6e. Power List

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This power list is for all Power Systems. Each entry includes the standard name for the power and the attribute list. It also lists the Power Systems that normally include the power. When the name or attributes of the power vary according to the system, we have noted this in brackets after the system name, or in the power description. The description of a Power System always supersedes the information given in this section.

Absorb [Energy]

Combine *, Might *, Target * individual(s)
All

This power subtracts its Might from the Might of any incoming energy attack of the affected type. Absorb Kinetic decreases the Might of physical attacks, but it does not cancel basic weapon or ammunition damage. This effect is applied before any armour or the Protection power are taken into account. The innate version of this power is always on.

Astral Projection

Range *, Might *, Target self
Arcane, Divine, Psi

Astral Projection causes the recipient's soul to leave its corporeal body, and manifest itself as an independent disembodied being. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Astral Projection is sometimes useful for scouting purposes, as the recipient's spirit can pass through nearly any obstacle, it is usually employed to combat or confront incorporeal beings.

The recipient's body remains vulnerable for the duration of the effect. The soul will always know the direction its host body lies in, and the rough range to it in metres, but it cannot use the body's senses. It is possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn.

While disembodied, the recipient automatically gains the effects of Second Sight (see page XX) of an equivalent Might for the duration of his or her Astral journey. However, he or she will suffer a Penalty to all Perception tests to spot mundane items or events while disembodied. A recipient may not travel further than the Range of the power from his or her host body, and moves at double his or her physical Movement Rate.

Confusion

Might *, Overcome [Will], Range *, Target * individual(s)
Arcane, Divine (Might 2), Psi (prerequisite: Telepathy)

Once its Willpower has been overcome, the affected target may not cast spells and may only take non-offensive actions. The target may run and defends normally in Combat, though it may not make any attacks unless attacked first. The power effects terminate at the end of the round in which the target is attacked.

Confusion variants.

The divine version of Confusion is a Might 2 Cantrip, and is effective against sentient humanoids, but not on animals and supernatural creatures such as spirits or magical entities like dragons. The arcane version works on any embodied creature but requires a Might equal to the Size Class of the target to be effective. The psionic version works on anything, even with non-manipulated Might, but when used against a creature that is very different from the power user, the Concentration Skill of the caster suffers one Penalty to activate the power and to overcome the entity's Will.

Damage Boosting

*Combine *, Might *, Range *, Target * weapon(s) or individual(s)*

Arcane, Divine, Science

Each Might point adds one point to a weapon's damage. When this power is used on an individual, it affects all natural weapon attacks performed by the recipient (kicks, punches, claws, etc.), but not attacks performed with artificial weapons. The damage becomes part of the weapon intrinsic damage, and thus it is doubled when applying the Slash Combat effect, and cancelled when applying the Stun Combat effect.

Demoralize

Might 2, Overcome [Will], Range S

Divine

This spell creates doubt and uncertainty. The target of this spell suffers a Penalty to all attack rolls, and may not use any powers with the Overcome attribute. If this spell takes effect before Combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically countered by the Fanaticism spell, and vice versa.

Detect Substances

*Might *, Range **

Arcane, Divine, Psi

Useful for finding valuables from afar, this power allows the user to name one substance per point of Might when the power is activated. The power will cause all sources of the substance(s) within range of the spell to glow, visible only to the caster. Diamonds gleam like ice, amber shines like a camp fire, and so on. The presence of a specific item can be confirmed if the power user can exploit its shape to tell it from other sources of the substance. The power cannot penetrate refined metal, energy fields, or protections against paranormal effects, though it can penetrate ore, rock or dirt.

Detect [Power]

*Might *, Range **

Arcane, Divine, Psi, Science

Detect [Power] allows the user to sense the presence and location of an effect related to the power type specified, or to any magical or supernatural source in the case of a broader version of the power like Detect Magic or Detect Paranormal. The power cannot penetrate refined metal, energy fields, or protections against paranormal effects, though it can penetrate ore, rock or dirt.

Diminish [Characteristic]

*Combine *, Might *, Overcome [Will], Range *, Target * individual(s)*

Arcane, Science

There are actually six Diminish spells, one for each Characteristic. The spell will temporarily apply a Penalty to the specified Characteristic equal to the Might of the spell. This Penalty may not reduce a Characteristic below one, and a creature must have the Characteristic in question for the spell to affect it. Skills are never recalculated because of this power, although Derived Attributes are. Conflicts based on the diminished characteristics are not influenced if the Conflict has already started.

Disruption

*Instant, Might *, Overcome [Will], Range *, Target * individual(s)*

Divine

This spell inflicts physical damage and excruciating pain, ignoring any armour and affecting a random hit location if localised damage is in use. Damage done is equal to 1d6 plus the Might of the spell, but it is reduced to half the rolled damage, rounded up, if the caster uses a Quick Exit in the Conflict to overcome the target's Will. The damage applied to Strike Rank is never halved, assuming the target does suffer the ill effects of pain.

Dominate [Species]

*Combine *, Overcome [Will], Range *, Target * individual(s)*

Arcane, Divine, Innate, Psi (Mesmerism, prerequisite: Telepathy)

This power allows the caster to gain control over a creature belonging to a specific category. If the target fails to resist, it must obey the commands of the power user for its duration. A Quick Exit in the Conflict for domination in Advanced Combat does not allow domination, but it leaves the target unable to attack the power user long enough for the latter to flee. The power user must be able to see or sense the target directly in order to dominate it, or have an item that allows the channelling of his or her will to the target to use it at long range outside Combat.

While within range of the power, the controlled creature shares a telepathic link with the user If the master and the dominated creature do not share a common language, the former can convey orders by forming a mental image of the actions he wishes the dominated creature to perform. Once commanded, the target can leave the range of the power without breaking control, but cannot receive more orders until it is back within range of the master.

The psionic version of Dominate is non-species specific, but using it against an individual of another species bestows a Penalty. The innate version represents the charming abilities of vampires or succubi, and usually works on all sentient species, although it can have other limitations, such as the gender of the target.

[Element] Arrow

Might 2, Target 1 projectile, Touch

Divine, Science

Using this power on a projectile will cause it to burst into flame or otherwise convert into pure elemental energy when it strikes a target, adding elemental damage of Might 1 (1d6 damage for fire, for instance) to its normal damage. The kinetic Might provided by the firing weapon or by the wielder is unaffected. Since the missile is now paranormally enhanced, its extra damage affects creatures that are immune to normal damage.IIts normal damage is still useful to punch through any armour the creature might have.

[Element] Blade

Might 4, Target 1 weapon, Touch

Divine, Science

For the duration of the spell, the target weapon deals additional elemental damage of Might 1(1d6 damage for fire, for instance) in addition to its normal damage. The additional damage can affect creatures which are immune to normal damage.

[Element] Wall

Might 3, Range S

Divine

This spell creates a 10 square metre immaterial wall of the specific elemental substance, usually Light, Fire or Darkness. The wall does not produce harm, nor does it block passage, but it might scare unintelligent creatures uncomfortable with the specific element. When shaped as a hemisphere, the wall has a diameter of about three metres. The caster may shape the wall at will even after the initial casting and move it by one Zone (20-30 metres) per Combat Round. In this case, the spell gains the Concentration attribute for that round.

Walls have an external and an internal surface, and block vision from the outside to the inside. Other senses such as a bat's sonar, and Dark Vision for a Dark Wall, function normally. Light sources within a Dark Wall area shed no light and normal sight ceases to function completely, requiring Dark Vision to see while inside. Light or Fire walls also provide illumination like a bonfire.

Enhance [Characteristic]

Combine *, Might *, Range *, Target * individual(s)

Arcane, Divine, Innate, Science

There are actually six Enhance powers, one for each Characteristic. Enhance allows the user to apply a temporary bonus to the specified Characteristic equal to the Might of the power. A creature must have the Characteristic in question to benefit from this power. Skills are never recalculated because of this power, although Derived Attributes are. Conflicts based on the enhanced characteristics benefit from this spell only if the Conflict has not yet started.

[Environment] Movement

Might 1, Target * individual(s)

Divine

This spell allows the target to move with ease through the specified environment.

Fanaticism

Might 1, Range S, Target 1 individual

Divine

The target of this spell receives a Bonus to all attacks, but suffers a Penalty to all defences, and may not attempt to cast spells that lack the Overcome attribute. For the duration of the spell, the target has a Double Bonus to any non-paranormal Conflicts related to morale. The Demoralize spell automatically cancels the effects of this spell and vice versa.

Fly

Combine *, Concentration, Might *, Range *, Target * item(s) or individual(s)

Arcane, Divine, Innate (Flight, no Concentration required, self), Psi (Levitation, prerequisite: Telekinesis)

Using this spell allows the target to fly, provided that the levitated items have a Size Class lower than the power Might score. Thus a Might 1 effect can only affect small items or minuscule creatures.

Characters or objects moved by this spell have a base Movement Rate of 1, plus 1 per Might point not used to sustain the target's Size Class. All objects and characters moved by this spell move at the caster's behest, not their own.

This power can be used offensively to levitate someone, or to steal an object he or she is holding. In all of these cases, the power acquires the Overcome attribute, against Will to use it directly on an unwilling target, and against Strength to snatch an item. For the duration of the parallel Conflict to take an item away, its user suffers a Penalty to any roll made which uses the item,such as an attack or parry with a weapon.

Another classic offensive use of Fly is that of levitating items and throwing them at one's opponent. This kind of attack requires a Concentration action and does kinetic damage of Might equal to the item Size Class, with the ability to generate an appropriate Combat Effect on a success. The attack cannot be Parried, but the target can easily Dodge it at no Penalty if the item does not have a Move score at least equal to its own.

Form [Substance]

Combine *, Concentration, Might *, Range *, Target * item(s)

Arcane

There are an unlimited number of Form spells, one for every substance imaginable, from steel to smoke to water. Each Might point allows the caster to shape one kilogram of solid substance or one cubic metre of an ethereal substance (like darkness or water). This spell can affect only inanimate substances.

The caster must be familiar with the shape he or she is forming. When the caster has finished the forming process, the substance will retain its shape and the spell will lose the Concentration attribute until the caster wishes to form the substance again. Rigid substances like steel will hold the form they had at the end of the spell, while fluids will immediately lose their shape.

The caster can use this spell to mend damage. He or she must form the entire object, and must undergo an appropriate Conflict. If successful, the caster will restore the item to its original condition. Creating an item from raw materials by using this power is extremely complex, and only possible at the Narrator's option. In any case, the availability of an appropriate Form spell can help in a Crafting Conflict.

Glue

Might *, Touch, Target 1 item or individual

Arcane, Divine

This spell causes a ten centimetre by ten centimetre surface (roughly the size of a man's palm) to become sticky and adhere to the first other surface it comes in contact with. The basic bond has a STR of 3d6, on a Size Class scale equal to the power Might, and requires a Conflict of STR to separate the glued surfaces. This spell can affect organic and inorganic substances, but not living creatures.

Grant [Trait]

Might 1, Range *, Target * individual(s)

Arcane, Divine, Innate, Science

This power bestows a Trait on the recipient. If the target already has the Trait or lacks a prerequisite, the power has no effect. If the Trait is a sense, the recipient acquires the sense. This power cannot grant a Trait that is a power itself. Grant Fly, although it can grant a Trait that is only useful in conjunction with a power, Grant Fly will work if another power has provided the target with wings.

Haste

Might *, Range *, Target * individual(s)

Arcane, Divine

Each Might point of Haste adds 1m to the Movement rate of the recipient, and to his or her Strike Rank in Advanced Combat.

Heal

Concentration, Might *, Target: * wound(s) on a single individual, Touch

Arcane, Divine (Instant), Psi, Science

This spell must be cast upon a wounded character. It dramatically accelerates the natural healing rate of the target, and immediately stabilizes the affected wounds, preventing death and further bleeding, and restores one lost Life Point per Might, bringing the recipient to a maximum of zero. The spell then repairs one point of damage done to Toughness per subsequent Concentration action taken, up to the power Might. Heal cannot reattach or regrow a severed limb, for which its advanced version Restore [Flesh] is required.

The effects of subsequent uses of Heal on the same wound are not cumulative. Only the highest Might will be in effect at any time. Thus, if a wound that has received a Heal 2 effect is subsequently treated with a Heal 4 effects, only two points of damage will be cured. The situations in which this may occur are described on page xx of Chapter 3.

The divine version of this spell has the Instant attribute instead of Concentration. An amount of damage equal to its Might is cured at once without any need to stay concentrated.

Hinder

Might *, Range *, Overcome [Constitution], Target * individual(s)

Arcane, Divine

Each Might of Hinder subtracts 1m from the Movement rate of the target, down to a minimum of 1. Each Might point also subtracts 1 from the recipient's Strike Rank in advanced Combat.

Illusion

*Concentration, Might *, Range *, Target * illusion(s)*

Arcane, Divine, Psi

This spell creates an illusion based on one or more senses, which will seem real and solid to all witnesses unless they can disbelieve it. The illusion affects one different sense per point of Might, chosen by the caster. The absence of a specific sense may nullify the effect of the illusion. A scentless illusion will not fool a dog, and an illusion that is not specifically crafted to register on sonar will not work on a bat or a creature relying on a similar sense. The absence of a sense which is not crucial to the affected creature but which might induce suspicion, like a completely soundless illusion might provide a Bonus to disbelieving attempts.

The Illusion appears as a tiny creature or item familiar to the illusionist, of Size Class zero unless he or she spends unused Might points on its Size Class. If the viewer succeeds in disbelieving and the Illusion could cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion, he or she starts to see it become insubstantial and ghost like and all damage it dealt to him or her disappears.

In order to disbelieve an Illusion, a character, once the latter has started suspecting the real nature of what he or she is witnessing, must initiate a Parallel Conflict of Intelligence versus the Illusion Might. The Skills used is Perception for the disbeliever and Concentration for the Illusionist. During Combat Time, the disbeliever must use the Concentration action to Roll for Effect.

An Illusion that can interact with the physical world by affecting the sense of Touch can cause damage until disbelieved. The only limitation is that it cannot cause a Lethal Wound. It will deal 1d6 damage plus the appropriate Might bonus for a creature of its Size class, wielding a one-handed sword. The illusion cannot apply Damage Combat Effects except Choose Location, and always fights with a Close Combat [selected weapon] and Athletics [Dodge] score equal to the illusionist's Concentration [Illusion] score. The Illusion has no Strike Rank of its own and uses the caster's Concentration actions to attack and defend, disappearing if the caster is brought to negative SR. An illusion does not really take damage from weapons, magical or otherwise, but a successful attack that does damage in excess of the illusion Might will pass through it and the attacker will immediately realize it is not real.

Immunity to [Combat Effect]

*Might 2, Touch, Target * individual(s)*

Divine, Innate (target self)

The specified Combat effect cannot be applied to the recipient, even when it is automatic.

Immunity to [Energy or Power]

*Might 6, Touch, Target * individual(s)*

Divine, Innate (target self)

The recipient is immune to all damage from the energy source specified, or to any power of the type specified. Immunity to [Kinetic] gives the target immunity to all physical weapons, so it is a very powerful effect reserved for werewolves or otherworld creatures. The variant that protects from powers is rare and usually protects from a very narrow power source, such as "Immunity to Necromantic Arcane Spells" or "Immunity to Earth Divine Magic".

Improve [Trait]

*Might 2, Range *, Target * individual(s)*

Divine, Innate, Science

This power bestows a Trait on the recipient. If the target already has the Trait it either receives the Acute version of it in case of a Sense, or receives a Bonus to rolls made on the Trait in Advanced Combat or Conflicts. If the Trait is a sense, the recipient also acquires the sense if he or she lacked it.

If this power is used as Support in a generic Conflict, the Bonus can be used only once per Conflict. The advantage of having the Trait, however, is present whenever the recipient Rolls for Effect.

Invisibility

Might 4, Concentration, Touch, Target 1 individual

Divine, Innate (target self)

For the duration of the effect, the recipient is invisible. He or she can still be heard, felt or smelled, with a Penalty to Perception tests. The effect is also automatically cancelled if the power user loses concentration, the recipient uses a power on a target different than him- or herself, or makes an attack.

Light

*Might 1, Range *, Target * item(s)*

Arcane, Divine, Science

This spell causes a glowing point of light to appear on a solid substance, creating an area of light ten metres in radius, giving off the same illumination as a torch.

Location

*Might 1, Range *, Target * item(s) or individual(s)*

Divine, Psi

This power works on a specific item which the user must have already touched, or on an individual of which he or she must have some personal bits. The user will become aware of the general direction and distance of the target, provided it is still intact/alive and within Range of the power, or will know the approximate location of the target on an appropriately detailed map.

Neutralise [Power]

*Instant, Might *, Range *, Target * effect(s)*

Arcane, Divine, Innate, Psi

This power allows its user to neutralise other powers of the specified type. It will eliminate a combined Might of power effects equal to its own Might, starting with the most powerful affecting the target. If it fails to eliminate the most powerful power effect, then it will target the second-most powerful one. As soon as Neutralise can no longer dismiss a target's effects, its effects immediately end. However, all effects that protect against the power type of the Neutralise [Power] must be eliminated first before other ones can be affected. The power use can target a specific effect among the ones affecting the target, assuming he or she can actually sense its presence.

Neutralise can be fired as a Reaction, but only when another power that the character wishes to counter is used within Range. A successful Neutralise disrupts the other power and nullifies it. As long as the Might of the Neutralise equals or exceeds the target power Might, the latter is countered.

Palsy

*Might *, Overcome [Constitution], Range *, Target * individual(s)*

Arcane, Psi, Science

If the caster is able to overcome his target's Constitution with this spell, he or she can turn the victim's own nervous system against itself. The power will paralyse the target, provided that its Might is equal to or greater than the target's Size Class.

Project [Energy]

*Instant, Might *, Projection, Range *, Target 1 individual*

*Arcane, Divine, Innate (Target * individual(s) for some kind of breath weapons), Psi, Science*

Energy produced by this power is projected as a beam, cone or sphere towards the target(s), which can avoid the attack like any high-speed ranged attack.

If the energy projection hits, the target takes elemental damage with a Might equal to the power Might. Armour may protect against this kind of damage. Sample types of energy (and the element they are most likely linked to) that can be projected by this spell are Cold (Darkness or Water), Lightning (Air), Heat (Fire), Kinetic (Air or Earth).

Project Senses

*Might *, Range **

Arcane, Psi (Clairvoyance)

This power allows the caster to project his or her senses anywhere within its Range. The power user can project one sense per point of Might, choosing among the senses he or she possesses at the time of activation. The power forms an invisible and intangible sensor, which receives the specified type of sensory input and transmits it to the user. The sensor can move one Zone per Combat Round at the user's direction, and allows use of Perception Skills through the sensor.

The user can activate other powers through the sensor of some Projections. Ranged powers require Project Vision, while touch powers require Project Touch. The total Channelling value of the powers activated through the sensor cannot exceed the sensor's Might.

Characters using Second Sight can see the sensor and attack it if they wish, though it is only vulnerable to supernatural energies. Magic weapons and powers employed against the sensor will not destroy it, but transfer their damage and effects directly to the user.

Protection

*Combine *, Might *, Range *, Target * individual(s)*

Arcane, Divine

This power protects the body of the recipient, making it benefit from extra AP equal to its Might in addition to physical armour. In Basic Combat, an overall protection up to 4 AP counts as Light Armour , while higher values count as Heavy Armour.

Reflect [Power]

*Combine *, Range *, Might *, Target * individual(s)*

Arcane, Divine, Innate

This protective effect shields the target from hostile powers of the affected type, and has a chance of sending them back to the attacker.

Reflect only affects spells directed against the target specifically, and that have the Overcome attribute. In order to affect an attack, Reflect must be of the same Might or higher. It makes the Conflict used to determine whether the effect takes place two-way instead of one-way. If the attacker is defeated, even with a Quick Exit, he or she suffers the detrimental effects of the power instead of the target. Moreover, the attacker can no longer drop the spell at will if the Conflict is going badly.The target can choose to continue it, hoping to gain the upper hand.

The innate version of the power is always on.

Resist [Power]

*Combine *, Might *, Target * individual(s)*

All

This power matches its Might against the Might of any incoming offensive power of an affected type. If its Might score is equal to or greater than the incoming power's Might, the power has no effect. If the incoming power Might is greater than the Might of Resist, then the power affects the target normally.

Resist [Power] does not discriminate between incoming spells; a comrade attempting to magically heal the recipient of Resist Magic must overcome it in order to successfully use a healing spell.

The innate version of the power is always on.

Restore [Resource]

Might *, Touch, Target: * individual(s)

Arcane (Prerequisite: Heal), Divine

This power can reverse a characteristic loss or any other Consequence, provided it is used in the same Time Scale that caused the Consequence, or in Downtime for generic effects. This spell will not work against the Consequences of an enchantment, unless the enchantment has been destroyed first.

In order for the spell to work, the caster must win a Conflict against the Consequence value, the Characteristic loss or the Toughness of the limb he or she wishes to regenerate. Restore has two basic effects, and depending on the power system used and the setting, your character might be able to use only one of them.

- Restore Health will work as an Antidote of equal Migh against poisoning and disease. It can be used only once per ailment, and its effect must be long enough to allow the recipient to counteract naturally the remaining Potency.

- Restore Characteristic will work against a characteristic loss caused by a supernatural or mundane effect. It will not counter the effects of ageing.

- Restore Flesh can cause a severed or maimed limb to regrow or reattach, or treat wounds caused by acid or fire that would not heal naturally, but cannot return a character from death. This spell will cause a limb severed by a Lethal Wound to regrow or, if the detached limb is still present, for the limb to reattach itself to its stump. If the limb can be reattached, the contest can be run in Adventure time. To regrow a limb, the Conflict must take place in Narrative Time. In some settings, the Arcane version of this power may require Downtime.

Second Sight

Might *, Range *, Target * individual(s)

Arcane, Divine, Innate (Perceive Aura), Psi (Psychic Perception)

This power allows the recipient to see magic or other paranormal effects. By augmenting the recipient's natural vision, the power allows him to determine a creature's Life Points, as well as enchanted items or power effects. The recipient must be able to actually see the creature or object for this power to work.

By looking at a spell effect, a Second Sight user will automatically be aware of its origin (divine, arcane, etc.). As long as Second Sight's Might exceeds the other power's, the watcher will be able to determine the effects of the perceived power, and if the Might is more than twice that of the other power he or she will also receive a mental image of who activated the power effect.

Shapechange to [Species]

Combine *, Might *, Overcome [Will], Range *, Target: * individual(s)

Arcane, Divine (self only), Innate (self only, for shapeshifters)

Each Shapechange is a separate power. Of all powers with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every creature imaginable. The spell only works on living things. The dead or inanimate objects cannot be shapechanged.

The Might of the spell must be equal to or greater than the Size Class of both the target and the specified species. Thus changing a mouse (SIZ Class 1) into a newt (also SIZ Class 1) is Might 1. Changing a mouse into a lion (SIZ Class 4, or Large), or vice versa, is Might 4.

If the spell is successful, the target will be biologically changed, gaining the SIZ Class and natural armour of its new form. Its other characteristics are unchanged, and the target retains its memories and abilities, though it may be unable to use some of those abilities in its new form. According to the power system used, the power may (innate) or may not (arcane, divine) grant the target the normal Traits the creature possesses (unique senses, etc.). Supernatural powers are never acquired.

Shimmer

*Might *, Range *, Target * individual(s)*

Arcane, Divine

This spell renders the target figure blurred and difficult to focus on, hampering any attempt to pick him or her as a target. The target can always try to Dodge attacks or to Take Cover even while moving, regardless of actual cover. Once per round, at the target's option, an attack against him or her suffers a Penalty, The Might of the spell must be equal to the Size Class of the target to work. Each point of Might exceeding its Size Class allows the target to bestow a Penalty to one more attack per round.

Skin of Life

*Range *, Target * individuals*
Arcane, Divine

This power protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother power. If the target of the spell breathes water or other fluids, the spell will act as if it was immersed in water instead.

Smother

*Concentration, Might *, Overcome [Constitution], Range *, Target * individual(s)*
Arcane, Psi

If successful, this spell neutralises the air or other fluid surrounding the target, depriving it of oxygen. Each Might of the spell will cover one SIZ Class. A Might 3 Smother would suffocate a humanoid-sized creature.

In Advanced Combat, the power user must overcome the target's Constitution with his or her own Will in an Overcome Conflict (see page xx). Once his or her Constitution has been overcome, the target will drop to zero Life Points, unless already suffering from Negative Life Points. Starting with the next Concentration Action that the attacker uses, the target will start losing 1d6 Life Points per Concentration Action, without the need to make any more rolls. Any Might points not used to equal the target Size Class will yield +1 to this die roll per point. Unconsciousness and death will ensue as per normal Life Point losses.

Speedart

Might 1, Target 1 projectile, Touch
Divine

Cast on a projectile or thrown weapons, this spell activates when it is fired. The extra speed granted gives a Bonus to the attack roll and +1 Might to the missile. A missile under the effects of Speedart cannot benefit from other enhancing magic, but the basic projectile damage is considered magic damage when checked against the target vulnerabilities and immunities.

Suppress [Trait]

*Might 1 (2 for a sense), Overcome [Will], Range *, Target * individual(s)*
Divine, Science

This power prevents the target from using a Trait. If the target lacks the Trait, the power has no effect. If the Trait is a sense, the Might of the power becomes 2. All the traits that use the same Slot (languages, for instance) can be Suppressed with one single Suppress [Trait] power. This causes a Penalty to a magician trying to cast a spell verbally (with Suppress [Language]) or from a book or scroll (with Suppress [Literacy]).

Telekinesis

*Concentration, Might *, Range *, Target * item(s)*
Arcane, Psi

This power allows its user to control inanimate matter up to one kilogram per Might. The power user can cause it to move about and interact with the world, at a Movement rate of 1. The user has a chance to have the animated object perform any physical Skill successfully that is equal to his or her own chance to perform that action with an extra Penalty,provided the action is judged plausible.

If a wizard combines the arcane version of this power with the appropriate Form/Set spell, he or she can perform much finer manipulation of the object. In this case, the animated object will use the caster's full chances for physical activities. Combining it with Fly may create a very effective flying weapon which strikes at the user's own Close Combat score, plus the Weapon trait if known.

The psychic version of this power already includes the ability to make the animated object fly. The psychic need use Fly (Levitation) instead of Telekinesis only when the target is a living being. A psychic cannot turn an animated item into a controlled living weapon as a wizard does, but can use Fly offensively (see Fly).

Telepathy

*Overcome [Will], Range *, Target * individual(s)*

Arcane, Divine, Psi, Science

This power allows mental communication between the user and any target. Targets will not be telepathically linked with one another, and any communication between them must be "relayed" by the power user. The words transmitted by telepathy will be heard directly in the head of the recipient, in the same language in which they were formulated. Mental images can be transmitted between two creatures who do not share a common language.

If the target is unwilling, the Overcome [Will] attribute applies. A Quick Exit in the Overcome Conflict is enough to allow unwanted communication, while reading thoughts that the target is trying to hide requires a complete victory. Some lesser or special forms of Telepathy might not allow mind reading or other offensive uses, in which case their description will not include the Overcome trait.

Teleport

*Enchantment (optional, to create a circle), Instant, Might *, Range *, Target * individuals or objects*

Arcane

Teleport allows a wizard to instantaneously move himself, or a target, to anywhere within the range of the spell, as long as the destination can be directly observed (Project Senses may allow the Caster to 'see' locations beyond physical line of sight), assuming there is solid footing and no object bars their arrival. If these conditions are not met, the spell fails. The caster can teleport objects up to one Size Class per Might.

Web

*Might *, Range *, Projection, Target * individual(s)*

Arcane (prerequisite: Glue), Divine, Innate

This power allows the user to spew forth sticky filaments that entangle the target if it cannot Dodge. The filaments have a STR of 3d6 on a Size Class scale equal to the Might of the power. The entangled target is affected only if its Size Class is equal or lower, and suffers a Strike Rank penalty equal to the STR of the filaments, plus 1d6 per extra Size Class.

The target can break free with a STR Parallel Conflict against the web, as though it was being grappled, in which case it has an automatic Free Action per round to use its Brawn. A Quick Exit allows disentanglement but at the cost of abandoning one weapon or one layer of armour. It is also possible to cut the web with slashing weapon, by inflicting cumulative damage equal to the web STR adjusted for the relative Size Class, but this requires having enough Strike Rank to strike.

Enchantments and Rituals

The following powers can be encountered while adventuring, but you will not find them in the list of Traits that non-player characters possess, as they are mostly used in Downtime. Their use implies a specific Conflict for the creation of a permanent or semi-permanent effect.

Depending on your setting, it may be necessary to learn them as Traits. The default rule is to consider them as stunts of the generic Enchantment Trait, so that they use up only one Slot if necessary. Particularly for divine power users, the Narrator may allow a character who does not have the Enchantment Trait to learn these powers. If the character later acquires the Enchantment trait, it will occupy the same Slot as the already-known rituals. The Create Familiar ritual may have other requirements when it comes to Slot occupation once you have invoked the power.

Create Familiar

*Enchantment, Might *, Target 1 non-sentient creature*

Arcane, Divine

This spell allows the caster to bind a creature, which becomes his or her Familiar. The nature of the Familiar depends on the setting and the source of the caster's magic powers, but the spell typically only works on a non-sentient creature, inanimate object or otherworld entity. Some sorcerers make artificial beings such as a Homunculus to become their Familiars.

A wizard can have multiple Familiars, but few have more than one or two. Divine casters usually only have one, and it should be a creature holy to the deity. An arcane animal Familiar can be of any species, but it must be at least one Size class smaller than its master.

To create a Familiar, the caster must undergo a Conflict of Will against the Familiar's desired Might. Once the Familiar is created, the caster distributes Might points among the characteristics the creature lacks: Size Class for inanimate or otherworld creatures (remember the Size class limitation), Intelligence for animals (which is added to the animal's fixed INT to give it full sentience) or inanimate items, and extra WIL or other characteristics if desired. If the body is being created with the ritual, the caster can also, at the Narrator's option, spend Might points on Grant [Trait] effects to complement the peculiar shape of the creature (wings, talons, bug eyes, etc.).This is only appropriate for arcane familiars, as divine magicians will usually prefer to have a natural-looking animal companion. The creature gains 3d6 STR, CON, DEX, WIL and CHA if it had none before.

A Familiar has a permanent mental connection with its master within a range level, on Adventure Time scale, equal to its own Might. Through this link, the Familiar allows the caster to 'see' through its perceptual abilities. Within this range, the magician can cast spells on the Familiar as if touching it, and the Familiar can cast any spells it knows on its master.

A Familiar can perceive its surroundings. How this happens depends on the type of Familiar. Animals can sense the world through their ordinary perceptions. Magical objects can detect the world around them up to a range equal to their Might on Combat Time scale. A Familiar devolves into its non-enchanted form in Might days when its master dies, and its life span reverts to normal for the object or animal in which it is bound. Familiars may learn Skills, but only the ones they are capable of performing. Most Familiars in objects can only learn knowledge and magical Skills. Animals have the Skills that come naturally to them.

Like all enchantments, this spell may have permanent Consequences. Typically, these consequences manifest when the caster is not in direct line-of-sight contact with the Familiar, making him or her somehow dependent on it to operate at full effectiveness.

A Familiar, like all of a character's permanent companions, occupies one Skill Slot. However, the Slot requirement for a character's first or main familiar is satisfied by the Slot the spell itself occupies. If the character can and will have more familiars, he or she must use a Slot in the Concentration Skill. Most religions do not allow multiple familiars.

Create Scroll

Combine 1, Enchantment, Target 1 scroll

Arcane, Divine

Scrolls are readable items that store Spells. To create one, the enchanter determines the spell he or she wants to inscribe in the scroll and initiates a Conflict against its Value, in Downtime. Success in the Conflict creates a one-use scroll, which upon a successful Activation roll, casts the spell at the Might score originally determined by the enchantment, with any attached manipulations, as though the user possessed the appropriate Trait(s). The reader cannot further manipulate the spell with his or her own Skills, and does not spend any Life Points to cast it.

Upon a successful use of the scroll, the spell fades from it. If the activation roll merely fails, the spell remains inscribed in the scroll.

Like all enchantments, this spell may have permanent Consequences. Typically, these affect whoever uses the scroll, and manifest as soon as the spell is cast. Second Sight is required to determine which Consequences will affect the scroll user.

Create Spell Matrix

Combine 1*, Enchantment, Target 1 item

Arcane, Divine

This spell creates items that store spells. To create one, the enchanter determines the spell he or she wants to imbue in the matrix and initiates a Conflict against its Value in Downtime. Success in the Conflict will create a magic item which bestows knowledge of the spell(s) at the Might score originally determined by the enchantment, with any attached manipulations, as though the user possessed the appropriate Trait(s). The wielder of the item can further manipulate spells stored in matrices with his or her own Skills, as though possessing the spell Trait.

Spell matrices are reusable. Spell matrices are mundane items, and breaking them will destroy the enchantment.

Like all enchantments, this spell may have permanent Consequences. Typically, these consequences are related to the spell linked to the matrix and manifest periodically when the owner or creator does not have the item available.

Summon [Entity]

Combine 1, Overcome [Will], Ritual, Target 1 otherworld creature

Arcane, Divine

This ritual allows the caster to summon one Other World creature of the type specified, per casting, to the mundane world. The spell requires a Conflict of Will between the caster and the entity, whose Will is determined by the Narrator according to the normal statistics for this kind of creature. Appropriate investigations may reveal the True Name of entities of known Will, allowing to issue a call for an individual specimen and not a random one.

The summoning must take place at least in Narrative time, and the creature will stay on the mundane plane for a period determined by normal Conflict rules. The caster must achieve a complete victory to summon the entity. A total victory by the entity will allow it to enter the mundane world while the caster is left unconscious, or to mentally control or possess the defeated caster. If the entity scores a partial victory, it will be able to enter the mundane plane but not to harm the caster in any way.

The summoned creature is not automatically under the caster's control. If the summoner can Combine the ritual with a Dominate [Entity], then a victory in the Conflict of Will is enough to grant control over the summoned entity. A second caster might be present at the summoning site to take control of the entity if the summoner does not have the required Trait.