

GURPS[®]

Fourth Edition

POWERS[™]

Totems and Nature Spirits[™]



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Stock #37-0155

Version 1.0 – May 2019



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*Let crow and raven
be your guides through
the dark labyrinths.*

*– David Carson,
How to Find
Your Spirit Animal*

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INTRODUCTION

Hey, I read about totems and I think it would be cool for my druid to have one. How do I do that – and what would it let me do?

This book answers those questions by introducing a new ability called Totem-Bearer and providing a list of totems and the abilities they can grant to those they favor, along with the framework to create your own designs. Totems are powerful spirits (sometimes gods) that guide and help those who interest or serve them. A key difference from “gods” is that they tend to demand respect rather than worship, and to work indirectly. Totems are unlikely to smite your foes or let you hurl fireballs. But they might help *you* fight better, enhance your body and mind, bless your allies, and curse, distract, or sicken your enemies.

RECOMMENDED BOOKS

This supplement *requires* only the **GURPS Basic Set**, but **GURPS Powers** is strongly recommended. It was inspired by *Spirit Vessels (GURPS Thaumatology*, pp. 211-214), and that material – though not required – is helpful. Totems can also be found in **GURPS Horror: The Madness Dossier**, **GURPS Monster Hunters 6: Holy Hunters**, and “Native American Crusaders” in *Pyramid #3/122: All Good Things*. **GURPS Dungeon Fantasy 5: Allies**, **GURPS Dungeon Fantasy 9: Summoners**, and **GURPS Power-Ups 3: Talents** are useful as well. Finally, “Blessed Be” in *Pyramid #3/78: Unleash Your Soul* expands on the Blessed advantage in ways that might prove relevant.

ABOUT THE AUTHOR

Rory Fansler started reading up on different religions before the modern Internet, and found a home in the spirit worlds that inspired this

supplement. While no scholar or expert, he has been blessed with the friendship of two shamans and once was honored to participate in a watered-down version of the Sun Dance.

ABOUT GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

Shamanism is a kind of universal spiritual practice with indigenous cultures around the world, and one important element of it is taking care of spirits.

– Daniel Pinchbeck

CHAPTER ONE

WHAT IS A TOTEM?

Totems are spirits common to animistic and polytheistic cultures. They can be abstract concepts, ancestors, animals, personal guardians, or spirits of place. This work focuses on animal spirits but includes spirits of place, as they're a good fit for many nature spirits.

When this supplement refers to a specific totem, the name is capitalized as if it were a proper name – though many spirits have other names in different cultures. For example, Owl is the totem of owls and is treated as the representation, or paragon, of what a culture thinks of when talking about owls. Such totems are often the first of their kind and may have a personal history of great deeds, like bringing fire to humanity, stealing the moon, or even creating the world.

Totems have a Sense of Duty to those they protect, including totem-bearers – unless those people misbehave! Totems rarely choose to speak directly or plainly, but may reach out through dreams or even physical signs. Interpreting these

requires appropriate abilities, including divination spells, the Blessed (pp. B40-41) and Oracle (p. B72) advantages, and skills such as Dreaming (p. B188) and Religious Ritual (p. 6).

Who Can Use a Totem?

Anyone!

While those who have a protective or spiritual nature are most likely, most professions and character roles could fit. Shamans are a natural match; druids in their role as nature's protectors are another. Totem-related abilities could be gateways to or prerequisites for unusual advantages and skills, including those that normally require Trained by a Master. An archer who can see farther, a thief with night vision, or a warrior with supernatural speed and strength would have an edge over those without. Wizards tend to rely on mastery of arcane arts, while clerics and holy warriors serve deities, so they're less likely to seek totems.

CHARACTER TRAITS

As spirits follow their own rules, a number of existing traits require clarification or adaptation. This supplement adds some new traits, too!

ADVANTAGES

A few advantages may be slightly modified where totems are concerned.

Nictitating Membrane

see p. B71

This can be enhanced with Extended, at +20% per additional sense covered, such as hearing or smell. This represents a membrane that protects the ear, the ability of some animals to close off their nostrils, etc.

Ridden

15 points

This is a meta-trait consisting of Talent 4 [20] and Odious Personal Habits [-5]. The Talent is assumed to cost 5 points per level. The player chooses the Talent when selecting from

the roles (pp. 8-9) assigned to the totem, but the player can pick another one from the list – or, with the GM's approval, something completely different. If a higher-priced Talent is chosen, increase the cost of the form.

Totem-Bearer

12 points/manifestation + Spirit Pool

You have a link to a powerful spirit that allows you to take on some of its traits and be influenced by its personality. In return for representing the spirit and its interests, you can let it flow into you and gain a measure of its power.

This advantage has two components: a manifestation cost and a Spirit Pool. You may have partial or full manifestations (forms) for several totems, though only one can be in effect at a time. Multiple forms – including several partial manifestations – are possible for a given totem. The GM may require a partial manifestation of a totem as a prerequisite for its full manifestation.

The Spirit Pool is a number of character points set aside to allow you to channel more powerful abilities. Apply any modifiers (except for Affects Others; see *GURPS Powers*, p. 74) to the manifestation cost, *not* to the Spirit Pool.

This ability's primary use is to manifest a spirit (pp. 10-15) – in either yourself, another individual (which requires Affects Others, +50%), or a creation (such as with Projected Form, -50%; see **Powers**, p. 75).

Using this ability requires a series of Concentrate maneuvers – taking 10 seconds, unless rushed – followed by a successful Ritual Magic skill roll, and finally a favorable reaction roll or Influence roll for the totem. If all goes well, you assume the desired form. See *Invoking a Totem* (p. 7).

Statistics: Alternate Form (Requires Skill Roll, -10%; Shamanic, Mediated, p. 6, -10%) [12/manifestation] + Spirit Pool [Varies*].

* A *partial* manifestation is a set of traits (a lens) you acquire; a *full* manifestation replaces your racial template. If you already have a trait, the duplicates are combined where possible, dropped where not (lowering the manifestation's point cost). You require a Spirit Pool of at least as many points as a manifestation in order to assume it. For full manifestations (only), add your racial template cost to your Spirit Pool when figuring the maximum point cost of the form, because your racial template is swapped out. A Spirit Pool costs 10% less than its capacity, rounded up – and remember, *no modifiers* apply to it!

Example: Shadowspeaker has three manifestations. He lists them on his character sheet as "Totem-Bearer (Horse 2; Raven) [36]." He writes the points spent on his Spirit Pool separately, as "Spirit Pool (90 points) [81]" (90 points × 0.9 = 81).

PERKS

The following perks add flavor to certain totems.

Beaver Clap

Works like Penetrating Voice (p. B101), but is a handclap rather than a shout. It also works by slapping a surface, including water.

Burrower

You can dig with your body as if equipped with a shovel. See *Digging* (p. B350) for speed.

Chisel Teeth

Your teeth are *incredibly* strong and tough, enabling you to chew wood exactly as if they were chisels. This is handy for cutting down small trees or roughly shaping wood.

DISADVANTAGES

These problems show up on some manifestations.

Assumed Animal Form

-5 points

This is a meta-trait consisting of Speak with Animals (Specialized, Own Family, -60%) [10] and

Cannot Speak [-15]. It reflects the vocal differences between a standard animal and a typical character changed into an animal.

Bad Sight

see p. B123

Some animals (including bears and cats) have a new form:

Low Resolution: You have -4 to spot objects at any range, and -8 to resolve fine details. -25 points.

Odious Personal Habits

see p. B22

Applied to any totem template (except with GM permission), this covers all the minor changes – to appearance, habits, mannerisms, or personality – that reflect the totem. It isn't just appearing or behaving more animal-like (for animal totems); it's an overall aura or sense that *something isn't normal*.

UNDER THE HOOD: TOTEM-BEARER

Totem-Bearer is a variant of Alternate Form (pp. B83-85). Full manifestations swap out racial templates, but the rest stack them (*Stacking Templates*, p. B261). The GM may allow players to choose full or partial manifestations freely, or make a partial one a prerequisite for the full one.

These rules also make use of *Temporary Enhancements* and *Using Abilities at Default* (**GURPS Powers**, pp. 172-174), and *Skills Enhancing Abilities* (**Powers**, p. 161) rolled against Ritual Magic. Each Totem further allows the totem-bearer to purchase certain advantages, or to learn skills as though the totem were a teacher.

MODIFIERS

Some new modifiers add flavor or capabilities to spirit-workers.

Area Perception

+300%

This new enhancement for Clairsentience and Detect lets you change the point of perspective to any point within range – or to encompass *everything* within a chosen area – as a free action. It includes Aware and Second Nature (**GURPS Powers**, p. 44). Your range (or a smaller specified area) becomes a sphere. Within it, you can either focus from *any* vantage point or perceive *everything* inside a chosen area at the same time. When watching everything, apply the area's SM as a penalty to Per (in addition to normal range penalties, if any).



Shamanic

Variable

Shamanic abilities can come from within or from calling on spirits, leading to several different power modifiers:

Shamanic, Innate: The abilities originate from within. To sustain them, the shaman or other spirit-worker must follow an elaborate set of rituals. This requires a -5-point disadvantage, typically Disciplines of Faith (Ritualism) or Sense of Duty (Ally Spirits), or occasionally Trademark. Failing to adhere to these strictures causes the power to fail on its next use. It take 1d days of meditation to retune. *Examples:* Channeling, Medium, Mind Shield, and forms of spiritual projection. -5%.

Shamanic, Mediated: The abilities originate from spirits, whether negotiated or because of an ongoing relationship. Certain strictures (-5%, as for Innate) are intended to appeal to and show respect for the spirits. Offending the spirits causes the power to fail and turn against the user; however, the spirits *want* to help, so appeasing them is usually easy and takes about a day or a minor sacrifice. Dealing with an allied or patron spirit adds +0%; using Spirit Empathy with most spirits adds -5% (this is Requires Reaction Roll); dealing with especially capricious spirits, or lacking Spirit Empathy, adds -20% (this is Fickle). The last is the same as the Spirit modifier (*GURPS Powers*, p. 28). -5%, -10%, or -25%.

Abilities with this power modifier often have *further* limitations like Costs Fatigue, Preparation Required, and Requires Skill Roll (Ritual Magic).

Spirits in Conflict

Spirit-granted abilities – including those defined here and on p. 19 of *GURPS Dungeon Fantasy 9: Summoners*, p. 134 of *GURPS Powers*, and p. 207 of *GURPS Thaumatology* – might be vulnerable to interference by *other* spirits and higher powers. Exorcism is the skill of driving a spirit out of a subject, and if successful cancels any effect based on a channeled or possessing spirit. Exorcism attempts are resisted by the shaman's Will plus Mind Shield for totems and channeled powers, *or* by Will plus the attribute penalty for Afflictions.

Soaring

+10%

This new modifier for movement traits lets you continue moving (at up to half speed) even while sleeping! Movement is so effortless that you can recover FP, heal, and sleep, and lose no FP for long-distance travel.

Soaring originally appeared in *Pyramid #3/6: Space Colony Alpha*, p. 8, for Flight. For running or swimming, apply it to Basic Move – determining cost as if Basic Move were bought up from zero – and any applicable Enhanced Move. For instance, Basic Move 5 would cost 25 points bought from zero, so the enhancement costs 3 points (2.5, rounded up).

SKILLS

Certain skills require clarification or additional options in the context of totems.

Exorcism

see p. B193

This skill isn't specific to a faith – *any* trained exorcist can attempt to banish or force out *any* spirit. Spirits of an unfamiliar culture may give -2 to -4 to skill for not knowing the best rituals, signs, and words for the job. Truly alien ones (say, Things Man Was Not Meant To Know) might give as much as -10!

Two perks increase Exorcism's utility:

Efficient (Exorcism): Lets you ignore -2 for haste (p. B346) by shortening the ritual. With the GM's permission, it might be possible to buy off the haste penalty as a Hard technique!

Licensed Exorcist: Removes the -4 for not having holy advantages, though it requires specialization: demons, ghosts, nature spirits, etc.

Navigation

see p. B211

These specialties aren't found in the *Basic Set*:

Afterlife: Covers knowledge of and safely navigating heavens and hells appropriate to a specific religion. *Knowing* the safest method of leaving Hell doesn't mean you can use it, of course! *Defaults:* Occultism-6, Religious Ritual-6, or Theology-4.

Astral: Covers the structure of the Astral Plane and how to get around there without getting utterly lost. *Defaults:* IQ-2 for natives; Occultism-4 or Theology-4 for everyone else.

Religious Ritual

see p. B217

A successful roll against the Religious Ritual specialty associated with your Ritual Magic skill can interpret signs and omens, convey a simple message to a spirit by using appropriate prayers and symbols, or grant +2 to reactions by following proper rituals. Use Administration (p. B174) as a guideline. This isn't a fast way to communicate, and failures can mean misunderstandings that cause anything from no response to actual problems.

An optional Symbol Drawing roll gives +1 on a success, +2 on a critical success – but -1 on a failure, -2 on a critical failure. Dealing with the spirits of an unfamiliar culture is typically at -3 (see *Culture*, p. B23).

*Look into the eyes of the Dragon and despair!
I destroy you, I consign you to oblivion!*

– Merlin, in *Excalibur*

CHAPTER TWO

TOTEMS IN PLAY

Now that we know what totems are, how can we use such spirits to add power and variety to our characters and game worlds?

A spirit-worker interested in totem-related abilities should buy Totem-Bearer (pp. 4-5), choosing one totem (pp. 10-15) per instance; additional purchases can be for the same or a different totem. Each totem comes with a list of traits the buyer may acquire, as well as a sample partial manifestation. Some spirits are very diverse! The player selects (with GM oversight) the specific traits they want and can afford. The GM may let the player rebuild manifestations later (though this might require a quest) – and it's also possible to *improvise* variations.

Shamanism is essentially a living tradition of alchemy that is not seeking the stone but has found the stone.

– Terence McKenna

INVOKING A TOTEM

Activating a totem requires *two* rolls: a successful Ritual Magic skill roll and a reaction roll of “Neutral” or better (10+).

Those with Spirit Empathy may try an Influence roll *instead* of a reaction roll.

Ritual Magic Modifiers

Rushing the change: -2 to transform in 5 seconds, -4 for 3 seconds, -6 for 2 seconds, -8 for 1 second, -10 for a free action, or -12 for a reflexive action fast enough to use as a defense. Each attempt costs 2 FP.

Special requests: The penalty in *Using Abilities at Default (GURPS Powers, pp. 173-174)* affects the Ritual Magic roll and the ensuing reaction roll. The most important case is improvising a different manifestation of a totem, which gives -8. Each attempt costs 3 FP.

Reaction/Influence Modifiers

Accepting a taboo: +1 to +5 for making a vow or promise to fulfill a deed, taking a self-imposed quirk or disadvantage.

Donation: +1 per extra FP spent. See *Sacrifices (GURPS Thaumatology, pp. 54-58)* for additional ideas.

Relationship: +1 if the spirit is also an Ally, Contact, or Patron, or +2 for an appropriate Sense of Duty – and +1 with an applicable totem.

Special requests: Any skill penalty for changes to abilities also affects the reaction roll. Notably, improvising a different manifestation of a totem gives -8.

CHOOSING A SPIRIT TOTEM

Jerry is looking for a totem that suits a leader, while Sara likes dogs and turtles. Going over the lists on pp. 10-15, Jerry sees Cougar, Eagle, and Wolf, and chooses Eagle. Sara doesn't see Dog, so she considers Turtle but asks what Dog would look like. The GM uses the stats for a large guard dog (p. B457) and a quick Internet search to choose roles and traits.

Each totem has a *type* and *role*; *emblematic traits*; and a sample *manifestation*. Traits are optional and not exhaustive! They're merely examples of what's possible as part of a manifestation (Alternate Form), as separate capabilities, or as learned skills and abilities taught by the totem.

SPIRIT TYPES

A spirit's *type* is a matter of nature and perhaps origin. In addition to the traits listed for its type, a spirit might grant Blessed, Common Sense, Intuition, Luck, Oracle, or Serendipity – often with modifiers such as Conscious (+50%), Inspired (+100%), or Wishing (+100%). These traits are typically

bought separately from the totem template, possibly as alternative abilities (*GURPS Powers, p. 11*). If an advantage has a time constraint (as do Luck and Serendipity) and can be purchased multiple times, it must be bought as a single ability, not as multiple alternates!

The Spirit Badge perk (*GURPS Dungeon Fantasy 9: Summoners, p. 5*) is another possibility. It identifies the bearer while in spirit form. An individual may have separate badges for each spirit or group of spirits, but a single badge showing all allegiances is typical. Tricksters (p. 9) might prefer it to be hidden; use Switchable (+100%) for such stunts.

Animal Spirits

Among the most popular of choices, these have distinct, often stereotyped personalities, and expect those they favor to respect and take care of their animal type.

Traits: Any appropriate movement, survival, or other skill befitting the animal type; Sense of Duty (same animal type) [-5].

Nature Spirits and Spirits of Place

Some spirits are attached to and watch over places, which could be as small as a house or as large as a country. Personality and goals generally reflect the place, and such a spirit may have an additional role (see below). This category also includes spirits of natural forces such as the North Wind or the Sea. Those can be very powerful but are often hard to beseech, as their realms of influence are less vulnerable.

Traits: Area Knowledge skill; Clairsentience (Area Perception, +300%) [200], often limited to an appropriate area (varies), and with modifiers such as Preparation Required or Projection; Higher Purpose (Protect place) [5]; any other trait the GM deems fitting.

DESIGNING A MANIFESTATION

To build a *partial* manifestation, examine the traits of the animal (or whatever else it's based on) – including attributes above 10, and mythological or fantasy qualities like a bear's healing power. This gives an idea of the manifestation's maximum capability, subject to adjustment by the GM, such as not using the full ST of an extremely large animal. If the player chooses to build a form with lesser capabilities (and thus fewer points), all core traits should be present in the same proportion, where possible; e.g., when adding only half the ST bonus, include just half of any DX bonus, too. An easy way to do this is to divide the point cost of the highest-powered form by four to get 25% brackets, with each successive bracket giving a level of the appropriate Talent, to a maximum of four levels.

Full manifestations are usually animal forms. See p. 14 for examples of common animals and p. 15 for nature spirits.

SPIRIT ROLES

A spirit's *roles* describe its driving force, personality, and signature attributes. Every totem (pp. 10-15) lists one or more roles, and every role notes at least one Talent. If a Talent's point cost isn't given, it's 5 points/level. Many of these Talents come from **GURPS Power-Ups 3: Talents**; if you lack that supplement, just substitute another Talent! Each role makes several other traits available to the totem – including all skills covered by the associated Talents.

Acrobat

Impressively agile, able to perform acrobatic and gymnastic feats.

Available Traits

Talents: Superior Equilibrioception.

Advantages: Catfall; Enhanced Dodge; Flexibility; Perfect Balance; Super Jump.

Bard/Artist

Covers those who express themselves through art: artists, bards, entertainers, poets, storytellers, etc. Individual totems tend to focus on particular mediums.

Available Traits

Talents: Allure; Bard; Born Entertainer; Gifted Artist; Musical Ability; Poet.

Advantages: Fashion Sense; Manual Dexterity; Versatile; Voice.

Caretaker

The totem's purpose and abilities focus on looking after and maintaining something – usually a place.

Available Traits

Talents: Animal Friend; Devotion; Goodwife; Green Thumb; Healer [10/level].

Advantages: Higher Purpose (Protect charge); Special Rapport (One-Way, +20%).

Culture Hero

Famous for changing the world! Through either invention or theft, this totem brought something important to the people; e.g., agriculture, fire, song, tradition, or law.

Available Traits

Talents: Dungeon Artificer; any Talent for whatever the totem introduced.

Advantages: Charisma; Daredevil; Versatile.

Explorer

Loves to travel and is extremely good at it.

Available Traits

Talents: Born Sailor; Outdoorsman [10/level].

Advantages: Absolute Direction; Fit/Very Fit.

Healer

Excellent at healing, whether through skill or power.

Available Traits

Talents: Healer [10/level].

Advantages: Healing; Regeneration; Resistant to Disease.

Shamanism is the oldest form of communicating and healing. It probably resides in all of us.

– Amy Hardie

Hunter

Lives for the hunt, excelling at combat and often pursuit or stealth.

Available Traits

Talents: Forest Guardian; Outdoorsman [10/level]; Stalker; Strangler; Strong Chi.

Secondary Characteristics: Perception.

Advantages: Fearlessness; Silence; Single-Minded.

Leader

Owing to intimidation, skill, or sheer force of personality, everyone tends to look to bearers of this totem for direction.

Available Traits

Talents: Born Tactician [10/level]; Born War-Leader; Intuitive Statesmen [10/level].

Advantages: Charisma.

Perks: Penetrating Voice.

Messenger

These spirits are typically said to carry messages and prayers to and from the spirit world. With their guidance, one can convey messages nearly everywhere.

Available Traits

Talents: Close to Heaven; Cultural Chameleon; Driver's Reflexes; Explorer; Hot Pilot.

Advantages: Absolute Direction; Cultural Adaptability/Xeno-Adaptability; Social Chameleon.

Oracle

Through supernatural insight and interpretation of omens, bearers of this totem can foretell the future – or at least make extremely good guesses!

Available Traits

Talents: Close to Heaven; Close to the Earth; Cunning Folk [10/level]; Devotion; Occultist [10/level].

Advantages: Intuition or Oracle enhanced with Reliable; Precognition.

Protector

While the warrior tends to look for a fight, bearers of this totem are happy if they never have to – but when those they're protecting are in danger, they'll defend their charges however they can.

Available Traits

Talents: Empath; Natural Copper [10/level].

Advantages: Fearlessness; Hard to Subdue.

Sage

Whether uncovering ancient knowledge or making new discoveries, the mysteries of the world are this totem's playground.

Available Traits

Talents: Academic; Antiquary; Close to the Earth; Cunning Folk [10/level]; Dungeon Artificer; Natural Scientist [10/level]; Occultist [10/level]; Sage [10/level]; Truth-Seeker.

Advantages: Eidetic/Photographic Memory; Lightning Calculator; Single-Minded.

Teacher

Any totem can and will teach some things, but this one is particularly good at it. They tend to have more empathy and patience.

Available Traits

Talents: Academic.

Advantages: Blessed (Enlightened Teacher) (*GURPS Social Engineering: Back to School*, p. 20); Empathy; Inspiring Teacher (Charisma with Accessibility, Only to keep students engaged, -40%).

Perks: Patience of Job.

Techniques: Legendary Teaching (*Back to School*, p. 24).

Thief

Likes to *acquire* things rather than build or purchase them. Suitable for scavengers, members of the Mustelidae family (badgers, weasels), raccoons, etc.

Available Traits

Talents: Impersonator; Smooth Operator [15/level]; Street-Smart; Street Smarts [10/level]; Tough Guy.

Disadvantages: Kleptomania.

*The wolf pack will die when scattered
by man; lonesome coyote survives.*

– Kris Kristofferson

Trickster

Loves to play jokes on others. These often teach a lesson; sometimes they even help the one who got pranked. Trickster lives for the thrill of putting one over on someone – the harder to pull off, the better! Often an accomplished shapeshifter or master of illusion and mimicry.

Available Traits

Talents: Craftiness; Impersonator; Smooth Operator [15/level].

Advantages: Daredevil; Elastic Skin; Illusion; Mimicry; Shapeshifting.

Disadvantages: Trickster.

Warrior

Tough and resilient – a dangerous combatant.

Available Traits

Talents: Born Soldier; Forceful Chi [15/level]; Mr. Smash; Strong Chi.

Advantages: Combat Reflexes; Damage Resistance 1-2 (Tough Skin, -40%); Fearlessness; Fit; Hard to Kill; Hard to Subdue; High Pain Threshold; Indomitable; Rapid Healing; Recovery; Striking ST; Weapon Master.

Worker

Adept at manual labor and daily tasks.

Available Traits

Talents: Artificer [10/level]; Devotion; Goodwife; Master Builder.

Advantages: Single-Minded.

ANIMAL TOTEMS

Each entry below begins with the animal's name. Under that is a *roles* line; generally, only one role is in effect for each manifestation. Then comes a short description, to give a feeling for the totem.

Next are *emblematic traits* – inspired by both modern science and various cultures' lore and mythology – the spirit can loan or teach. Specific advantages, skills, etc. are capitalized; general categories (e.g., "divination") aren't. Some advantages recommend modifiers, but feel free to apply any others that seem appropriate. The traits also include disadvantages, as frequent or intense use may lead to spiritual distortion or personality alteration. All animal totems can provide the traits under *Spirit Types* (p. 7) and *Animal Spirits* (p. 7), too.

After that come one or more *manifestations*. Players and GMs are encouraged to customize these and create others.

Some totems offer *variations*: similar animals with somewhat different roles, traits, or manifestations.

Bear

Roles: Healer, Protector, or Warrior.

Bear is omnivorous, fishing with its paws or foraging for plants. Unsuitable to stealth or rapid chases, it isn't considered a hunting totem. It's very tough in a fight, however, and usually considered the ruler of its territory. Much mythology stems from its hibernation, which ties it to the seasons and the renewal of spring. The ability to sleep safely through winter partly accounts for its reputation as a healer.



Emblematic Traits

Advantages: Higher Purpose (Protect children); Injury Tolerance (Damage Reduction 2); Metabolism Control; Regeneration (Only while sleeping, -20%).

Disadvantages: Bad Temper; Berserk.

Quirks: Bad Temper when awakened; Distinctive Features (Deep Voice or Hairy); Loves honey; Uncongenial.

Skills: Fishing; Leadership; Power Blow; Public Speaking.

Manifestation

Partial Manifestation: ST+7 [70]; DX+1 [20]; HT+2 [20]; DR 2 [10]; Fearlessness 5 [10]; Ridden [15]; Bad Temper (12) [-10]. 135 points.

Beaver

Roles: Caretaker or Worker.

Beaver is hardworking and plans ahead, building dams and lodges to protect itself from predators and to store food for winter.

Emblematic Traits

Advantages: Breath-Holding; Nictitating Membrane; Protected Hearing.

Perks: Beaver Clap; Chisel Teeth.

Disadvantages: Bad Sight.

Skills: Breath Control; Engineer (Civil); Professional Skill (Lumberjack).

Manifestation

Partial Manifestation: ST+1 [10]; HT+2 [20]; Beaver Clap [1]; Chisel Teeth [1]; Doesn't Breathe (Oxygen Storage 25x, -50%) [10]; Nictitating Membrane 2 (Extended, Hearing and Smell, +40%) [3]; Ridden [15]; Engineer (Civil) (H) IQ-1 [2]. 62 points.

Cougar/Puma

Roles: Acrobat, Hunter, or Leader.

A powerful and prideful great cat, known for its hunting prowess. All cats are good guardian spirits, able to notice, stalk, and kill even subtle invaders.

Emblematic Traits

Advantages: Claws (Sharp; Switchable, +10%); Night Vision; See Invisible (Spirits); Silence; Striking ST.

Disadvantages: Loner.

Skills: Intimidation; Observation.

Manifestation

Partial Manifestation: ST+2 [20]; DX+4 [80]; HT+2 [20]; Per+4 [20]; Basic Speed+1.00 [20]; Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Discriminatory Smell [15]; DR 1 [5]; Enhanced Move 1/2 (Ground) [10]; Flexibility [5]; Night Vision 6 [6]; Perfect Balance [15]; Ridden [15]; Silence 4 [20]; Super Jump 1 [10]; Vibration Sense (Air) [10]. 301 points.

Variations

Cheetah: Master of speed. Add Enhanced Move 1 (Ground) to emblematic traits. Remove Leader role, and Striking ST, Super Jump, Climbing, and Power Blow traits.

Jaguar: Shapeshifter and clever hunter, able to adjust to many situations. Add Chameleon, Mimicry, Shapeshifting, and Versatile advantages, and Observation and Shadowing skills, to emblematic traits. Remove Leader role, and Striking ST and Power Blow traits.

Leopard: Secretive, elusive, stealthy, and a master of the precise planned attack. Add Invisibility and Shapeshifting advantages, and Karate skill, to emblematic traits. Remove Leader role and Power Blow trait.

Lion: Calm and dignified, Lion takes pride in its appearance and demeanor, and is a natural leader. Add Warrior to roles, and Appearance, Congenial, Laziness, and Penetrating Voice to emblematic traits. Remove Catfall, Night Vision, Perfect Balance, and Super Jump, and the Climbing skill, from traits. *Manifestation:* Add +5 ST [50]; drop Super Jump. 341 points.

Lynx: A medium-sized cat, weighing up to 66 lbs. There are many variations, ranging in size down to the bobcat at 19 lbs. Characterized by thick fur, dark tufts at tips of the ears, a short tail, and often dark stripes on a lighter coat (white on chest, belly, and inside of legs). Tends to hunt small game, but larger ones will hunt deer. Many are good swimmers and have wide paws adapted for soft ground, including snow. Remove Leader role. *Manifestation:* Add Temperature Tolerance 2 [2] and Terrain Adaptation (Snow) [5]; drop ST bonus. 288 points.

Tiger: Tiger represents fearlessness, ferocity, physical power, and strength. Add the Warrior role; remove Leader. Remove Super Jump and Climbing from emblematic traits. *Manifestation:* Add +5 ST [50] and quirk “Somewhat lazy” [-1]; drop Super Jump. 340 points.

Coyote

Roles: Culture Hero, Teacher, or Trickster.

Infamous as a trickster, Coyote is very adaptable and can work alone or in a group. Coyote and Raven (below) are attributed with legendary pranks such as hiding the moon or stealing fire from the gods.

Emblematic Traits

Advantages: Charisma; Discriminatory Smell (Emotion Sense, +50%); Night Vision; Reduced Consumption (Cast-Iron Stomach, -50%); Stalker (**GURPS Power-Ups 3: Talents**, p. 15).

Perks: Penetrating Voice.

Disadvantages: Compulsive Gambling.

Skills: Observation.

Manifestation

Partial Manifestation: ST+1 [10]; HT+2 [20]; Discriminatory Smell [15]; Fit [5]; Night Vision 3 [3]; Ridden [15]. 68 points.

Variations

Fox: Fox shares much with Coyote but is associated more with cleverness, cunning, stealth, and wisdom. Foxes tend to be loners and creative in solving problems, but are also considered good providers. Add Acute Hearing to emblematic traits. Remove Teacher role and Reduced Consumption trait. *Manifestation:* Drop ST bonus. 58 points.

Fox, Spirit Form: For his amusement, Fox has taught you how to possess others! When selecting this variant, put Projected Form, -50% on the Totem-Bearer trait. *Partial Manifestation:* Insubstantiality (Affect Substantial, +100%; Projection, -50%, Shamanic, Innate, -5%; Usually On, -40%) [84]; Invisibility (Shamanic, Innate, -5%; Substantial Only, -10%; Temporary Disadvantage, Mute with Substantial Only, -22%) [26]; Possession (Shamanic, Innate, -5%; Spiritual, -20%) [75]. 185 points.

Crane

Roles: Acrobat, Bard, or Teacher.

Grace is the hallmark of Crane. Crane is also confident, independent, patient, and a loner, and seen as a symbol of longevity, prosperity, or good luck. Cranes use dance for mating and even to scare off predators, against which they also use their long beaks as spears, and even throw sticks.

Emblematic Traits

Advantages: Appearance (Universal, +25%); Perfect Balance; Single-Minded; Unfazeable.

Perks: Patience of Job.

Disadvantages: Loner.

Skills: Dancing; Spear; Thrown Weapon (Spear).



Manifestation

Partial Manifestation: DX+1 [20]; Attractive (Universal, +25%) [5]; Fearlessness 2 [4]; Patience of Job [1]; Ridden [15]; Loner (12) [-5]; Dancing (A) DX [2]. 42 points.

Crow or Raven

Roles: Culture Hero, Teacher, or Trickster.

This well-known spirit is a scavenger and always on the lookout for opportunity. It's also associated with the dead, the afterlife, and the cosmic void, and often seen as a trickster.

Emblematic Traits

Advantages: Medium; Mimicry; See Invisible (Spirits); Spirit Empathy.

Disadvantages: Impulsiveness; Kleptomania.

Quirks: Likes shiny things.

Skills: Navigation (Afterlife or Astral).

Manifestation

Partial Manifestation: Per+4 [20]; Ridden [15]; See Invisible (Spirits) [15]; Kleptomania (12) [-15]. 35 points.

Deer

Roles: Messenger, Protector, or Teacher.

Messengers and communicators for the spirit world, deer have excellent hearing and peripheral vision. Antlers are said to act as antennas for hearing supernatural beings.

Emblematic Traits

Advantages: Acute Hearing; Enhanced Move (Ground); Night Vision; Peripheral Vision; Precognition; See Invisible (Spirits).

Disadvantages: Bad Sight (Low Resolution).

Skills: Running.

Manifestation

Partial Manifestation: ST+1 [10]; DX+1 [20]; HT+2 [20]; Enhanced Move 1/2 (Ground) [10]; Medium [10]; Ridden [15]; Very Fit [15]; Running (A) HT+1 [4]. 104 points.

Variations

Elk: Stronger and larger, Elk is seen as majestic and powerful. *Manifestation:* Add ST+1 [10] and Charisma 1 [5]. 119 points.

Dolphin

Roles: Explorer, Protector, or Teacher.

Dolphin is friendly, generous, playful, and wise. He warns those at sea of danger, and helps travelers – especially those on spiritual or emotional journeys.

Emblematic Traits

Advantages: Breath-Holding; Charisma; Empathy; Enhanced Move (Water; Soaring, +10%); Night Vision; Social Chameleon; Ultrahearing; Voice.

Disadvantages: Chummy; Compulsive Behavior (Playfulness) [-5*]; Impulsiveness; Lecherousness.

Skills: Breath Control; Sex Appeal.

Manifestation

Partial Manifestation: DX+2 [40]; Amphibious [10]; Doesn't Breathe (Oxygen Storage 25x, -50%) [10]; Night Vision 3 [3]; Ridden [15]. 78 points.

Variations

Blackfish (Orca): More serious, and represents the power of nature and teamwork. Add Hunter to roles, and Penetrating Voice and the Intimidation skill to emblematic traits. Remove Charisma, Empathy, and Sex Appeal from traits. *Manifestation:* Add ST+7 [70]. 148 points.

Whale: Able to search the mysteries of the deep, and skilled at poetry, singing, and storytelling. Add Bard and Penetrating Voice to emblematic traits, but remove Enhanced Move. Use the same partial manifestation as Blackfish.

FURTHER READING

An Internet search on “totems,” “animal spirits,” or “common archetypes” – or hitting a New Age bookstore – will provide extensive additional detail. You'll find scholarly efforts and online information of all levels . . . much of it contradictory. Such works have to reconcile centuries of oral history and multiple translations. They're likely to conflict on a specific totem even from the same culture – and different cultures have their own interpretations and ideas, none of them *wrong*. Go with what feels right for your game!

David Carson's *How to Find Your Spirit Animal* (Watkins Publishing, 2014) was the primary printed reference for this work. It's cheap and easy to read, and most totems are written up in a page or two.

Dove

Roles: Messenger or Teacher.

Dove is associated with astral travel, dreams, joy, light, love, peace, and purity.

Emblematic Traits

Advantages: Clairsentience; Intuition.

Perks: Illumination.

Skills: Dreaming.

Manifestations

Partial Manifestation: Illumination [1]; Intuition [15]; Ridden [15]; Dreaming (H) Will [4]. 35 points.

Full Manifestation: Embracing Dove puts you into a deep trance and sends your spirit from your body. When selecting this manifestation, put Projected Form, -50% on the Totem-Bearer trait. *Statistics:* Insubstantiality (Always On, -50%; Projection, -50%; Shamanic, Innate, -5%) [16]; Invisibility (Shamanic, Innate, -5%; Substantial Only, -10%; Temporary Disadvantage, Mute with Substantial Only, -22%) [26]. 42 points.

Eagle

Roles: Leader, Messenger, or Warrior.

Eagle is a proud spirit – first among birds – and considered a warrior and the first shaman. It carries prayers and spirits to the higher realms, and brings back visions.

Emblematic Traits

Advantages: Acute Vision; Enhanced Tracking; Jumper (Spirit); Medium; Peripheral Vision; Targeting Vision [4] (*GURPS Powers: Enhanced Senses*, pp. 8-9); Telescopic Vision.

Perks: Eye for Distance; Penetrating Voice.

Manifestation

Partial Manifestation: ST+2 [20]; DX+4 [80]; HT+2 [20]; Per+4 [20]; Acute Vision 4 [8]; Claws (Sharp) [5]; Ridden [15]. 168 points.

Elephant

Roles: Protector.

Elephants are social, living in matriarchal groups that protect and guide their young, though adult males tend to be loners. Altruistic, elephants are gentle giants among animals – and Elephant is similarly strong yet caring.

Emblematic Traits

Advantages: DR (Tough Skin, -40%); Enhanced Move (Ground); Lifting ST; Peripheral Vision.

Perks: Penetrating Voice.

Disadvantages: Loner.

Quirks: Likes peanuts.

Manifestation

Partial Manifestation: ST+10 [100]; Ridden [15]. 115 points.

Hippopotamus

Roles: Healer.

Strongly maternal and protective of her young. A creature of opposites, she lives in water but cannot swim, is large and bulky but can outrun a man. Relies on obscurity and confusion for protection, and bathes in mud to heal.

Emblematic Traits

Advantages: Enhanced Move (Ground); Healing (Environmental, Mud, -20%); Obscure (Environmental, Mud, -20%).

Manifestation

Partial Manifestation: ST+7 [70]; HT+2 [20]; DR 3 [15]; Enhanced Move 1 (Ground) [20]; Ridden [15]; Bad Temper (12) [-10]; Quirk: Cannot swim [-1]. 129 points.

Horse

Roles: Explorer or Messenger.

Nobility, dignity, freedom, grace, mobility, speed, and strength are all characteristics of the horse. Horse carries and is a companion to even the gods.

Emblematic Traits

Advantages: Enhanced Move (Ground); Higher Purpose (Horse Master or Let's Ride!)*; Lifting ST; Weapon Master (Chevalier Armaments)*.

Disadvantages: Sense of Duty (Companion).

Quirks: Afraid of fire; Easily spooked.

Skills: Flying Leap; Light Walk; Mount; Riding.

* See "Chevaliers and Commanders" in *Pyramid #3/122: All Good Things*.

Manifestation

Partial Manifestation: ST+7 [70]; HT+2 [20]; Basic Move+2 [10]; Enhanced Move 1 (Ground) [20]; Ridden [15]. 135 points.

Hummingbird

Roles: Explorer or Healer.

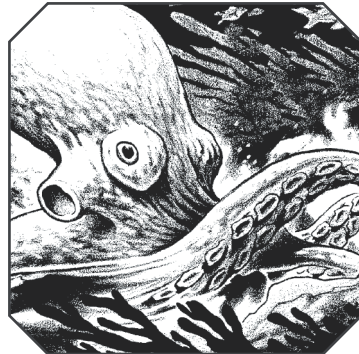
Loves travel and interesting places, and is considered a bird of beauty, determination, devotion, eternity, love, and the sun.

Emblematic Traits

Advantages: Appearance; Fearlessness; Metabolism Control (Mastery, +40%).

Manifestation

Partial Manifestation: DX+2 [40]; HT+2 [20]; Fit [5]; Metabolism Control 2 (Mastery, +40%) [14]; Ridden [15]. 94 points.



Marten

Roles: Acrobat, Hunter, or Thief.

A fierce arboreal predator that dens in hollow trees and hunts birds and squirrels.

Emblematic Traits

Advantages: Super Climbing; Super Jump.
Skills: Climbing.

Manifestation

Partial Manifestation: DX+3 [60]; Acute Hearing 3 [6]; Acute Smell 2 [4]; Combat Reflexes [15]; Discriminatory Smell [15]; Double-Jointed [15]; Fearlessness 4 [8]; Fur [1]; High Pain Threshold [10]; Night Vision 4 [4]; Ridden [15]; Slippery 4 [8]; Super Climbing 2 [6]; Super Jump 1 [10]; Bloodlust (12) [-10]; Impulsiveness (9) [-15]. 152 points.

Mole

Roles: Sage.

Mole is a discoverer of secrets long buried, a master of darkness, and a subtle ally. It's also a keeper of the soil, seeds, and subconscious. Although the mole is nearly blind, its sense of touch can detect when earthworms fall into its burrow.

Emblematic Traits

Advantages: Acute Touch; DR (Limited, Crushing, -40%); Fearlessness; Flexibility; Illuminated; Injury Tolerance (Damage Reduction; Limited, Crushing, -40%); Ultrasonic Speech; Vibration Sense.

Perks: Burrower.

Disadvantages: Bad Sight (Nearsighted).

Manifestation

Partial Manifestation: Acute Hearing 2 [4]; Burrower [1]; Double-Jointed [15]; Filter Lungs [5]; Ridden [15]; Sensitive Touch [10]; Slippery 4 [8]; Vibration Sense (Air) [10]. 68 points.

Octopus

Roles: Sage or Teacher.

Creativity, flexibility, and a swift grasp of things are the trademarks of this being, which is good at coping but very shy.

Emblematic Traits

Advantages: Chameleon; Clinging; Versatile; Visualization.
Disadvantages: Shyness.

Manifestation

Partial Manifestation: IQ+1 [20]; Ridden [15]; Versatile [5]; Wild Talent 1 [20]. 60 points.

Otter

Roles: Hunter or Teacher.

Extremely playful and smart, Otter is a swift swimmer and wily hunter, considered aggressive, curious, fearless, and very strong for its size. Otters have loose-fitting skin that makes them hard to grapple, extreme flexibility, and sharp stabbing teeth.

Emblematic Traits

Advantages: Amphibious; Fearlessness; Flexibility/Double-Jointed; High Pain Threshold; Night Vision; Peripheral Vision; Slippery.

Perks: Burrower.

Disadvantages: Compulsive Behavior (Playfulness) [-5*].

Manifestation

Partial Manifestation: ST+2 [20]; DX+3 [60]; HT+2 [20]; Acute Smell 2 [4]; Burrower [1]; Combat Reflexes [15]; Discriminatory Smell [15]; Double-Jointed [15]; Fearlessness 4 [8]; Fur [1]; High Pain Threshold [10]; Night Vision 3 [3]; Peripheral Vision [15]; Ridden [15]; Slippery 4 [8]; Vibration Sense (Air) [10]; Bloodlust (12) [-10]; Impulsiveness (9) [-15]. 195 points.

Owl

Roles: Oracle or Teacher.

Owl is the silent hunter of the night, associated with death and renowned for wisdom and oracular powers.

Emblematic Traits

Advantages: Acute Hearing; Mind Shield; Night Vision; Parabolic Hearing; Precise Hearing [10] and Targeting Hearing [2] (**GURPS Powers: Enhanced Senses**, pp. 8-9); Silence.

Manifestation

Partial Manifestation: IQ+1 [20]; DX+1 [20]; HT+1 [10]; Per+2 [10]; Acute Hearing 4 [8]; Claws (Sharp) [5]; Intuition [15]; Night Vision 6 [6]; Ridden [15]; Silence 2 [10]. 119 points.

Peacock

Roles: Sage.

The Bird of a Thousand Eyes is very spiritual, loves life, and is a destroyer of illusion.

Emblematic Traits

Advantages: Luck; Mind Shield; Penetrating Voice; See Invisible (Spirits; True Sight, +50%).

Disadvantages: Truthfulness.

Manifestation

Partial Manifestation: Per+4 [20]; Penetrating Voice [1]; See Invisible (Spirits; True Sight, +50%) [23]; Ridden [15]; Truthfulness (12) [-5]. *54 points.*

Snake

Roles: Caretaker, Healer, Sage, or Teacher.

Snake is associated with agility, femininity, fertility, healing, mystery, rebirth, renewal, and water or earth. Snakes can

be deceivers and tricksters, but also seekers of secrets and great mysteries – Snake is a *very* versatile totem!

Emblematic Traits

Advantages: Double-Jointed; Fit/Very Fit; Healing; Resistant to Spirit Powers.

Manifestation

Partial Manifestation: DX+3 [60]; Ridden [15]. *75 points.*

Songbird

Roles: Bard.

Songbird appears in many forms, and visits people to bring joy and beauty into their lives through its singing and pretty colors. It is also watchful and warns of danger.

Emblematic Traits

Advantages: Attractive (Universal, +25%); Danger Sense; Voice.

Perks: Penetrating Voice.

Skills: Musical Influence; Observation; Singing.

Manifestation

Partial Manifestation: Per+2 [10]; Attractive (Universal, +25%) [5]; Elastic Skin [20]; Ridden [15]; Voice [10]; Singing (E) HT+1 [2]. *62 points.*

Spider

Roles: Culture Hero, Sage, Trickster, or Worker.

Spider webs are powerful symbols of connecting, ensnarement, and warding. Spider is creative, patient, and precise in its actions – a builder or creative force in some cultures, a trickster in others.

Emblematic Traits

Advantages: Acute Hearing; Binding; Clinging; Parabolic Hearing; Super Jump; Vibration Sense.

Skills: Traps; Wrestling.

Manifestation

Partial Manifestation: DX+2 [40]; HT+2 [20]; High Manual Dexterity 4 [20]; Ridden [15]; Sensitive Touch [10]; Vibration Sense (Air) [10]. *115 points.*

Turtle

Roles: Teacher.

Primeval, enduring, experienced, and wise, Turtle is in harmony with the universe and can teach how to protect your personal space.

Emblematic Traits

Advantages: Intuition; Mind Shield; Shield Mastery [15] (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 29); Weapon Master (Shield).

Skills: Cloak; Shield.

FULL MANIFESTATIONS

When invoking a *full manifestation*, the totem-bearer changes form rather than merely acquiring some aspects of the spirit. In the case of an animal totem, this means assuming animal form – the spirit-worker's racial template is replaced by an animal one. The GM may allow totem-bearers to keep some of their racial abilities, but this increases the costs below by the same amount.

Optionally, the spirit-worker can *create* a physical form, leaving their body behind; add Projected Form, -50% to Totem-Bearer. A subtler option adds Environmental, -20%, to seemingly "possess" a nearby animal; the right animal type must be nearby, and the ability won't work on foes (it isn't Possession, after all), but the GM could allow it to work on animal Allies or even purchased animals (a fair trade-off, since without Non-Reciprocal Damage, both bodies suffer the same injuries!).

Worked Totals for Selected Animals

These were worked out from the stats on pp. B455-460, adding Assumed Animal Form [-5] (p. 5), dropping Wild or Domestic Animal, buying IQ back to 10, and calculating Will and Per from that. These forms do not get disadvantages such as Dead Broke. It's typical to add Talents, but the costs below don't include them.

Animal	Points	Animal	Points
Black Bear	61	Large Falcon	1
Cavalry Horse	105	Large Guard Dog	36
Cave Bear	77	Lion	90
Chimpanzee	99	Polar Bear	78
Elephant	163	Python	23
Gorilla	133	Red Deer	54
Great White Shark	147	Tiger	118
Grizzly Bear	67	Tiger Shark	128
House Cat	26	Timber Wolf	84
Large Boar	96		

Manifestation

Partial Manifestation: HT+2 [20]; Absolute Direction [5]; DR 2 [10]; Intuition [15]; Mind Shield 1 [4]; Nictitating Membrane 2 [2]; Ridden [15]. *71 points.*

Unicorn

Roles: Healer.

Said to be a creature of such virtue and purity that the touch of its horn can heal and even neutralize poison. Unicorn is extremely shy and reclusive.

Emblematic Traits

Advantages: Healing.

Skills: Invisibility Art; Stealth.

Manifestation

Partial Manifestation: ST+2 [20]; DR 2 (Partial, Skull, -70%) [3]; Healing (Limited Use, 1/day, -40%) [18]; Ridden [15]; Honesty (12) [-10]; Shyness (Mild) [-5]. *41 points.*

Wolf

Roles: Hunter, Leader, Protector, or Teacher.

Wolf is among the strongest of canines, and adept at working in a group. A persistent, endurance-based hunter, the wolf wears out its prey while skillfully minimizing risk to itself and its allies.

Emblematic Traits

Advantages: Discriminatory Smell (Emotion Sense, +50%).

Perks: Teamwork.

Skills: Tactics; Tracking.

Manifestation

Partial Manifestation: ST+2 [20]; DX+2 [40]; HT+2 [20]; Combat Reflexes [15]; Discriminatory Smell [15]; Night Vision 6 [6]; Ridden [15]; Very Fit [15]. *146 points.*

NATURE SPIRITS

Nature spirits are often spirits of place protecting a specific geographical feature such as a stream, lake, meadow, or mountain. These examples use the presentation explained in *Animal Totems* (p. 10). All can further provide the traits under *Spirit Types* (p. 7) and *Nature Spirits and Spirits of Place* (p. 8). Remember, the full manifestations below replace your native racial template while active.

Dragon

Roles: Protector.

A fierce and proud spirit of place, Dragon is a good candidate for the spirit representative of a country, major city, or notable large landmark.

Emblematic Traits

Advantages: Clairsentience* (Accessibility, Only within spirit's domain, -20%; Area Perception, +300%); Special

Rapport; Telekinesis* 1-10 (Accessibility, Only within spirit's domain, -20%).

* Often further modified with Increased Range, +10%/level.

Manifestation

Full Manifestation: ST+1 [10]; HT+1 [10]; Burning Attack 1d (Jet, +0%) [5]; Claws (Sharp) [5]; DR 1 (Tough Skin, -40%) [3]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Reputation +3 (Dragons) [5]; Ridden [15]; Teeth (Sharp) [1]; Disturbing Voice [-10]; Social Stigma (Monster) [-15]. *46 points.*

After using the Sanctum Invocation and binding himself to the island's genius loci, Harry could "see" every snake, bee, and person on the island.

– Jim Butcher, Turncoat

Nymph

Roles: Caretaker or Protector.

Common nature spirits, nymphs can be maidenly or motherly in appearance and demeanor. They interact with others more often than animal spirits, primarily because they have a physical area they protect and call home. Classes of nymphs are identified by what they protect; examples include Alseids (groves), Dryads (forests), Hamadryads (specific tree), Hydriads (water), Leimoniads (meadows), Naiads (springs and rivers), Napaeae (valleys), Oceanids (the sea), and Oreads (mountains). Notable nymphs may share the name of the location.

Emblematic Traits

Advantages: Affliction (Alternate Form, to harmless fauna or flora, or even a nymph); Animal Empathy; Charisma; Clairsentience* (Accessibility, Only within spirit's domain, -20%; Area Perception, +300%); Higher Purpose (Protect home)†; Plant Empathy; Telekinesis* 1-10 (Accessibility, Only within spirit's domain, -20%).

Disadvantages: Dependency (Physical area of responsibility; Common; Hourly) [-40].

* Often further modified with Increased Range, +10%/level.

† Typically replaces the Talents associated with the spirit's role.

Manifestation

Full Manifestation: HT+1 [10]; Appearance (Transcendent; Universal, +25%) [25]; Charisma 5 [25]; Ridden [15*]; Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15]. *35 points.**

* If Higher Purpose [5] replaces Talent 4 [20], Ridden costs 0 points, making manifestation cost 20 points.

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