

MAGICAL GOODS

FOCI	AVAILABILITY	COST
Enchanting Focus	(Force x 3)R	Force x 5,000¥
Metamagic Focus	(Force x 3)R	Force x 9,000¥
Power Focus	(Force x 4)R	Force x 18,000¥
Qi Focus	(Force x 3)R	Force x 3,000¥
Spell Focus	(Force x 3)R	Force x 4,000¥
Spirit Focus	(Force x 3)R	Force x 4,000¥
Weapon Focus	(Force x 4)R	Force x 7,000¥

FORMULAE	AVAILABILITY	COST
Focus Formula	as Focus	Focus Cost x 0.25
Spell Formula		
Combat	8R	2,000¥
Detection	4R	500¥
Health	4R	500¥
Illusion	8R	1,000¥
Manipulation	8R	1,500¥

MAGICAL SUPPLIES	AVAILABILITY	COST
Magical Lodge Materials	Force x 2	Force x 500¥
Reagents, per dram	—	20¥

MAGIC ACTIONS

SORCERY

Counterspell – Free OR –5 Initiative if no Free Action available

Cast Spell – Complex

Reckless Spellcasting (+3 Drain Value) – Simple

Move Sustained Area Spell – Complex

Dispell – Complex

CONJURING

Summon Spirit – Complex

Call Bound or Summoned Spirit on Standby – Simple

Command Spirit – Simple

Dismiss (Free) Bound or Summoned Spirit – Simple

Banish Spirit – Complex

ENCHANTING

Activate Alchemical Preparation (Command Trigger) – Simple

Disjoin Alchemical Preparation – Complex

Deactivate Focus (not yours) – Complex

ASTRAL

Shift Perception – Simple

Astral Projection – Complex

Astral Combat – Complex

Erase Astral Signature – Complex

Manifest from Astral Plane – Complex

FOCI

Activate Focus – Simple

Deactivate Focus – Free

SPIRIT OF: _____

Force: _____ **Bound**

Optional Powers: (Force/3, round down)

1. _____
 2. _____
 3. _____
 4. _____
- Initiative:** _____
Astral Init: _____
Limits [P]: _____ **[S]:** _____
[M]: _____ **[A]:** _____

Attributes

BOD: _____ **WIL:** _____ **EDG:** _____
AGI: _____ **LOG:** _____ **ESS:** _____
REA: _____ **INT:** _____ **MAG:** _____
STR: _____ **CHA:** _____

Ranged Attack Area Dam AP Limit Attack

Melee Attack Reach Dam AP Limit Attack

Hardened Armor: _____ (ESS x 2). As normal armor. Plus: if DV < (Hardened Armor - AP), no Damage Auto-Hits on Damage Resistance test = ½ Hardened Armor

PHYSICAL DAMAGE
 8 + BOD/2 (round up)

STUN DAMAGE
 8 + WIL/2 (round up)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

SERVICES REMAINING

Attacks Defensed Since Last Action
-1 Defense per Attack

FULL DEFENSE

Wound Modifiers
-1 to all rolls (incl Initiative) except Damage Resistance

Sustained Spells
-2 to all rolls (incl Initiative)

INITIATIVE

50	40	30	20	10
49	39	29	19	9
48	38	28	18	8
47	37	27	17	7
46	36	26	16	6
45	35	25	15	5
44	34	24	14	4
43	33	23	13	3
42	32	22	12	2
41	31	21	11	1

SPIRIT LIMITS

Listed as: Physical/Mental/Social
[Astral] is higher of [Mental] or [Social]

Force	Earth	Air	Fire	Water
1	P6/M2/S2	P3/M2/S2	P3/M2/S2	P2/M2/S2
2	P7/M2/S3	P3/M3/S3	P4/M3/S3	P4/M3/S3
3	P8/M4/S4	P4/M4/S4	P4/M5/S4	P5/M4/S4
4	P9/M5/S6	P4/M6/S6	P6/M6/S6	P6/M6/S6
5	P11/M6/S7	P6/M7/S7	P7/M7/S7	P8/M7/S7
6	P12/M8/S8	P7/M8/S8	P8/M9/S8	P9/M8/S8
7	P13/M9/S10	P8/M10/S10	P10/M10/S10	P10/M10/S10
8	P15/M10/S11	P10/M11/S11	P11/M11/S11	P12/M11/S11
9	P16/M12/S12	P11/M12/S12	P12/M13/S12	P13/M12/S12
10	P17/M13/S14	P12/M14/S14	P14/M14/S14	P14/M14/S14
11	P19/M14/S15	P14/M15/S15	P15/M15/S15	P16/M15/S15
12	P20/M16/S16	P15/M16/S16	P16/M17/S16	P17/M16/S16

Force	Man	Beasts
1	P3/M2/S2	P4/M2/S2
2	P3/M3/S3	P5/M3/S3
3	P4/M5/S4	P6/M4/S4
4	P5/M6/S6	P8/M6/S6
5	P7/M7/S7	P9/M7/S7
6	P8/M9/S8	P10/M8/S8
7	P9/M10/S10	P12/M10/S10
8	P11/M11/S11	P13/M11/S11
9	P12/M13/S12	P14/M12/S12
10	P13/M14/S14	P16/M14/S14
11	P15/M15/S15	P17/M15/S15
12	P16/M17/S16	P18/M16/S16

SUSTAINED SPELL/POWER

-2	Spell Focus (Sustaining)	Preparation (Potency Minutes)
Focused Concentration	Bound Spirit Service	Ritual Spell
Spirit/Critter Auto Power	Quickened Metamagic	Other

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PERMANENT SPELL/POWER

Turns Remaining (to Sustain)
until Permanent

-2

Spell Focus
(Sustaining)

Preparation

Focused
Concentration

Bound Spirit
Service

Ritual Spell

Spirit/Critter
Auto Power

Quickened
Metamagic

Other

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Other

ADEPT POWER

Turns until Drain

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Turns until Drain