without a Pattern, a creature is exposed to the raw chaos of the universe and becomes something else entirely at the Weavers discretion. When a creature dies and their soul has passed into the Beyond, their pattern quickly begins to disappear.

# Playable Creatures

## Vampires

Vampires are the result of a symbiotic infection; Cadaver Oriri Viride (C.O.V) is a bloodborne, semi-conscious, hivemind virus. If a suitable host is infected with blood from a vampire, they will grow sick with a wasting fever within 24 hours. If untreated, the infection spreads through the body and overwhelms the immune system, killing the host within 48 hours. Once the host dies, the virus makes major changes to their biology, re-writing their DNA. The host returns to life 1-3 days after death. They are no longer human, but they retain all the memories they had as a person. The virus does not control the host, but rather benefits from its enhanced durability for protection, and human nature for creating progeny to spread. Once a human has risen as a vampire, there is no cure, the virus is a part of their biology, however if antiviral treatment is administered prior to the patient's death, the infection can be survived.

Vampires are not undead, they are living creatures that were previously dead. They have reflections. They do not suffer any effect from aging. Vampires have a metabolism, although it is incredibly slow, and much more efficient compared to humans. Vampires are sterile. Vampires have a natural healing factor that regenerates from all mundane wounds at a rate of 2 per turn. Vampires have greater muscle density, enhanced strength, and enhanced perception and reaction speed. Even the weakest vampire has a Physique and Reflex score of +3. They require about 200 calories per day, and have to breathe about once per hour. Vampires do not need daily sleep, but they do require a period of deathlike unconsciousness once a month that lasts about a day. Vampires do not produce melatonin, and as a result they are very susceptible to UV rays, and appear deathly pale. Vampires do not burst into flames in the sunlight, but without protection they do get very serious sunburns, very quickly, and their eyes are very sensitive to bright light. All vampires suffer from an inability to produce heme, a condition that has historically been treated through the consumption of blood. Modern vampires are now able to purchase supplements that make the blood drinking requirement obsolete.

Vampires are psychically aware of the status of any other vampire they have sired. They know if they are in danger or if they die, and they can concentrate to sense their location. Within Vampire society, sires are considered responsible for their children, and can face consequences if any vampire they sire causes problems for the supernatural community. Vampires are also inherently aware of, and distrustful of, any other vampire not of the same strain as them, causing them to often engage in complex social and political maneuvering with each other.

Almost all vampires have a supernatural ability, and very rarely some may develop more than one. Different strains of C.O.V seem to bestow different supernatural abilities. Famous examples include invisibility, hypnotic suggestion, and transformation. Vampire abilities are powered by the lifeforce from fresh human blood.

Vampires are not negatively affected by superstitions like garlic, holy water, crucifixes, or hallowed ground. They will die if starved, suffocated, staked through the heart, decapitated, incinerated, or their body is sufficiently destroyed to prevent regeneration.

## Playing as a Vampire

If you want to play as a vampire, make the following changes to your character sheet.

### Attributes:

Your Physique and Reflexes are +3.

Your Wits and Heart are 0.

Your Spirit is -1.

### Required Quirk(s):

Cadaver Oriri Viride: Your immune system has been replaced with a strain of C.O.V. You are a vampire. You do not age, you only require 200 calories per day, and only have to breathe once per hour. You require a period of deathlike unconsciousness once per month that lasts about a day. You need to have a constant supply of heme from at least 1 Wound worth of blood or an artificial supplement each day. You take 1 Wound per day you go without heme. You regenerate from mundane Wounds at a rate of 2 per turn, this power does not work if you are heme starved. Your skin burns quickly under UV radiation, you take 1 Wound per 10 minutes of direct exposure, this damage can kill and is not regenerated. You take a -1 ongoing penalty while in bright light without eye protection. Your condition is infectious via blood.

Blood Power: [You have a supernatural ability provided by the C.O.V infection. The ability requires lifeforce from fresh human blood. The more powerful the ability is, the more lifeforce it requires. Blood bags do not provide lifeforce, only live feeding does. You must deal at least 1 wound of blood loss to gain lifeforce. You may decide what the power is with the Weaver.]

### Gameplay Changes:

You are subject to the vampire governing authority whether you want to be or not. In rural areas this may be a single powerful vampire or a small local council of 2-3 elder vampires. In a large urban center this may be a large court of dozens of vampires all representing different areas and strains of C.O.V. If you fail to submit to their authority and follow their directions you will end up getting punished, which can include a capital sentence.

Unless you have been abandoned for narrative reasons, you have a sire who turned you and is responsible for you. Decide who they are with the Weaver. You should roleplay a natural subservience that makes you inclined to obey them.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

If you interact with another vampire of a different strain, you should roleplay a deep distrust of them. The Weaver may require a Withstand roll to overcome this effect.

## Werewolves

True Lycanthropy is a lingering “blessing” from a long forgotten mythic era goddess of the hunt. It is passed from one person to another when a victim survives an attack from a werewolf, because it is a boon for having survived the hunt. It is not an infection, it is a magical change to their Pattern. There is no cure for Lycanthropy, as removing it from a person's pattern would require the goddess who bestowed the original blessing to remove it, and she is gone now. However many charlatans have claimed to have a cure over the centuries. Werewolves are apex predators, even in human form. They have enhanced strength and sensory perception, can track by scent, and have much better vision than any human. Even the weakest werewolf has a Physique and Reflex score of +3.

They tend to be power hungry and driven people, and are rather territorial, often scent marking their neighborhood. Werewolves are able to instinctively recognise their own kind on first glance. They are pack creatures and will form close relationships with the other werewolves in their area, but tend to be wary of those from other packs. Werewolf packs can be small families, or large organizations, and are almost always run as meritocracies, with status being determined by the resources a member brings in, not by martial strength.

People who survive any blood-drawing physical fight with a werewolf experience a Veil Break and become Werewolves themselves. They will find that the wounds they received will heal supernaturally fast, being fully healed within a day. They will experience an increased appetite and a craving for protein. When the next full moon rises, they will experience a sharp burning sensation as the blessing manifests and their bodies are twisted and transformed into a large humanoid wolf form. Their fur color will match their natural hair color. They will be under the effect of an intense psychedelic trance and will seek out a hunt under the full moon. They will search for large game to prey upon. If they have access to a forested area they will instinctually go there. However if they are trapped in an urban environment, there is a good chance the prey they stalk will be human. After waking up the next morning, usually covered in blood, the werewolf will have only vague dreamlike memories of that first transformation. Werewolves can learn to control their form and change at will. They do still transform regardless of their will under the full moon, but from then on they remain in control of themselves and retain their human faculties.

Werewolves each have a unique supernatural power that reflects their personality, which manifests after their first transformation and can take years to learn to fully control. Werewolves all have a healing factor that regenerates any mundane wound at a rate of 2 wounds per round. Wounds caused by weapons made of pure silver are not affected by the healing factor and must recover naturally, however a werewolf can handle silver items with no ill effects. They will die if starved, suffocated, their heart is destroyed, they are decapitated, incinerated, or their body is sufficiently destroyed to prevent regeneration.

### Playing as a Werewolf

If you want to play as a Werewolf, make the following changes to your character sheet.

#### Attributes:

Your Physique and Reflexes are +3.

Your Wits and Heart are 0.

Your Spirit is -1.

#### Required Quirk(s):

True Lycanthropy: You have been blessed by an ancient goddess of the hunt. You have a very fast metabolism and require twice as many calories as the average human would. You have enhanced senses and can track by scent. You have enhanced vision and can see in the dark. You can use an action to transform into a large anthropomorphic wolf creature. This transformation is violent and painful, it takes 3 rounds, minus your Spirit score. This transformation is involuntary under a full moon. You regenerate from any mundane injury at a rate of 2 Wounds per round, Wounds caused by weapons made of silver are not affected.

Lunar Power: [You have a unique supernatural ability that reflects your personality. You may decide with the Weaver what it is, and how it works.]

#### Gameplay Changes:

You should decide how your first transformation went as part of your MEAT and BONES generation. It should have had a lasting effect for your character, either positive or negative.

Werewolves are strong apex predators and they tend to be somewhat emotionally volatile. You may be asked by the Weaver to make Withstand rolls whenever your character feels directly challenged by a potential threat. If you fail, your character has an outburst as determined by the Weaver.

You may choose to either be part of a pack of Werewolves, who are like a family to you, or you can be a lone wolf and outcast from the local packs. If you are part of a pack, work with the Weaver to decide who they are. Your animal instincts put you at odds with other apex predators. You should roleplay caged aggression and tension when interacting with any werewolf who isn't part of your pack.

The Weaver can decide what part of the campaign's local area is considered your territory, which you should roleplay as very protective of.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

## Beast Folk

Just like the great apes are to humans, the rest of the animal kingdom are to Beast Folk. In the mythic era, before the conquering of the world by humanity, the Beast Folk were plentiful across the world. Now, hidden in corners of the world, there are few of them left. Other than a difference of biology, Beast Folk are actually very similar to humans. They are diverse, with many differences of personality and belief. They are exceptionally rare, having been hunted to near extinction, and almost always live in seclusion in remote places or in hidden communities. There are 4 sub-species of Beast Folk, and they have lifespans similar to humans.

### Playing as as Beast Folk

If you want to play as a Beast Folk, make the following changes to your character sheet.

#### Attributes:

Pick attributes as per normal character creation

#### Required Quirk(s):

Pick one of the following;

Beast Folk [Aquatic]: Your ancient ancestors were fish or other aquatic life. You are a humanoid who shares physical traits with them. You can breathe underwater. Your body has a natural adaptation that allows you to dive to depths of ~1000M and surface again without needing to acclimate or suffering any pressure damage. Your skin needs to stay regularly moisturised or it will begin to painfully flake off, dealing 1 wound for every day you go without being submerged in water or having access to moisturising lotion. You need to drink twice as much as a normal person and quickly become dehydrated. You take 1 wound for every 12 hours you go without water.

Beast Folk [Avian]: Your ancient ancestors were birds. You are a humanoid who shares physical traits with them. You have feathers, wings and can fly, while flying you can carry one inventory worth of gear without being encumbered. If you have a full bag, or want to carry a person, you must make a Traverse roll, and can only fly short distances. You have a light frame and hollow bones, you always take one extra wound when hit in combat.

Beast Folk [Mammal]: Your ancient ancestors were mammals. You are a humanoid who shares physical traits with them. You have fur that protects you from cold temperatures, and a tail that improves your balance, giving you a +1 to Reflex rolls.

Beast Folk [Reptile]: Your ancient ancestors were reptiles. You are a humanoid who shares physical traits with them. You are cold blooded, your metabolism depends on your ambient temperature. When it is above 40°C you get 2 actions in a turn, when it is below 20°C your actions take 2 turns. You go dormant in temperatures below 5°C.

Pick one of the following;

Carnivores Fangs: You have a large muzzle with many sharp teeth, and a powerful bite force. Your bite is a 3 Wound intimate weapon.

Sharp Claws: The nails on your hands and feet are razor sharp claws, they are 2 Wound Close Weapons and give you +1 to rolls made to climb natural surfaces.

Venomous Bite: Your jaw has a venom gland and you have short fangs. Your bite does 1 wound on contact and causes 1 wound of poison damage per round for 3 rounds. This effect can not stack.

Natural Camouflage: You can change the color of your skin to blend in with your surroundings, as long as you do not move you have advantage on Hide rolls.

Prey Sense: You have a natural sense for when you are in imminent danger. You have advantage on Escape Rolls to avoid damage.

#### Gameplay Changes:

You are a rare creature, one almost all humans believe to be a fantasy, and you stand out. Maybe an abandoned orphan, the only one of your kind you know. Or maybe part of a reclusive village or hidden community of your people. Work with the Weaver to decide this as part of your MEAT and BONES.

If you are going to play as a Beast Folk character in a campaign not expressly designed for it, keep in mind that you should roleplay doing everything you can to avoid being seen by mundane people, as you would likely end up being studied or treated like a freak if you were ever publicly outed. You may need a way to safely interact with humanity in order to effectively participate in the story.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

Beast Folk body parts are sometimes used as homeopathic medicine and as magical components in spells. There is a small, but dangerous, black market of kidnap and murder that exists, particularly in Eastern Europe and Asia.

## Ghosts

Ghosts are one of the 2 types of creature that natively inhabit the Shade. They are spectral entities who spawn from the death of a creature in the Material World. Ghosts are only tangible to other spectral entities. When a ghost crosses into the Material World it is called Manifestation. A manifested ghost is composed of a substance called ectoplasm. This substance is immune to damage from mundane sources, and can be both solid and intangible to most materials. The amount of ectoplasm a ghost can manifest is dependent on how powerful they are. Some manifested ghosts are able to possess living creatures, hiding within and exerting control over them. There are 5 main subtypes of ghost.

The simplest ghosts are **Echoes**, which are the incorporeal whispers of a person who has passed on into the Beyond. They are not really sentient or conscious, and are only echoes of a person who has passed on, left behind in the Shade. Echoes dissipate over time and they only exist for a few years at most. Most ghostly experiences people have are actually with these types of ghosts, they are unable to manifest and their effect on the material world is perceived only through small atmospheric changes and electromagnetic interference.

Then there are **Specters**. When a person dies in a particularly horrific or traumatic way, they occasionally leak pieces of their Psyche into the Shade after passing. These entities repeat the same actions over and over again, fragments of the past, leading up to their death. They can last for hundreds of years, especially if the place they inhabit doesn't change much over the years. This is the most common type of visual apparition people experience, as they can manifest briefly in places where the barrier between the Material World and the Shade are thin.

**Geists** are ghosts that have pieces of a Soul and a Psyche. When a person dies, but a part of them strongly refuses to pass on for some reason. A piece of their Soul can break off and be left behind. Geists are compelled to seek out whatever it was that they felt unresolved by in life, however they are unfettered by the parts of the person that passed on. They are singularly focused, but burn out quickly and dissipate without a host to possess. Geist possession can be incredibly dangerous for the host as the Geist doesn't care about its biological needs. Most ghost possessions are the result of a Geist.

**Remnants** are what most people would consider "true ghosts" as often depicted in media. When a creature dies, but fails to pass into the beyond, they become a Remnant. These creatures still have their Soul, and the Psyche from their original life, but no longer have a physical body left in the Material World. Remnants are almost exactly the same as they were in life. However as a ghost they no longer have physical needs. They can not sleep, but they can learn to meditate as a form of mental downtime. No one is certain exactly why someone becomes a Remnant, as it can happen to anyone, and no unifying thing makes one stay. But personal growth does often lead to them passing on. Remnants can stay around for hundreds, and in very rare cases thousands of years. As they get older and more experienced they can develop supernatural ability in addition to manifestation.

**Wraiths** are angry, violent, insane Remnants who have been corrupted by their time in the Shade. They are twisted versions of who they once were, with all their worst traits amplified. The chance and rate at which a Remnant becomes a Wraith seems to be influenced by the nature of the individual and the way they spend their time after death. Remnants who maintain active social lives with other ghosts and engage in personal development have a much lower chance of becoming a Wraith than one who is stuck reminiscing about the past. Wraiths seem to have a need to destroy, and will attack other Ghosts in the Shade, and seek to kill when they manifest.

## Playing as a Remnant

If you want to play as a Remnant, make the following changes to your character sheet.

### Attributes:

Your Physique and Reflexes and Wits are 0

Your Heart is -1.

Your Spirit is +3.

### Required Quirk(s):

Ghostly Nature: You are dead, your body is gone, but your soul and psyche remains. You have no physical needs and can not sleep or lose consciousness. You exist in the Shade instead of the Material Plane. Your Wound counter is replaced with Essence. If you take 6 essence damage, you are either destroyed or become a Wraith and lose control of the character to the Weaver.

Manifestation: You are capable of manifesting yourself into the Material World by concentrating and taking an action. You wrap yourself in ectoplasm and become tangible. You appear to the living as you did in life, you are tangible and give off the illusion of being alive, but only superficially. While in the Material World you can use an action to become intangible for a turn and pass through mundane matter, this also makes your inventory intangible. While manifested, you can take Wounds equal to your Spirit score. After that your ectoplasm is dispersed and you are pushed back into the Shade. You can only use Manifestation once per 24 hours.

### Gameplay Changes:

Unlike Wounds, Essence can only be restored by consuming it from other creatures. You'll need to prey upon other beings in the Shade to maintain your existence. Be aware that other things in the shade will also try to feed upon you.

You should decide what it is that keeps the character from passing on. This is not known to the character, but is an important part of playing a Remnant because The Weaver may require you to make a Withstand roll if your character's will to remain becomes shaken. If you fail, you will take Essence damage.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

It is possible for you to try and possess creatures with a will weaker than your own by making a Heart roll. While possessing someone their movements are slow and jerky, giving you a -1 ongoing to Physique and Reflex Rolls. The possession lasts for a number of turns equal to your Spirit, double if you get a Major success. You can not possess someone a second time within 24 hours.

## Shadelings

When a physical body enters the Shade, whether through intentional magic or unintentionally passing through a weak spot between realms, and eventually dies, it will become a Shadeling. Because their body is in the Shade, the soul and psyche are unable to be separated from it. The person is trapped inside their own dead, unresponsive body. With nothing to decompose the corpse, it will be preserved, and slowly absorb entropic energy from the realm. The outer flesh slowly hardens and turns black, while the tissue inside dissolves into a shadowy aerosol. The soul and psyche become bonded to this aerosol permanently. Eventually the outer shell of hardened flesh will crack open and the Shadeling will spill out from within.

Shadelings are “living” fog made of shadow. They are able to change shape and density, being able to become intangible like a vapor or as solid as steel. They can not speak as they no longer have the ability to make vocalizations. They can not be hurt by mundane weapons.

Shadelings feed on ghosts and other ethereal creatures, absorbing their essence to sustain and empower their own. If a Shadeling goes too long without feeding it will slow down and eventually become dormant, unable to move, and must lay in wait with hope that an unsuspecting ghost wanders into it.

They are all eccentric at best, and raving mad at worst. Their soul and psyche have been twisted by the transformation experience. However there are rare cases where a person holds onto themselves during the transformation and results in a fully sentient and self aware being. These subset of Shadelings, often called Shadowkin, are much more proficient in their shapeshifting allowing them the control to assume humanoid form and use non-verbal methods of communication. Shadowkin that have been around for a while can learn to use supernatural abilities and some of the powerful ones have “kingdoms” in the Shade.

### Playing as a Shadowkin

If you want to play as a Shadowkin, make the following changes to your character sheet.

#### **Attributes:**

Your Physique and Reflexes and Wits are 0

Your Heart is -1

Your Spirit is +3

#### **Required Quirk(s):**

Living Shadow: You are a Shadowkin, you died in the Shade, and your soul and psyche are now eternally bound to a fog made of shadow. As an action, you are able to change your shape or become an intangible vapor. You can assume a humanoid form, but you can not produce any vocalizations.

Made of Essence: You can not be hurt by mundane weapons. You have no physical needs, no physical sensations, and can not sleep or lose consciousness. Your Wound counter is replaced with Essence. If you take 6 Essence damage, you become dormant and lose control of the character to the Weaver. You must consume at least one essence per day from another creature or you take an Essence Damage yourself.

#### **Gameplay Changes:**

You are still a physical creature and as such it is possible for you to leave the Shade if you find a passage into the Material World. You are able to exist in the Shade with no detrimental effect.

Remember that this character can not speak or make any vocalisations.

You can directly absorb an essence from any unprotected ghost you are touching as an action. You can also try to feed from other Shadelings and creatures of the Shade, if you successfully make a Melee roll.

You still remember who you used to be, you have all, or most of, your memories. And you still have desires and emotions like you used to. The trauma of becoming a Shadowkin however will have warped your personality and you are likely to be eccentric now. Because you are no longer a human being, many of the things you may have loved in life will be denied to you now, you'll need to decide how your character maintains their sanity.

If you want, you can create a supernatural ability as one of your other quirks and discuss it with the Weaver to decide how it works.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

## Fae

A catch-all term for any creature native to a group of realms of the Beyond collectively known as the Neighbors. The Neighbors are characterized by the presence of matter, and their unusually high habitability to creatures from the Material World. The air is usually breathable, and food and water are available. The flora and fauna of the Neighbors are foreign to the Material World though. There are a number of natural passages from the Material World to the Neighbors, but they are often shifting and can have specific and esoteric requirements to access. Many creatures throughout history have accidentally wandered into the Neighbors, most of them never to return.

The Fae are characterized by their fascination with humans and the Material World, and by the fact they have physical bodies made of matter. Fae creatures often collect things from the Material World, and some powerful Fae even collect humans. Some Fae creatures feed off of Humans in different ways, and Fae creatures getting into the Material World are the source of many Veil Break events. Not all Fae are evil or cruel though, some choose to help humans and can live alongside them undetected.

Many creatures from human folklore were Fae making trips to the material world. Some Fae vacation here, some of them hunt here, some of them get lost here, and some choose to live here, hiding among humans.

### Playing as a Fae

If you want to play as a Fae creature, make the following changes to your character sheet.

#### **Character Concept:**

Decide what kind of Fae creature you would like to play as and make sure it works for the Weaver. For the sake of smooth storytelling, you may want to consider a creature that can pass as human. Decide why you are living in the Material World instead of the Neighbors.

#### **Attributes:**

Pick attributes as per normal character creation

#### **Required Quirk(s):**

Fae Nature: [You are from a different realm, one of the Neighbours. You have physiology that sets you apart as a different species from humanity, though you may look very similar to them. Decide with the Weaver what these differences are.]

Fae Magic: [Even the weakest of Fae have some sort of innate magic or supernatural ability. Decide with the Weaver what yours is, and how it works]

#### **Gameplay Changes:**

You are not a human being and your motivations and thought patterns may be very different from theirs. You may have trouble understanding the nuances of their behaviour. Unless your character has been living in the Material World for a long time, you should roleplay like a “tourist”, whose actions set them apart as “not from here”.

You have a particular fascination with some aspect of human culture. It may be an object you obsessively collect, a food you can't say no to, or an activity you are addicted to. Whatever your vice is, whenever you are tempted you must succeed on a Withstand roll or else be compelled to do whatever you can to satisfy it.

You are vulnerable to magic that banishes creatures back to their native realm. If you are sent back to your realm, you appear wherever you would consider “home” there. If you have no home there, you appear wherever you last were in that realm, if you have never been in that realm for some reason, you appear at a random location as decided by the Weaver.

Depending on what type of Fae you are, you may need to feed off of humans, either their emotions, mental energy, or their blood/flesh. If you do need to feed off them, you should consider how your character does this on a regular basis without getting caught.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

## Veil Broken Humans

The Veil keeps humans from noticing the supernatural, they will subconsciously dismiss phenomena that violate their worldview, up to a threshold which varies from human to human. Once that threshold is passed, the Veil will break for a person, this either causes a psychotic break, and drives most victims mad, or in very cases, an adaptation event occurs. Humans that experience Veil adaptation become able to see through the Veil and they gain supernatural abilities. There are 3 kinds of Adaptation a person can go through, depending on their nature and the nature of their Veil Break.

### Playing as a Hunter

Hunters are the superhuman protectors of humanity. Make the following changes to your character sheet

#### **Attributes:**

Pick attributes as per normal character creation, then assign a bonus point to Physique, Reflex, or Wits

#### **Required Quirk(s):**

Hunter's Blood: Your body is capable of reaching beyond the normal human ability. Minor attribute improvements can bring your Physique, Reflex, and Wit attribute scores to a cap of +3, Major attribute improvements can bring your Physique, Reflex, and Wit attribute scores to a cap of +4.

Hunter's Resilience: Whenever you would take damage from any source, that damage is reduced by 1 Wound.

#### **Gameplay Changes:**

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

### Playing as a Mage

Mages are humans capable of spellcraft. Make the following changes to your character sheet.

#### **Attributes:**

Pick attributes as per normal character creation.

#### **Skills:**

Assign 1 free skill point to one of the 9 Practices of Magic

#### **Required Quirk(s):**

Mage Blood: Your body naturally accumulates Essential Force (EF) in your bloodstream. You are able to use it to cast spells.

#### **Gameplay Changes:**

See the section on [Skill Based Magic](#) for more information on playing a mage.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

### Playing as a Changed One

Gaining non-human biology, and strange abilities; these people usually become outcasts from humanity. Make the following changes to your character sheet.

#### **Attributes:**

Pick attributes as per normal character creation.

#### **Required Quirk(s):**

Changed: [Your pattern has been altered in a fundamental way, permanently changing you, you have something about you that is no longer human. Decide with the Weaver how your non-human feature works mechanically]

#### **Gameplay Changes:**

Because of your quirk, you stand out as weird in normal social circles, you make normal humans uncomfortable in a supernatural way, you suffer a -1 ongoing to Convince rolls made against veiled humans.

You are obligated to keep your nature a secret from the general human population. Intentionally breaking the Veil will get you killed very quickly.

## Primal Magic Users

Drawing on the old practices of offering and sacrifice, primal magic users walk a dangerous path, maintaining control of the raw forces of nature, be it through brute force or borrowed power.

### Playing as a Shaman

By making offerings to one of the primal forces and living in accordance with it, a Shaman can learn to ask for its help in times of need. It starts when a young budding shaman undertakes their first vision quest and communes with one of the primal dragons. They pledge themselves to live life by the values of their domain, the Veil is lifted from them by the Avatar. As they continue to undertake vision quests, make offerings, and attune further with the primal, the power they have access to will grow.

If you want to play as a Shaman, make the following changes to your character sheet:

**Attributes:**

Pick attributes as per normal character creation

**Skills:**

Assign 1 free skill point to one of the Primal Attunement pacts

**Gameplay Changes:**

See the section on [Primal Attunement](#) for more information on playing a Shaman.

**Required Quirk(s):**

Primal Pact: The Veil has been lifted from you and you have made a pact with one of the primal forces of nature. You live a lifestyle in accordance with that primal, and in exchange you have access to powers borrowed from [One of the Dragon Avatars].

### Playing as a Warlock

By using blood sacrifice and the body parts of magical creatures in dark rituals a Warlock is able to harness the power of primal magic and force it to bend to their whim. This dark magic purges the Veil from the user and creates a taint that is addictive. The rarer and more powerful the creature being sacrificed, the more powerful the spell effect will be.

If you want to play as a Warlock, make the following changes to your character sheet:

**Attributes:**

Pick attributes as per normal character creation

**Skills:**

Create 2 free Dark Knowledge spells

**Required Quirk(s):**

Dark Power: The Veil has been lifted from you and you have learned to harness the life force of magical creatures in order to cast magic. You are addicted to this power, and you will begin to suffer if you go for an extended period of time without casting Dark Magic. This addiction worsens the more spells you know.

**Gameplay Changes:**

See the section on [Dark Knowledge](#) for more information on playing a Warlock.

# Non-playable Creatures

## Spirits

“Spirit” is a catch-all term for both a wide variety of natural energies, and the creatures that can awaken in objects and places as a result of that energy. Spirit builds up in natural objects, like trees, mountains, and rivers. As well as in man made objects of mass reverence, like buildings, cities, and technology. In sufficient quantity, this energy can bestow supernatural effects on an object or place.

If an object or area has been around for a very long time or experiences a large influx of energy, it is possible for the spirit to awaken into a creature. Awakened Spirits only understand everything in the context of its existence and have non-human thought processes. For example, a forest spirit would only understand the issues that affect a whole forest, and might not know the activity of any one specific squirrel or what exists beyond itself, any more than you would know what one of your blood cells or an asteroid in space are doing. Most awakened spirits are not able to communicate directly with humans.

Awakened spirits gain power as time goes on, and they can have a huge amount of supernatural control over their purview. It can become very dangerous if a powerful awakened spirit becomes resentful or bitter. However most are uninterested in human affairs unless those activities impact the spirit directly, and some Awakened Spirits actively rely on and help humans.

## Demons

Creatures from a realm in the Beyond known as Pandemonium. Demons vary widely in shape, size, and abilities. They are characterized by their adherence to power, it being the method by which all conflicts among demons are resolved, and the only thing they respect. Pandemonium is a hostile realm, with few resources and a shifting chaotic environment. Only the most powerful Demons can live in any sort of comfort there. As a result Demons are most often hardened, cruel individuals, who will do anything to increase their own power.

Many Demons will try to escape from Pandemonium. Like most creatures from the Beyond, they have no body, and can not interact in the material world without a host or a manifested form. They can fall prey to creatures if they wander the Shade, as they are made of Essence. In an emergency a Demon can possess a corpse, but these burn up within a few minutes.

A Demon can possess any creature it has a more powerful will than, and possession will usually manifest as mental health issues in the host. Hearing voices, sudden uncontrollable feelings, and memory lapses are common symptoms. Some powerful Demons can excerpt full control over the host. However the more powerful a Demon is, the harder it is for them to maintain a presence in the Material World, as the sheer amount of energy they possess burns out their hosts very quickly. Demonic possession requires a specially trained person with a large amount of personal power to deal with, as the demon either needs to be intimidated or pushed out of the host, or the host needs to be killed to force the demon out of the affected person.

It is also possible for a creature to welcome a Demon into them willingly. In this case the possession becomes a symbiosis. The Creature retains control of its body. The Demon can lend the creature its power and knowledge, while the creature provides a safe vessel for the Demon to inhabit. Because there is no internal struggle for control the Demon's presence does not burn out the vessel. A willing possession can not be forcefully exercised.

Demons in the Material World can often use magical ability, having an innate understanding of one of the wild magic forces. Their control over that power grows with time and practice.

## Devils

Creatures from a realm in the Beyond known as The Labyrinth. Devils vary widely in shape, size, and abilities. They are characterized by their adherence to contract and bureaucracy. The Labyrinth is an incomprehensibly sprawling maze of bureaucracy; with an uncountable number of offices, courtyards, factories, libraries, warehouses, and other buildings, all connected by a network of hallways. Only creatures native to the plane are able to navigate it without getting lost. Devils exist in a corporate hierarchy, with mortal souls being the currency they trade and hoard. The most ruthless and effective negotiators have the largest army of contractually bound slaves at their disposal. The more souls at a Devils command, the more power they have.

Devils, particularly the more powerful ones, spend much of their time soliciting the souls of mortals. This is done through 2 main ways. The first is to travel to the Material World. Like most creatures from the Beyond, they have no body, and can not interact in the Material World without a host or a manifested form. They can fall prey to creatures if they wander the Shade, as they are made of Essence. Once in the Material World, they can possess a person and use them as a puppet to make deals with others. The second method is to be summoned into the Material World by a mortal, through the use of magic, to make a bargain directly. This allows them to bypass the need to possess a host and is the preferred method of most Devils.

Devils have the ability to change the Material World by making deals with mortals there through a form of contract magic. A sentient creature, who enters a bargain entirely of their own free will, can trade their Soul for a promised offer. If the Devil is able to grant the request, then when the person dies, their Soul will go to the Labyrinth and become an eternal slave to the Devil, forced to work in its offices and factories forever. A Devil is not able to outright lie, and can not offer something it does not have the power to grant, however they can make the contract as convoluted and hard to figure out as they want, as long as the other party is still able to technically understand it. Both parties can add as many clauses to the deal as they like, as long as the other party agrees. They can not apply external force themselves to make someone sign, and can not directly compel others to do so, but they can emotionally manipulate a person to convince them to sign.

## Celestials

Coming from a realm of the Beyond called Aeternum, and considered the “police” of the Beyond, Celestials are a diverse race of creatures that range in appearance from humanoid to “biblically accurate”. These creatures strictly adhere to an ineffable set of instructions they call the “Master Plan”. Celestials uphold the status quo of the universe, and show up in the Material World and other realms of the Beyond to perform “corrections” whenever someone or something acts against the “Master Plan”. These corrections can range from something as simple as removing or placing an object, to complex undertakings like erasing an entire city. Celestials are incapable of independent thought, they operate more like an automaton than a living creature, adhering to their Master Plan like a program.

Celestials range in power from tiny single function adjuncts and assistants who have no special abilities, to colossal Emperors that oversee entire cities worth of Celestials. Celestials in their natural form are invisible to most living creatures. Like most creatures from the beyond, most Celestials have no body and can not interact in the material world without a host or a manifested form. Some can perform “miracles” through the use of magic that rewrites the underlying “code” of the universe. If a manifested Celestial is destroyed, the body disincorporates and the Celestial is sent back to Aeternum.

In very rare cases a Celestial becomes damaged, and the Master Plan programming becomes corrupted. These Celestials begin to develop personality and independent thought. They will start to have questions about who and what they and the universe are. If this continues the Celestial will eventually no longer be able to follow the Master Plan, and they will become fallen. Fallen Celestials have 2 choices; they can report that they are questioning things, and be repaired or destroyed. Or they can escape Aeternum and hide in another realm, making a new life for themselves. In order to avoid being found, Fallen Celestials need to be very careful to make as little use of their powers as possible.

## Cryptids

The world is full of strange creatures, things almost no one has ever seen, things we would call monsters. They might be mutated by science gone wrong, or by the hubris of a spell caster. They might just be creatures native to very remote locations. Cryptids are rare, unstudied, and mysterious. They have supernatural abilities that make them hard to find and document. They can be dangerous, or just misunderstood.

The Weaver can use their imagination to create all sorts of possible plot devices. A cryptid should have some sort of weakness the party has to discover before they can capture or defeat it, and it should be so rare that there is no reliable information about it.

## Husks

Often colloquially called “zombies”, Husk is a collective term for creatures that are dead and have no soul, but who still possess an animating force due to outside influence. Husks are usually violent instinctual creatures. There are 3 known variants of Husk.

**Arcane Husks:** Where a creature has more EF in their body than they can contain, they die and become Arcane Husks. Considered one of the worst fates that can befall a Mage. Arcane Husks are emaciated versions of their former selves, skin pulled taught, with sunken eye sockets burning with a violet light. They are driven by an endless hunger for EF, and will try to consume any creature with EF in their blood. They are insane raving creatures, no longer capable of spellcraft or communication. If an Arcane Husk is unable to find EF to feed on, they will eventually burn out.

**Macabre Husks:** The use of dark primal magic and forbidden rituals can result in a Macabre Husk. They are made of the corpses of one or more creatures sewn together, animated by magic or through possession, and have been used for labor or combat by Warlocks throughout history. Macabre Husks can also result unintentionally from the improper burial or disposal of corpses in areas with strong spirit activity. The creation of Macabre Husks is forbidden by the Majirum, and is taboo in most supernatural cultures.

**Cortical Usurpation Parasite Husks:** The cause is a unique microscopic organism, designated the “CUP Worm” by Lighthouse researchers. This creature was first discovered in Chile. A group of amateur explorers found a bioluminescent pool of water in a previously unexplored cave system. After being exposed to the water, the worms infected their bodies and made their way to the brain, where they began eating it. The victims all died of massive brain hemorrhage within minutes. The worms then attached to the brainstem and controlled the corpses using crude electrical signals. The husks were only capable of rudimentary movement and lacked higher reasoning functions. The worms reproduce in the host, consuming their flesh for the nutrients to do so. This caused the husks to develop oozing bioluminescent sores across their bodies. The husks seem to be compelled to try and spread the infection, and are drawn by movement. After a small nearby village was infected, the Lighthouse was brought in and successfully subdued the threat. The original pool was drained and samples were retained for study. CUP Worms have a physiology unlike anything in our current biosphere, possess a rudimentary hive mind, and do not share DNA markers with any other known species, their origin remains a source of heavy study for Lighthouse researchers.

# Skill Based Magic

## Essential Force (EF)

There is a hidden energy that powers creation. It has been called many things by people across history and culture; Mana, Aether, Orgone, Chi. This "Essential Force" permeates all of creation, and veiled humans perceive it as cosmic microwave background radiation. Mages accumulate EF in their blood. If they learn to harness and control the EF they can become spellcasters. If they don't learn to control it, they eventually die from the radiation, a condition called "Essence Rot"

Your Maximum EF is equal to your Spirit + your total points in magical skills, or 1, whichever is greater.

Your body is constantly absorbing EF from the ambient environment. You refill your EF to maximum after taking a long rest. You can also absorb EF from your environment by performing personal meditation, uninterrupted, for at least an hour. Personal meditation will differ from mage to mage and requires a mindful activity in alignment with your Sphere of Magic. This requires a Spirit Roll:

- On a Failure: Your EF is drained
- On a Minor Success: You receive EF up to half your maximum
- On a Major Success: You fill your EF to max.

## Essence Rot

Regulating their EF and dissipating excess EF into the ground is one of the first skills a new mage must learn, and almost every mage can do it as an action. If a mage never learns to, or is prevented from draining the EF from their bloodstream, it will continue to accumulate. If a Mage's total EF exceeds their maximum EF, they will begin to take damage:

- 1 EF over: Nosebleeds, nausea, dizziness; -1 to all rolls
- 2 EF over: Crippling pain, disorientation, hallucinations; -2 to all rolls
- 3 EF over: Necrosis, internal bleeding, loss of consciousness; -3 to all rolls, 1 wound per turn (unmitigable)
- 4+ EF over: Instant Character Death, followed by transformation into an Arcane Husk.

## Pattern Fatigue

When a Mage casts a spell that affects a person directly, they are casting that spell on a person's Pattern, changing them. When a person is aware of a spell being on them, they experience pattern fatigue. Mages are always aware of a spell cast on them, even if they do not know the effect of the spell. Too much pattern fatigue will cause it to warp. All mages can support at least one spell on themselves even if they have a negative spirit score. Mages can support an additional number of spells equal to their Spirit. Once a mage reaches the limit of their patterns flexibility, they can try to push themselves further, making a spirit roll to maintain their pattern's integrity each time another spell is cast on them, gaining a warp on a failure. Each spell, even if it has multiple effects, is still only counted as one spell on a pattern.

## The Animus

Every mage manifests magic in a different way, known as their "Animus". It may be a shimmer of lights, spontaneous butterflies, a change in the atmosphere, or any other supernatural effect. The more powerful a spell is, the stronger the Animus. Veiled humans who witness an Animus may experience a Broken Veil if they are unable to explain it away naturally. Mages who see another Animus will know that a spell is being cast, but unless they are personally close to the caster, will not be able to tell anything about the spell.

## Spellcraft

Spells are impositions of the Mages' will onto the world order. They replace the way things are with the way the Mage wants it to be. Spells only work as long as the Mage's willpower is greater than the collective will of reality. The more veiled humans there are around to disbelieve the Mages version of the world, the harder it is to cast a spell, and the greater a chance there is for a Broken Veil event to occur. As a result most Mages are very secretive and work subtly from the shadows. Spells typically have 3 components; Words of power spoken out loud, ritualistic movements of the hands and arms(or other body parts), and a clear mental image of the desired effect.

## Types of Spellcasting

**Basic Spells** are quick, improvisational castings, taking usually less than a minute and requiring that the Mage stay focused on the spell during the entire casting. They are used in combat and during investigations. A Mage can combine multiple spell effects together as long as they are not 5th level spells and are all from one practice of magic.

**Ritual Spells** are slow, methodical castings, sometimes taking days to accomplish. They require specialized research, materials, and a secure location for the ritual site. Ritual spells allow the mage to take breaks and divide the casting up, making big spells easier and safer to cast.

**Combined Spells** use the efforts of 2 or more casters. Complex spells often require the application of skills from outside a single mage's sphere of magic, or the EF cost of a spell may be too high for one Mage to manage. Casting a spell with another mage requires a familiarity with them, and often a comradeship. You have to know their Animus, and how they see the world. If you don't understand them, you can't visualize their spells as they cast them, and won't be able to mix yours in. Thus the formation of covens and Mage societies.

## Calculating Spell Cost

1. Add the base EF cost of each spell effect the casting will have, this equal to the skill level required for each effect.
2. Add 1 EF if the spell is accelerated so it only takes one round to cast. 5th level spells can't be accelerated.
3. Subtract 1 EF cost for each valuable spell component consumed, as long as the item is considered a valuable resource, cannot be easily obtained, and makes sense for the spell, it can count.
4. Determine if the spell is being cast without any verbal or somatic components, Add 1 EF cost if cast without either of them, add 2 EF cost if cast without both.
5. Add 1 EF to hide your Animus if you want.
6. Add or subtract any bonuses or penalties as determined by the Weaver
7. Pay the EF cost at the start of casting and make a Spirit Roll.
8. On a failure, the spell backfires, causing a magical backlash.

## Concentration

Some spells require that the mage maintain focus on the effect for it to be sustained. If the mage becomes distracted or is attacked, they must make a Wits roll to maintain their concentration. If they fail, the spell ends.

## Upcasting

Most spells have a limited range of self, or touch. By using the next level of skill, a spell can be upcast, changing its range from self to touch, or from touch to sensory perception. A spell can also be double upcast to bring it from self to sensory perception. Upcasting can also be used to expand the range or area of effect of a spell, or to add multiple targets to the spell.

## Sympathetic Connections

When we interact with things we build up sympathetic connections to them. These are subtle threads that bind us to the things in our world. Many spells require or benefit from having a sympathetic connection to the target. This is the origin of the use of objects like locks of hair, blood, and personal keepsakes in spellcraft. Unless it is a requirement, having a sympathetic connection to your spells target gives you a +1 to the spellcasting roll and consumes the connection.

## Magical Backlash

When a spell cast roll fails, a magical backlash occurs. The player rolls a d6 3 times;

The first roll determines the target of the backlash. If the target roll is invalid, then it defaults to the caster.

- |  |
|--|
| 1: An environmental effect<br>2: Everyone in the scene<br>3: The whole party<br>4: The caster<br>5: A random party member<br>6: A random person in the scene |
|--|

The second roll determines the effect of the backlash. The Weaver selects an effect from one of the spells of the type rolled and applies it as they see fit to the target rolled.

- |  |
|--|
| 1: Unmake or Transform<br>2: Create<br>3: Dominate or Decay<br>4: Tinker or Fray<br>5: Nudge<br>6: Obfuscate |
|--|

The third roll determines the duration of the backlash.

- |  |
|--|
| 1: Until dispelled<br>2: 1 Month<br>3: 1 Week<br>4: 1 Day<br>5: 1 Scene<br>6: 1 Turn |
|--|

## The 9 Practices

Magic is naturally broken down into 3 groups or "Circles", with each Circle having 3 Practices of Magic. A mage can only have an affinity for one circle, they can learn to cast spells using skills within their circle affinity, but not from others. This has led to the common tradition of spell casters working in multiples of 3.

| Circle of Reality   | Circle of Substance   | Circle of Being   |
|---|---|---|
| <b>Spatiorelativistics</b><br>The study of the physical dimensions within which all things exist.<br><i>Dimension, Distance, Teleportation, Warding, Scrying</i>            | <b>Arcanistics</b><br>The study of the structures and principles of Magic and Essential Force itself.<br><i>Essential Force, Spell Construction, Illusions, Patterns, Auras, Enchanting</i> | <b>Biomorphics</b><br>The study of life, evolution, and organics.<br><i>Disease, Evolution, Healing, Metamorphosis, Stamina, Biochemistry</i>   |
| <b>Chronomancy</b><br>The study of the flow of time.<br><i>Temporal Acceleration &amp; Deceleration, Prophecy, Divination, History</i>                                      | <b>Alchemy</b><br>The study of the structure of lifeless material.<br><i>Matter, Raw Elements, Alloys, Chemistry, Transmutation</i>   | <b>Psycognition</b><br>The study of the universal consciousness shared by all thinking creatures.<br><i>Communication, Hallucinations, Mental projection, Telepathy, Mind Control</i> |
| <b>Synchronicity</b><br>The study of the connections between things and the intricacies of probability.<br><i>Destiny, Probability, Connection, Blessings, Curses, Fate</i> | <b>Metaphysics</b><br>The study of the forces and energies of the universe.<br><i>Electricity, Gravity, Kinetic energy, Light, Physics, Radiation, Sound</i>                                | <b>Noumena</b><br>The study of the intangible, spirits, and the worlds in-between.<br><i>Souls, Spirits, Ghosts, Extraplanar Creatures, Summoning</i>                                 |

## Skill Level

Unlike normal skill points, skill in magic requires study and experimentation as part of your character's downtime and doesn't level up with the advancement track. Work with the Weaver to find activities you can do to increase your skill in magic.

|   |   |   |   |  |
|---|---|---|---|--|
| <b>One Point in a Practice</b><br><i>Cost 1 EF and Take 1 Action to Cast</i><br><b>Seek</b><br>“Gain mystical knowledge of an element”<br><b>Obfuscate</b><br>“Briefly conceal an element”<br><b>Mage Sense</b><br>“Gain heightened sensory perception of elements” | <b>Two Points in a Practice</b><br><i>Cost 2 EF and Take 2 Actions to Cast</i><br><b>Nudge</b><br>“Compel an element to do something improbable”<br><b>Mage Armor</b><br>“Protect yourself against attacks”<br><b>Gift of Sight</b><br>“Cast Mage Sense on others”<br><b>Shroud</b><br>"Cast obfuscate on others" | <b>Three Points in a Practice</b><br><i>Cost 3 EF and Take 3 Actions to Cast</i><br><b>Tinker</b><br>“Alter the capabilities, function, or form of an element”<br><b>Fortify</b><br>“Improve an element”<br><b>Fray</b><br>“Degrade an element”<br><b>Gift of Protection</b><br>“Cast Mage Armor on others” | <b>Four Points in a Practice</b><br><i>Cost 4 EF and Take 4 Actions to Cast</i><br><b>Dominate</b><br>“Compel an element to do something impossible”<br><b>Decay</b><br>“Mutilate an element” | <b>Five Points in a Practice</b><br><i>Cost 5 EF and Take 5 Actions to Cast</i><br><b>Transform</b><br>“Change the essential nature of an element”<br><b>Create</b><br>“Create an element from nothing”<br><b>Unmake</b><br>"Destroy an element" |
|---|---|---|---|--|

## Alchemy

### One Point

#### Seeking

##### **Alchemists Knowledge**

On a Minor Success: You may ask one question about how the practice of Alchemy is at play here

On a Major Success: You may ask two questions.

##### **Detect The Concealed**

On a Minor Success: You can tell if an object contains a hidden compartment or if a wall has a hidden door. You don't innately know how to open it, just where it is. You must be touching the object to cast the spell.

On a Major Success: You also identify the method of opening it.

##### **Mechanics Intuition**

On a Minor Success: You know what internal mechanical components are in a device and how they are connected together. You can tell exactly how any defective part is broken. You can use this information to repair or sabotage a device. You have to be touching the device to cast the spell.

On a Major Success: +1 forward to interact with the device.

#### Obfuscation

On a Minor Success: You can do one of the following:

- Make a hidden compartment harder to find
- Camouflage a small inanimate object in plain sight
- Hide your presence from a mechanical sensor

On a Major Success: You gain a +1 Forward to your next action.

#### Mage Senses

Roll +Spirit to grant yourself Crafters Eyes for the scene:

On a Minor Success: You can do the following:

- Determine the composition of an object
- Detect if something is radiating magic
- Detect the presence of a substance in the area

On a Major Success: You gain a +1 forward to your next action.

#### Crafters Eyes

The world around you looks fractured, like it is made of building blocks. The deeper you look, the smaller the building blocks are. Living creatures look blurry. You see magic in the way it affects matter, the building blocks touched by magic seem to sparkle, like they are covered in glitter.

### Two Points

#### Nudging

##### **Remote Control**

On a Minor Success: Make any mechanical device in your sensory range fulfill its function remotely. You can make a device start or stop, change the speed at which it operates, or cause it to malfunction. You can not make it do anything the device would not normally be capable of and must remain concentrating to maintain the spell.

On a Major Success: +1 ongoing to your actions using the device until the end of the spell.

##### **Personalize Weapon**

On a Minor Success: You alter the balance, calibration, or sharpness of a weapon, attacks made with this weapon are Major Successes on a 9+. This only applies when the weapon is being used by the mage who cast the spell.

On a Major Success: You can add a utility TAG to the weapon.

##### **Move Liquid/Gas**

On a Minor Success: You can make a 2 square meter volume of liquid or gas move up to 10 meters from its original location. The target must be in your sensory range. Liquid moved in this manner has enough force to knock people over, and if a size large or smaller creature is crushed up against a solid object by the mass, it deals 1 wound.

On a Major Success: You can continue to move the target as an action for the duration of the scene or until you lose your concentration.

#### Mage Armor

##### **Alchemists Immunity**

On a Minor Success: Select a substance when you cast the spell, you are immune to any toxic or caustic effect of that substance for the scene. It can not deal damage to you. If the substance is a liquid, you can float in it. You can still take energy damage from the substance.

On a Major Success: As an action, you can change the substance after casting the spell.

##### **Material Dampening**

On a Minor Success: You create a field around you that momentarily softens physical weapons reflexively. Any physical attack against you with mundane items is reduced in wounds by half your skill level in Alchemy rounded up.

On a Major Success: You also can not be restrained by mundane physical objects such as rope or handcuffs.

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll + Spirit to cast Obfuscation on others, it works the same as the one point Spell

## Three Points

### Tinker

#### **Shape solids**

On a Minor Success: Change the shape of up to a 2 square meter volume of solid matter. It can be extracted from a larger solid. The matter can be sculpted into any form you can imagine. It retains its other properties and must remain solid. You must be touching the target. If used to attack someone, an Escape roll can be made to avoid the attack.

On a Major Success: You can also move the mass up to 10 meters away.

#### **Change Properties**

On a Minor Success: Increase or decrease; the electrical conductivity, the magnetic reactivity, or the state of matter of an object. The other properties of the object remain the same. You must be touching the target. The matter cannot be turned into plasma without also having 3 points in Metaphysics.

On a Major Success: You can change multiple properties in a single casting.

#### **Change Flammability**

On a Minor Success: Increase or decrease the rate and temperature at which an object combusts. The other properties of the object remain the same. You must be touching the target.

On a Major Success: The object's chemical reactivity can also be changed.

#### **Change Size**

On a Minor Success: Increase or decrease an object's size. The target object changes by up to one size TAG in either direction. The other properties of the object remain the same.

On a Major Success: You can revert the object back to its original size as a free action.

#### **Merge Devices**

On a Minor Success: Take 2 or more ordinary mechanical or electrical devices, and combine them together into a single device that has the utility TAGs of both. The device is the size, and weight of the largest of the devices, and has the durability of the weakest of the devices. Its appearance is up to the Weaver. The spell is cast at a -1 penalty for every device over 2 that is merged. You must be touching the objects.

On a Major Success: You can choose the appearance of the merged device.

### Fortify

#### **Strengthen**

On a Minor Success: Make an object more resistant to damage. Its durability TAG improves. You must be touching the object. The other properties of the object remain the same.

On a Major Success: The object can be made indestructible to mundane damage.

#### **Armored Clothing**

On a Minor Success: Make regular fabrics as strong and resilient as armor. The target clothing becomes a piece of medium armor. The other properties of the object remain the same. It is indiscernible as armor to the naked eye. You must be touching the target.

On a Major Success: The target object becomes a piece of heavy armor.

#### **Purify Substance**

On a Minor Success: Remove any impurities from up to a 2 square meter volume of matter. They can refine chemical compounds, create pure materials, or filter toxins from a substance. The impurities are left behind in their natural form. You must be touching the target.

On a Major Success: You can choose to dissipate the impurities away instead of leaving them behind.

#### **Repair Machine**

On a Minor Success: Cause any broken or malfunctioning machine to operate again. Any broken parts or damaged connections repair themselves and reconnect. You must still supply any missing components themselves as the spell does not create matter, it only repairs damage or wear. You do not need to know how the machine works to cast this spell. You must be touching the device.

On a Major Success: The machine is made as efficient as possible.

### Fray

#### **Make Brittle**

On a Minor Success: Make a large or smaller object less resistant to damage. Its durability TAG degrades. You must be touching the object. The other properties of the object remain the same.

On a Major Success: The object can be made so brittle it falls apart at the slightest touch.

#### **Damage Machine**

On a Minor Success: Cause a device to stop functioning. The damage is random, it could make components disconnect, cause parts to crack, make seals leak, or in some other way break. The device immediately stops functioning and must be serviced by someone with the skill to repair it before it will operate again. You do not need to know how the machine works to cast this spell. You must be touching the target.

On a Major Success: The machine is so badly damaged it can only be replaced.

#### **Invisible Blades**

On a Minor Success: You harden the air into a weapon and slash your opponent with it. The blades deal 3 Wounds of slashing damage. The target must be in your sensory range. The blades are invisible and can't be dodged unless the target has mage senses active.

On a Major Success: You can continue to attack with the blades, as an action, until you lose concentration.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### ***Intangible Form***

On a Minor Success: Become selectively intangible for the scene. You can pass through solid objects as an action. You can target what objects pass through you or not, so you don't fall through a floor, and you can still interact with things. You have to be able to see the object you are passing through, and most projectiles move too fast to react to in time.

On a Major Success: Projectiles you are aware of pass through you reflexively.

#### ***Automaton***

On a Minor Success: Assemble a large or smaller statue out of any single inanimate matter freely available around you. The statue takes any form you can imagine. It retains the properties of the material it is made of. The Automaton has 2 modes; In active mode, you can concentrate and control the Automaton directly. In passive mode, the Automaton can perform any single rote mundane action it is instructed to do, such as guard a door or pull a lever, but it cannot think for itself.

On a Major Success: You can change the appearance of the material used to create it.

#### ***Expel Matter***

On a Minor Success: Create an area, within your sensory range, up to 5 meters in diameter, that all of a selected substance is pushed out of. It could be any inorganic matter, it goes in whatever direction you desire. The selected substance remains out of the field for a number of rounds equal to your skill in Alchemy.

On a Major Success: You can move the field as an action.

### **Decay**

#### ***Entropy Field***

On a Minor Success: Create a field, within your sensory perception, up to 5 meters in diameter. Everything inorganic that comes into contact with the field, not in your direct possession, begins to rapidly oxidize and decay. All objects are reduced by one durability TAG per round. Fragile items turn to dust. The field lasts for a number of rounds equal to your skill in Alchemy.

On a Major Success: You can move the field as an action.

#### ***Disassemble***

On a Minor Success: Cause an object to disassemble into all its component parts. You must be touching the object. The object comes flying apart catastrophically and any fluids within spill out. Component part is defined as: "the smallest possible intact piece of a machine".

On a Major Success: You can cause the spell to happen on a delay, or on command, provided the object is still in your sensory range.

## Five Points

### **Transform**

#### ***Transmutation***

On a Minor Success: Transform any single type of inanimate matter into any other single type of inanimate matter. You can target up to 2 cubic meters. The matter must be within sensory range. The transmuted material can be a single element, an alloy, or a chemical compound. You must be touching the target.

On a Major Success: You can transmute a single substance into multiple substances, or vice versa.

### **Create**

#### ***Wellspring***

On a Minor Success: Enchant a medium or smaller container of items to automatically replenish any inorganic objects within. You must be touching the target. This could be something like an ammo magazine, a canteen with water, or a bottle of pills. The container only replenishes if someone needs more of the thing inside. The container only creates an exact copy of whatever was in it when the spell was cast. It takes an action for the container to refill, but you do not need to be concentrating on it.

On a Major Success: The container refills instantly instead of as an action.

#### ***Manufacture***

On a Minor Success: Create any large or smaller object you can imagine, that still obeys the laws of physics. You can copy any machine you have cast Mechanics Insight on, you can use a technical document as a regent in the spell to create the device it depicts, or you can use a relevant skill to invent a device on the spot. If you invent a device, it has the Unstable TAG and may malfunction at the Weavers discretion.

On a Major Success: The device operates better and more efficiently than any mundane version and does not have the Unstable TAG.

### **Unmake**

#### ***Obliterate***

On a Minor Success: Destroy any medium or smaller mundane object at the atomic level. It becomes nothing but subatomic particles in a huge burst of energy. Anyone within close range of the target takes 3 wounds in energy damage. Anyone within mid-range of the target must make a Physique roll to avoid being dazed by the blast. The target must be in your sensory range.

On a Major Success: You can cause the spell to happen on a delay, or on command provided the object is still in your sensory range.

## Arcanistics

### One Point

#### Seeking

##### **Arcanists Knowledge**

On a Minor Success: You may ask one question about how the practice of Arcanistics is at play here

On a Major Success: You may ask two questions

#### Identify

On a Minor Success: Identify the practice of the spell on an enchanted item. You must be touching the item.

On a Major Success: You also identify the nature of the spell

#### Obfuscation

Roll +Spirit to hide yourself for the scene:

On a Minor Success: Select one of the following;

Hide your nature as a mage

Hide your animus while spell casting

Make your aura seem average

On a Major Success: You gain a +1 forward to your next action

#### Mage Sense

Roll +Spirit to gain Sight Beyond Sight for the scene.

On a Minor Success: You can do the following as an action

- Identify if something is radiating magic
- See through hard-force constructs
- See peoples auras and try to read them

On a Major Success: You gain a +1 forward to your next action

#### Sight Beyond Sight

The world looks much more vibrant and saturated. The natural EF in everything seems to glow with an inner light, although it generates no actual illumination. Hard-Force constructs look shimmery and fake. You see magic in the form of its raw EF, like wisps of shimmery steam. Sentient creatures are surrounded by their auras.

#### The Aura

All sentient creatures have an aura, a reflection of their essential nature, and their impact in the world. The aura is like the event horizon of a black hole, it looks like a thin line of compressed light around the outside of the person. The brighter a person's aura is, the more effective potential they have. That is to say, it is a reflection of the amount of change they can make on the world. Most people's auras are relatively dim. Mage's auras are incredibly bright in comparison, and the more skill in magic they have, the brighter it is.

A mage with Sight Beyond Sight can roll +Heart to peer deeply into a person's aura, expanding the ring of light into a spectrum that reveals the person's nature.

On a Failure: You break the Mage Sense Spell

On a Minor Success: You can tell what their general effect on the world is and if they are a supernatural creature. If they are a Mage, you can tell the practices they are proficient in

On a Major Success: You can tell if there is anything off about their aura, such as if it has been changed with magic.

### Two Points

#### Nudging

##### **Arcane Scroll**

On a Minor Success: Create a scroll that can store a spell, up to the level of your Arcanistics skill. Once cast into it, the stored spell can be read as an action later, casting the spell. Targeted spells need to be aimed with a Ranged roll. AoE spells are centered around the scroll. Your maximum spell EF is reduced by one per scroll you have active. Scrolls are constructs of EF and have the Fragile TAG. Scrolls are destroyed after 24 hours and the spell within a destroyed scroll is released as wild magic at the Weaver discretion.

On a Major Success: The mage can have the scroll take the form of any tiny object.

##### **Activate Enchanted Item**

On a Minor Success: Activate any enchanted item you are holding, even if you don't know the method of activation.

On a Major Success: The mage also learns the method of activation

##### **Counterspell**

On a Minor Success: Target another mage within your sensory range who is actively casting a spell. The target spell fizzles and the EF used is release as wild magic at the weavers discretion. Make the roll at -1 per spell level above two, unless you spend an EF per level. Make the roll contested against other player characters.

On a Major Success: Also refund half the mana spent to cast the spell

#### Mage Armor

##### **Spell Shield**

On a Minor Success: Create a barrier of EF against offensive magic for a scene. You gain advantage on rolls to avoid magical effects cast directly against you and gain armor against damage caused directly by spells, with durability equal to your skill in Arcanistics.

On a Major Success: You also take half the wounds, rounded up, from spell damage.

##### **Pattern Anchor**

On a Minor Success: Prevent your pattern from being altered for a scene. You cannot have spells cast directly on you, this includes your own spells, and this prevents all magical healing. It does not prevent damage caused by spells.

On a Major Success: Also refund half the mana spent to cast the spell

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll + Spirit to cast Obfuscation on others, it works the same as the One point Spell

## Three Points

### Tinker

#### **Arcane Token**

On a Minor Success: Create a token in the form of any tiny or small object you desire. It has the fragile TAG. It is able to hold EF, up to a maximum equal to the casters skill in Arcanistics, and manifests empty. If a token is broken, or is out of your possession for more than a day, it disappears and releases any EF within as wild magic, at the Weavers discretion. Any mage with at least level 3 in Arcanistics can draw EF from a token in their possession as an action.

On a Major Success: The token manifests already filled with EF

#### **Channel EF**

On a Minor Success: Transfer your EF to people and objects at a rate of 1 EF per action spent casting this spell. If the target of this spell is a person, they must be aware of, and willing to receive EF from the caster. You must be touching the target of the spell.

On a Major Success: You only lose half the EF you transfer, rounded up.

#### **Mage Sanctum**

On a Minor Success: Create a space, covering up to 100 square meters, in which veil break events are less likely to occur and people are more inclined to ignore spell effects. The spell lasts for 24 hours, unless the mage renews it with 3 EF once per day.

On a Major Success: The mage sanctum effect also subtly encourages people to overlook it entirely.

#### **Manipulate Aura**

On a Minor Success: You can directly alter the aura of yourself or others for a scene. You can change the color and nature, and can make it appear like that of another person or creature, as long as you know what the desired aura you are replicating looks like. The target must be in your sensory range.

On a Major Success: The item does +1 wounds.

#### **Arcane Priming**

On a Minor Success: You prepare the target mundane object to hold a spell and become an enchanted item. This process can only be performed once per month. The target item will absorb the next spell cast on it, as long as the spell is equal to or less than your skill in Arcanistics. You can select the activation method of the enchanted item when you cast the spell. The enchanted item can be activated a number of times equal to your Arcanistics skill before being drained. You must be touching the target.

On a Major Success: The enchanted item can be activated a number of times equal to twice your Arcanistics skill before being drained.

### Fortify

#### **Infuse Item**

On a Minor Success: The infused item is filled with EF and gains the Magical TAG for the duration of the scene. It is effective against creatures that would normally be immune to damage from mundane weapons.

On a Major Success: You are refunded half the EF spent to cast the spell.

#### **Harness Place of Power**

On a Minor Success: Create a connection with the place of power, where the ambient EF is particularly high. The location of these places is decided by the Weaver, and they are often contested. The weaver will tell you how many points of EF the location has. You can use that EF pool to power devices both mundane and magical, and to cast spells. The time it takes for a place of power to recharge is up to the Weaver.

On a Major Success: You become innately aware of any other people in the place of power, even if you are away from it.

#### **Minor Hard-Force Construct**

On a Minor Success: Create a size medium or smaller inanimate illusion made of EF. It has substance and appears as whatever form the mage imagined when they created it. It can be picked up and interacted with, but has no internal functioning components and possesses no practical qualities. It has the fragile TAG.

On a Major Success: You are refunded half the EF spent to cast the spell.

#### **Mend Pattern**

On a Minor Success: You remove a warp from someone's pattern. This also repairs whatever derangement or disfiguring effect the warp caused. You must be touching the target. This can only be cast on someone who still has an intact pattern. Once the person's pattern is torn no mortal mage can fix it.

On a Major Success: You remove all warps from the target pattern.

### Fray

#### **Ignite EF**

On a Minor Success: You deal damage directly to a creature in the form of magical damage. If your target is a Mage, they take wounds equal to half the amount of EF they have, rounded down. If the target is a creature without EF in their body they take 1 wound. You must be touching the target.

On a Major Success: You deal double damage.

#### **Suppress Magic**

On a Minor Success: The effects of a target spell temporarily stop working for the duration of the scene. The target cannot be a spell on someone else's pattern and you must be touching the spell focus. The target spell level must be less than or equal to the casters Arcanistics skill.

On a Major Success: You are refunded half the EF spent to cast the spell.

#### **Destroy Arcane Token**

On a Minor Success: An arcane focus you are touching is destroyed, the EF it stored dissipates without creating wild magic.

On a Major Success: You are refunded half the EF spent to cast the spell.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### Dominion

#### Arcane Resilience

On a Minor Success: Protect a mage from magical backlash, if they would have created it, the EF fizzles instead, dissipating safely.

On a Major Success: They also do not create wild magic as a result of their spells

#### Major Hard-Force Construct

On a Minor Success: Create a size medium or smaller inanimate illusion made of EF. Unlike a minor construct, this one does not have the fragile TAG, it has an Average durability, and can be usable as functional weapons or armor.

On a Major Success: You are refunded half the EF spent to cast the spell

#### Hard-force Doll

On a Minor Success: Create a size medium or smaller illusion made of EF that lasts for a scene. The mage can control the construct directly as an act of concentration, so long as they are in sensory range. Its movements are limited to the form it has, are always uncanny, and it has the fragile TAG. It slumps to a heap on the ground if the mage is not concentrating on it.

On a Major Success: You are refunded half the EF spent to cast the spell

#### Enchantment Augmentation

On a Minor Success: You can augment an enchanted item. You can do one of the following

- Add a secondary enchantment to the item.
- Change the current enchantment.
- Add up to your skill in Arcanistics in extra activations to the enchanted item.

On a Major Success: You are able to select two of the options from the list.

## Decay

### Siphon EF

On a Minor Success: Siphon off EF from an inanimate object, up to your maximum EF. Most inanimate objects have little EF in them and objects siphoned from become brittle and turn to dust if drained of EF completely.

On a Major Success: You gain 2 EF for every 1 you drain.

### Dispel Magic

On a Minor Success: End the magical effect of a single spell and revert reality to the way it was before the spell was cast. You must be touching the spell focus and the target spell must be less than or equal to your Arcanistics skill. If the effect was an enchantment on an item, it becomes a mundane item once again. The EF from the dispelling becomes a surge of wild magic at the Weavers discretion.

On a Major Success: You absorb the EF from the dispelled magic, up to your maximum

### Distort Pattern

On a Minor Success: Cause a warp in the target's pattern. This nature of the warp is determined by the Weaver. Make a contested Spirit roll if the target of this spell is another player character.

On a Major Success: You can select the nature of the warp

### Destroy Hard-Force construct

On a Minor Success: Unravel a Hard-Force Construct, turning it back into EF. This becomes wild magic at the Weavers discretion.

On a Full Success: You are refunded half the EF spent to cast the spell

## Five Points

### Transform

#### Forcefully Awaken

On a Minor Success: Channel a flood of EF into a mundane person, causing them to lose consciousness and awaken as a mage. Roll 1d3; 1 they are Circle of Being, 2 they are Circle of Reality, 3 they are Circle of Substance. They awaken with no skill points in any practice and no understanding of what happened.

On a Major Success: You can pick the circle they awaken as.

#### Absorb Wild Magic

On Minor Success: Absorb up to your maximum EF from a source of wild magic. You must be in contact with the wild magic to absorb from it.

On a Major Success: You are immune to any further effect from this source of wild magic.

## Create

### Arcane Font

On a Minor Success: Create a burst of arcane energy in the area around you halves the EF cost of spells until the end of the scene. This applies to all spell casters in the area.

On a Major Success: You may choose who the font effects when you first cast the spell

### Magic Servant

On a Minor Success: Create a construct of EF in the form of a shimmering silhouette of a humanoid. This construct has the fragile TAG and only has the strength to lift small objects. This servant can be given simple commands and will carry them out to the best of its ability. It cannot think for itself or speak.

On a Major Success: The Magic Servant is invisible to those without Sight Beyond Sight active

### Complex Hard-Force Construct

On a Minor Success: Create a size large or smaller construct. It can be a humanoid, and can resemble anyone or anything the Mage can picture clearly. It does not have the fragile TAG and possesses attribute scores of 0. As long as the mage is within sensory range of the construct they can use an action to concentrate on puppeting it. The construct cannot speak or vocalize, but is otherwise a perfect illusion of the real thing.

On a Major Success: The caster can also throw their voice through the construct

## Unmake

### Rip EF

On a Minor Success: Siphon off EF from a living being, up to your maximum EF. Once a target is out of spare EF they take wounds for every point of EF taken after that. A person who dies from this effect turns to dust and their pattern is destroyed.

On a Major Success: You gain 2 EF for every 1 you drain

### Destroy EF

On a Minor Success: All the EF in a 20 square meter area is dissipated and a magical void is left behind for the duration of the scene. Any spells active in the void fail. And spell casting within the void is impossible. The target must be in your sensory range. Mages caught in this effect must make a Spirit roll to not lose all their EF. Retaining half of their maximum on a mixed success, and all of it on a full success.

On a Major Success: Your spell may affect up to 40 square meters.

## Biomorphics

### One Point

#### Seeking

##### **Biomorphics Knowledge**

On a Minor Success: You may ask one question about how the practice of Biomorphics is at play here

On a Major Success: You may ask two questions.

##### **Track Life**

On a Minor Success: You can specify a certain type of organism when you cast the spell. You gain an innate sense of where the closest instance of that organism is in relation to you for the scene, or until it is dead. This spell can't track a specific individual.

On a Major Success: You are aware of all the selected organisms in the area.

##### **Diagnostic Touch**

On a Minor Success: You can determine the physical health of a target organism you are touching. You can tell if they have any diseases, infections, toxins, genetic conditions, or injuries. You can determine the exact nature and severity of these medical issues.

On a Major Success: You get +1 ongoing to any roll to treat the targets medical conditions

#### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Do one of the following:

- Make subtle changes to your appearance
- Change your fingerprints
- Change your scent

On a Major Success: You gain a +1 forward to your next action.

#### Mage Senses

Roll +Spirit to grant yourself Primal Sense for the scene:

On a Minor Success: You can do the following:

- Heighten your natural senses to peak human ability
- Sense living creatures that come within 3 meters of you
- Determine if something is radiating magic

On a Major Success: You gain a +1 forward to your next action.

#### Primal Senses

You feel on the edge of your seat, and everything seems more sharp and alive. You feel the thrum of the web of life and see the flow of life force circulating inside living creatures. All of your natural senses are heightened and you feel connected to the living world around you. Magic appears like a living thing, it breathes and it's heart beats with power.

### Two Points

#### Nudging

##### **Purge Self**

On a Minor Success: You can instantly expel a toxic substance from your body, stopping any further damage or conditions caused by the substance. This does not heal any damage already caused by the substance. You must know what substance you are expelling.

On a Major Success: You expel all harmful substances from your body even if you don't know what they are or that they are present

##### **Self-Sustaining**

On a Minor Success: You recycle the materials in your body and draw cellular energy from EF directly. Your basic biological needs are met for the next 24 hours, you do not need to eat, drink, or sleep, and experience no hunger, thirst or fatigue while the spell is active.

On a Major Success: You can also hold your breath for an extended period of time

##### **Autonomic Control**

On a Minor Success: You gain perfect control of your autonomic functions for the scene. You can slow or speed up your heartbeat, breathing and metabolism. You can appear clinically dead.

On a Major Success: You can also disable your adrenal and instinctual responses.

#### Mage Armor

##### **Healing Factor**

On a Minor Success: Your wounds close supernaturally fast. You heal 1 wound per round while this spell is active. This can only heal physical damage. This can't regrow organs or replace lost limbs.

On a Major Success: You heal 2 wounds per round instead of 1.

##### **Chitinous**

On a Minor Success: You reinforce your dermal cells, making you naturally more resistant to damage. Your skin gains the benefits of heavy armor with a durability equal to your skill in Biomorphics.

On a Major Success: You also reinforce your skeletal structure, giving you +1 ongoing to Melee moves while the spell is active.

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll + Spirit to cast Obfuscation on others, it works the same as the one point Spell

## Three Points

### Tinker

#### **Purge Other**

On a Minor Success: You can instantly expel a toxic substance from the target, stopping any further damage or conditions caused by the substance. This does not heal any damage already caused by the substance. You must know what substance you are expelling. You must be touching the target.

On a Major Success: You expel all harmful substances from your body even if you don't know what they are or that they are present

#### **Simple Metamorphism**

On a Minor Success: You are able to transform one base life form (insects, plants, fungi, microbes) into an approximate equal mass of a different base life form for a scene. You must be touching the target.

On a Major Success: You are able to transform the original life form into multiple different kinds of base life forms, not just one.

#### **Shape Base Life**

On a Minor Success: You are able to change one of the features of a base life form. You can swap it out for any other base life forms feature. You must be touching the target. The new creature is considered a scientific anomaly and may provoke a veil break in mundane humans.

On a Major Success: You can change two features. These can come from two different creatures.

#### **Modify Self**

On a Minor Success: You can replace one of your physical features. Select an animal and one of the following when you cast the spell: Ears, Eyes, Nose, Arms, Legs, Claws, Fangs, Tail, Hair/Fur, Gills. The Weaver will determine what benefits the new parts provide. Alternatively you can change one of your physical features for those of a different human being.

On a Major Success: You get +1 ongoing to rolls that make use of the feature

#### **Primal Roar**

On a Minor Success: You let out a beastly roar infused with EF. Any living creature within 10 meters of you who can hear it must make a Withstand roll or have their fear response triggered. Roll 1D6 on a failed roll the creature must; 1-2:Fight | 3-4:Flee | 5-6:Freeze for their next action. The weaver decides what action NPCs take.

On a Major Success: The effect lasts for 2 rounds

#### **Pheromone Control**

On a Minor Success: You alter your body chemistry to either make you seem more likable or more intimidating for the scene. Select one when you cast the spell. You gain +1 ongoing to convince rolls when you are trying to make friends, or intimidate someone affected by your pheromones. The pheromones are airborne and have a normal range of 1 meter around you.

On a Major Success: You can take a minor success on a convince roll to get a person affected by your pheromones to do you a trivial favor. This can only be used once per person, after which they are immune to the pheromones for 24 hours.

#### **Apex Predator**

On a Minor Success: You hone your predatory instincts to the maximum for up to the scene. You gain a savage drive and your attacks have ferocity, melee moves you make are major success on a 9+. If you do not end the spell after a number of rounds equal to your skill in Biomorphics, you fly into a bloodlust and lose control of your character to the Weaver for the scene.

On a Major Success: You have advantage on melee moves.

### Fortify

#### **Strengthen Body**

On a Minor Success: You can increase the muscle fiber and definition of the target instantly. Select either their Physique or Reflexes, it is increased by +1 for the scene. You must be touching the target. This can bypass the normal limit on maximum score.

On a Major Success: You can increase both Physique and Reflexes by +1.

#### **Healing Touch**

On a Minor Success: You are able to rapidly accelerate the target's ability to heal. You can remove wounds equal to your skill in Biomorphics from the target. The wounds take a round each to heal. This spell can't replace lost organs or limbs. You must be touching the target.

On a Major Success: Wounds heal at a rate of 2 per round

### Fray

#### **Weaken Body**

On a Minor Success: You can reduce the muscle fiber and definition of the target instantly. Select either their Physique or Reflexes, it is decreased by -1 for the scene. You must be touching the target.

On a Major Success: You can decrease both Physique and Reflex by -1.

#### **Touch of Pain**

On a Minor Success: You cause cellular damage and pain in the target living creature. They take 2 wounds and a -1 forward as they are wracked with pain. You must be touching the target.

On a Major Success: The target has -1 ongoing for rounds equal to your skill in Biomorphics.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### **Mundane Metamorphism**

On a Minor Success: You are able to transform one mundane life form (mammal, reptile, bird, fish) into an approximate equal mass of a different mundane form for the scene. You must be touching the target. Sentient creatures transformed by this spell remember the experience like a hazy dream.

On a Major Success: You are able to transform the original life form into base life forms as well.

#### **Shape Mundane Life**

On a Minor Success: You are able to change one of the features of a mundane life form. You can swap it out for any other mundane or base life forms features. You must be touching the target. The new creature is considered a scientific anomaly and may provoke a veil break in mundane humans.

On a Major Success: You can change two features. These can come from two different creatures.

#### **Create Familiar**

On a Minor Success: You can turn a mundane life form into a familiar. This animal companion is able to communicate basic non-verbal concepts to you. It will carry out simple requests from you that do not violate its sense of self preservation. You can shift your awareness to its senses as an action. It is considered a magic creature. It still has all the physical needs of a living creature.

On a Major Success: You can also call the familiar to you by force of will from a distance

#### **New Self**

On a Minor Success: You can completely transform your own body into a new form for the scene. You can become an entirely new person, with different Physique and Reflex attributes than your own. Your Wit, Heart, and Spirit scores stay the same. You can also use this spell to become a mundane animal. You retain your consciousness. You lose the ability to speak with humans but understand other animals of the same species.

On a Major Success: You can shift between your old and new forms as an action for the duration of the scene.

#### **Panacea**

On a Minor Success: You restore a living target to perfect health, curing any illness, purging any foreign substance, and regrowing any missing organs or body parts. The process takes one round per wound and body part it restores and does not restore any new damage taken after casting the spell. You must be touching the target. This spell can also be used to reverse the adverse effects of aging.

On a Major Success: Wounds heal at a rate of 2 per round.

### **Decay**

#### **Invoke Suffering**

On a Minor Success: You can cause the target to become quickly incapacitated by extreme nausea, abdominal cramping, muscle spasms and fever for the scene, or until you lose concentration on the spell. You must be touching your target.

On a Major Success: You do not need to maintain concentration on the spell

#### **Wither**

On a Minor Success: You cause necrotic damage to the target, causing tissue death and wounds equal to your skill in Biomorphics. The target of this spell also receives half as much healing, rounded down, for the rest of the scene. You must be touching the target.

On a Major Success: The spell causes the affected limb to die, it will need to be amputated or healed with Panacea.

## Five Points

### **Transform**

#### **Resurrection**

On a Minor Success: You restore the biological activity to a creature whose body is still intact. It is healed by 1 Wound and returned to life. If the target's death happened within the last hour, their soul may choose to return to their body freely, otherwise 4 Points in Noumena is required to return the soul to the body, and 4 Points in Arcanistics is required to repair their Pattern. A resurrected body without a soul has no spark or personal drive and will only independently fulfill its basic needs.

On a Major Success: The target receives the minor success benefits of the Panacea spell after resurrecting.

#### **Polymorph**

On a Minor Success: You are able to transform one life form into a different life form permanently. You must be touching the target. Conservation of mass does not apply. The target takes on all the attributes and abilities of the creature they are turned into. Without the addition of level 4 in Pycognition; if they are turned into a lesser life form they lose their human reasoning skills within 24 hours. If they are turned into a base life form they lose all sense of who or what they once were. A second casting of this spell can return a person to their original form. This spell can cause incredible psychological harm to the target and is considered taboo in a lot of cultures.

On a Major Success: You can transform the target into any creature you can imagine, including supernatural ones.

### **Create**

#### **Abiogenesis**

On a Minor Success: You create a mundane creature out of thin air. It can be any creature you have seen. This spell does not put the creature under the mages control. If this spell is used to create a human body, it is a mindless soulless shell.

On a Major Success: You can create any creature you can imagine, including supernatural ones, although doing so may cause a veil break incident if mundane humans witness the creature.

#### **Plague Bringer**

On a Minor Success: You cause a new disease to manifest in a target creature. You can create a new virus or bacteria, and you can determine the symptoms of the disease and if it is deadly. The disease takes up to 24 hours to incubate. You must be touching the target. This spell is incredibly dangerous and is banned from use by the Majirum.

On a Major Success: You are inherently immune to a disease created by this spell.

### **Unmake**

#### **Pale White Horse**

On a Minor Success: You stop all the biological activity in the target, killing every cell. The target dies instantly and can only be revived by a casting of Resurrection. You must be touching the target.

On a Major Success: You drain their lifeforce into yourself, healing you up by to 4 wounds.

# Chronomancy

## One Point

### Seeking

#### **Chronomancers Knowledge**

On a Minor Success: You may ask one question about how the practice of Chronomancy is at play here

On a Major Success: You may ask two questions

#### **Glimpse the Past**

On a Minor Success: Gain a mental image of your current location, as it was at a target point of time within the last 24 hours

On a Major Success: See up to 3 target points of time within the last 24 hours

#### **Glimpse the Future:**

On a Minor Success: Gain a supernatural understanding of the ramifications taking a single specific action will have for the scene.

On a Major Success: You can take a minor success on that action.

### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Hide yourself from temporal scrying

On a Major Success: You get +1 forward.

### Mage Senses

Roll +Spirit to grant yourself Temporal Awareness for the scene:

On a Minor Success: You can do the following:

- Detect distortions in the fabric of time
- Keep a perfect internal clock down to the nanosecond
- Detect if something is radiating magic

On a Major Success: You get +1 forward

### Temporal Awareness

The world seems thick, like the air is extremely humid. You can perceive the fabric of time, a medium of reality that permeates the realms and allows causality to occur. You see faint ripples of past and future waves moving through this medium out of the corner of your eye. You see magic as waves of shimmering energy pulsing off of the object that radiate it.

## Two Points

### Nudging

#### **Undo**

On a Minor Success: You can cause a single action you have taken within the last 5 rounds to be erased from history. It is as if it never happened. This can be used to retry a failed roll.

On a Major Success: You can erase an action taken within the last 10 rounds

#### **Perfect Timing**

On a Minor Success: You can accurately calculate the timing of your own actions in order to act at exactly the right moment to have the best chance of success. You gain +1 ongoing for the scene, or until you lose concentration.

On a Major Success: You do not need to maintain concentration on the spell.

#### **Limited Precognition**

On a Minor Success: This spell allows you to anticipate the outcome of an imminent event with certainty. You can select a single event of chance, with limited fixed outcomes. (Such as a coin flip, or which direction someone will go) The event has to be one you know is going to occur within the scene.

On a Major Success: Take a +1 forward to any move you make to interact with the event

#### **Held Spell**

On a Minor Success: This spell, when cast alongside another spell, allows you to store it, frozen in time, for up to 24 hours. As an action, you can release the temporal hold on the spell, casting it. This spell counts against your pattern flexibility while you are holding it. Only one spell can be held like this at a time.

On a Major Success: The spell does not count against your pattern flexibility while you are holding it.

### Mage Armor

#### **Paradox Armor**

On a Minor Success: You become a living paradox. If an attack you sustain during the scene would kill you, you split yourself from that timeline, the old you dies, but the new you emerges from them, this takes an action. Your new body is in the state it was in right before the attack that killed you. This leaves you with half your maximum EF for 24 hours. The paradox you leave behind is, for all intent and purpose, also you, just dead.

On a Major Success: You do not suffer the EF penalty.

#### **Reflexive Acceleration**

On a Minor Success: You are able to accelerate your own personal time as a reflex. If you are being attacked, you can make an Escape move as free action to dodge.

On a Major Success: You get a +1 ongoing to Escape moves while the spell is active.

### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

### Mage Shroud

Roll +Spirit to cast Obfuscation on others, it works the same as the one point Spell

## Three Points

### Tinker

#### *Review the Past*

On a Minor Success: You open a window to see the past of your current location. The window is fixed in place in the location where it was summoned. The window shows you up to the last 24 hours of history, as if it were a security camera that had been in place for the duration of the last day. The window can be scrubbed forward and backward, as well as paused. The window only provides a visual account, it does not play sound. You must maintain concentration on the spell.

On a Major Success: The window can be moved around the area for the duration of the spell as an action.

#### *Echoes of the Future*

On a Minor Success: You gain a warning from yourself in the future that saves you from making mistakes. You can, for the duration of the scene, choose to redo a single turn immediately after it has passed. Allowing you to change your approach to a situation, or warn others to change theirs. From the perspective of others the first turn never happened. If other players take the same action they did on the original turn, they may use the results of their roll from that turn.

On a Major Success: You are able to redo up to 2 turns.

#### *Minor Divination*

On a Minor Success: You are able to read the most probable near future. When you cast the spell, select a target within your sensory perception. You may ask the Weaver a single question about the target's future and they will provide an answer. The farther out in time your question is, the more vague the answer will be. This spell cannot see further than a few days.

On a Major Success: You are able to ask 2 questions about the target's future.

### Fortify

#### *Haste*

On a Minor Success: You accelerate your personal time, allowing you to take 3 actions on your next turn. This spell can only be used once per scene, it fails automatically if you try to cast it a second time.

On a Major Success: You are able to take 4 actions on your next turn.

#### *Fast Forward*

On a Minor Success: You accomplish a single non-combat action almost instantly by fast forwarding yourself to its completion. Everyone on the outside sees the mage supernaturally accelerate. The task must be one that only requires your input. You cannot interact with others while under the effect of this spell unless they are also fast forwarded.

On a Major Success: The spell extends to any machine or device you are using for the task.

### Fray

#### *Slow*

On a Minor Success: You are able to slow your target's personal time. They are unable to take an action and they do not suffer from damage over time effects on their next turn. You must be touching the target.

On a Major Success: They are affected for the next 2 turns.

#### *Lag*

On a Minor Success: You are able to cause the target to lag in time, making them easier to hit. For the duration of the scene melee attacks against the target are made at +1 ongoing.

On a Major Success: Ranged attacks against the target are also made with a +1 ongoing as well.

#### *The Ravages of Time*

On a Minor Success: You are able to cause the target to feel the temporary effects of aging. For the duration of the scene, the target is at a -1 ongoing penalty. The spell ends if you lose concentration.

On a Major Success: The spell does not require concentration.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### **Question History**

On a Minor Success: You can ask the Weaver a single question about the past of a single target within your sensory perception. It can be a person, place, or thing. The Weaver will give you an honest answer.

On a Major Success: You can ask 2 questions.

#### **Personal Time**

On a Minor Success: You withdraw to a pocket of personal time. To the rest of the world you seem to disappear. While in this pocket of frozen time, you cannot interact with any object that did not come with you in your inventory. You can spend up to 12 hours in this personal time. Once the spell ends you reappear back where and when you were when the spell was cast.

On a Major Success: You can spend up to 24 hours in your personal time.

#### **Infinite Streams**

On a Minor Success: You are able to select a different nearby timeline to shift to. You can change something about your current situation. You disappear from the timeline you were in and replace the version of you that was in your new timeline. This spell can only allow you to make small changes to your situation, as all the nearby timelines will be nearly identical to your current one.

On a Major Success: You can make a greater temporal leap and make a bigger change.

#### **Displace Object**

On a Minor Success: You are able to send a large or smaller object forward in time by up to 12 hours. It disappears and reappears in the same location, displaced in time. This only works on inanimate objects. You must be touching the target.

On a Major Success: You are able to displace the object by up to 24 hours.

#### **Major Divination**

On a Minor Success: You are able to read the most probable future with near perfect clarity. When you cast the spell, select a target within your sensory perception. You may ask the Weaver a single question about the target's future and they will provide an answer.

On a Major Success: You are able to ask 2 questions about the target's future.

## **Decay**

### **Futures Problem**

On a Minor Success: You are able to corrupt the timestream around the target creature, making them jump forward in time by a turn. They instantly disappear to everyone else and reappear one full turn later where they were when the spell was cast. The target has no perception of time having passed. You must be touching the target.

On a Major Success: You are able to send the target up to 3 turns into the future.

## Five Points

### **Transform**

#### **Distant Legacy**

On a Minor Success: You are able to send a large or smaller object forward in time by up to 100 years. It disappears and reappears in the same location, displaced in time. This only works on inanimate objects. You must be touching the target.

On a Major Success: You are able to displace the object by up to 1000 years.

#### **Rewritten Past**

On a Minor Success: You are able to rewrite your own history. Effectively making a change to your character sheet. You can change a level up choice you made, or a skill you picked. You cannot change skill points spent in Chronomancy. You cannot change a quirk. The change created by the spell is permanent. This spell can fundamentally change the person you are. You can cast this spell again to undo a change made by this spell, even if you were not the one to cast it originally.

On a Major Success: You are able to change a quirk.

#### **Stop Time**

On a Minor Success: You stop time around yourself. You are able to move freely around the scene. All other objects and characters are frozen in place, all momentum is stopped. You can not harm others while this spell is active, but you can set up situations that would harm them when time unfreezes.

On a Major Success: You can affect up to 3 targets at once.

### **Create**

#### **Altered Flow**

On a Minor Success: You are able to create a pocket of space around a target location that alters the flow of time. You can cause a large amount of relative time to pass outside the target area compared to the time inside it, or vice versa. You can change the relative time by up to a factor of 10. The spell requires 5 EF per day to maintain. Your target must be in your spatial perception. The effect is obvious to anyone looking across the boundary of the spell.

On a Major Success: You are able to change the relative time by up to a factor of 20.

### **Unmake**

#### **Never Was**

On a Minor Success: You erase the target from history. It is as if they never existed. No one except the mage who cast the spell remembers the target having ever existed. The Weaver decides the effect this spell has on the world. If the target of the spell is too narratively important, this spell will fail, because it has too many connections anchoring it to this world to be removed from it.

On a Major Success: You get a sense of the implication of your spell before you cast it, you may ask the Weaver what the outcome of it will be, and may decide not to cast it.

## Metaphysics

### One Point

#### Seeking

##### **Metaphysicians Knowledge**

On a Minor Success: You may ask one question about how the practice of metaphysics is at play here

On a Major Success: You may ask two questions.

##### **Wiretap**

On a Minor Success: You are able to eavesdrop on a wireless data transmission in your area for the scene. You are only able to use one of your senses to cast this spell and if the data is encrypted, or in a language/format you do not understand, this spell does not grant you the ability to understand it.

On a Major Success: You can use multiple senses

##### **Enhanced Perception**

On a Minor Success: You enhance one of your senses outside of the normal range of humans for the scene. This can give you sub/supersonic hearing, infrared and ultraviolet vision, or enhanced tactile sensitivity. This spell does not make you more capable of perception, it only increases the amount you might perceive.

On a Major Success: You can enhance multiple senses.

##### **Obfuscation**

Roll +Spirit to hide for the scene:

On a Minor Success: do one of the following:

- Make yourself less visible
- Dampen sound you make
- Blend your thermal signature into the background

On a Major Success: You gain a +1 forward to your next action.

##### **Mage Senses**

Roll +Spirit to grant yourself Universal Sight for the scene:

On a Minor Success: You can do the following:

- Detect the presence of all various forms of energy in your area
- Detect if something is radiating magic

On a Major Success: You gain a +1 forward to your next action.

##### **Universal Sight**

Easily the most disorientating of the Mage Senses. You can see all the various forms of energy. Thermal energy makes hot things look jittery, electric energy crackles through power lines, threads of gravity pull everything down, sound ripples as waves through the air, electromagnetic particles bounce around everywhere. Metaphysicians quickly learn to push aside the unwanted inputs and focus on just the information they need.

### Two Points

#### Nudging

##### **Bend Light/Heat/Sound**

On a Minor Success: You can select one of; light, heat, or sound. You can change the direction and flow of that force in the area around you. It will continue to bend that way for the duration of the scene. You can not increase the force, or create it from nothing. The source of the force must be in your sensory range.

On a Major Success: You can change the direction and flow of the force again as an action for the duration of the scene, or until you lose concentration on the spell.

##### **Kinetic Flow**

On a Minor Success: You change the efficiency of your own kinetic energy for the scene. You can choose to get a +1 ongoing to Melee moves, or you can choose to take a minor success on any Traverse or Overpower moves you make.

On a Major Success: You get both benefits of the spell at once.

##### **Toggle**

On a Minor Success: You can influence the electrical flow in a device to cause it to turn on or off. You must be touching the device and it must have electrical components. You can not determine what the device does, only its power state.

On a Major Success: You can continue to turn the device on or off as an action for the scene as long as the device is in your sensory range and you don't lose concentration on the spell.

##### **Mage Armor**

##### **Personal Climate**

On a Minor Success: You prevent all changes in the temperature of the ambient environment from affecting you for a scene. You experience no negative consequences as a result of extreme temperatures. You can't be burned by fire, but can still asphyxiate in smoke.

On a Major Success: The spell lasts for up to a day and doesn't require concentration.

##### **Energy Dampening**

On a Minor Success: You create a field around you that reduces the amount of energy damage you take. Any energy attack against you is reduced in wounds by half your skill level in Metaphysics rounded up.

On a Major Success: You also can't be affected by sudden bursts of light, sound, or pressure, such as by a flashbang.

##### **Gift of Sight**

Roll +Spirit to cast Mage Sense on others, it works the same as the one point spell.

##### **Mage Shroud**

Roll + Spirit to cast Obfuscation on others, it works the same as the one point Spell

## Three Points

### Tinker

#### **Pyrokinesis**

On a Minor Success: You are able to control fire in its various forms for the scene. You can use an action to; change the direction it burns in, increase or decrease the size of the fire, accelerate or decelerate its spread, or snap your fingers to create sparks. The target needs to be in your sensory range. You can still be burned by fire unless you use an action to negate it.

On a Major Success: You automatically prevent fire from burning you as a bonus action

#### **Electrokinesis**

On a Minor Success: You are able to control electrical energy for the scene. As an action you can; make it arc from a high voltage source to something nearby, cause it to change the direction of flow, insulate something from it, ground it out, or short an electrical device out with it. The target needs to be in your sensory range. You can still be electrocuted unless you use an action to negate it.

On a Major Success: You automatically prevent electricity from conducting through you as a bonus action

#### **Mimic**

On a Minor Success: You are able to recreate any sound you have heard before. You can make perfect reproductions of other peoples voices, but only lines you have heard them say. You can create up to 100 dBA. The sound originates from you. You can continue to mimic sounds as an action for up to a scene.

On a Major Success: You can make the sound seem to be coming from a target location in your sensory perception

#### **Spectrum Shift**

On a Minor Success: You are able to change the wavelength of any source of light for the scene. You can change the color in the visible spectrum or shift the light to the ultraviolet or infrared. You can not change the brightness of the light with this spell. You must be touching the target.

On a Major Success: You can change the wavelength again as an action for the duration of the scene

#### **Hijack Signal**

On a Minor Success: You intercept an electromagnetic signal and replace its content with your own. You can replace it with any content you already have, such as a video recording or a text message, or you can use a relevant skill to create new content such as graphic design or forgery.

On a Major Success: You can also intercept encrypted or high security signals

### Fortify

#### **Amplify Heat**

On a Minor Success: You can cause a source of heat, or the ambient air temperature in a room, or the temperature of a volume of liquid to increase by up to 100 degrees Celsius for the scene. Anything not immune to the increased temperature must either flee or start taking heat damage. At the end of the spell, or as an action, you can dissipate the excess heat instantly.

On a Major Success: You can increase the temperature by up to 200 degrees Celsius

#### **Amplify Light**

On a Minor Success: You can amplify a source of light for a scene. A small source of light can be made bright enough to illuminate a whole room or temporarily blind someone. You must be touching the target of the spell. The light source does not produce any more heat than it would normally.

On a Major Success: As an action you can remotely toggle the brightness of the target light for the duration of the scene

#### **Amplify Sound**

On a Minor Success: You can increase the volume of a sound for the scene. You could make your own voice loud enough to be heard by a huge crowd, or make a sound producing object loud enough to cause a pressure wave and disorient people. You are not immune to the effects of the amplified sound.

On a Major Success: You are also immune to any negative effects of the amplified sound from this spell.

#### **Kinetic Acceleration**

On a Minor Success: You increase the kinetic energy of your weapon or body. Any melee attack you land with the weapon deals 1 extra Wound for the scene. If cast on your body, unarmed attacks deal a base damage of 3 wounds. You must be touching the weapon to cast the spell.

On a Major Success: Attacks with the weapon have a +1 ongoing to hit

### Fray

#### **Dampen Heat**

On a Minor Success: You can cause a source of heat, the ambient air temperature in a room, or the temperature of a volume of liquid to decrease by up to 100 degrees Celsius for the scene. Anything not immune to the decreased temperature must either flee or start taking cold damage at a rate of 1 wound per round. At the end of the spell, or as an action, you can return the lost heat instantly.

On a Major Success: You can decrease the temperature by up to 200 degrees Celsius

#### **Dampen Light**

On a Minor Success: You can dampen a source of light for a scene. You can select how bright you want it to be when you cast the spell, down to zero lumens. You must be touching the target. The light source doesn't produce any less heat than it would normally.

On a Major Success: As an action you can remotely toggle the brightness of the target light for the duration of the scene

#### **Dampen Sound**

On a Minor Success: You can reduce the volume of the sound an object or person makes for a scene. A silenced person can't speak and their footsteps and melee attacks make no noise. Anything that leaves their possession does cause sound. You must be touching the target.

On a Major Success: Ranged weapons you fire also make no sound, though their projectiles still do when they strike.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### **Minor Invisibility**

On a Minor Success: You can make an object or creature invisible for a scene or until you lose concentration. If the target moves more than a few inches the spell leaves a visible shimmer in the air that can give away its position. Any object you pick up appears as if it is floating in midair. You must be touching the target.

On a Major Success: You gain +1 ongoing to hide actions while invisible

#### **Telekinesis**

On a Minor Success: You can move an object using invisible force, you must be touching the target when you cast the spell. You can control the object as if you had an invisible hand upon it. You can use an action to lift, push, pull, or throw an object. You can also make a melee attack with the object using your Spirit as the modifier.

On a Major Success: You gain +1 ongoing to moves made with controlled objects

#### **Levitation**

On a Minor Success: You can float above the ground and slowly lift yourself into the air for the scene. You are limited to your walking speed while using this spell and must maintain concentration to stay aloft. You get a -1 to Reflexes while using this spell.

On a Major Success: You don't suffer the -1 penalty to Reflexes

#### **Force of Nature**

On a Minor Success: You can harness an existing storm's power for a scene. You can use an action to summon a bolt of lightning or a powerful gust of wind to strike a target in your sensory perception. You must maintain concentration on this spell to maintain it. This spell does not work indoors.

On a Major Success: You can also cause thunderclaps and hail stone flurries

## **Decay**

### **Absorb Energy**

On a Minor Success: You can draw the energy out of a system and transfer it somewhere else. This can be thermal, electrical, acoustic or kinetic energy. You must be touching your target.

On a Major Success: You draw some of the energy into yourself, giving you +1 forward.

### **Decrease Gravity**

On a Minor Success: You can reduce the effect of gravity on a target for the scene. Objects under the effect of this spell have the Trivial weight TAG, and if thrown will travel much farther. Creatures are able to jump great distances under the effect of this spell. The target takes no fall damage. You must be touching your target.

On a Major Success: You can toggle the spell as an action for the scene.

### **Invisible Strike**

On a Minor Success: You can make a strike with telekinetic force against a target. The attack does 3 blunt damage against your target. Your target must be in sensory range. The attack is invisible to the target unless they have mage senses.

On a Major Success: Select a bonus from the melee move major success list.

## Five Points

### **Transform**

#### **Perfect Invisibility**

On a Minor Success: You can make an object or creature invisible for a scene. Unlike minor invisibility, you do not need to maintain concentration on the spell and it leaves no visible trace when the target moves. You must be touching the target.

On a Major Success: Anything you pick up also becomes invisible

#### **Flight**

On a Minor Success: The target is able to fly through the air as a free action for the scene. They can travel in any direction at their sprinting speed. They hover in place if they do not pick a direction to move. When the spell ends they fall to the ground at normal velocity. You must be touching the target. This can target multiple people at once.

On a Major Success: You get a +1 ongoing to Reflexes while flying

#### **Transform Force**

On a Minor Success: Select a type of energy when you cast this spell, you can transform that energy from a target system, or from the spell Absorb Energy, into another form of energy. The amount of energy doesn't change, only the form it takes. You must be touching the target.

On a Major Success: You draw some of the energy into yourself, giving you +1 forward.

## **Create**

### **Energy Blast**

On a Minor Success: Select a type of energy when you cast this spell. You create a blast of that type of energy at the target location in your sensory perception. The blast can do up to 5 wounds of energy damage to any creature in up to a 5 meter radius of the target location. The blast can also travel as a line from yourself to the target.

On a Major Success: You can bend the power of your blast, hitting only the things you want.

### **Create Storm**

On a Minor Success: You change the weather in your region to a powerful storm. You can pick one of the following types of storm when you cast the spell; Thunderstorm, Blizzard, Torrential Rain, Hail. The storm manifests supernaturally quickly and lasts until it has worn out naturally.

On a Major Success: You gain the benefits of the Force of Nature spell until you lose concentration.

## **Unmake**

### **Nullify Force**

On a Minor Success: Pick a type of energy, you eliminate all of that energy in a target object. You must be touching the target.

On a Major Success: You draw some of the energy into yourself, giving you +1 forward.

### **Quell Weather**

On a Minor Success: You dissipate all of the energy from a storm, and instantly turn the sky calm and clear. The weather changes supernaturally fast.

On a Major Success: You draw some of the energy into yourself, giving you +1 forward.

## Noumena

### One Point

#### Seeking

##### ***Noumenists Knowledge***

On a Minor Success: You may ask one question about how the practice of Noumena is at play here

On a Major Success: You may ask two questions.

##### ***See the Soul***

On a Minor Success: You are able to see the soul of a target creature. You can tell if it is damaged in any way. You can also tell if the creature is possessed by a foreign entity. The target must be in sensory range.

On a Major Success: You get +1 forward.

##### ***Sixth Sense***

On a Minor Success: You can sense the flow of spirit in the area around you. If there are hot spots, you can sense their direction.

On a Major Success: You sense the location of a spirit vessel even if it has been Obfuscated.

#### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Do one of the following:

- Hide from the supernatural senses of creatures from the Shade or the Beyond
- Hide from the perception of awakened spirits
- Hide the spirit energy in an object from perception

On a Major Success: You get +1 forward.

#### Mage Senses

Roll +Spirit to grant yourself Third Eye for the scene:

On a Minor Success: You can do the following:

- Perceive the Shade and the beings who reside there
- See incorporeal creatures
- Determine if something is radiating magic

On a Major Success: You get +1 forward

#### Third Eye

The world is muted and desaturated. Living beings seem cold and distant. You can see incorporeal beings in the material realm and any beings lingering in the shade nearby. You see magic as a shimmery formless presence hovering around anything radiating it.

## Two Points

#### Nudging

##### ***Séance***

On Minor Success: You are able summon a dormant entity lingering nearby in the Shade and converse with it using a spirit communication tool. It will truthfully answer 3 questions. It can only answer questions using information from when it was alive.

On a Major Success: It will answer 5 questions.

##### ***Voice of the Beyond***

On a Minor Success: You can speak in the universal language of the creatures native to the Beyond for the scene. Mortal creatures find this language grating to listen to.

On a Major Success: Gain +1 Forward.

##### ***Whisper to the Sleeping Spirit***

On a Minor Success: You whisper praise and request aid from the sleeping spirit in an object made of natural materials. You get +1 forward to whatever move you make using it.

On a Major Success: You get +1 Ongoing with the object for the scene.

##### ***Shepherd the Lost***

On a Minor Success: You can help a target ghost pass from the Shade to the Beyond. This spell requires Third Eye to cast. The target soul must be a ghost. The target must be in your sensory perception. This spell does not work for entities that refuse to pass on.

On a Major Success: You help multiple ghosts pass on with a single casting of the spell.

#### Mage Armor

##### ***Soul Ward***

On a Minor Success: Your soul is protected by a shield of EF for the scene. It is immune to being damaged or removed from your body.

On a Major Success: You are also immune to possession.

##### ***Spectral Armor***

On a Minor Success: You wrap yourself in a cloak of EF that protects you from the attacks of creatures from the Shade and The Beyond for the scene. You have heavy armor against attacks from those sources with durability equal to your skill in Noumena. You also do not suffer entropy damage from being in the Shade.

On a Major Success: You have +1 Ongoing to Withstand rolls made against creatures from the Shade and The Beyond.

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll + Spirit to cast Obfuscation on others, it works the same as the one point Spell

## Three Points

### Tinker

#### *Touch the Shade*

On a Minor Success: You gain the ability to interact with the intangible beings of the Shade and the Beyond for the scene. You are able to touch them and can make grapple and unarmed melee moves against them as if they did not benefit from intangibility.

On a Major Success: The spell also affects any melee weapon you are holding when it is cast.

#### *Awaken Lesser Spirit*

On a Minor Success: You are able to bring a minor spirit to awakening inside a target object made of natural materials. The lesser spirit has limited manifestation ability, and cannot physically interact with anything other than its focus object. The spirit is not compelled to follow any instruction given to it by you. It has no memory of any time prior to awakening. It's personality will be dependent on the item it was created from. You must be touching the target object.

On a Major Success: The spirit will be inclined to view the mage who awakened it as a friend. It will not follow commands outright, but it will be more inclined to listen., get a +1 ongoing to convince rolls with the spirit.

#### *Cross the Veil*

On a Minor Success: You allow the target creature from the Shade to manifest in the mortal realm. It manifests as an ectoplasmic entity, in its natural form, and retains its personality and abilities. The entity is not compelled to follow any instruction given to it by you. This spell requires the Third Eye active to cast.

On a Major Success: The entity will be inclined to view the mage who awakened it as a friend. It will not follow commands outright, but it will be more inclined to listen., get a +1 ongoing to convince rolls with the entity.

#### *Phylactery*

On a Minor Success: You are able to imbue magical sigils on the inside of a target container with a lid. You must be touching the target. That container becomes a phylactery and is able to contain a soul. A mage can use a phylactery to contain a soul. imprisoning it and removing it from the cycle of reincarnation. If the container is opened or broken, the soul within escapes to the shade. A phylactery can only hold one soul. A separate spell is required to place a soul into a phylactery.

On a Major Success: You hide the magical nature of the phylactery. It does not appear to be magic except under intense scrutiny.

#### *Traveler of the Beyond*

On a Minor Success: You are able to protect your soul from any damaging effects that being in a realm of the Beyond may have on it for the scene. This spell does not protect your physical form from any damage it may encounter due to environmental damage. For the duration of the spell you cannot make or be compelled to make contracts with creatures from the beyond.

On a Major Success: You take a +1 ongoing to rolls made to navigate in a realm of the Beyond.

### Fortify

#### *Spiritual Mending*

On a Minor Success: You are able to heal damage to a target creature's soul, as long as their soul is still intact. You must be touching the target. Their soul is healed by an amount equal to half your skill in Noumena rounded up. This spell can also be used to heal the ethereal form of creatures from the shade.

On a Major Success: You are able to heal a soul up to your skill in Noumena.

#### *Open Chakra*

On a Minor Success: You open your connection to the metaphysical, increasing your Spirit score by +1 for the scene. This spell also causes the mage to be extremely visible to beings in the Shade.

On a Major Success: You pull small amounts of stray spirit energy through you when spell casting. While the spell is active you can reduce the cost of all spells by 1 EF.

### Fray

#### *Wound the Soul*

On a Minor Success: You deal a wound to the target's soul. You must be touching the target. This does not deal any physical damage. Most mundane creatures have souls weak enough to be destroyed by a single casting of this spell.

On a Major Success: You deal 2 wounds to the target's soul.

#### *Spirit Blast*

On a Minor Success: You launch a projectile of magical energy that damages the ethereal form of spirits and creatures from the Shade and the Beyond. You deal wounds equal to your skill in Noumena

On a Major Success: You may split the damage between multiple targets.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### ***Binding Circle***

On a Minor Success: You are able to craft a binding spell that can hold an entity from the Beyond or the Shade. They are unable to pass beyond the boundary of the spell. The spell requires you to draw a continuous boundary line before you cast it to specify the area of the spell. The spell only lasts as long as the boundary line remains intact and you do not lose concentration, up to 24 hours.

On a Major Success: The spell does not require concentration.

#### ***Summon***

On a Minor Success: You are able to call an extraplanar being into the Material World. Powerful entities may reject the summons. Once an entity is summoned into this world they are free to act of their own volition. This spell requires a creature's true name and an offering of some kind in order to target it.

On a Major Success: The spell does not require an offering.

#### ***Forge Pact***

On a Minor Success: You are able to forge a mutually beneficial contract with a willing Spirit or entity from the Beyond. If the mage breaks the terms of the contract, the entity is free to abandon or attack the mage.

On a Major Success: The terms of the contract will be less harsh or slightly favor the mage.

#### ***Crossroads***

On a Minor Success: You are able to transform any intersection of paths into a gateway to the Shade. The gateway is invisible without the Third Eye spell active. Creatures from the shade are able to use the gateway to cross into the material plane. The gateway lasts for the scene or until you lose concentration.

On a Major Success: The spell doesn't require concentration.

#### ***Door to Beyond***

On a Minor Success: You are able to transform a target door into a passage to a random location in a target realm of the Beyond. You must be touching the target. The spell lasts for a scene or until the door is closed.

On a Major Success: The door will open up close to where you want to be.

#### ***Exorcism***

On a Minor success: You are able to expel a spirit or entity of the Shade or the Beyond that is possessing the target's body. You must be touching the target. Powerful entities can resist this spell.

On a Major Success: The target is immune to possession for the next 24 hours.

### **Decay**

#### ***Banish***

On a Minor Success: You send the target manifested creature back to the Shade. You must be touching the target. The target must not be actively possessing a vessel. Powerful entities can resist this spell.

On a Major Success: The target is unable to remanifest for the next 24 hours.

#### ***Soul Burn***

On a Minor Success: You are able to convert the essence of your own soul into EF. You can deal damage to your own soul, equal to your skill in Noumena, you generate 2 EF for each damage you take from this spell. This spell does not cost EF to cast.

On a Major Success: You recover 4 EF for each point of damage you take from this spell.

## Five Points

### **Transform**

#### ***Totem***

On a Minor Success: You create a totem out of an item. It becomes a vessel for a spirit to reside in. The target spirit is infused into the item, granting it and the mage who wields it power. The effect of a Totem will depend on the spirit within it. If this spell is used to force an unwilling spirit into the totem, it will undoubtedly make it resentful of the mage who wields it. If the totem is broken, the spirit is released. The target must be in your sensory perception. Powerful spirits can resist this spell.

On a Major Success: You are able to infuse more powerful spirits.

#### ***Compel the Dead***

On a Minor Success: You are able to control a target entity from the Shade. The target must be in your sensory perception and you must be able to give it verbal commands. The entity is compelled to undertake whatever task you give it, to the best of its ability. The spell lasts for 24 hours or until you lose concentration.

On a Major Success: The spell does not require concentration.

#### ***Manifest Greater Spirit***

On a Minor Success: You are able to cause a greater spirit to manifest into the material plane. The greater spirit may be of a large natural area such as a forest or river, or the patron spirit of an animal or element. The spirit is not compelled to follow any instruction given to it by you. You must be in the area of influence of the target spirit.

On a Major Success: The spirit will be inclined to view the mage who manifested it as a friend. It will not follow commands outright, but it will be more inclined to listen, you get a +1 ongoing to convince rolls with the spirit.

### **Create**

#### ***Establish Court***

On a Minor Success: You establish yourself as a lord among the spirits and denizens of the beyond. This spell makes the mage eligible to gather courtiers of spirits and entities from the beyond who will vie for favor from the mage. This spell can open a number of valuable avenues for the mage, but can result in becoming embroiled in ancient allegiances, conflicts and rivalries among the other courts of power.

On a Major Success: You are more likely to attract entities to your court.

### **Unmake**

#### ***Devour Essence***

On a Minor Success: You are able to convert the essence of the target's soul into EF. You can deal damage to the target's soul, equal to your skill in Noumena, you generate 2 EF for each damage you deal with this spell. You must be touching the target.

On a Major Success: You recover 4 EF for each point of damage you deal with this spell.

#### ***Bar the Path***

On a Minor Success: You close all passages to the Shade and the Beyond in the target area. Ghosts, Spirits, and creatures from the Beyond cannot enter the space. The spell requires you to draw a continuous boundary line before you cast it to specify the area of the spell. You must remain with the boundary of the spell or it ends.

On a Major Success: The spell also prevents Ghosts, Spirits, and creatures from the Beyond from using powers to affect the inside of the space or beings within it.

## Psycognition

### One Point

#### Seeking

##### *Psycogs Knowledge*

On a Minor Success: You may ask one question about how the practice of Psycognition is at play here  
On a Major Success: You may ask two questions.

##### *Lie Detector*

On a Minor Success: You are able to instantly sense the intention for deception in a target for the duration of the scene. The target must be in your sensory perception  
On a Major Success: You are vaguely aware of what it is they are trying to conceal as well

##### *Shared Language*

On a Minor Success: You can select a human language, you are fluent in that language for the scene  
On a Major Success: You can emulate small regional dialects to fool people into thinking you are a native speaker

#### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Do one of the following:

- Forget a memory, allowing you to lie perfectly
- Turn your surface level thoughts to static
- Make yourself easily forgettable in passing

On a Major Success: You gain a +1 forward to your next action.

#### Mage Senses

Roll +Spirit to grant yourself Inner Sight for the scene:

On a Minor Success: You can do the following:

- See the psyches of thinking creatures and try to read them
- See reflections of the Astral Deep and sense psychic force
- Determine if something is radiating magic

On a Major Success: You gain a +1 forward to your next action.

#### Inner Sight

A very strange worldview, things look ethereal, the overlapping "fog" of the Astral Deep covering everything. You can see the mental energy that emanates from people in the form of their psyche. Objects reflect the perceptions people have of them. A table may just look like a table, because that's how everyone sees it, but a beloved child's teddy bear may look like a large knight in armor with the teddy bear's face, because that's how the only person who really thinks about it sees it.

A mage with Inner Sight can roll +Heart to peer deeply into a person's psyche, watching the shifting pattern to read it.

- On a Failure: You break the Mage Sense Spell
- On a Minor Success: You can tell the emotional state and general disposition of the target and can read the general subject of their surface level thoughts.
- On a Major Success: You can tell if there is anything off about their psyche, such as if it has been changed with magic.

#### Psychics

Unlike a Psycog, a Psychic is a creature that possesses a particular supernatural ability or set of abilities due to their biology or innate nature. Psychic abilities are not magic, they are manifestations of a person's mental energy. A creature can be born psychic or may develop the power later in life. A creature may not be aware they are psychic and may not be able to control their power if they are. Psychics take double damage from attacks against the psyche.

### Two Points

#### Nudging

##### *Facade*

On a Minor Success: You can control your psyche, making your emotional state look however you want it to when you cast the spell.

On a Major Success: You can also plant fake surface level thoughts in your psyche as an action

##### *Parallel Processing*

On a Minor Success: You can run 2 different trains of thought at the same time, allowing you to do 2 Wits based tasks at once or give yourself advantage on a wits moves for the scene. This spell can also be used to maintain concentration with one of the trains of thought.

On a Major Success: You get +1 forward.

##### *Emotional Priming*

On a Minor Success: You project a wave of mental energy that carries an emotional suggestion. You can use this to subtly manipulate a person. You must be in close range of the target. They can be pushed towards feeling a certain way, giving you +1 forward on Convince rolls.

On a Major Success: You get +1 ongoing for the scene

##### *Mental Message*

On a Mixed Success: You can telepathically send a one way, 10 word or less verbal message, to a target within your sensory perception. Only the target can hear it and they can tell that the message is coming from outside themselves. It is delivered in your voice.

On a Major Success: You can send a visual message instead of just words

##### *Beast Speech*

On a Mixed Success: You are able to understand a target animal as if it was able to speak for the scene. You can speak to it, and it will understand your words. The animal is not compelled to help by this spell.

On a Mixed Success: The spell works for all animals in the area when cast.

#### Mage Armor

##### *Iron Will*

On a Minor Success: You shield your mind against outside interference and harden your mental resolve for the scene. You have advantage on withstand rolls. You take half as many wounds from direct psychic attacks, rounded up. You take no damage to your Psyche.

On a Major Success: You can take a minor success on withstand rolls for the duration of the spell

##### *Misdirection*

On a Minor Success: You cloud the perception of your attackers for a scene, making you harder to hit, the next number of attacks that would hit you, equal to your skill in Psycognition, miss instead. This effect only works against thinking creatures.

On a Major Success: You get +1 ongoing to melee attacks while the spell is active

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll + Spirit to cast Obfuscation on others, it works the same as the one point Spell.

## Three Points

### Tinker

#### Minor Hallucination

On a Minor Success: You are able to implant a false perception into a person's mind. Your target must be within sensory perceptions. You can trick one of their senses into perceiving something that isn't there for the scene. No one else will be able to perceive it. Visual hallucinations can't move and auditory hallucinations can't reproduce speech. The spell ends if you lose concentration.

On a Major Success: You can change the hallucination as an action for the duration of the scene.

#### Instant Friends

On a Minor Success: For the duration of the scene, your target thinks you are a good friend they have not seen in a long time. They are more inclined to tell you personal information and do small favors for you. When the spell ends they will remember they spent time with a friend but will not be able to remember it was you. The spell breaks if you push the bounds of friendship too far or make the social interaction too awkward. If the spell breaks like this, the target is aware they were ensorcelled.

On a Major Success: Your target thinks you are their best friend, they will act as an ally for the scene and try to help you to the best of their ability. They will still act with self-preservation, and the spell still breaks if you push the bounds of friendship too far or make the social interaction too awkward. If the spell breaks like this, the target is aware they were ensorcelled.

#### Command Beast

On a Minor Success: You can give a simple verbal command to a non-sentient thinking creature. The command must be something the creature has the capacity to understand and can only convey a single task that takes a single action to complete. It can't be commanded to do something against its sense of self preservation. This spell can be delivered telepathically when cast with Mental Message.

On a Major Success: Your command can comprise up to 3 separate actions.

#### Telepathic Link

On a Minor Success: You create a mental link with the target sentient creature. The target must be in sensory range. They must be willing to form the link or the spell fails. For the duration of the scene you and the target can telepathically communicate with each other. You can silently exchange verbal messages with each other. If either party choses to, they can end the spell as an action.

On a Major Success: You can also exchange visual information with each other.

#### Babel

On a Minor Success: You are able to understand every spoken language for the scene. When you speak, it is in a universal language, anyone who hears you understands your words. Alternatively you can cast this spell to be able to read and write every human language. If the language is particularly ancient or esoteric you may need to make a Wits roll to understand its full meaning.

On a Major Success: You gain both benefits of this spell.

#### Overclock

On a Minor Success: You accelerate your thought processes significantly for a moment. Allowing you to take a perfect mental assessment of a situation in seconds. You get the benefits of a major success on both an investigate and assess move.

On a Major Success: You may ask any questions as you want about the situation, the Weaver will answer as long as it would be possible for you to deduct.

#### Thought Thief

On a Minor Success: You can read the surface thoughts of the target sentient creature for the scene. This is their active train of thought, and can't be probed any deeper. If a person is aware that someone has cast this spell on them, they can use a Wits roll to control their thoughts and effectively lock the mage out. The target must be in sensory range. The spell ends if you lose concentration.

On a Major Success: Your target is at disadvantage to block you from reading their thoughts.

### Fortify

#### Co-Processing

On a Minor Success: You enhance a target thinking creatures' mental faculties for the scene. Select either their Wits or Heart, it is increased by +1 for the scene. Your target must be in sensory range. This can bypass the normal limit on maximum score.

On a Major Success: You can enhance both Wits and Heart by +1

#### Sooth Trauma

On a Minor Success: You heal a target's psyche by an amount equal to your skill in Psycognition. Any derangement they had as a result of it is cured. The trauma seems like a bad dream to the target and fades away from memory leaving no lingering mental harm. This spell can also be used to cure mundane mental illnesses like depression or schizophrenia.

On a Major Success: You shield the target from further damage to their psyche for 24 hours

### Fray

#### Psychic Interference

On a Minor Success: You interfere with a target thinking creatures' mental faculties for the scene. Select either their Wits or Heart, it is decreased by +1 for the scene. Your target must be in sensory range. This can bypass the normal limit on maximum score.

On a Major Success: You can decrease both Wits and Heart by +1

#### Assault Psyche

On a Minor Success: You telepathically attack the target's mind with a blast of traumatic mental power. Their psyche takes damage equal to half your skill in Psycognition, rounded up. You must be touching the target.

On a Major Success: You deal damage equal to your skill in Psycognition.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### Dominion

#### Major Hallucination

On a Minor Success: You can trick the target's senses into perceiving something that isn't there for the scene. Your target must be within sensory perceptions. No one else will be able to perceive it. Visual hallucinations can move and auditory hallucinations can reproduce speech.

On a Major Success: You can change the hallucination as an action for the duration of the scene.

#### Open Book

On a Minor Success: You can read a person's memory. Select a target memory by specifying an event in a target's life. You must make another +Spirit roll each time you want to read a different memory, the spell ends if you fail or lose concentration.

On a Major Success: You have +1 ongoing to change to a different memory.

#### Astral Projection

On a Minor Success: You can send your consciousness out of your body and into the Astral Deep. Your body is left unconscious and unresponsive. You must return to your body within 24 hours or you may become lost in the Astral Deep.

On a Major Success: You create an Astral Link back to your body, only visible to you or creatures with Inner Sight, lasting for 24 hours. As an action you can instantly pull yourself back to your body.

#### Compulsion

On a Minor Success: You can give a simple verbal command to a thinking creature. The command must be something the creature has the capacity to understand and can only take a single action to complete. It can't be commanded to do something against its sense of self preservation.

On a Major Success: Your command can comprise up to 3 separate actions.

#### Freaky Friday

On a Minor Success: You are able to swap your consciousness with another thinking creature. You must be touching the target. If the target body does not have EF in its blood, you can't cast spells while in that body. The spell ends after 24 hours. If cast at level 5 you can swap 2 different targets rather than your own.

On a Mixed Success: You are able to swap the minds back as an action.

#### Inception

On a Minor Success: You are able to place a target consciousness or construct into a vessel that has no existing mind within it, and is able to hold one. This is a disruptive process and leaves the target stunned for a round. You must be touching the vessel, the target must be in your sensory perception.

On a Major Success: The target is not stunned.

## Decay

### Psyche Break

On a Minor Success: You break the psyche of the target thinking creature, driving it mad. The Weaver decides the way the insanity manifests. This spell can also be cast on an Astral Link to sever it. You must be touching the target.

On a Major Success: You can decide the nature of the target's insanity.

### Invoke Spasm

On a Minor Success: You cause the target to be unable to control their body for a round. They fall prone, drop anything they are holding, and twitch uncontrollably. You must be touching the target.

On a Major Success: The target spasms so violently that they take 2 wounds.

## Five Points

### Transform

#### Enslave Mind

On a Minor Success: You are able to entirely dominate the mind of a target thinking creature. You can give it a simple verbal command. The command can only convey a single task that takes a single action to complete. It can be commanded to do anything it is able to, even if it is against its sense of self preservation.

On a Major Success: Your command can comprise up to 3 separate actions.

#### Rewrite

On a Minor Success: You can change a detail of one of the target's memories. You must describe what the memory is and how you are changing it when you cast the spell. Depending on the nature of the memory you change, this may have sweeping changes on the target's personality. The target will often feel like something is off, but will not know what. This spell breaks if the target is shown proof that the memory is false

On a Major Success: Your changes are seamless, the target is unaware anything has been changed at all.

#### Uplift

On a Minor Success: You are able to uplift a target thinking creature to full sentience. It gains a Wits and Heart score of 0. It becomes capable of the same level of cognitive ability as the average human being. It retains all of its memories from before being uplifted and can recontextualize them with its new intellect.

On a Major Success: Its Wits and Heart score are 1.

## Create

### Fortress of the Mind

On a Minor Success: You are able to create an astral construct inside of your mind that acts as a mental domain. It takes the form of any small building you can imagine. While this spell is active you are immune to psyche damage, have eidetic recall, and are able to ask "What in my knowledge would allow me to solve a problem?" when you roll to Assess. This spell requires 5 EF per day to maintain. In the Astral Deep, you can materialize the construct around yourself as an action.

On a Major Success: The construct can take the form of a large building and have defensive reinforcements.

### Astral Conception

On a Minor Success: You create a disembodied astral construct in the form of a thinking creature. The creature has whatever personality and memories you give it. It has a Wits and Heart Score of 0. It exists in the Astral Deep. This construct has no physical form.

On a Major Success: Its Wits and Heart Score are 1.

## Unmake

### Astral Shunt

On a Minor Success: You are able to push a target's mind out of their body and into the Astral Deep. The target's body is left unconscious and unresponsive. If the target is aware of what has happened, they can make a +Spirit roll to return to their body as an action.

On a Major Success: The shift is disorienting for anyone that doesn't have at least 4 points in Psycognition and leaves them stunned for a round.

### Tabula Rasa

On a Minor Success: You are able to delete the target's mind. Destroying the psyche and leaving them empty. Their body is left with their soul trapped inside it. The body will behave in a newborn state, devoid of any experience or ability, with only autonomous functions, if not taken care of it will soon die.

On a Major Success: You are able to be selective with what you delete from the target's mind.

## Spatiorelativistics

### One Point

#### Seeking

##### **Spatialists Knowledge**

On a Minor Success: You may ask one question about how the practice of Spatiorelativistics is at play here

On a Major Success: You may ask two questions

##### **Perception Sphere**

On a Minor Success: You have a 360° field of view for the scene.

On Major Success: You get +1 forward.

##### **Ping**

On a Minor Success: You select a target object when you cast the spell, you must have some form of sympathetic connection to the item. If that object is within 10 meters of you, you are aware of the exact location at the moment you cast the spell.

On a Major Success: You are aware if that object moves for the duration of the scene

##### **Cartographer**

On a Minor Success: You can maintain a perfect spatial map of any place you go for the next 24 hours

On a Major Success: You can also maintain a perfect spatial map of any place you have been in the last 24 hours

##### **PinPoint**

On a Minor Success: You can add this spell to any other spell that allows you sense the direction of a target. When you do, you are aware of the distance to the target as well as its direction.

On a Major Success: You are aware of the target's exact location in space. The location can be a target of a scrying or portal spell.

#### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Do one of the following:

- Teleport a small object from your hand to somewhere on your person or vice versa
- Hide your location from magical detection.

On a Major Success: You get +1 forward.

#### Mage Senses

Roll +Spirit to grant yourself Spatial Awareness for the scene:

On a Minor Success: You can do the following:

- Detect distortions in the fabric of space
- Determine the exact distance of an object in your sensory perception
- Determine your own exact location in space
- Determine if something is radiating magic

On a Major Success: You get +1 forward.

#### Spatial Awareness

You are able to perceive the fabric of space, as if the whole world was superimposed with a grid. You are innately aware of where objects are located in relation to each other in your surroundings and you can sense your exact location on the planet. You can see if there are distortions in space. You see magic as wavering lines emanating from the object radiating it.

### Two Points

#### Nudging

##### **Pick Up**

On a Minor Success: You can teleport a target small object from its location in space to your hand. The target must be in your sensory perception. The target can not be being actively held by another creature.

On a Major Success: You can teleport a medium object.

##### **Put Down**

On a Minor Success: You can teleport a target small object from your hand to an unoccupied place in space. The target destination must be within your sensory perception.

On a Major Success: You can teleport a medium object.

##### **Extend Perception**

On a Minor Success: A target screen, such as a scrying window or camera monitor, acts as if the location it displays is within your sensory perception for the scene.

On a Major Success: You get +1 forward.

##### **Locate**

On a Minor Success: You select a target creature or object you have a strong sympathetic connection to when you cast the spell. You are aware of the exact location of the target at the moment you cast the spell. This spell can be used to target a scrying, teleport, or portal spell.

On a Major Success: You are aware if the target moves for the duration of the scene.

##### **Pass Through**

On a Minor Success: You can move yourself through a target active scrying window as if it was a portal. Your equipped inventory does pass through with you, but you can't carry anything through in your hands. If you try to, it gets left behind. This spell only allows a single one way trip per casting.

On a Major Success: You can carry a single large item with you.

##### **Devour Distance**

On a Minor Success: Every step you take for the scene covers the distance of 2 steps, doubling your movement speed. This is a clearly supernatural mode of travel and makes you seem to skip across space.

On a Major Success: Every step you take for the scene covers the distance of 4 steps, quadrupling your movement speed.

#### Mage Armor

##### **Blur**

On a Minor Success: You make your physical body able to occupy multiple points in your immediate vicinity for a scene, making you automatically dodge the next number of attacks, equal to your skill in Spatiorelativistics. This effect only works against physical attacks.

On Major Success: Ranged attacks don't count against the maximum dodged attacks.

##### **Spatial Lock**

On a Minor Success: You can't be magically moved through space, even by your own spells, for the scene. You also can't magically move objects into or out of your possession.

On a Major Success: You are aware if someone tries to cast Spatiorelativistics magic on you.

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

#### Mage Shroud

Roll +Spirit to cast Obfuscation on others, it works the same as the one point Spel

## Three Points

### Tinker

#### Lock Space

On a Minor Success: You are able to lock the size, shape and location of a region of space for a scene, this makes it almost impossible to perform spatial magic into or out of it. While inside the area of effect you cannot teleport, portals can't be opened, scrying windows do not work, and all other Spatiorelativistics are at a -2 penalty to cast. You must draw arcane sigils around the boundaries of the area you want to lock in whatever medium you desire. If the sigils are disturbed, the spell ends.

On a Major Success: You can pause or resume the effect as an action for the duration of the spell.

#### Area Denial

On a Minor Success: When combined with a Lock Space spell and the level 3 skill of the corresponding practice of magic, you can deny access to a specific type of entity or substance. For example Biomorphics 3 could keep all wolves out of a space, Metaphysics 3 could keep all heat out of a space, and Noumena 3 could keep all ghosts out.

On a Major Success: You can selectively allow exceptions to your ban, this could allow you to, for example, deny all humans but the party members entry.

#### Scrying Window

On a Minor Success: You are able to open a window in space that allows you to see a remote location. You must have a picture or a strong sympathetic connection in order to target a location. The window takes whatever form you desire, anyone is able to see it. A person at the target location will only be able to see the window if they have Spatial Awareness active. The window only provides visual information unless you add Metaphysics 3 to the spell. The window only provides one vantage point of the target location, selected when you cast the spell. This spell requires concentration.

On a Major Success: You can move the window around the target location as an action for the duration of the spell.

#### Portal Lock

On a Minor Success: You are able to lock a portal, preventing things from passing in one or both directions. You must be touching the target portal. If the target portal is not one you created, the spell is cast with a -1 penalty. The lock lasts until the portal closes or the scene ends.

On a Major Success: You can selectively allow exceptions or create conditions to your lock.

#### Relocate

On a Minor Success: You are able to teleport yourself in space to any unoccupied location in your sensory perception. You are able to take your inventory with you, but cannot carry anything extra with you, if you try to, it is left behind. If the target cannot be teleported to, the spell will fail. The spell takes a round to take effect, during which time you are vulnerable.

On a Major Success: You teleport instantly.

#### Redirect Portal

On a Minor Success: You are able to bend the destination of a target portal to a new location. You must have a picture or a strong sympathetic connection in order to target a location. You must be touching the target portal. The next thing that goes through the portal will arrive at the new destination instead.

On a Major Success: You can choose to permanently change the destination of the target portal.

### Fortify

#### Extended Reach

On a Minor Success: You are able to magically shrink the distance between yourself and your target when you attack for the scene. You can make melee attacks at range, these do not provoke the normal melee retaliation strikes from a foe. This spell requires concentration.

On a Major Success: You can also pick up and put down small objects at range while the spell is active.

#### Mage Pocket

On a Minor Success: You expand the size of a pocket or container, it can hold twice as much as it normally would be able to. This spell requires 3 EF per day to maintain. If the spell ends, anything inside the container that can no longer fit is either crushed, or the container bursts open around it.

On a Major Success: The containers inside dimensions are expanded 4 times as much as it normally would be.

### Fray

#### Close Portal

On a Minor Success: You are able to close an active portal, even if you were not the one who created it. The connection is severed immediately.

On a Major Success: You are able delay closing the portal for the duration of the scene, doing it as an action, the portal closes at the end of scene.

#### Warp Space

On a Minor Success: Distort the area of space around a target. They take 2 wounds of blunt force damage. The target must be in your sensory perception.

On a Major Success: The target is disoriented for a round by the distortion.

### Gift of Protection

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### **Dominion**

#### ***Bigger on the Inside***

On a Minor Success: You are able to make the space inside a building or vehicle bigger on the inside than it is on the outside. Its interior volume can be increased by up to 10 times. The space expands, but nothing inside the space does. The interior layout remains the same, all rooms are just bigger. The doorway to the space remains the same. The space looks distorted if viewed from the outside, as if it was compressed towards the viewer. The spell lasts for 24 hours. It can be extended by expending 4 EF per day.

On a Major Success: The spatial distortion is only detectable if the viewer has Spatial Awareness active.

### **Portal**

On a Minor Success: You are able to open a wormhole in space that connects 2 locations on the material plane. The portal on your end opens anywhere in unoccupied space within your sensory perception. The destination requires you to have a picture or a strong sympathetic connection in order to target a location. The portal can be up to 6 meters across and appears as a swirling vortex through which you can see the destination.

On a Major Success: You can change the visual appearance of the portal to disguise it in the environment.

### **Co-Location**

On a Minor Success: You are able to occupy 2 locations at the same time. Your "copy" does the same thing your active version does. You can create the copy in any unoccupied location in your sensory perception. You can change which version is the active one as an action. If the copy is attacked, the wounds transfer to the active version. You can end the spell as an action. It ends at the end of the scene. When it ends you end up in the location of the active copy.

On a Major Success: You can occupy a 3rd location

### **Dimensional Distortion**

On a Minor Success: You can change the fabric of space to create a single change to the layout of your location. You could change the direction a road leads, or make a hallway longer or shorter etc. The target location must be in your sensory perception. The spell requires concentration. The location returns to normal at the end of the scene.

On a Major Success: The spell no longer requires concentration.

### **Teleport**

On a Minor Success: You are able to relocate yourself in space to any other location. You must have a strong sympathetic connection to, or a recent picture of, the location you wish to travel to. You disappear instantly and reappear in unoccupied space at the target location. You take your inventory and anything you are carrying, but cannot teleport another being with this spell.

On a Major Success: You can return to where you came from as an action.

### **Decay**

#### **Crush**

On a Minor Success: You compress the space around the target doing bashing wounds to them equal to your skill in Spatiorelativistics. The target must be in your sensory perception.

On a Major Success: This spell ignores most forms of armor.

## Five Points

### **Transform**

#### ***Compression***

On a Minor Success: The target is shrunk. It cannot be reduced beyond the macroscopic level without also using level 5 Alchemy and Biomorphics. The spell lasts for the duration of the scene, after which point the target expands again. Any mundane container the target is in when the spell ends will be destroyed by the expanding space, regardless of the material it is made of. You must be touching the target.

On a Major Success: The spell can be cast on multiple targets.

### **Nexus of Worlds**

On a Minor Success: You can bring multiple locations in space together to inhabit the same space. Objects within do not interact with each other. A creature without Spatial Awareness will find the environment disorienting and will have trouble interacting with overlapping objects. You must have a strong sympathetic connection to the locations you wish to overlap. When the spell ends you can choose to go to any of the locations, anyone else will end up randomly in one decided by the Weaver. For each space you try to overlap after 2, make the role at a cumulative -1 penalty. The spell requires concentration.

On a Major Success: The spell no longer requires concentration.

### **Create**

#### ***Personal Domain***

On a Minor Success: You create a personal pocket of space. This location exists outside of normal space. It begins as a formless white void. This space can contain any number of things, and has no defined dimensions. The space requires 5 EF per day to maintain. You are considered to have a strong sympathetic connection to the space and a Portal or Teleport spell can be used to reach it. Other practices of magic can be used to sculpt the space.

On a Major Success: The Mage can sense any travel into or out of their personal domain.

### **Mages Hideaway**

On a Minor Success: You create a magical effect on a target location making it nearly impossible for anyone to enter it. It will bend and twist the space around the location so that anyone who walks towards it ends up going around or away from it. The target location can be up to 100 square meters. You must be touching the target. The spell requires 5 EF per day to maintain.

On a Major Success: You can omit people from the spell's effect.

### **Unmake**

#### ***Delete***

On a Minor Success: You remove the target space from reality. It no longer exists, and everything that was within it is gone. You can target up to 5 square meters of space. The target must be within your sensory perception. Anything deleted with this spell ends up in a realm of the Beyond full of lost things.

On a Major Success: You can target up to 10 square meters of space.

### **Collide**

On a Minor Success: You collide two locations in space together. You must have a strong sympathetic connection to the locations you wish to collide. Anything affected by this spell is catastrophically damaged as their structures collide. Creatures take 6 wounds if they collide with solid material. The spell requires concentration. When the spell ends the Weaver decides how the collided space divides back up.

On a Major Success: You can bend the spell to prevent target objects from interacting.

## Synchronicity

### One Point

#### Seeking

##### **Synchronists Knowledge**

On a Minor Success: You may ask one question about how the practice of Synchronicity is at play here

On a Major Success: You may ask two questions

##### **Read the Ties**

On a Minor Success: You are able to read the surface level interconnections of the target. If it is an object, you get a sense of who it's owner/creator is/was. If it is a person, you get a sense of the person they are closest to. The spell only gives you the general description of the target's interconnection.

On a Major Success: You are able to glean a specific description of the target's interconnection.

##### **Seek the Signs**

On a Minor Success: You can ask a single question about your goals and the universe will send you a sign to answer it. The sign will appear in the form of a strange, but mundane occurrence or experience, and open to interpretation. The larger the scale of your question, and the wider it's time frame, the more vague and less helpful the sign will be.

On a Major Success: The sign is less vague and you get a +1 forward towards achieving the goal.

##### **Minor Prophecy**

On a Minor Success: Through the use of a tool like tarot or bone reading, you can ask the Weaver a general question about a target person's destiny and receive a vague answer. The roll is made with a +1 if the target is participating in the reading.

On a Major Success: It is a more specific answer.

#### Obfuscation

Roll +Spirit to hide for the scene:

On a Minor Success: Do one of the following:

- Hide your destiny from scrutiny
- Conceal your sympathetic connections from scrutiny

On a Major Success: You get +1 forward.

#### Mage Senses

Roll +Spirit to grant yourself Moirai's Eye for the scene:

On a Minor Success: You can do the following:

- Detect distortions in the mechanisms of fate
- See sympathetic connections
- Detect if something is radiating magic

On a Major Success: You get +1 forward

#### Moirai's Eye

The Moirai's Eye allows a mage to see the Web of Fate. You can see the countless gossamer threads of possibility that connect everything together. You can see when the threads have been manipulated in some way, and can see when something has an unusual number of threads connected to them. The sheer number of threads makes following any one of them impossible without casting Isolate Connection.

#### Destiny and Fate

The Web of Fate is made up of an ever shifting series of countless interconnections, thread made of the hundreds of little choices we all make every day. Destiny is a person's guiding beacon, a goal the universe nudges a person towards. A person will often feel pulled subconsciously towards choices that lead them towards their destiny, and the forces of fate will tend to align towards it. Most destinies are simple things, but very rarely a person can be

destined for greatness, or infamy. However people have free will, and just having a destiny does not guarantee you will fulfill it. Also, destiny can be changed or broken, especially with the application of magic.

### Two Points

#### Nudging

##### **Optimize Probability**

On a Minor Success: You bend the small quantum forces that affect you. You can eliminate -1 penalties caused by environmental factors from any roll you make for the scene, or until you lose concentration.

On a Major Success: You can remove any penalties to your rolls for the scene, or until you lose concentration

##### **Twists of Fate**

On a Minor Success: You can bank and spend your own luck. For the duration of the scene, you can change a success you would have made into a failure. If you do, you gain a point. You can spend a point as a free action to turn a failure into a minor success. You can hold points equal to your skill in Synchronicity. Unspent points disappear when the spell ends. This spell requires concentration.

On a Major Success: You can also spend a luck point to upgrade a minor success to a major success.

##### **Isolate Connection**

On a Minor Success: You can isolate a single thread of fate from a target object. You can use this as a sympathetic connection for other spells. This spell requires The Moirai's Eye to cast. You must be touching the target. You can hold onto the sympathetic connection until the end of the scene. The sympathetic connection can only be used once.

On a Major Success: A spell you cast with this sympathetic connection gets a +1 forward to its Spirit roll

##### **Minor Fortune**

On a Minor Success: You can bend a small act of chance to your favor. You can cause a single event to play out as a minor success, provided the impact of the outcome is relatively trivial. You could do something like; win a hand of cards for a small pot, pick a good place to beg for change, or stumble into the person you were looking for. The Weaver decides the threshold for what is a trivial outcome.

On a Major Success: You can cause the event to play out as a major success.

##### **Palm Reading**

On a Minor Success: You are able to read the target's destiny. You can tell the general goal that the universe has for them. You must be touching the target. The understanding comes to you as vague flashes of sounds and images.

On a Major Success: You get a more clear image of their destiny.

#### Mage Armor

##### **Fortunes Aegis**

On a Minor Success: Every blow against you just happens to be a glancing blow for the scene. You take half damage, rounded up, from all sources except psyche and area effects.

On a Major Success: You also take half damage from area effects.

##### **Written in Stone**

On a Minor Success: You are immune to effects that change your fate or destiny for the scene. This includes your own spells.

On a Major Success: You are aware if someone tries to alter your fate or destiny for the duration of the spell.

#### Gift of Sight

Roll +Spirit to cast Mage Sense on another person, it works the same as the one point spell.

**Mage Shroud**

Roll +Spirit to cast Obfuscation on others, it works the same as the one point Spell.

## Three Points

### Tinker

#### **Optimal Existence**

On a Minor Success: You cause a target object to temporarily become the optimal version of itself, as if everything had gone perfectly in its creation. The object runs at perfect efficiency. This has no effect on the age or condition of the item, rather it affects its probability. An item enchanted by this spell always does exactly what it should, as perfectly as it could, for the duration of the spell. You must be touching the target. The spell requires concentration. When used on a weapon, it deals wounds as if it was a perfect weapon, regardless of condition.

On a Major Success: The spell no longer requires concentration.

#### **Gift of Chance**

On a Minor Success: When you cast this spell you create an abundance of luck within yourself. You can reroll a failed roll up to twice during the scene. Casting this spell more than once per session can cause a negative result, as being greedy with luck is dangerous.

On a Major Success: You can reroll up to 3 failed rolls during the scene.

#### **Mages Bargain**

On a Minor Success: When you cast this spell, you can create a binding magical contract between the consenting parties. Each party states the terms they will agree to and the punishment they will face should they fail to uphold their agreement, which fate will conspire to bring about. This spell cannot be used to compel someone to do something. The spell ends after 24 hours regardless of if the conditions are met or not. This spell cannot cause grievous harm or death.

On a Major Success: The spell can last up to 48 hours.

#### **Collect Luck**

On a Minor Success: You are able to bank the excess good luck of others and turn it into your own luck. For the duration of the scene, if someone on the scene rolls a 13+ you gain a luck point. You can spend a luck point as a free action to turn a failure into a minor success. You can hold luck points equal to your skill in Synchronicity. Unspent luck points disappear when the spell ends. This spell requires concentration.

On a Major Success: You can also spend a luck point to upgrade a minor success to a major success.

#### **Bend Destiny**

On a Minor Success: You are able to make a small change to the target's destiny. This cannot change the fundamental nature or importance of their destiny. You must be touching the target.

On a Major Success: You are able to make a big change to the target's destiny. This still cannot change the fundamental nature or importance of their destiny.

### Fortify

#### **Token of Luck**

On a Minor Success: Your target gets a lucky break. They get +1 forward for a single roll of their choice for the scene. You must be touching the target.

On a Major Success: The target can use the bonus twice.

#### **Fortify Connection**

On a Minor Success: You can strengthen a single sympathetic connection. This makes it much harder to sever. Any roll to sever this sympathetic connection faces a penalty equal to your skill in Synchronicity. You must be touching the target. This spell requires The Moirai's Eye active to cast. You must have isolated the strand you want to fortify.

On a Major Success: You are able to fortify a connection without first isolating it, simply by visualizing the one you want to fortify.

### Fray

#### **Hex**

On a Minor Success: Your target is cursed and takes a -1 ongoing for a number of rounds equal to your skill in Synchronicity. You must be touching the target. The spell requires concentration.

On a Major Success: You are able to affect multiple targets.

#### **Sever Connection**

On a Minor Success: You can cut a single sympathetic connection from the target. This prevents it from being used by any mage. You must be touching the target. This spell requires The Moirai's Eye active to cast. You must have isolated the strand you want to cut.

On a Major Success: You are able to sever a connection without first isolating it, simply by visualizing the one you want to cut.

#### **Minor Curse**

On a Minor Success: You curse the target object. If anyone other than you touches the object they will be afflicted by minor misfortune. Something inconvenient will occur to them within 24 hours. The spell lasts for 30 days or until someone picks up the object. You must be touching the target. The spell ends if you are carrying the object for more than a round.

On a Major Success: You are able to declare exceptions to the curse when you cast it.

#### **Gift of Protection**

Roll +Spirit to cast Mage Armor on another person, it works the same as the two point spell.

## Four Points

### Dominion

#### Exceptional Luck

On a Minor Success: You can re-roll any dice roll of 1 or 2 for the duration of the scene. This includes if the re-roll is a 1 or 2. The spell requires concentration.

On a Major Success: You can re-roll 3s as well.

#### Mages Promise

On a Minor Success: When you cast this spell, you can create a binding magical contract between the consenting parties. Each party states the terms they will agree to and the punishment they will face should they fail to uphold their agreement, which fate will conspire to bring about. This spell cannot be used to compel someone to do something. The spell ends after 1 year regardless of if the conditions are met or not. This spell is more powerful than a Mages Bargain and can cause grievous harm, but not death.

On a Major Success: The spell can last up to 10 years.

#### Guaranteed Success

On a Minor Success: You are able to select a single roll within the scene to make a Major Success. You can spend this even after you have made the roll.

On a Major Success: This can be used on rolls others make.

#### Fortune Provides

On a Minor Success: You are able to bend fate to deliver you a single target item. The greater the rarity of the item, the more convoluted means by which it will come to the mage, and the longer it will take. The greater the value of the item, the more strings will come attached to its delivery.

On a Major Success: You can redirect the item from being delivered to yourself, to someone else within sensory perception.

## Decay

### Major Curse

On a Minor Success: You curse the target object. If anyone other than you touches the object they will be afflicted by major misfortune. Something terrible will occur to them within 24 hours. The spell lasts for 30 days or until someone picks up the object. This spell can cause grievous harm, but not death. You must be touching the target. The spell ends if you are carrying the object for more than a round.

On a Major Success: You are able to declare exceptions to the curse when you cast it.

### Cleanse Connections

On a Minor Success: You remove all sympathetic connections to the target object. Including your own. You must be touching the target.

On a Major Success: You can leave your own sympathetic connections intact.

## Five Points

### Transform

#### Monkey's Paw

On a Minor Success: You are able to make a single wish, and the universe will bend to grant it. However the greater impact your request has, the greater misfortune it will bring. This spell can be incredibly dangerous, and if used to make a request likely to impact the world to too great a dangerous degree, it may kill the caster outright.

On a Minor Success: The misfortune will be less severe.

#### Unbreakable Vow

On a Minor Success: When you cast this spell, you create a binding magical contract between the consenting parties. Each party states the terms they will agree to. Once the spell is cast, the parties are unable to break the terms of this agreement, even if they both want to. This spell cannot be used to compel someone to do something against their will. This spell lasts until the death of one of the parties.

On a Major Success: The spell persists after death.

#### Pharaohs Curse

On a Minor Success: You curse the target object. If anyone other than you touches the object they will be afflicted by deadly misfortune. Something fatal will occur to them within 24 hours. The spell lasts until someone picks up the object. The spell ends if you are carrying the object for more than a round.

On a Major Success: You are able to declare exceptions to the curse when you cast it.

## Create

### Forge Mythic Bond

On a Minor Success: You are able to create a strong sympathetic connection to a target. The target is unaware of this having happened unless they have the Moirai's Eye. This connection persists across death. You are instantly aware if the target dies. You must be touching the target.

On a Major Success: The connection persists into the Shade and the Beyond.

### Create Destiny

On a Minor Success: You are able to create a brand new destiny for the target. This can be anything you desire, however the bigger the scope of the destiny, the harder the spell is to cast. The target is unaware that their destiny has been changed, but they will feel different.

On a Major Success: The threshold for scope of the destiny you can create is greater.

## Unmake

### Break Destiny

On a Minor Success: You are able to erase the destiny of your target, leaving them with no fate or guiding path. This may free some people from a burden they felt, or may cause some people to lose passion and drive. The target will have neither good nor bad luck in most of their endeavors. Certain destinies may be too strong to be broken by this spell.

On a Major Success: You can break a stronger destiny than with a minor success.

### Bane

On a Minor Success: Curse the target with a Bane. You must have a strong sympathetic connection to the target. You declare a creature, place, object, or condition to be the target's Bane when you cast the spell. When that thing is used against the target, any roll is made with advantage. You must declare the Bane out loud to the target.

On a Major Success: The target also suffers a -1 ongoing when under the effect of their Bane.

# Primal Magic

Before the Veil and the creation of skill based magic, there was Primal Magic. This ancient form of magic drew its power from the natural world. Each primal magic force is maintained by a Dragon Avatar. Whether the avatars are the source or result of primal magic, is a hotly debated philosophical topic. These immortal beings each exist in their own pocket dimensions and are the embodiments of their respective forces. They cannot be physically attacked and they cannot manifest in the Material World directly without some sort of extreme extenuating circumstances. They are able to communicate directly with creatures who perform ancient rituals to summon them, and can whisper into the dreams and thoughts of most sentient creatures. Their motives are ineffable.

## The 6 Primal Forces

### The Sun

#### **Heat, Community, Revelation**

The most revered of the primals, the sun brings with it light, heat and creation. All things are made of the remains of the stars and the sun, in its blazing glory is a power that cultures all across history have worshiped. **Solus**, Avatar of the Sun, is perceived as a massive bipedal dragon, with glittering golden scales and wings made of fire. His domain is a towering fortress of red stone, atop a mountain of gold, under an eternal noon's light.

### The Moon

#### **Entropy, Death, Obfuscation**

A less warmly revered primal force. The moon is the reflection of the sun, the balance to its force. **Seluna**, Avatar of the Moon, is perceived as a massive bipedal dragon, with shadowy scales, and wings made of gossamer twilight. Her domain is a perfectly calm lake, surrounded by a thick dark forest, under an eternal night sky.

### The Sky

#### **Weather, Boundaries, Travel**

An ephemeral and fleeting force. The Sky represents the duality of freedom; it is the division of space, and of travel through it. It is the air and the storm. **A'sail**, Avatar of the Sky, is perceived as a massive bipedal dragon, with azure and white scales, and wings made of lightning. His domain is a maze of clouds, floating in the eye of an immense hurricane.

### The Ground

#### **Earth, Rigidity, Strength**

The earth beneath our feet and the stone of the mountains that tower above us. The Ground is the solid power of physical substance and the mental force of willpower. **Magna**, Avatar of the Ground, is perceived as a massive bipedal dragon with brown and red scales, and wings made of molten rock. Her domain is a cave network, full of precious gems and metals, with a palace carved out of diamond at its heart.

### The Blue

#### **Water, Creativity, Renewal**

The flowing, changing nature of the many rivers and oceans bring the powers of this Primal. **Fluctus**, Avatar of the Blue, is perceived as a massive bipedal dragon, with blue scales that shift in shade like a cresting wave, and wings made of seafoam. His domain is a palace of vibrant luminescent coral in a deep ocean reef.

### The Green

#### **Life, Growth, Balance**

The primal force that ties all life together through their nature as the experiencers of the world. **Lotus**, Avatar the Green, is perceived as a massive bipedal dragon with emerald scales and wings made of vines and leaves. Her domain is a forest teeming with life and a treehouse built into a colossal redwood at its center.

## Dark Knowledge

Warlocks harness the primal force within magical creatures' bodies, blood, life force, and even souls. Using dark rituals to empower themselves and cast spells. A Warlock may be inducted by others, find a source of lost knowledge, or be tempted to power by outside influence. One way or another, a person accepts Dark Knowledge being offered to them. It lifts the Veil from the Warlock and gives them the ability to use “Black Tongue”, a casting language of dark and forbidden words of power. Once Dark Knowledge is inside a person, it is part of their pattern. Dark Magic spells are a powerful shortcut to spellcasting, but their use taints those who use them. Those who come to rely on them become addicted to their use. The more they know, the more they are compelled to use their power.

**1-3 Spells Known:** Withdrawal causes your features to become sunken, and your eyes and hair to turn black, and your skin to become pale, leaving you looking like a walking corpse after a month without using Dark Magic.

**4-6 Spells Known:** You take 1 wound per month that you go without casting Dark Magic

**7-9 Spells Known:** You take 1 wound per week that you go without casting Dark Magic

**10+ Spells Known:** You take 1 wound per day that you go without casting Dark Magic

Damage taken from this effect does not heal on a long rest or with the use of healing effects. It can only be healed once you have cast a Dark Magic spell.

Warlocks are able to copy the effect of almost any spell effect that other casters can accomplish. Warlock spells are the products of expensive and often dangerous research and experimentation, as such, most of them treat theirs as guarded secrets. Every Warlock spell starts with the effect they are trying to replicate. Let's say they wanted to cast a copy of Pyrokinesis from Metaphysics. The more powerful the spell effect they are trying to accomplish, the rarer and harder to come by the creature component for the spell will be. They might get their hands on Phoenix feathers, Lava Snail shells, or some other relatively rare fire attuned creature part. The Weaver can help figure out a viable component. They would then find the right words in Black Tongue to say, and the right body movements to make. Once they have figured it all out, they can add it to their Known Spells list. Provided they have the material they need to sacrifice, and they aren't bound or gagged, A Warlock can cast any spell they know as an action. They make a Spirit Roll, and the effect of the roll mirrors the original spell copied.

Warlocks can also use Dark Magic to engage in the practice of creating Macabre Husks. These are often used to guard their secrets or to perform mundane repetitive labour the Warlock does not want to do themselves. The process of creating Macabre Husks is unique to each Warlock, but it always involves the construction of a vessel, usually out of stolen body parts, and a dark ritual to implant an animating force into the husk. Macabre Husks are usually bound to the service of their creator, but mistakes and accidents can happen during the creation, leaving them uncontrollable.

## Primal Attunement

Shamen gain their powers by attuning themselves with one of the six primal Avatars. This is accomplished during a practice called a Vision Quest, where the Shaman will enter a trance through the use of psychedelic ritual. The Shaman will commune with one of the Primal Avatars and will forge a pact with it. This is the first of 5 potential Vision Quests a Shaman may go on in their lives.

Unlike normal skill points, Primal Attunement doesn't level up with the advancement track. A Shaman can only attempt the next level of a Vision Quest when they are ready. This can take years of practice and communing with their primal avatar. Work with the Weaver to decide when your character will be ready to attempt the next level of a vision quest and to pace your advancement with the story.

Each Vision Quest, except the first, which you get for free as part of your character creation, will have a requirement you will have to complete. This may be a rare object you must locate, or a challenging trial you must overcome. It should be a sub-quest level activity. Work with the Weaver to come up with an objective that fits the themes of the story and the Primal you serve.

Every pact has things the shaman is forsworn from doing and things they are obligated to do. If they break this covenant with the Primal they lose all of their powers until they have atoned. The higher their level, the more they will have to do to redeem themselves. At level 1, this should be a downtime action. At level 5 this should be a full quest level activity. Work with the Weaver to figure out what your character has to do should they become cut off from their Primal.

## Pact with Solus

Shamen of the Sun are dedicated to the exposing of lies and injustices, and cultivating the warmth of community. Those who have pledged themselves to Solus are forsworn from ever telling a falsehood, or committing acts of injustice. They are obligated to stand up for those too weak to defend themselves. They tend to be passionate and direct people, who do not mince words and make friends quickly. Many are drawn to work in the justice or social system.

### Level 1

- You can start a small fire, or to cause an object to heat up. You must be touching the target.
- You can rally those around you with an inspirational speech or a poignant appeal. You draw the complete attention of those in earshot of you, they will listen intently to what you have to say and are inclined to side with you if it is reasonable for them to do so.
- You can tell when a creature is bearing false witness. You can ask the Weaver if something you are told directly by another character is true. If the character is knowingly telling you a lie, the weaver will tell you so. If the character believes what they are saying to be true, or if they are lying by omission, it will read as true. This power does not prevent them from confusing you with guile or obfuscating their lies with magic.

### Level 2

- You do not suffer any ill effects from exposure to temperatures up to 60°C
- You can inspire those who see you as a leader, as action you can give a motivational pep talk , granting them +1 forward.
- You can reveal hidden doors or compartments. You must be touching the surface.

### Level 3

- You are immune to the effects of normal flames, you feel no heat, and your body can not burn, but your possessions still can. You are still vulnerable to smoke inhalation.
- You can rally those who are scared or charmed. As an action, you can lay hands on someone and cure all fear and charm effects from them.
- You can break minor illusions and hard-force constructs. You must be touching the target.

### Level 4

- You can extend your immunity to flame to your inventory and those in contact with you.
- You can rally those who are scared or charmed in a wide area. As an action, you can utter words of power, curing all fear and charm effects from those who hear them.
- You can compel someone to tell the truth. You must be touching the target. The target is compelled to answer a single question honestly and in its entirety, they cannot stop themselves. This power can only be used once per person.

### Level 5

- You are able to self combust, as an action, you create a conflagration in a 5 meter sphere around you lasting for 3 turns, igniting flammable material and doing 3 wounds per turn to anyone else in the sphere. This power can only be used once per scene.
- You have a permanent aura of empowerment, all allies within 10 meters of you get +1 ongoing.
- Your eyes see through illusions and hard-force constructs.

## Pact with Seluna

Shamen of the Moon are dedicated to bringing all things to their natural end and hiding knowledge that should not be known. They are the enemies of Warlocks and any who would pervert the natural order of things. Those who have pledged themselves to Seluna are forsworn from engaging in, or allowing the practice of necromancy, or the denial of the natural cycle of life and death. They are obligated to destroy or hide knowledge that is too dangerous to be allowed into the wrong hands. They tend to be enigmatic and secretive people, who speak little and make few personal connections. They are usually independently employed.

### Level 1

- You have the power to accelerate natural decay. You can cause a medium or smaller object you are touching to rapidly decay and rot away. The object gains the Fragile TAG. This does not work on enchanted items.
- You have access to the Minor Success effect of the **Third Eye** spell from the first point of Noumena Magic. It can be activated or deactivated as an action and does not require a roll. You also naturally have dark vision and can see in faded monochrome even when there is no source of light.
- You have the power to blend into the shadows as an action. As long as you remain in the darkness and do not move, you automatically get a Minor Success on Hide moves.

### Level 2

- You do not suffer any ill effects from exposure to temperatures down to to -60°C
- You have the power to sense the presence of Husks and creatures from the Shade within 100 meters, you are not aware of their location, only that they are present in the area.
- You have the power to hide yourself from perception. You are not perceivable to mundane humans for the scene. They will look right past you, but if you interact with objects they will be able to see the object move, this breaks the effect. If you make an attack it also breaks the effect.

### Level 3

- You have the power to snuff out fires, extinguish lights, and draw the heat out of a small area.
- You have access to the Minor Success effect of the **Shepherd the Lost** spell from the second point of Noumena Magic. It can be activated as an action and does not require a roll.
- You have access to the Minor Success effect of the **Minor Hallucination** spell from the third point of Psycognition Magic. It can be activated as an action and does not require a roll.

### Level 4

- You are able to destroy magic items you are touching by scattering the magic and decaying the item. The item loses its Magical TAGs and gains the Fragile TAG. If the item still had any charges left, a Magical Backlash occurs.
- You have access to the Minor Success effects of the **Exorcism** and **Banish** spells from the fourth point of Noumena Magic. They can be activated as an action and do not require a roll.
- You have access to the Minor Success effect of the **Major Hallucination** spell from the fourth point of Psycognition Magic. It can be activated as an action and does not require a roll.

### Level 5

- You are able to create an aura of entropy around you that lasts for the scene. Items used to attack you gain an Entropy Counter, on the third counter, they break. Your attacks apply an Entropy Counter to enemy armour, even if you miss the roll to hit. On the third counter, they break.
- Rolls you make against Husks and creatures from the Shade are Minor Successes on a 6-8 and Major Successes on a 9+.
- You can not fail a Hide roll, any roll that would fail becomes a Minor Success.

## Pact with A'sail

Shamen of the Sky are dedicated to maintaining the boundaries of space and time, and hunting things who should not be in our world. Those who have pledged themselves to A'sail are forsworn from engaging in, or allowing the practice of bending space and time. They are obligated to destroy or banish any creature from the Beyond they find in the Material World. They cannot travel via portal, unless it is directly required in protecting the boundaries of space and time. They tend to be curious people, who dislike being in one place for extended periods, and who often possess a wanderlust. Many are drawn to work that involves travel; such as mariner, pilot, or trucker.

### Level 1

- You are able to tell with certainty the coming weather for the next 24 hours and can tell immediately if something magically affects the local weather.
- You have access to the Minor Success effect of the **Spatial Awareness** spell from the first point of Spatiorelativistics Magic. It can be activated or deactivated as an action and does not require a roll. You are also innately aware of the general layout of any structure you are in and your position within it. Only one Awareness can be active at a time.
- You have access to the Minor Success effect of the **Temporal Awareness** spell from the first point of Chronomancy Magic. It can be activated or deactivated as an action and does not require a roll. You are also innately aware of the time to the minute. Only one Awareness can be active at a time.
- You have access to the Minor Success effect of the Devour Distance spell from the second point of Spatiorelativistics Magic. It can be activated as an action and does not require a roll.

### Level 2

- You are able to summon a thick cover of fog in the area around you as an action. It takes a round for the fog to manifest and a second round for it to become obscuringly thick. This power can also be used to lift a natural fog from the area. The fog lasts for the scene.
- You are able to close a portal you are touching as an action.
- You have access to the Major Success effect of the Devour Distance spell from the second point of Spatiorelativistics Magic. It can be activated as an action and does not require a roll.

### Level 3

- You are able to increase or decrease the severity of the weather in the area as an action. The severity changes by one step up or down on the weather scale. The effect takes a round to occur.
- You are able to sense when scrying magic is being used in your vicinity and can sense its direction. You can also immediately identify the Animus of spell casting from Spatiorelativistic or Chronomancy magic.
- You can not be teleported or otherwise moved through space against your will.

### Level 4

- You have access to the Minor Success effect of the **Force of Nature** spell from the fourth point of Metaphysics magic. It can be activated as an action and does not require a roll.
- You are able to anchor the area yourself in space and time, you are immune to the effects of Spatiorelativistic and Chronomancy spells.
- You are able to harness the power of basic levitation. You are able to float off the ground and move at your walking speed for the scene.

### Level 5

- You have access to the Minor effects of the **Create Storm** and **Quell Weather** spells from the fifth level of Metaphysics magic. These can be activated as an action and do not require a roll.
- You are able to prevent a portal from opening anywhere within your perception as an action.
- You are able to fly without the need to make a roll, and when outside of hazard time, can travel up to supersonic speeds.

## Pact with Magna

Shamen of the Ground are dedicated to the preservation of things and the prevention of imagination gone wild. Those who have pledged themselves to Magna are forsworn from actions that would knowingly destroy knowledge or history. They are obligated to protect the Material World from creatures that would invade from the Astral Deep. They tend to be stoic, logical people. Strong of both body and mind, and slow to anger. They are often drawn to employment in archiving or data storage and in libraries or museums.

### Level 1

- You have access to the Minor Success effect of the **Inner Sight** from the first point of Psycognition magic. It can be activated or deactivated as an action and does not require a roll.
- Your willpower is hardened like tempered steel, you get +1 ongoing to Withstand rolls.
- You are sturdy and well centered, you get +1 ongoing to Overpower rolls.

### Level 2

- Your blows carry the weight of stone, you do +1 wounds with melee attacks.
- You can harden your skin like diamond for the scene, protecting you from damage. You gain medium armor with a durability of 3
- You have an eidetic memory and can perfectly remember things with incredible detail. You can use an action to replay any event you have personally experienced in your mind and isolate a single detail from it.

### Level 3

- You are able to read, write, and speak all human languages. This includes lost or forgotten ones. Magical sigils and languages, and those of other species are not affected by this power.
- You have access to the Minor Success effect of the **Shape solids** spell from the third point of Alchemy magic. It can be activated as an action and does not require a roll.
- As an action you can imbue your weapon with the power of Magna for the scene, the weapon gains the **Primally Attuned** TAG and no longer deals damage to creatures from the Material World, instead it overcomes any damage resistance creatures from the Astral Deep may have, dealing the weapons default wounds to them.

### Level 4

- You are resistant to attacks against your mind, you take half as much psyche damage, rounded up.
- You have access to the Minor Success effect of the **Intangible Form** spell from the fourth point of Alchemy magic. It can be activated as an action and does not require a roll.
- You are incredibly resilient, you take 1 less wound from all attacks.

### Level 5

- As an action once per session, as long as you are holding a scrap of the original; you can completely reconstruct a book, audio recording, databank, or any other single piece of physical recorded knowledge.
- Once per session, as an action, you can become immune to all forms of damage for 1d6 rounds. You also can not fail a Withstand roll during this time.
- Once per session, as an action, you can make every melee attack you make a guaranteed critical hit for 1d6 rounds. Treat any melee roll you make during that time as if you had rolled a 12 and selected Critical as your bonus.

## Pact with Fluctus

Shamen of the Blue are dedicated to ensuring the cycles of renewal and healing, and to promoting innovative thinking. Those who have pledged themselves to Fluctus are forsworn from bringing harm to living creatures or acting rashly, without considering all options. They are obligated to encourage others to think outside the box and to restore health to any in need of healing. They are often artistic, empathetic people. Many are drawn to work in the health or entertainment industries.

### Level 1

- You have access to the Minor Success effect of the **Diagnostic Touch** spell from the first point of Biomorphics magic. It can be activated as an action and doesn't require a roll.
- You are able to breathe underwater, and do not suffer the negative effects of pressure from depth.
- Your perception is sharpened, you get a +1 ongoing to Investigate rolls.

### Level 2

- You have access to the Minor Success effects of the **Purge Self** spell from the second point of Biomorphics magic. It can be activated as an action and doesn't require a roll.
- As an action, you are able to rapidly accelerate the natural healing of a target you are touching. You can remove wounds from the target equal to the level of your Pact of Fluctus. The wounds take a round each to heal. This power can't replace lost organs or limbs. You must remain in contact with the target or the healing stops.
- You have access to the Minor Success effect of the **Limited Precognition** spell from the second point of Chronomancy magic. It can be activated as an action and doesn't require a roll. It can only be used once per scene.

### Level 3

- You have access to the Minor Success effect of the **Minor Divination** spell from the third point of Chronomancy magic. It can be activated as an action and doesn't require a roll. It can only be used once per scene.
- You have access to the Minor Success effects of the **Purge Other** spell from the third point of Biomorphics magic. It can be activated as an action and doesn't require a roll.
- You can take an automatic success on Traverse rolls when navigating water hazards.

### Level 4

- You have access to the Minor Success effect of the **Panacea** spell from the fourth point of Biomorphics magic. It can be activated as an action and doesn't require a roll. You must remain in contact with the target or the healing stops.
- When you make an Investigate roll, you can ask the Weaver 2 questions on a minor success, and 3 questions on a major success.
- You have access to the Minor Success effect of the **Major Divination** spell from the third point of Chronomancy magic. It can be activated as an action and doesn't require a roll. It can only be used once per scene.

### Level 5

- You create an astral construct inside of your mind that acts as a mental domain. It takes the form of any small building you can imagine and contains all of your memories. This construct gives you eidetic recall, and allows you to ask "What in my knowledge would allow me to solve a problem?" when you succeed in an Assess roll. In the Astral Deep, you can materialize the construct around yourself as an action.
- Wounds you heal through pact power do so at a rate of 2 per round.
- You can walk on water as an action. If you activate this ability while under water, you rapidly rise to the surface at your sprinting speed. While this power is active, you can not be pulled under water. You can dismiss this power as an action.

## Pact with Lotus

Shamen of the Green are dedicated to protecting the balance of nature's ecosystems. Those who have dedicated themselves to Lotus are forsworn from living outside of nature's embrace, they can enter cities only when it directly serves the restoration of nature's balance, and can not use machines that make pollution. They are obligated to prevent overconsumption of resources and to ensure that predator, prey, and vegetation stay in balance in the area they call home. They are usually aloof people, concerned more with the whispers of the trees and the stories of the birds than with the affairs of other people. They usually live as hermits in the woods or in self-sufficient co-ops off the grid.

### Level 1

- As an action you can gain the ability to speak to animals for the scene. You are able to understand mundane animals as if they were able to speak. You can speak to it in your normal language and it will understand your words. You can only communicate with one species at a time, you can use an action to change the species.
- You never face movement penalties or negative modifiers from wild terrain. When you are outdoors in wild environments you get a +1 to Hide rolls.
- Your presence doesn't scare mundane prey animals.

### Level 2

- You are able to photosynthesize and can sustain yourself off of sunlight and water.
- You can listen to the whispers of the plants. They have limited ability to understand animal concepts, but they have a very wide area of awareness thanks to their intercommunication with each other. The plants give vague hints.
- Mundane predatory animals will not attack you unless you threaten or attack them first.

### Level 3

- Your senses are supernaturally enhanced, you can track creatures by scent, you have low light vision, and can taste toxins in food and water. You get +1 to any roll that relies on these senses.
- As an action you can change your colour and texture, allowing you to camouflage with your surroundings. As long as you hold still you can take an automatic minor success on a Hide roll. This power also hides your equipped inventory.
- As an action you can purify up to 10L of water or soil, removing any pollution and toxins from it.

### Level 4

- As an action you can activate an aura of power as an apex creature in the food web. Mundane animals will either flee from you or follow your directions if you can command them to. Sentient creatures face a -1 ongoing in combat against you.
- As an action you can shapeshift into any mundane animal or back into your original form. While in that form you can not speak and you can only accomplish tasks that animal would be physically capable of doing. This power does not affect your inventory.
- You are able to compel mundane animals to aid you as long as doing so would not cause them direct harm.

### Level 5

- Your ability to purify can cover entire fields, forests or rivers at a time, and can purge supernatural impurities..
- When you shapeshift, your inventory shapeshifts with you and disappears, it reappears on you when you transform back into your original form.
- You are able to travel via the connection inherent in the Green . As an action you can picture a destination, merge your body into any tree or shrub, and then as a second action, emerge from any other tree or shrub on the Material World at that destination. You travel the distance in a thought. While inside the Green you experience an overwhelming amount of information and have no awareness of the outside world until you re-emerge.