

Animids, Tribes, and Nations

The Colonists were not the first human settlers in the New World. The Nations came long ago—long before the English Language or recorded history. Then New Tribes *arose*—the result of contamination by the first Western Explorers (the Spanish). When the English and French settlers came en mass to the New World their children experienced *mutation*—a result of the Aether saturated (magically active) land. These children, born of human parents, appear as the New Tribes (part animal, part man) but differ in that they have human parents and human souls—unlike the New Tribes which don't. Like the New Tribes, and even (surprisingly) like the Nations, the Animids have a special relationship with the natural order—they appear as crosses between humans and animals and they seem to have retained some of the instinct of their animal natures. Out towards the Deeps even more severe mutations occur. These children, while still human like the Animids in spirit, are extremely deformed. They are known as the Grotesques.



The Animids and Grotesques

Humans who have children out on the Frontier or in the Shallows (or even the Deeps) run the risk of *mutation*. These mutations are still human in essence—they are not a “separate race” and will have (for the most part) the culture of whatever society they are raised in. They will suffer prejudices and discrimination because of their appearance. In the case of the Animids this is particularly complex because they look very similar to members of both the New Tribes. They are often mistaken for members of other cultures (and the Tribes are generally a *hostile* culture. Being an Animid can be tough...)

Animids

Animids are the result of a property of the *combinatory nature* of magic. Aether flows through the rocks, the streams, the riverbeds, the forests, and the mountains. It imbues these objects with spirits (or, the Nations believe, awakens the spirits within them). The Aether, like a running stream, picks up pieces of animal souls and can transfer and combine them with human souls. This change is reflected in the body of the subject—the child is born looking like a cross between a human and an animal. The child will always feel a special kinship to the land and will have elements of instinct that are normally reserved for animals.

Prejudices

Animids look like crosses between humans and animals—usually the head of some animal on a human torso. They may have tusks, hooves, beaks, digigrade legs, tails, or other animalistic features. These mutations are identical to those of the New Tribes—the difference (and it is both a profound and subtle one) is that Animids are born of human parents and have human souls—they have the capacity for kindness, love, trust, and hope. The New Tribes are the result of the opposite: bits of human spirit being merged with *animal* souls. Worse: the New Tribes are a *disease*. The very worst elements of human sentience have been taken and stewed with animal traits. The New Tribes are innately barbaric, hostile, and adverse to the natural order.

Out on the Frontier (and in the Shallows) Animids are treated well—they're a fact of life and after initial problems with horrified parents and infanticide, the settlers have come to realize that Animids are as human as they are.

Telling the Difference

Telling a New Tribesman from an Animid takes a RES roll and experience with either (or, preferably both, roll at +3). New Tribesmen don't do well passing as Animids, even to save their own skins or for stealth raids. In the Colonies, however, people without experience with either believe that the Frontiers are teeming with vicious, barbaric New Tribesmen (and in the romanticized fiction that passes for many East Coaster's only view of the Frontier, these are semi-intelligent sub-humans who lust after colonial women). Encountering an Animid (fairly rare) in a colonial city can be a frightening experience.

Even if the colonials believe themselves to be dealing with a human-born Animid (and they almost certainly are—if the person in question is free and behaving themselves in a Colony) there is a complexly unjustified stereotype that the Animids are less intelligent, less civilized, or less cultured.

Character Notes

The character takes a -2pt Defect Animid. This is truly only active in the colonies (on the frontier and further west than the character gets along well). In Europe and the Middle East, the discrimination is *stronger*—Animids who travel in official capacity (it's rare but it does happen) will be protected but will still be considered curiosities of the strangest sort.

Animids and the Nations

The Nations see human settlers as being immature in their relationship to the land ... as clinging to their culture in a world (the Shallows or the Deeps) where it can be more of a hindrance than a help—as working against the world to build structure where the Aether flow effortlessly tears it down. However, they look on the Animids with hope: the Animids are more integrated with the natural order—they are men—colonist—settlers—with the capacity to glimpse the natural order. Their benign animal natures make them partial kin to the Nations.

In the beginning, when settlers didn't understand what was going on, Animid children were killed—or left to die. This wasn't done so much out of malice as a deep fear that the children would become monsters. Many children did die—but many did not. Animid children were quietly collected by the Nations and raised—if not as their own—as wards of the Nations.

Even today, some Animid children are given up by parents who feel uneasy raising such a child to live in the Nation's tribes. It is quite possible to play an Animid character who has returned to his native society as an outsider—as one who has grown up with the People.

Grotesques

Grotesques are created by the *transformative* powers of magic. They aren't merged with nature, merely mutated by exposure to magic. Unlike Animids which follow trends Grotesques have no true *trends* outside of mythical beasts (there may be many hawk-men: some may have talons, some may have normal feet—but all follow a hawk theme).

Unlike Animids who tend to be excellent physical specimens, Grotesques are often *deformed*. Some are physically superior but many are effectively crippled. Grotesques are far rarer than Animids (and in some places are still quietly killed by midwives). They may be mentally ill as well

as physically deformed, something Anamids are not (and are perhaps less inclined to have mental illness than regular settlers).

Character Notes

The character should take *ugly* (if you are an attractive Grotesque you've gotten lucky—there are rules in the Character Creation section). An additional 2pt Defect Low Class is taken to represent the fact that Grotesques, even attractive ones, are discriminated against.

The Nations

The people of the Nations came to America long before the Europeans did. They lived in the Shallows and the Deeps, totally immersed in the flow of magic. They were uncomplicated but not primitive—their culture allowed them to recognize magic as a natural force and so, unlike the Colonists who came later, The Nations never considered standing against it. To do so would have meant annihilation.

Instead, they let the magic flow *through* them. They let it change them. By the time the 'civilized' man caught up, they were no longer human in the ordinary, physical sense. They were something else—something between the Spirits of the natural order and the physical humanity they had left behind.

National Culture

The Nations (the Colonials call them the Old Tribes—but that is a *settler* word; not one they use themselves) are remote. There are few of them. They reproduce rarely and they live indefinitely. They live in perfect harmony with nature, needing very little by shelter or tools; when they do build, they make *temples*, shelters for their young and adolescents (who have not yet mastered *dancing*), and accommodations for visitors. They also build *burial grounds*.

Their lives revolve around simple rituals—daily observances (daybreak and nightfall), monthly ceremonies, welcoming of the seasons, the harvests and the rains, the lunar and solar years, and so forth. These rituals are rarely understood by outsiders—the Nations do not *control* the weather; in the first place, they could not and in the second, they need not.

Rather, their ceremonies express appreciation and commune. As they welcome the daybreak, they learn what has happened to the east. As they welcome the nightfall, they speak with the Moon, and it whispers to them about what it looks down upon.

The amount of information exchanged is tremendous—only the most experienced dancers can make sense of it (and there is often conflicting interpretations). The adults are content to speak (and learn to listen), and the adolescents and children are simply learning.

There *are* rituals for special occasions. To ask favors, for instance. To petition a spirit for assistance or more detailed and direct information. To mourn a death, or celebrate a birth. The Nation's knowledge of these rituals and their understanding of nature is conveyed as oral tradition—it is their *technology*. And it can be awesome.

The Nations and the Colonials

In the Dream World, the story of the Native American's contact with the Europeans was tragic—the spread of disease alone (small pox, particularly) could be considered genocide (disease was spread both accidentally and intentionally).

Magic changes everything. When the Colonials arrived the Nations not only knew of their coming, but they knew of their *history*—the history of the Dream. They held councils in the decades before the Spanish explorers first set foot on the New World, discussing their response. Few things were agreed upon, but they did agree on one point—the Colonials who had all but destroyed their Dream Ancestors posed no equivalent threat in this world. The People of the Nations do not fall sick. They are protected by awesome forces. In this world, they were safe.

They permitted the Westerners to land and live; watching carefully from a distance and measuring their impact on the land. They have moved with the Shallows, traveling inland as the settlers expand. This troubles some Nations, but they are Nations in culture, language, and spirit—they are not attached to a particular geography.

The Colonials and the Nations

When Westerners first arrived the Nations met them and welcomed them. They told them that their arrival had been foreseen; that many of them would die, and that in their march toward their destiny they would change the world.

The Colonists were poorly prepared to make much sense of this, but they accepted the aid the Nations offered and formalized alliances with them. These agreements, now four hundred years old, still form the only official relationship between the Nations and the Colonists. They trade (a bit) they make no war on each other, and they share resources as it is convenient.

This is, virtually, the extent of their interaction. The Colonists are far more interested in and afraid of the New Tribes (who present a clear and present danger). They are aware that the Nations are immensely powerful, but it is also clear that they are not allies—The Nations are more like remote observers. Romantics from both the Colonies and Europe believe that the people of the Nations have discovered some great philosophical truth about the universe—something, perhaps about harmony and nature. They idealize their (apparently) simple and (deceptively) primitive existence.

The Nations tolerate (and sometimes mildly encourage) these beneficial but fundamentally simplistic view of themselves. From their perspective, it is the Colonials, with their desire to “tame” nature and their predilection for war who are simple and lacking maturity.

The Nations explained the Dream to the Colonists. They could not, and did not attempt to explain *how* it happened. They did not explain the Observatories or incite the New Debate, but they gently described the strange memories and the disturbing sense of familiarity that haunted the new arrivals.

They have also assisted, on occasion, in dealing with the worst of the New Tribes, which they (correctly) view as a disease). The New Tribes are (generally) hostile to both the colonists and the Nations—and their willingness and ability to survive the Shallows actually makes them a more immediate threat to the Nations than the Colonists are.

The People of the Nations

There are several Nations—the smallest being extended families of 100 or so, the largest numbering a couple of thousand. There are dozens of languages (few Nationals speak English—French is *slightly* more common due to a history with the French colonies north of Main). A small list of Nations includes Seneca, Oneida, Cayuga, Mohawk, Onondaga, Ojibwe, Potawatomi and Odawa. There are many others.

In their adolescence children are taught survival skills (including Hunting, Stealth, Survival itself, and so forth). They may also study agriculture or craft skills. Most of them study the arts of

warfare (common weapons are those that can be made with little metalworking—hatchets, bows, spears, and so forth).

Teenagers are expected to be largely self-sufficient by the time they reach majority (Between fourteen and eighteen, depending on the Nation). There are a series of tests culminating in a solo journey to make first contact with the Spirit world that is so important to their culture.

Spiritual training includes Meditation, Theology (National Spirit Work) and sometimes magic. A successful journey will include making contact with the Nation's Spirit Guardian (referred to as being *recognized*) and receiving a *totem*—a connection with an animal that will represent and communicate with the National throughout his life.

Totems are thought to reflect the National's inner self—dogs represent loyalty, fidelity, hard work. Bears, might and sometimes absent-mindedness. Wolves, courage... perhaps viciousness, and so on. Cardinal animals (such as the ones listed) are relatively rare. Badgers, hare, foxes, and so forth are more common.

After the age of majority, and with the revelation of the totem (those who do not find their totem or do not complete their journey are still considered children no matter what their age), a National will be expected to contribute to the Nation's well being. There are a variety of different techniques that a young adult may learn including Chi combat abilities, magic, and psionics.

The New Tribes

The term "the tribes" is the Colonists' word for the human-like species that inhabit the Western hemisphere.

Mankind and the New World

The Spanish are often credited with the discovery and initial colonization of the New World. This is incorrect—humans made contact with the Western Hemisphere far earlier than the 1400's, and many of them stayed.

Those early attempts by humans to colonize the Shallows and Deeps met the same challenges that the Europeans did centuries later. Like the Europeans they were, eventually, successful, but they followed their own path.

The First Humans

Humanity probably walked to the New World across the arctic wastes of the Barring Strait. From the north, they came down, traveling through North and Middle America, and finally settling in South, where they formed the great Empires that were plundered, but never extinguished, by the Spanish explorers.

Whether living in sprawling stone cities in the South or traveling as nomads in the more temperate climates of the North, the first humans have a distinctly different perspective from the European colonists.

They were far more primitive when they first encountered the strong, evident magic of the Shallows, and just as they reacted to it with acceptance, so it reacted to them. They never attempted to tame it (as the Northern and Middle Colonists do), or negotiate with it, as they do in the South.

Instead, the “Natives Americans” simply co-existed with the powerful spirits of the New World. When they built cities, they were primarily concerned with creating massive temples in which the spirits of their world (and eventually, the spirits of their own civilizations) could manifest. In the end, this saved them—when the Spanish, with hundreds of years of technological superiority arrived, they found themselves facing primitives guarded and protected by forces capable of shattering their fleets as though their great ships were children’s toys.

The First Europeans – and the Rise of the New Tribes

Hundreds of years passed since the First Humans came to the New World. North America was forgotten. Empires rose and fell and rose again in Europe. Civilization grew and Mankind (Western Man, that is), was born.

The Spanish (and some Dutch) explorers who rediscovered the New World were men of Western sensibilities. They knew of magic, but they knew the weak, rarely consequential magic of Europe. They were also used to taking what they wanted—providing they were strong enough to have it; strong enough to keep it. They were men who had pushed science ahead in the desire to conquer both each other and the universe.

When they found the Shallows the strong magical forces were profoundly disturbing to them; more so, perhaps, because Magic *reacts*. Just as the Conquistadores were changed by their experiences in the new world, the New World was changed by its contact with the Europeans.

Although there are many ways of describing how the magical forces in the New World were affected, the best metaphor is, perhaps, infection.

Within decades of the first contact with Western humanity, new creatures appeared. Monstrous creatures. By the time, a hundred years or so later, that Europeans returned, they discovered that there were new races—races that combined the traits of men and animals and imagined things.

The Europeans left their mark upon the New World and when they returned, they found that it had spread and flourished and evolved.

The New Tribes and Their Neighbors

The New Tribes live at the coasts, in the Shallows, and even in the Deeps. They have primitive civilizations—and foreign, almost alien mind-sets. Like the colonists, they are new to this world, and like the Colonists, they are interested in formalizing their claim. Also, like the Colonists (but not like the Nations), they are at war with the Natural Forces. They are also, frequently, at war with the colonists.

New Tribes and Colonial Relations

When the first colonists arrived in the 1600’s, they discovered indigenous creatures superficially similar to the Old Tribes reported by the first explorers but far more numerous and (fortunately) far less powerful.

In most cases, the Europeans and the New Tribes could coexist while there were relatively few Europeans and the Europeans were well armed. This didn’t last long—in many cases, the settlers attacked, in others, the Tribes waited until winter weakened their new neighbors before turning on them.

In the past four hundred years things have gotten a little more stable—the Colonies have pushed the New Tribes back, into the Shallows; the Tribes have responded by becoming more belligerent and aggressive.

There have been wars.

The State of Tribal Relations

Modern Colonial thought holds that the Old Tribe's claim to their land is valid and must be respected—this is both a matter of a progressive viewpoint and self preservation. The Old Tribes desire very little land in the North (the great Aztec cities of the South are too remote to be of concern to the Colonists) and are powerful enough to enforce what claims they do make.

The New Tribes are more problematic. They are direct and in many ways, dangerous competitors for the New World. Even if co-existence were acceptable to the colonists (for many, it's not), it wouldn't be for many of the tribes.

Both the New Tribes and the Europeans have a rather dark history of relations, but even if history were wiped away those who have studied the Tribes believe that at some level, the worst of them are implacably hostile to the humans; almost as if they were created as an immune-reaction to the presence of Europeans.

An uneasy balance of power holds the current state—the Tribes have been pushed back, the Colonists can push no further, and both have the weapons necessary to make a large-scale attack unproductive. Both sides have their elements that desire a lasting peace and in a few cases this has been achieved, but in general the Tribes watch the Colonists, waiting for a sign of weakness.

Characters in the Thirteen Colonies

There are all kinds of stories to be told in the Thirteen Colonies—the Shallows offer exploration and military adventure; for those brave enough to bear the risks, there are fortunes to be made in the Deeps. Back home, in the civilized, coastal lands there are adventures too. The Colonies are awash in international intrigue, criminal exploits, and supernatural strangeness. For those willing to visit abandoned houses, misty quagmires, or crumbling graveyards, there are always ghost stories.

What kind of character you need depends on what kind of adventure the Game Master has in mind. This section provides some suggestions on genres and archetypes and provides rules for the special character types available in the Thirteen Colonies.

Adventurers

In the Thirteen Colonies people actually refer to themselves as adventurers—it's a certain daring, somewhat shady, invariably romantic profession. The typical adventurer is part mercenary, part treasure hunter, a good bit bounty-hunter and perhaps little professional thief. Adventurers typically work at the edges of civilization (the Shallows), returning to the cities to rest (and spend the money they've worked so hard for), or (more likely) to look for new jobs.

Being an Adventurer only pays wages if you have a client, and then it usually pays by the job. An established, skilled adventurer can make \$150/day plus expenses for jobs such as surveying, guarding shipments, investigating mysteries of interest to the client ("The last six guys I sent there never reported back—what happened to them?") and so-forth.

Some "adventurers" specialize—usually in professional soldiering and fugitive recovery. These are more properly called mercenaries and bounty-hunters. Mercenaries are paid between \$40/day and \$300/day depending on their stature. Bounty-hunters are paid bounties, but are sometimes offered expenses as an added incentive. Bounties range from \$1500.00 to \$50,000, but tend toward the lower end of the spectrum.

Treasure-hunting is the most romantic and glamorous specialty, and it is also the worst paying one. Certainly there are fortunes—both "out there" in the Shallows and Deeps and "back here" in civilized lands. Add the Spanish ocean routes and abandoned pirate hideaways, and the *potential* is enormous. The problem is, treasure that's easy to find was found a long time ago, even looking for it can be dangerous. Treasure hunters are looking for the "big score" and few of them ever see it. Still, even a small haul can be well worth it and just being in the business means you've always got stories to tell.

Adventurer Skills

There are no certification exams to be an adventurer. All you need is \$15 for business cards. Still, there are a few common truths:

- You need to know how to fight. Firearms are de-rigor in civilized lands, but skills at unarmed and non-lethal combat are usually required as well. If you spend much time in the shallows, you'll want more idiosyncratic weapons and in the deeps, you'll want swords and magic.
- For mercenaries or caravan guards Leadership and maybe Tactics are useful. The jobs that pay worthwhile salaries are the command jobs. Being a flunky is not only no fun, it's hard to make a living that way. Most martial activities take place on the frontiers and that means riding horses.
- Tracking fugitives is a 'closer to home' type of skill. Bounty hunters tend to have skills like street-wise, surveillance, and so forth. A relationship (official or not) with law-

enforcement doesn't hurt either. Of course magic can be invaluable in tracing fugitives—professional security firms often employ mages for that purpose.

- History, Traps, Stealth, and Survival are a good starting list for people who spend time looking for treasure in distant places. Merchant skills are good for getting a decent price on what you bring back.
- Finally, a certain *class* of adventurer has skills that are more particular to garden parties and private rooms in taverns than the Shallows or Deepes. The Romantic Ideal suggests that an Adventurer would have etiquette, revelry, and be dashing and handsome.

Professionals: Barristers, Doctors, and Professors

One of the first things that Europeans notice upon arrival in the States is the ascendancy of the Middle Class. The men who shape the laws and policies of the Colonies *work*, either as land-owners (in the South), industrial Barons, or spiritual leaders. The “Upper” middleclass—the super-rich (by American standards) usually show up in games as *patrons*, but the true middle—the physicians, lawyers, and scholars—play an important role in both civil society and in shaping their world.

One can, of course, simply practice one's profession quietly and live a comfortable life, but for those who want more, these professions offer the financial comfort to pursue other interest. There are a few common motivations for wanting more from life than a good income and adequate security.

- Curiosity and the Quest for Knowledge. The world of the thirteen colonies is filled with mystery and potential. Academic study can only take you so far—to really *understand* you need to *experience*.
- Justice and Righteousness. On the surface, where most people live their lives, the world is a comfortable place. There is relatively little grinding poverty or social injustice in the Colonies (and in places where there is oppression, there's almost always the option to leave), but there are *dark* forces beneath the surface. Opposing evil—especially supernatural evil—can make the difference between a job and a *profession*.
- Ambition. A successful lawyer, doctor, or professor will be wealthy but some people want to be *rich*. This requires what is known as *overreaching*—involving oneself in the political sphere. There are other roads to power, but most of them take one away from the hearth and down dangerous roads. Still, the rewards (when they pay out) can be exceptional.
- Responsibility. In the Thirteen Colonies men of education are considered the stewards of society. They are expected to take an interest and an active role in the running of their world. This might mean attending town council meetings or writing letters to the editor, but it can also mean taking a more active part in the events that matter. Educated men have been required to stand up, act, lead, and sometimes die in the service of the cause.

Skill	Income Annum	per
12	\$50,000	
13	\$60,000	
14	\$80,000	
15	\$110,000 (Partner)	
16	\$150,000	
17	\$200,000	
18	\$260,000	
19	\$330,000	
20	\$500,000	

Professional pay is dependent on things like skill, manner, connections, and so forth. Skill sets the base salary at \$50,000 for a skill at 12, with rates increasing for each point above that—

Note: The values listed on the chart assume that the practitioner is dedicated and successful L2 or L3 (L3 adds 3 to skill roll, so a 14- L3 Barrister would make \$200,000 and be a Partner at his firm).

Characters who spend a lot of time adventuring will tend to make less.

Professional Skills

- To be a doctor, buy Medicine L2. To be a Barrister, Law—and so on. Skill rolls above 13 are usually required to be a partner (15, or 16 will make a very good living indeed. Skills above 17 are rare and will place their owner in high demand).
- Magic is useful in these professions as well—especially in medicine—but healing magic without medical skill is not sufficient. Diseases cannot be cured with a proper diagnosis, and non-minor wounds require some medical skill to fix, even with magical assistance.
- Professionals who lead interesting lives often have some degree of wealth (2pts or so, in addition to a skill roll above 13 is plenty) and skills to help them survive what they encounter.

Settlers

When humans first set foot on the shores of North America the Shallows came all the way to the beaches. Over the centuries settlers who were daring or desperate enough to live on the frontier pushed them back. To this day the men who live on the edges of civilization stand the line between the human world of stability and the magical world of madness.

Settlers are important—in places where they pull back or give ground, the shallows rush in. If the Colonies were to abandon the frontier they would eventually be pushed into the ocean. The Settlers themselves understand this but they usually don't see themselves that way. Reasons for moving to the frontier are as varied as the settlers themselves. Commonly men seeking land of their own come for that reason. If you're tough, brave, and willing to work you can carve a life for yourself out of the land.

Others come for murkier reasons—some fleeing their past, others seeking adventure or enlightenment. Whatever brings them to the frontier, once they get there, they'll need skill and luck to survive. Settlers tend to make very little by way of money—an income equivalent of \$10,000 per year.

Settler Skills

Most settlers are pretty self-sufficient. This means they know enough about survival to clear a plot of land and farm it (Survival and Agriculture above 12). Skill with construction is useful for building houses and sheds. Knowing how to use a gun is good—an axe is more reliable.

Settlers often know hunting and tracking skills and may supplement their income by selling furs.

Private Detective

Private Detectives exist in the space between Adventurers and Police. They have skills similar to both, and just enough official sanction not to get arrested. What separates the Detective from the Adventurer (Bounty-Hunter, usually) is his lower profile. Adventurers make their living getting in the middle of things—detectives make their living watching, reporting, and often, deceiving.

Good ones make \$150/hour plus expenses. Unknowns will have a hard time getting hired and tend to make less than half of that. Young detectives usually apprentice and work for amazingly little (sometimes sleeping under their desks).

Detective Skills

Detectives need the streetwise, forensics, and surveillance of bounty-hunters, but they often have social skills as well—skills for lying, schmoozing, and flattering their targets. Detectives are often expected to be good at B&E, and may know lock pick and security system skills. Rolls under a 13 would be considered a liability.

Colonial Bureau of Investigation Special Agent

The CBI is headquartered in Philadelphia and is tasked with enforcing laws across Colonial Boundaries. Much of this work is administrative—the Colonies are *not* part of a single government and do *not* appreciate foreigners meddling in their business. A great deal of the CBI's work is done by local enforcement.

Still, there are times and people who are simply too powerful, too sneaky, or too *bad* for local law enforcement to deal with. When bad people happen, the CBI sends in the Special Agents.

Special Agents are highly skilled (often ex-military) investigators who are trained to deal with almost any conceivable situation. They are able to fight, of course, and they have a variety of sneaking around skills, but they are often highly educated and trained in skills such as administration, medicine, and accounting.

Although task-force size varies from case to case, Special Agents rarely work alone—they tend to come in pairs and have logistical support (in the form of a team) somewhere nearby. There are CBI offices in most major cities and CBI Liaisons within the Colonial law-enforcement agencies.

Most CBI Agents are work in close contact with the Agency, and receive regular oversight and guidance. There are some CBI agents, however that have a great deal more independence. These are exceptions and are most common (although still not very) on the Frontier and beyond. Independent Agents have earned (or taken) the trust of the Agency. They are tolerated (because they get results) as they roam around looking for trouble to take on, reporting back only sporadically or when they've run into something they can't handle.

CBI Special Agent Skills

CBI Special Agents are invariably high-point characters (usually between 75 and 100 points, but 150 characters aren't unheard of). They have detective and combat skills (fire-arms), and usually a criminal specialty.

CBI Agents often receive special equipment including magical and technically advanced gadgets. Whether they need to pay points for these is up to the Game Master—point costs are listed.

Special Powers Warrant [2]

The Agent has a writ from the Colonial Bureau of Investigation that instructs local law enforcement to cooperate. In theory, this is simply an official notice of the sort of cooperation that is expected, but in practice, the Warrant is usually invoked when something has gone wrong.

The Special Power Warrant will make local enforcement very unwilling to prosecute or interfere with the Special Agent. Anything but the most blatant abuse of power (murder of the clearly innocent or inconsequential, theft for personal profit, etc). will generally be permitted.

The Special Powers Warrant is only good for a single investigation. A character who has paid the character points for a Warrant is not actually *issued* the Warrant, but rather can request it and it will be given.

Note that the Bureau will sometimes issue Warrants to characters who have *not* paid points; if the agents are *highly* trusted and the mission is *vital*ly important, a warrant may be given. In practice, though, only characters who have “inside connections” or are “owed a favor” are given these.

Dodge Bullet [2/4]

This represents a lucky break, rather than an innate ability (the character does *not* have super-human reflexes). The character must be capable of dodging (i.e. not tied up) but need not declare a dodge. Once per play session the bullet will simply miss (this can apply to surprise attacks). This may be bought twice. It doesn't apply to HTH attacks but will apply to ranged attacks other than bullets.

Charmed Life [4]

Similar to Dodge Bullet, Charmed Life indicates that the character gets a second chance. Once per adventure the character can turn a Dead or Dying result into an Internal Damage result. If the character chooses to “burn his charmed life” he can resist some ultimately deadly trap event (he and the GM work out how he survives).

Hex Magic [2]

The character has been given generally restricted training in Hex Magic. This gives access to all spells that are *not* specified for underworld use only. The Underworld Hex spells cost an additional 2pts.

Special Gear – [varies]

One of the signature aspects of CBI agents is the unusual gear they have access to. While any special agent may be issued something unusual for a mission, some agents have an inside contact with the Special Utilities Division and always pack some special gear.

Narcotic Smokes [1] – the character's cigarettes can be altered to exhale a powerful knock-out gas. The gas acts as Paralysis Toxin of POWER 15. It usually isn't useful in combat.

Narcolepsy Drops [1] – as above but POWER 18 and they must be put in a drink.

Truth Serum [2] – A Resisted attack that makes the subject pliable and more likely to give into questioning. It *is* magical in nature.

Skeleton Key [2] – A mechanical device that opens most mechanical locks (acts like Locksmith Level 2 on a 15-). It can be used at no negative along with normal locksmith (to give a second chance).

Memory Kit [1] – portable camera/tape recorder combo (it can do sound while hidden). It lasts 3 hours and has 100 still pictures.

NOV's [1] – Night vision headgear. It is brass covered and looks like giant knobs. It removes -6 points of darkness modifier.

Snipers Rifle [1] – It folds up and breaks down into a small portable 'tool kit.' It fires 1 shot a second, does 24 pts of damage, and has a -1 / 150 yd range with a scope.

Portable Radio [1] – a cell-phone sized radio. It works at 1 mile range but the agent has a briefcase sized relay that has a 50 mile range (so if the radio is within range of the relay he can have a 51 mile range).

Hand-milled .45 [4] – a rare and expensive gun (made by master craftsmen). It is handmade and works in the Shallows.

Dragon Rounds [1] – special thermite / incendiary rounds. They do triple normal damage (Impact) and double damage against any undead that are effected by fire.

Lightweight Bullet-Proof Vest [2] – having saved the life of many CBI agents, this high-tech bullet-proof vest can be worn comfortably under clothes. It grants 2/16 defenses and won't be detected by a pat down. It has coverage of 4.

Back-Pack Gatling Gun [4] – the ultimate in man-portable weaponry and a rarely issued piece of assault gear.

Children of the Nations, Chi Martial Artists

A possible—but not common archetype is a Chinese immigrant (often with a martial arts background!) or a child of one of the Elder Tribes. For making these characters use these rules:

Asian Background

Chinese immigrants *were* used (somewhat) on railroad building and conditions were bad. Instability of summoned magical labor on the Frontier and in the Shallows made companies look towards human labor. It wasn't slavery—but it's considered a dark moment (also remember that although only the Mare Imbrium express runs in the Shallows, many trains run on the Frontier and historically many failed—there are miles and miles of 'dead track' that were laid).

The men who came from the Far East brought secrets of martial arts with them. These have been handed down (and the rare new arrival might have these skills as well). Usually these characters are built on 100 to 150 points and the cost for being able to build according to Chi Martial Arts standards (Chi Focus, one of the paths, etc.) is 12 Weirdness Points.

Asian Martial Artist – [10]

The character comes from the Far East and has been trained in the way of Chi Martial Arts. The character usually has a mild social stigma as an outsider (Asians are presumed to be possibly dishonest, to not speak or understand English very well, and to usually be in the employ of someone—they are usually treated fairly by law officers and regarded as good workers. The character may be built using the Chi Martial Arts rules.

Children of the Nations

The adults of The Nations don't usually directly interfere with the affairs of the colonists—they are involved in their own intricate dance with the nature of the universe. Their children, however, sometimes leave the fold (at least for a time) and live in the colonies. To be really effective these characters will usually need to be built on 12 or more Weirdness points.

Children of the Nations – [8]

The character has the following attributes: does not age normally (far slower), is immune to disease, gets +3 CON rolls against poison, and gets +2 to CON rolls against weather effects (they are not so inconvenienced by cold and rain). Children of the Nations can immediately tell what the Aether Flow of an area is. Other enhancements are optional. Sensitive and Dreams are very common. Ranger sensory abilities and Anamid guide abilities are also legitimate.

- The character is an outsider: they may get along okay on the Frontier or (better) in the Shallows—but they're completely unfamiliar with city life and will be ill at ease in the colonies proper.
- The character has a mild stigma amongst most non-frontiersmen: they will be treated as a noble—but simple minded native.
- The character will dress strangely (most children of the Nations don't wear nearly as much clothes as the colonists).
- The character will usually not use standard weapons (they are seen as brutal and unnecessary). Add 2pts to the costs of any weapon skills.

Nation Weapons Forms – [2]

The character is trained with an axe-like weapon. This is a martial-arts training that focuses more on the inner spirit of the warrior than bloodshed. This has led to many colonists concluding (wrongly) that it's ineffective.

- The weapon is somewhat staff-like. It has the stats of a Battle Axe but blocks at +1 above skill (for level).
- When the character blocks with it, his whole body and spirit acts to avoid/absorb the blow. The character takes a –4 Damage Modifier if he is it (this applies to ranged attacks as well).
- The character can block bullets at –1 to the block roll.

Art of Invisibility – [2]

Colonists have come (usually with some complaint—and armed) to the villages of the Nations and found them suddenly deserted. The Nations practice an art of psychological/hypnotic invisibility. To become invisible the person must not move, must be able to sort of blend with the terrain (in the wilderness paint and basic camouflage will do—in a library sitting in a chair or standing next to a tall pedestal would be required). The character is at –[WIL – 8] to be seen (one roll). If failed, so long as the character remains still and says nothing, he will be invisible. Characters who are familiar with this trick can “search every inch of the room” which will uncover the character—the ‘invisible character’ must be ‘out of the way’—but this is almost impossible outdoors.

Spirit Guide – [2]

The character has gone through a ritual to find their spirit guide. The guide is a non-corporeal force that others can't detect (Sensitive will detect that the character *has* a Spirit Guide—but it isn't an entity that can be tracked or destroyed). Spirit Guides can show up unannounced or be contacted by 4 hours of meditation. They have wisdom and powers of vision and precognition—what exactly a spirit guide knows is up to the GM but they can usually warn the character of impending danger (although not always), help the character find their way, etc.

Path of Power – [4]

The character has completed a ritual to enhance their personal power. The character can choose a path of power from the Chi martial arts list.

Spirit Voice – [4]

The child has been trained to have Telepathy Level 2 from the Psionics book.

Military Characters

Military characters tend to work out best when the whole party is in the military—the military lifestyle, even for officers, does not provide a great deal of freedom or latitude. Officers will have responsibilities to their units and relatively little leave. There may be adequate adventure (especially on the frontier), in most cases military men and civilians don't mix particularly well.

There are exceptions. Officers of exceptional skill, social standing, or wealth may get to do as they please, and live lives more akin to adventurers than regular officers. These characters will have a tacit understanding with their chain of command that provides them with their freedom so long as they get results/look good/pay up.

On the battle-field and in military camps officers have considerable amounts of power over their underlings—there are few checks (summary execution, especially in peace-time is unacceptable) and officers who use small groups or resources for private objectives may be frowned upon, but will not be disciplined.

Characters who fall into disfavor may face official sanction (Court Martial, Discharge, or even imprisonment), but a more likely (and in many cases worse) punishment is reassignment—to either some God-forsaken frontier town or (worse) to a Fort. There are two types of men in the Forts—the True Believers and those who have been sent. The first tend to be almost supernaturally tough the second don't usually last long.

Military Character Skills

Character's skills depend upon their job. Infantrymen know Firearms (Rifle) at 12- or greater and First Aid. Characters may also have Navigation (Orienteering), and a variety of outdoor skills (Hunting, Stealth, etc.)

Characters associated with heavier weapons will have skills related to those.

Officers will sometimes have leadership (sometimes not...). Administration is also useful (although, again, many must make do without). Most officers know how to ride, even in the modern era.

Saber [4]

For distinguished service *or as an inheritance* the character has an enchanted military saber. The abilities of these vary but a standard saber works as follows:

- You can use Sword skill if you don't want to play with Fencing (this is often a GM call).
- Enchanted Sabers have a Base Damage of 8, ignore magical auras, and can hit phased-out (non-corporeal) entities.
- Enchanted Sabers glow—they give light similar to a torch.
- Healing. Enchanted Sabers can heal their holders. Most heal up to 12 points per day. This is usually a 0 REA Medium action (the holder heals on his turn).

Decoration [varies]

The character has been decorated in combat. These decorations have different effects. NOTE: They aren't magical, the decoration is just a way of acknowledging it (or, in the case of the Distinguished Service Medal the bonus to recruitment is due to respect for the medal)

- Distinguished Service Medal (Bronze Oak Leaf) [1]: +1 Recruitment
- Silver Star Medal [2]: (Valor) +4 Toughness
- Order Primus Field Jacket: The character is a member of a special order of cavalry (must have Riding 15-). The jacket is 5/10 armor Coverage 4.

Congregational Church Special Agent

Congregational Special Agents are agents of the Church. They are similar in many ways to CBI agents—they are professional, discrete, and usually very effective. CC agents (sometimes called *Inquisitors* by outsiders) are not sponsored or endorsed by the federal government. In a legal sense, they are simply private citizens, often going where they don't belong. The Agents themselves believe that they serve a power and authority higher than any government and are infamous for taking whatever liberties are necessary to accomplish their mission.

They would not be tolerated except for one fact—their enemies are real and terrible and they are effective at stopping them. When Agents of the Congregational Church show up there is often serious cause for concern.

The Special Agents themselves are lead lonely and often difficult lives. Unlike CBI agents, they rarely have nearby backup and are expected to operate effectively alone or in pairs. CC Special Agents rely on their training and their *faith*.

Like other characters who belong to organizations (Military and to a lesser extent CBI), Special Agent characters have duties to their group. They work best in games where all the characters are CCSA's.

Congregational Church Special Agent Skills

Like CBI Agents, Congregational Church Agents tend to be high-cost, high-skilled characters. They often know magic, and they are invariably good in combat. They may be allowed to purchase some of the advantages from the CBI list at the GM's discretion.

Congregational Church Special Agents will also have Theology L3 at greater than 12-, and they usually have WILs above 11 (WILs above 12 are not uncommon). This is necessary—their opponents often offer more than mere physical threat.

NOTE: Many of these characters will have things like See Inner Person, Intuition, etc.

Some of their vows are as follows:

- They remain celibate during their years of service.
- They can lie—but not to a superior or under oath.
- They do not drink, smoke, or partake of any vice. They accept no money for their work (their expenses are paid for by the state).
- They must have Etiquette at L2 and always comport themselves with dignity (except when undercover).
- While not *required* to lecture against vice, they almost always do (meaning minor vice like drinking, smoking, making dirty jokes or lewd comments, etc.)
- They are "incorruptible" in that if they become engaged in doing something that is (in the GM's opinion) against the morality of their organization they will suffer consequences.
 - o This morality allows them to interrogate prisoners (roughing them up)
 - o Apprehend those involved (or suspected of being involved) in conspiracy.

Purity [4]

The Agent has +4 to resist any Vice Based WIL check and +1 to WIL in general. If the Agent fails, this will cause sudden paralyzing periods of self-loathing, crippling doubt, and depression. To alleviate the symptoms the Agent must undergo penance (usually some unpleasant task—maybe even being assigned in the Central states!)

Purify [2]

The Agent can throw white fire from his or her hands! It may be done once per turn [WIL-10] times per day. It burns for WIL damage and has a range of WIL yards with a +1 Large Weapon Bonus to hit. Damage is doubled against summoned beings.

Halt [4]

The Agent can command 'Halt' or 'Hold' and freeze a target in place. This has a Grapple score of [WIL-10] x 2 and may only be tried once against a target. The target *reduces* the effects by 1 level (Minor becomes No Effect) if his WIL is 12 or higher. Depending on what it wins the Grapple Roll by, it has the following effects:

Effect	Result
Minor	Target is treated as Dazed for a turn (no recovery necessary)
Standard	Target is treated as Dazed for a turn, and then moves at 1 yard per second (and gets no AGI bonus) until a Break Grab move is successful.
Major	Target is held in place for 3 seconds or until struck/touched.
Critical	Target is held until released.

Barrier [4]

The Agent can create a force-wall. It is a 5 REA Medium action, may be WIL yards total in perimeter (so a WIL 12 character could make a 3 yard by 9 yard wall). It must be moored on both ends. Keeping it running is a Running Action for purposes of Endurance. It has WIL pts of armor (both ways). If damage gets through it has WIL/2 DP before it "pops." A Agent can only throw up one Barrier per 30 minutes and may do so at a range of WIL x2 yards.

Compel Truth [8]

The Agent stares into the target's eyes and makes a WIL roll vs. the target's WIL. Often psychological techniques will be employed prior to this to break the target's WIL down (making the target scared, keeping him in solitary, etc.). Usually this can only be attempted once on a target during a day—and if the roll is missed, it becomes harder and harder. The results are as follows:

Agent's Roll	Effect
Missed	No Effect, target may not be compelled for the day and subsequent attempts by the same Agent are at a cumulative -2.
+1 to +3	Get 3 truthful yes or no questions (complicated answers may get a single word shouted out)
+4 to +6	Get three minutes of truthful story out of the target
+7 or more	Compel truth for an hour.

Scent of Corruption [2]

Corrupting influences (Unclean Possession, for example) can be detected as though by a smell. The character makes a WIL roll to feel the presence of the corruption. If the corruption is "well hidden" the GM can assign a -1 to -5 to the roll. Ordinary corruption is at -4 to "sniff out." Agents must be careful—a faint scent might be something well hidden or just worker stealing office supplies.

Heal [2]

The Agent can heal for [WIL / 2] pts of damage (round up) as a 5 REA Medium action (requires touch). This can be done [WIL-10] times per day.

Ranger

Rangers are the men (and—very, very rarely, women) who stand lonely guard on the Frontier. They are commissioned by the military, but they rarely dress in uniform (only when called back to civilization for some official function), and display no rank.

Instead, they operate alone, traveling the Frontier and the Shallows, hunting trouble and stamping it out. They may or may not reveal who they are (they do have *enemies*). They may or may concern themselves with mundane issues of law-enforcement (typically they are only worried about violent criminals, leaving other types to the local constabulary or the CBI).

Like the CBI Agents, Rangers have a romantic, heroic reputation. They are real-life heroes of the Frontier.

Dead Eye – [4]

The character is a crack-shot and has excellent vision. This gives +2 to visual perception roles and +1 to COR for purposes of buying Ranged Weapon Combat.

Roughneck – [4]

The character has come through a lot and is a cussedly tough individual. The character gets +1 to CON rolls 4 times per gaming session.

Grizzled – [4]

The character is well used to the outdoors and roughing it. He gets +4 DP, +2 to CON rolls against ingested poison or disease.

Sudden Recovery – [4]

Once per combat, when (if) the character makes a CON roll by 4+, he immediately recovers 6 DP. If he wasn't down 6 DP, he can reserve the right to do so as a 5 REA Medium action for the rest of the combat. This recovery will stop bleeding.

Dues Ex Machina – [8]

The character has an uncanny way of surviving deadly situations. Once per play session the character can make a Dues Ex Machina roll (14- or WIL whichever is better). A successful roll allows the player to suggest assistance from some source. The GM can veto this—but should work with the player to come up with a good idea. The level of the help is determined by the roll.

- 0 to +4: Mitigates the situation. This can involve a second chance (with a STAT roll as good odds), an escape route opens up, an enemy is reduced in strength, etc. In the case of catastrophic damage the damage modifier is reduced by 4pts.
- +5 to +9: Major assistance—reinforcements show up, weapons jam, a sudden cave-in blocks pursuers. Damage Modifiers are reduced by 8.
- 10+: The character is rescued by either bizarre fate or some seriously lucky twist. Something happens which avoids catastrophic damage (damage is reduced to 0 ... or the character suffers damage but survives and succeeds anyway).

Character Races

Animid

When humans came to the New World they found a land permeated with magic. Humans who live on the Frontier (or in the Shallows) are often born as Anamids. Anamids are human souls merged with natural aspects. They often appear as part animal or with animal-like forms. Unlike the Tribes (who appear almost identical but have the souls of mad animals) Anamids have human spirits and are capable of acting and feeling as a normal human would.

Anamids do have a special relationship with the land and with nature—they are infused with a sense of instinct and an innate understanding of nature as it co-exists with magic. In many cases, Anamid children have been raised by the Nations and have returned (they do not usually become elder members of the Nations) to human society with the Nation's culture.

Because of their special relationship with nature they make excellent guides and are prized as scouts by the army.

Big – [2,4,8,12]

Depending on which animal they have aspects of, the character may be physically larger than normal.

Level 1: +1 STR, +4 BLD, +4 DP

Level 2: +2 STR, +8 BLD, +8 DP

Level 3: +3 STR, +12 BLD, +12 DP

Level 4: +4 STR, +16 BLD, +16 DP

Teeth and Claws – [1]

Basic natural bio-weapons ignore –2 pts of Close Combat damage modifiers (they are very useable in grappling combat) and do +1 PEN damage. Teeth do +2 PEN damage but the character *must* be in close combat to use them. The character gets +2 to climbing rolls.

Jaws – [2]

The character has a pronounced muzzle or otherwise has large, dangerous teeth. The bite attack is at –2 to-hit outside of close combat, ignores –2pts of Close Combat damage modifiers, and acts as a +4 Grapple Score grab. It does +3 PEN damage and once the character has hit, he may continue to *worry* (biting and shaking) for 5 REA. There is no further to-hit roll and the original Damage Modification number is kept—but there is a new damage mod roll for each continued bite.

Digiform Legs – [2]

The characters legs are optimized for running—he gets +4 REA *for purposes of ground movement speed only*.

Hide – [2]

The character has thick, rough skin. This is not considered especially attractive by most humans but confers 1/3 armor and +1 DP.

Fur – [1]

Animid characters can be reasonably furry for Opts—but actual fur confers protection from cold.

Sense Danger – [4]

Peril has a smell on the wind. A character with this ability will know—somehow—before it gets there, that peril is coming. This only detects dangers that either come to you or are not specific to a choice of action (it can't be used to detect which wire will detonate a bomb). A PER roll at +1 (or +2 if the character spends time sniffing the air, checking the soil, etc.) will determine if something is coming, if evil works are afoot, and if a place the characters are going (usually within WIL x 50 yards) contains a dangerous monster.

Animid Senses – [4]

Animids can buy (with their Weirdness points) a form of Keen Senses. They get +2 to Perception rolls and can determine a person's identity by smell. This gives +2 to Tracking rolls and +2 to find characters hidden through Stealth unless they use Camouflage skill to hide their scent.

Animal Language – [2]

Anamids have human souls—but they do share a kinship with animals. The talent doesn't let the character actually speak as with a normal human—but it does allow communication at a basic level: do this, go there, did you see anyone? Mammals are the most communicative—birds can be spoken with, but may not listen. Reptiles vary greatly as to whether they will communicate.

Camouflage – [2]

The coloration of skin or fur helps blend with some terrain. This can either be forest, grassland, or (rarely) mountains. The character is at –2 to be seen if holding still in his native terrain (this adds to Stealth rolls).

Survival Instinct – [1]

The character can live in the woods indefinitely: finding water, hunting prey, knowing what to eat, etc. is all second nature. This confers a RES based (or 12-, whichever is better) Survivalist L2 roll.

Night Vision – [2]

The character ignores –4pts of low-light modifiers (and can see normally on even a fairly dark night).

Grotesques

Anamids are mutations—but they are “natural” mutations. Anamids have a place within nature they are a merger of human and animal aspects. Grotesques are not natural in any way—they are a mutation caused by magic. Many Grotesques don't follow patterns—each may be different. Most are considered deformed. There are some trends even in the Grotesques: dragonlings, for example appear as small (human-size) dragons. When a Grotesque can be categorized it is usually in relation to some mythical element. It is quite logical for Grotesques to buy numerous physical limitations. Here are some common attributes. Grotesques can buy any of the physical modifications for Anamids (they cannot buy the keener senses, however).

Note: All Grotesques are emphatically non-human looking. They must take Ugly unless they get a specific Grotesque enhancement.

Note: Grotesques enhancements are purchased with Weird Stuff Points. Grotesque defects apply to normal character points unless otherwise stated.

Stubby – [-4]

A Stubby is any of a vast number of Grotesque forms that results in a small oddly shaped humanoid. Stubbys are usually just under 4' in height and may have odd numbers of fingers and eyes, strange colored skin, etc. Stubbys get -2 to their REA *for purposes of ground speed and HTH combat initiative only*.

Vast – [8]

A Vast is a term for a huge, deformed Grotesque. Often asymmetric and massively muscled, they are innately bad tool users (which has led to them being characterized as stupid—something they are not). They can't have better than Level 2 weapon skills or Craft skills (and are at -2 to all physical crafts).

- +4 STR, +16 BLD, +16 DP

Dragonling – [16]

Use the rules listed in JAGS Fantasy.

Seer – [8]

The seer mutation comes with a third eye. Usually this is prominent—but it may be hidden. Hidden third eyes costs +2 pts. The character can see the future. Visions may be invoked (WIL roll) or may come unbidden. They act as epileptic seizures and confer information as the GM sees fit. Usually a successful roll will give a substantial clue. The downside is that any bit of stress or the wrong stimulus can bring one on. While in a fit of vision the character may do or say strange things—this can be very unsettling for those nearby (note: the character will remember his own visions).

Seers will often be *weak*. If this is taken they get 2 additional Weird Stuff Points.

Minstrel – [1]

The character's vocal chords and mouth and nose create a natural musical instrument. This is odd to look at but can be used to make actual music. Usually this is a flute or trumpet style instrument but some Grotesques (earning the title) have had sinewy stringed instruments in their bodies!

Tri-Sym – [2]

An odd mutation where the subject has three arms and three legs (arrayed symmetrically, the third arm comes from the back between the shoulder blades). The character gets +4 to Grapple Score.

Carapace – [4]

The Grotesque has a shell or scaly, plated skin. This grants 4/8 armor—and the character cannot wear normal clothing.

Mystical Aura – [4]

The Grotesque is mystically protected: it receives a -4 Damage Modifier from non-magical weapons (this is applied *before* checking for PEN doubling).

Winged – [8]

Very few Grotesques have working wings—but some do. These can have a variety of appearances. The character can fly at [28 / Mass] yards per second as a Running action.

Claw – [2]

The Grotesque has a massive, lobster-like claw. It grabs for +4 Grapple and does +2 PEN damage (as it cuts into its victim). Once the Grotesque has succeeded in grabbing a target, he can squeeze for 5 REA thereafter using the same Damage Modifier roll (but a different Damage roll). This squeezing can't be blocked or dodged.

Attractive Appearance – [2]

This is far rarer than its cost would indicate—most Grotesques are of monstrous or at least extremely unusual appearance. If this is taken the character can have a pleasing (but still non-human) appearance.

The Replaced

While medicine, antibiotics, and sterile surgery techniques exist and are used, there are magical forms of healing at work as well in the 13 Colonies. Limb Regrowth is an art form rather than a science, however: in a certain percentage of subjects limbs will not re-grow correctly. For those who have suffered limb-loss or grave bodily damage flesh can be replaced with metal and clay: with partial *golems*—animated matter in the shape of a missing limb. This isn't pretty—many who do not re-grow would rather live in a disabled state than with brutal-looking magical augmentation. For one thing, without expensive illusions, the limbs *look* clunky and mechanical. For another thing, there is a common (and not unfounded) belief that the bonding that makes a Golem arm take to human flesh and be commanded by its owner kills part of the soul. The Replaced are seen as unstable (sometimes) and possessed of an (at least partial) dark, inhuman nature.

The Syndrome: Each Replacement has an *Inhumanity Score*. Add up all the points and apply that number to the character's WIL-7. Use the chart below:

- Inhumanity is less than WIL-7: Character is stable. Under normal—or even abnormal stress (unless the character's WIL actually drops for some reason) the character behaves normally.
- Equal to WIL-7: Character is 'touched' by his inhumanity. Under heavy emotional stress the character will tend to become violent. Moreover, 'mundane' violence (like a soldier or a police officer might experience) will, if a WIL roll is failed take a dark twist. The character will tend to carry things a little too far ... subjects have been reported beating victims in a "mechanical manner." Soldiers have efficiently and in cold blood executed survivors rather than taking prisoners.
- Greater than WIL-7: The character has a –5pt Replacement Psychosis. The GM can request a WIL roll at –0 to –3 during periods of stress. When failed the character may, among other things, place no value on his life (he sees himself as a machine), kill targets for whom capture is an option, or otherwise act in a non-emotional, ruthless, and mechanical fashion (without great subtlety). Even friends may be subject to physical attack (although usually no more than one punch).
- More than 2x WIL-7: The character has –10pt Replacement Psychosis. It is a matter of time before the character loses it completely. Effects are as above—but if a WIL roll is ever blown by 5 or more, the character will not recover on his own—he will continue to commit violence (essentially 'going rogue') until either destroyed or contained for several hours.

Golem Pieces: Being part metal (with hard clay muscles under the black iron skin) has its advantages—especially in a fight. Replaced characters get armor and Golem Parts and a coverage (see rules for partial armor coverage).

Add up all the coverages (up to a maximum of 6) and if the character is hit by less than his Coverage (or by more—and the attacker has the option of either reducing the amount he hit by or hitting the golem parts) the golem pieces are struck.

The Golem part of the character will have a listed STC and DP. Armor is usually 6pts (Golem pieces don't take PEN damage). STC for Golems is 14-.

Golem Hand – [2]

Inhumanity: 1 Coverage: 0 DP 20

One of the character's hands has been replaced with a metal analogue. This does +2 damage with a punch, but has a back-swing of +1 REA. It adds +3 to Grabs (again multiple attempts to grab with the hand have a back-swing of +1 REA). It only adds +1 to Grapple score—but gets the full +3 vs. attempts by the victim to Break Grapple. More than one of these can be purchased, negating the back-swing problem.

Golem Arm – [4]

Inhumanity: 2 Coverage: 1 DP 40

An entire arm has been replaced. The arm has a 16 STR (although the character only gets half the bonuses for one when applied to Grapple). As with the Golem Hand (included!) the arm has a back-swing (of +2 instead of +1). It punches for Base 8 Damage and gives the character +3 BLD.

Golem Leg – [2]

Inhumanity: 2 Coverage: 1 DP 50

As with the arm the leg has a 16 STR. It counts only for +2 Grapple score (two Golem legs will count for +4). A kick has a back-swing of +2 REA and hits for 10 Base Damage. If the character has two golem legs he can reduce movement endurance by 1 level (sprint for running endurance cost). This adds +5 BLD.

Golem Chest Plate – [6]

Inhumanity: 5 Coverage: 4 DP 100

Large portions of the character's torso have been replaced with Golem-part analogues (although if the character's heart has been replaced, that's special).

Golem Heart – [4]

Inhumanity: 5 Coverage: 0 DP 30

Replacing the pump that moves the character's blood would seem like a minor adjustment—it isn't. The inhumanity cost is high. The character will *feel* his iron heart beating for the rest of his life (and it will continue to beat after his death!). The *normal character* gets +20 DP.

Heart of Gold – [6]

Inhumanity: 2 Coverage: 0 DP 20

A very, very few Golem Hearts (those made by the hard-to-find masters of the craft) carry a lower Inhumanity cost. These are highly sought—but hard to get.

Golem Skull – [1]

Inhumanity: 3 Coverage: 1 DP 40

The facial reconstruction with iron and clay creates monstrous visages. The character is usually considered extremely Ugly. Note that with magical muscles and finely worked plates some Golem faces are capable of "expressions"—these are usually considered more horrific than simple mechanical jaws and eye-sockets. Either way the Golem Skull gives +3 to Intimidate rolls. It gives –3 to Persuade or Charm.

Golem Eye – [varies]

Inhumanity: 2 Coverage: 0 DP 10

Glowing rocks in a variety of colors can replace a lost eye(s). This cost and DP

is considered the same for one or both eyes. Often these are somehow enchanted.

- Night Vision: 1pt – ignore up to –4pts of low light modifiers.
- See Magic: 1pt – observe auras and Aether flow.
- See Metal: 2pts – metal (even under an inch of material) can be seen as “magnetic flux.” This is handy for detecting concealed weapons.

Other Things

These aren't the only things you might run into (or play as a character) in a C-13 campaign. Lycanthropes (we hope to do a JAGS Lycanthropy rules set), mystical shape-shifters (usually with human forms), summoned beings who are operating under their own free will, and many, many more beings are possible. There are plenty of 'archetypes' in C-13 that *don't* require special rules (Southern Gentry, someone from the North colonies leaving to escape the social order, etc.). A C-13 game should be a great opportunity to mix genres (giving the Nations full access to the Psionic rules is fine so long as they don't have Iron Will, for example). Have fun!

Magicians in the 13 Colonies

Magic is a part of life in the thirteen colonies. It is part of the big picture, bringing stability to civilization, by at once enabling and limiting the ways that mankind can grow. On the frontier, it is often a threat—and in the shallows and deeps, magic is the cause of the madness that infects those places.

Magicians are the men trained in the understanding and manipulation of magic. Magician characters are built as other JAGS magicians are—the roles below are *not* new archetypes; rather they reflect the expectations of society:

In the Thirteen Colonies, the ability to throw fireballs, fly, or scale sheer walls, are all useful in many circumstances, but they will not (in general) provide for a fine, respectable living in civilized places (the Colonies count—the shallows are much *less* civilized, and in the Deeps, being able to fight often makes all the difference between life and death, much less wealth or poverty). A magician who is capable of filling one of the roles listed below (Witch being the exception) will discover that doors open for him—there will be those who wish to hire and associate with him. He will be accepted and well paid—a highly regarded member of society similar to a Barrister or Doctor (in many cases working with such august professions).

Those who choose to become Convoys (a fancy term for bodyguard, private detective, or worse) or Alchemists will find that their role in society is slightly less lustrous, but the money is still excellent, and those who need their services are always appreciative.

And it should be noted that these roles are *not* comprehensive. Entertainer, for example, is not listed here, but an illusionist with the ability to command fire, and a sense of showmanship would find no dearth of bars or clubs to perform in. A Necromancer might encounter many of the same prejudices that witches do, but Necromancy is actually closer to science (Witches are feared, legitimately, because they associate with powerful Spirits that may or may not have malicious intent toward humans), and is not illegal. A skilled Necromancer can make a living lecturing on and studying death—a subject that never quite goes out of style.

Magicians Roles

Counselor

Magic allows magicians to see the True Nature of the Universe (described in excruciating detail later). The True Nature of the Universe is—as one might expect—very complicated, so just *seeing* it isn't quite enough: you need to be able to *understand* it. Magicians, who combine the ability see with the skills to understand, are valuable as counselors.

Revelation and a trade skill are all you really need to be a Counselor, but most counselors will know a variety of complementary spells as well.

The café was a smoke filled room. The tables around me were cluttered with fallen wine glasses like checkmated kings—outside the storm thundered over Manhattan and vertical rivers ran down the glass.

Across from me the witness lit up a cigarette. A Fire Sprite—a burning female form no bigger than a match flame—stood on the top of his cylindrical lighter. A smoke question mark coiled in the air before me.

"For starters," the magician said, "your client is lying."

"You know that?"

"I shook his hand—I inspected the essence and relation of his being to the universe. He didn't kill Munsford."

"But ... he's pleading guilty. He ... why would he lie?"

"I sense something dark is happening," the figure said. "Something wicked. Be on your guard—there's black magic here."

Thunder crackled and I felt the flesh crawl on the back of my neck.

Technically any spell that allows the Magician to see or know things supernaturally is sufficient to make him a counselor. The meta-spell *Scry*, for instance—or *Pyromancy*, or *Wisdom of the Void*, would do it as well.

In practice, however, foreseeing the future is considered unreliable—and is treated as a parlor trick by most people. The ability to “Far-See” or spy is useful, but a magician who makes a living primarily as a voyeur will discover that, while his services may be in high demand (for espionage, industrial espionage, and other such jobs), the social stigma against spying will be limiting.

And anyway, the *real* counselors are those who know the meta-spell *Revelation*. Revelation lets you see; successful counselors also know a skill to help them analyze what they seen. Common, lucrative choices of skills are law, economics, business administration, and strategy. Those interested in serving the public good (meaning, they’ll make less money) can learn forensics.

Being a Counselor usually requires a modicum of magic (spells from the Meta College) and some skills to make sense of things. Counselors’ skills usually fall into various mundane skill categories—law, science, business and economics. For those with military aspirations, strategy. A Counselor is a skilled advisor, powerfully augmented by magical insight.

Physician

Magic allows skilled magicians to provide exceptional, personal care. Magic—by its nature—has a difficult (although not impossible) time of changing things for everyone. Magicians who choose the role of Physician are usually employed by hospitals, but make their fortune in private practice. The curing of disease in the world of the 13 Colonies requires a proper diagnosis, so magical doctors must have an understanding of anatomy, epidemiology, and other non-magical medical skills to be effective.

Summoner

Spirits in the world of the 13 Colonies are “summoned”—exactly what this *means* is a matter of debate. Are the spirits *created* by the act of summoning? Or are they brought from elsewhere, and (effectively) enslaved? The best answer available seems to be *both* (yes—it is confusing). This does not prevent summonsed creatures from being very important to the 13 Colony’s economy and ability. Summoners usually specialize in the summoning of certain types of spirits, and are employed by those who need them.

Enchanter

Enchanter is a sub-set of summoner. Summoners call forth spirits. Enchanters call forth spirits and *bind* them to objects creating magical items. Magic artifacts can be created the “old fashioned way” (through techniques which do not involve the binding of spirits), but spirit binding is far easier, faster, and cheaper. Also, it should be noted, that in many cases, the spirits do not appear to mind being bound—or, they are mindless entirely. Many enchanters work exclusively with these kinds of spirits, but others will bind any spirit for enough money, and some even work in the *dark trade*, calling forth and enslaving spirits for patrons who *enjoy* owning an unwilling magical force.

Convoy

Convoy is the polite term for “bodyguard” or “fixer.” Convoys are employed by those who have problems that need correction. Convoys are usually useful in a fight, but are also skilled at gathering intelligence—convoys have spells that allow them to spy and to prevent their employers from being spied upon. Convoys come in many flavors: battle-field magicians who know spells

capable of intimidating armies fall into this category, as do magicians who are subtle, invisible, and generally work at what most people would call thievery.

Alchemist

Alchemists are like enchanters, in that they produce magical goods for sale. They usually oversee small private labs (called apothecaries) where magical elixirs can be brewed as ordered. Some alchemical potions are fairly straightforward to brew and can be produced in large quantities (common medicinal potions fall into this category), while others are more costly and more idiosyncratic, and are only brewed with the specific commission of a patron.

In general, Alchemists are not as wealthy as other professional magicians are. Alchemy is considered (perhaps unfairly) more of a *trade* than a *skill*. Still, a skilled alchemist can make an excellent living, and one who can find patrons for the more unusual potions can become rich.

Elementalist

Nature is an omnipresent, and almost sentient force in the Colonies. Magicians who are sympathetic toward it and who can *commune* with it (or its ‘delegate spirits’) are valuable. Elementalists are especially valuable in the South, where the Land is a living force, but good ones can find work throughout the colonies and into the frontier.

Very few magicians are exclusively elementalists, however. Or at least, they don’t support themselves exclusively through those spells—in most places, there simply isn’t enough work to support an elementalist full time (again, the South is an exception). Many magicians with other talents augment their resume with Elemental skills.

Witch

Witches are the exception to the roles listed here. The roles are successful in the world of the 13 Colonies. Witchcraft is almost exclusively illegal. There are several reasons for this, most of them religious, but even those who have no *religious* objection to witchcraft (witches in JAGS do not *worship* their patrons, and may practice a legitimate religion) find reasons to fear it.

Witches are people who have aligned themselves with what is generically referred to as an “Extra-Dimensional Being.” In the 13 Colonies, this may mean a powerful Spirit, a Zeitgeist, or something even stranger. Many of these forces have agendas that the Colonial powers would find troubling (and some that are abhorrent to anyone).

A Witch character is assumed to practice witchcraft in secret—a witch who is known will almost invariably be a fugitive—and may chose to be a member of a coven. Covens meet in once or twice a month to *commune* with their patron. If this is a spirit, they will meet in a natural place. If their patron is a Zeitgeist, they will require a *telescope*, and usually have a hidden temple.

Characters who are active in a local coven that has a powerful patron must pay points for it—2 points for a Nature Spirit (4 points for an especially powerful one) or 4 points for a Zeitgeist. In general, the patron will provide only information (coven’s telescopes are not powerful enough to permit a spirit to manifest or to assist in creating a magical event). Spirits are capable of providing more direct help (including combat support) but will generally only do so if it advances their own aims.

Covens often have special rules, their own ranks, and assign penalties to their members who break them or act carelessly. PC Witches do not have to have a current association with a coven or a patron—witches *learn* magic from their patrons, but do not rely on them for their magical power.

The Philosophy College: Monad Cosmology

In the world of the 13 Colonies the universe's atomic nature is, merely, an illusion (like space, time, and cause and effect, thanks for asking). There is a philosophical underpinning for *everything*. While all of the listed spells function normally (and may be used as desired) there is a new College: Monad Cosmology. Monads are the—well—the foundation of everything (read on) and manipulating them gives one informational access to the world.

The College Itself

The College's skill is straight from the basic book: Philosophy (specifically Monad Philosophy). It allows the character to discuss the Nature of Things as a philosopher. More importantly (and with additional magical training) it puts the theory into practice.

The spells listed below generally revolve around using magic to gain special information and insight about the universe. These spells are very powerful—they *don't* allow characters to see the future with great accuracy, but they do allow for a very powerful form of object reading, viewing the *past*, and analyzing others.

Information Magic can be tricky to Game Master for, since it tends to make some kinds of adventures (mysteries, for instance) harder to pull off. The spells below all have limitations that prevent players from being omniscient, but it's important that everyone understand what to *expect* from the informational magic in C-13.

Expectations versus Reality in C13

- 1) In *theory* the ability to see and analyze Monads should give characters all the answers to all their questions about the present and the past. In *practice* the universe is so complicated, that getting detailed, useful information out of it is prohibitively complex.
- 2) *Attributes* of objects and people (what they're used for, what they're capable of) are usually easy to come by. These spells are quite useful for figuring out what magic items do, for instance. *Relationships* (who *owns* or *uses* an object, who a person is *knows* or is *friends* with) are much harder to divine. Most of these spells will give a general sense about relationships (the caster might know that a candle stick was the murder weapon, but he still wouldn't usually be able to figure out who used it... or even what room it was used in...)
- 3) Historical information is usually much harder to figure out than current information. Knowing who has the Picasso right now is easier to divine than knowing how it got there.

Note: Don't Take Our Word For It

The Thirteen Colonies Universe uses magic loosely based on a (very abstract) real philosophic cosmology invented by Gottfried Wilhelm Leibniz (a Continental Rationalist). There are a couple of things you should know before you dive in 1) we've presented a very simplified version of Leibniz's ideas here. If you use our interpretation around real philosophers, it could be... embarrassing 2) This stuff is very strange and complex. We provide a lot of abstract musing but you don't need to understand it all to play 13 Colonies.

Space is an Illusion

The universe is composed of Monads—and monads have no dimensions. Human's perceive the universe as a 3-dimensional space, but that is merely an illusion—a distorted reflection of the universe's true nature.

Thus, it stands to reason that in some possible universes, there might be no physical bodies—no depths, no distances. What such a universe would be like is difficult to imagine, but according to theory it's certainly possible.

Time is an Illusion

There is no physical reason (That anyone can see) why time, as such, should exist. Monads, in theory, contain all of the relationships that an object will ever have in its existence—past, present, and future. So upon examining a Monad, one should be able to see the future reflected in its "mirrors." Why don't we? There are no really good answers to this, but the best going theory is that God, for some reason, has made the future foggy. Some forms of divination seem to be able to catch glimpses of it, or guess at it, but no definitive fortune telling exists.

Causality is an Illusion

This is the really weird one. Causality is the idea that events have *causes*—the eight ball rolls across the table because the cue-ball hit it... it drops into the pocket because gravity pulls it down, and so on. In our world, actions appear to have causes. But Monads are "windowless"—they **have no interaction**. How does this work then? What *really* made the eight ball roll across the table?

The role of informational magic in C13 games

Informational Magic can play havoc with certain kinds of games—spells that allow a character to track objects, determine whether characters are telling the truth, or otherwise divine information can make some kinds of challenges trivial.

In the world of C13, Magicians are valued for their informational magic, but there are significant limits on what a magician can learn through magic alone—keep the following in mind when running a C13 game:

Informational magic does not let the player short-circuit role playing. Think of a competent magician as being a walking forensics lab—he can analyze clues without sending them off to scientists, or disturbing a crime scene; he can *verify* alibis, but he still needs to conduct the interviews. He can't tell if someone is lying to him, but he can usually tell if someone's generally a liar.

Both the Game Master and the players should bare in mind that there are counter-magics (Spells such as “Complicate Matters” and “Inverted Topology” that greatly limit what Magic can know. Magic assists in understanding the world, but does not replace skills or investigation.

Leibniz and the Monads

Leibniz's describes the universe as being composed of Monads--infinitely complex structures that are not in any way physical (they don't exist in our 3-dimensional universe). Each object (including characters) we see is a *representation* of a Monad.

While mundane humans can only see these physical representations, the Monads themselves contain all the information you could possibly want to know. Magic allows magicians to see the Monads—theoretically answering all questions.

Infinite Complexity

The catch is that Monads are all infinitely complex. Why? What's so complex about a grain of sand? The answer is that each Monad contains, within itself, a representation (called a reflection) of all the other Monads in the universe. The implications of this are tricky if you think too much about it, but the short conclusion is this: just *seeing* a monad won't solve all your problems. You need to be able to analyze the monad, and then make sense out of the analysis.

Why all this about monads?

Mainly because they're cool. And because some of the underlying themes in C13 deal with “possible” worlds (opening the possibility that there is, in fact, more than one possible world) and Leibniz did a good job of codifying these principals.

There's also the issue of what most Magicians in C13 *do*. Only a few courageous/crazy ones adventure in the Shallows or Deep. Most of them earn a good living—a living that's the equivalent of a lawyer or a doctor. To be useful to society, they need to be able to do more than blow things up: informational magic provides that role.

Causality is an illusion (continued)

According to Leibitz's cosmology, monad's *don't* act upon each other. Rather, every monad is its own model of the universe. Each monad has, within itself, a reflection of every other monad. And they're all consistent.

The cue-ball *thinks* it hit the eight-ball. The eight-ball *thinks* it was hit, and then *thinks* it's dropped into a pocked, pulled down by the planet's gravity... and so on. But they're all illusions. The cue-ball's monad and the eight-ball's monad never have any interaction... the just both happen to model the same events.

What does this all mean?

Strangely, it doesn't mean all that much. We live in our world of comfortable illusions. Since all the monads are *completely* consistent, we'll never see the eight ball roll around by itself; there will always be *some* physical explanation, even though it turns out, there's no actual law of physics that says there has to be.

It's just a matter of the world being a much weirder place than we ever expected it to be.

Finally, all this about the monads means that some characters can do things with pure brainpower that only highly trained mages could otherwise accomplish. Many spells (Reflection, Introspection, Modeling, etc.) use magic to “decode” the hyper-complicated monads. Characters with Math L4, Physics L4, Philosophy L4, or other L4 skills can decode monads *without* magic. They’ll still need Revelation, but they can do certain other spells with brain-power alone.

The Spells: Monad Cosmology

Deep Reflection – [4pts Signature Spell]

Description: Description: Deep Reflection allows the caster to see historical relationships. The caster can look into the past, as with Reflection, and discover relationships that are no longer current. In essence, the user can determine an object or person’s history. There are still limits on what can be seen.

Essentially, the shorter the relationship, and the more distant or indirect it is, the more difficult it is to divine. The caster rolls against the *complexity* of the relationship. Complexity is figured as follows:

Time Since the relationship ended	Base Complexity
1 hour	4
2 hours	5
4 hours	6
8 hours	7
16 hours	8
2 days	9
4 days	10
2 weeks	11
1 month	12
2 months	13
4 months	14
8 months	15
2 years	16
4 years	17
1 decade	18
2 decades	19
40 years	20

The *brevity* of the relationship adds to (or subtracts from) the complexity

Length of the Relationship	Complexity Modifier
0-1 second	+7
2-4 seconds	+6
10 seconds – 1 minute	+5
1 minute – 23 hours	+4
1 day – 1 week	+3
1 week – 1 month	+2
1 month – 2 months	+1
2 months – 1 year	+0
1 – 5 years	-1

5-10 years	-2
10-20 years	-3
20-40 years	-4

Some examples:

Joe *tried to kill* Harold in a bar fight last night: Complexity = 8 (happened 16 hours ago) + 5 (10 seconds worth of fighting) = 13-

Harold *tried to kill* Harold in a bar fight last week: Complexity = 11 (last week) + 5 (10 seconds) = 16-

Joe *knew* Harold for 10 years; that all ended last night. Complexity = 8 (ended 16 hours ago) + (-2) = 6-

Helen *shot* Harold with a sniper rifle, killing him last night, while Joe was beating him up. 8 + 7 (relationship lasts less than one second—BLAM!) = 15-

The relationship's complexity is rolled by the GM and subtracted from the magician's Deep Reflection roll. This usually reduces the amount of information that the magician gains.

Spell Cost: 24	Endurance: Walking	Type: Continuing
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Revelation – [1]

Description: Revelation lets the caster see an object's Monad. The caster must be able to touch the object to cast revelation on it, and then the object appears as a magnificent, reflective nautilus shell, filled with curved mirrors, coiled around a glistening, multifaceted sphere at its core. I

In each of the mirrors is a perfect reflection of another Monad, and so on. This is a view of the entire universe from the perspective of the target object.

By itself, Revelation is awe inspiring (the first few times), but not especially useful. The Monad is far too complicated to be analyzed by sight alone. The caster can tell a few simple attributes

- ♦ If the object is an illusion, Revelation will make that apparent
- ♦ If the object is magical, Revelation will make that apparent
- ♦ If the object is antique (more than 100 years old), Revelation will reveal that
- ♦ And so on. Revelation, by itself, will not tell the user anything about what a magical item's abilities are, who owns it, etc.

In C13, Revelation is often the first spell that magicians learn, and it is usually a pre-requisite for casting further spells.

Spell Cost: 8	Endurance: Walking	Type: Continuing
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Inspection – [1]

Description: Inspection may be cast upon a visible monad (reflection must be running). It allows the user to determine the *attributes* of the target object. Attributes include information such as

- ♦ What the object is used for / capable of
- ♦ What enchantments are cast on it, and how they are activated
- ♦ How old the item is, where it was manufactured, and by whom
- ♦ Its dimensions, weight, composition, etc.
- ♦ If it is a container, Inspection will give the user a general idea of what is contained and when it was placed there (an envelope contains a letter, for example. The spell could not be used to read the letter or determine who placed it there).
- ♦ Any damage or markings and some idea of what caused them.
- ♦ An analysis of the object's coatings or coverings. If the object is dirty, or has stains (blood stains, for instance), Inspection will reveal them and discover their nature.

- ◆ Location relative to the caster. In *most* cases, this means “in the caster’s hands.” Note that with Introspection, this can be used to trace an object.
- ◆ Etc. Inspection provides a detailed analysis of the item of the sort that would be available from a professional laboratory. It cannot divine *relationships*—that is, who owns the object, who has used the object, or anything (except creation information) about the object’s history.

Spell Cost: 12

Endurance: Normal

Type: Instant

Reflection – [2]

Description: The caster can inspect the *mirrors* with the Monad; he can determine the object’s relationships with other monads. The term “relationship” is vague here—in principle, all objects are related in *some* way to all others (even if it’s only by gravitational pull). Reflection can generally only divine first-degree relationships, and then, only general ones.

When this spell is cast, the caster sees the target monad and, within that monad, a *reflection* of the related person or object. The clarity of the reflection is determined by how close the relationship is. A couple that has been married for 20 years, would reflect as “married,” and the caster would be able to get a very good idea of the person’s spouse, even if he had never met them.

More tenuous relationships result in more “blurred” or ambiguous reflections. If someone *used* a gun to commit murder, but didn’t *own* the gun, and hadn’t used it previously, the reflection might only provide a vague description of the assassin. The amount of information gained is based on the following table:

Roll: INT + amount Spell Roll Was Made By	Information Gained about the reflected object
Missed	The caster will only get a vague sense of the person or object in the reflection. Gender, and perhaps a sense of their social status. This can be wildly misleading.
+0 to +4	The caster knows the reflected subject’s gender, general age and size, and their social class/manners. If the caster knows the subject, he will recognize them with a MEM roll.
+5 to +8	The caster has a general description of the subject including name, capabilities, and overall demeanor. If the subject is wealthy, powerful, skilled in magic, or has other unusual (but readily apparent) traits, the caster is aware of them.
+9 to +12	The caster gains a detailed description of the subject—he has a clear image of the subject’s Monad, and may cast Inspection on it, learning more. He may not cast Reflection on it.

Some examples of first-degree relationships: Note: Relationships are *current*. Someone who has sold or discarded an object and no longer has a current relationship with it would not be visible to Reflection. In some cases, (divorce, for instance) one relationship (marriage, in this case) goes away and is replaced by another one, but someone who had abandoned their spouse would not generally appear to be related to them by reflection (Except by the tell-tale “knows” relationship)

Is married to, Is related to	Reflection can reveal relationships between people—assuming that both parties are aware of the relationship. If the relationship is secret, then reflection may not be able to divine it.
Is friends with, is enemies with	Friendship relationships are fairly easy to determine (again, assuming that both parties are in agreement that they are, in fact, friends). In this case, reflection is not looking into the person's heart, but rather reflecting the fact that they spend time together, help each other, and would generally be considered friends by people who know them. People who meet once a month and plot together may have a secret alliance, but they are not friends. Likewise, if one "friend" secretly hates the other, Reflection would probably not detect that.
Works for, is employed by	As above, this relationship can be divined by Reflection if the relationship is more-or-less public. If a person secretly (and only occasionally) hires an assassin, they would not appear to work for each other on a casual reflection (they would appear to know one-another...)
Killed, Was Killed By	Trick entry. Both of these relationships are past-tense, making them impossible to determine with reflection. If you want to figure out who killed him, you'll have to play detective.

Spell Cost: 16

Endurance: Walking

Type: Continuing

Detect Magical Signature – [2]

Description: A particularly handy spell, Detect Magical Signature lets one look for the presence of magic in a given Monad's relation. For example if a man is found dead, the spell can be used to reveal that magic was instrumental in killing him. Note: each casting of the spell must be to ask about a *specific* relationship. If the man was taken to the alley by magic but he was killed with a knife, it would read negative. The caster makes a RES roll and it is at –1 for each hour since the relation in question was active.

Spell Cost: 18

Endurance: Normal

Type: Instant

Introspection – [4]

Description: The caster can study his own monad and learn things about the world. Once a character has *seen* a monad (using Revelation), the character can find a reflection of that monad in his own monad with a successful Introspection roll. This allows him to cast Reflection and Inspection spells on it *without* being in the reflection of its physical presence.

Introspection is useful for tracking objects (the caster can use Inspection to discover the object's location), and keeping updated as an object's condition changes. Note that a character casting Introspection, Reflection, and Inspection can trace an object, it's attributes, and its relationships at *any* distance (so long as it remains in the universe).

He cannot "see" its surroundings, and may have a very hard time interpreting what's going on—but he will be able to recognize traumatic events (injury, death), and he will see relationships being formed and broken.

Spell Cost: 20

Endurance: Walking

Type: Continuing

Gedanken Experiment (Modeling) – [4]

Description: One of the most useful professional metaspells is Gendaken Experiment—or "thought" experiment. This is also called "modeling". Modeling allows the user to deeply analyze a

monad, alter its environment, and observe its reaction. The user is, in effect, creating a duplicate—a virtual simulation—of a real thing (in his imagination). It may be imaginary, but it is extremely accurate; this allows the caster to determine how the real object/person would behave.

In the hands of a skilled magician, this can be extremely useful. Since the model is based on a distant and complicated reflection of reality, it knows what the subject knows. It is not simply a project of the caster's prejudices or expectations, but in some ways, actually the subject itself.

Modeling is usually used for “what if” experiments. The more realistic the “what if” experiments are, the more useful the model's reactions will be. For example, a magician could use Gedanken Experiment to play a chess master against himself, by modeling him and then imagining what he would do in the current board situation.

Other common examples include modeling enemy generals during war games, or enemy counsel during trials. Physicists, and Economists model more abstract things such as experimental environments or financial transactions.

In very unrealistic scenarios, however, the models behave erratically. Imagining that a hated foe has “switched sides” and “wants to tell you all his secrets” is unlikely to be useful. Likewise, imagining that you have him captured for interrogation is not likely to work if you have no way of doing that in reality.

In general, Gedanken Experiments provide two advantages—

- 1) They allow the magician to *simulate* role-playing a simple scenario.
- 2) They assist with certain kinds of skill rolls those are either very abstract (physics, economics) or directly related to guessing an opponent's behavior (trial law, chess, strategy).

In case 2, roll on the following table:

Amount the spell roll was made by	Amount added to skill roll
0-1	+1
2-4	+2
5-8	+3
9-12	+4
13-16	+8
17-20	+16
Spell Cost: 20 Endurance: Walking Type: Continuing	

Introspective Cosmology – [4]

Description: The character can study the universe by studying his own monad. In theory, a caster could study distant events by looking within (he could even study the formation of the universe), and in some cases, this is possible. Introspective Cosmology has two uses.

The first is to get a general feel for the state of one's environment. The character spends 12 minutes meditating, and awakens with a vague sense of what's going on. The character will often only have fragmentary visions of distant (but important) events. The character will, in general, be aware of immanent danger, opportunities, the arrival of old friends, etc. This is not a prediction of the future, but rather, a holistic view of the present that is consumed and processed by the caster's subconscious mind.

More specifically, the character can *study* the universe—applying his consciousness to its massive complexity. In this case, the spell is identical to Wisdom of the Void.

Spell Cost: 30

Endurance: 3pts

Type: Instant

Complicate Matters – [2]

Description: Looking into a Monad has been described as drowning in a sea of trivia. Vast torrents of useless information wash over the caster, obliterating any trace of meaning. The spells described above use magical lenses and prisms to focus and bend the information streams into something manageable.

But, even as some seek truth, other seek confusion—especially if you have something to hide. In a world of magicians who can see the Monads, privacy is at a premium.

Those seeking privacy may wish to *complicate matters*. Complicate matters is a spell that makes a person hard to read; hard to define.

Their reflections are particularly hard to observe.

Complicate Matters applies the square of the caster's level as a negative to attempts to gain information from Reflection, Deep Reflection, Inspection, Ged Ex. and Introspection (the target's Monad is hard to find).

This spell can also be cast so that the target can be Inspected, but will “not show up in mirrors” — that is, the Reflection, Deep Reflection, Ged. Ex. And other spells that rely on monadic reflections will be hard to cast. This version is useful for those who don't want to appear that they have something to hide.

Most people who can afford it, will be protected almost constantly. The spell loses potency at 1 point per day; most important people are “enchanted” ever 2 or 3 days by a L3 magician (-9 to rolls).

Spell Cost: 18

Endurance: Normal

Type Instant

Hex Spells

The Hex College was began in the 1700's as a magical combat class to compete with firearms. Today it is a carefully controlled college of magic—Magic colleges try to control most combat spells to some degree but the old ones aren't hard to get a hold of. Hex Magic is powerful and deadly (at comparatively low levels) and requires a license.

Illegal Hex Magic

Underworld magicians have created, uncovered, and set up schools to teach their trade. Certain Hexes (particularly the gruesome ones) are *illegal*. If a lawman knows them, it's probably from some unwholesome past history. At any event, melting someone's eyes isn't legal even in a gun-battle (although penalties may vary).

Hex Magic

Normal, RES

Description: Hex Magic is both offensive and defensive (defensive spells are called Wards) that was designed to compete with Firearms. It is not generally considered battle-field grade but allows magicians to act as moderately heavy firepower in the Shallows or Deeps where guns are unreliable.

Level 1: Analyze Hex. The caster can determine what hex was used (and can determine marks from a hex spell).

Level 2: Identify Caster. Each person's hex has a magical fingerprint. Once known (and these can be transcribed for analysis) a magician's hex signature becomes an identifying mark.

Level 3: Hex Expert. At this level the character is capable of modifying existing hexes. This is a great deal of work (most modifications don't pan out)—but the character can create signature hexes if he takes the time and effort.

Level 4: Hex Master. Has a deep understanding of Hex Magic and can create battlefield grade hex spells (not listed here).

Signature Spell: Death Hex -- [4]

Description: The caster makes a hand-sign (one hand must be free) at the target and the spell strikes for 11 PEN damage (bursting internal organs). Worn armor does not apply nor do natural magical auras (as fairies have).

Spell Cost: 20	Endurance: Combat Spell	Damage 11 PEN
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Mortus -- [2]

Description: Both hands are used in a hex-sign which hits as a ranged attack doing 7pts of PEN damage. Normal armor applies (the hex-effect flies through the air—it is visible on a Perception roll at –4). This damage ignores the effect of natural magical auras.

Spell Cost: 12	Endurance: Combat Spell	Damage 7 PEN
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Rigor [2]

Description: The target is held still, his muscles locking. It acts as a 12 Grapple Hold spell and lasts for 30 minutes. As a side effect, on a Critical Success, targets have been known to suffocate (the mage must ensure they are breathing). Changing the angle of the head slightly will correct this (the spell need not be dismissed).

Spell Cost: 16	Endurance: Combat Spell	Damage 12 Grapple Hold
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Blast Hex -- [4]

Description: The hex is thrown with both hands and creates a magical explosion of blue fire. It does 32 damage at point blank and has a RAD of 2 yards

Spell Cost: 24	Endurance: Combat Spell	Damage 32 Explosive
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Hex Ward -- [2]

Description: Hex Ward gives 8/16 armor against Hex spells. It lasts so long as endurance is paid to keep it running. A caster can cast Hex Ward on targets other than himself.

Spell Cost: 18	Endurance: Walking	Damage 8/16 Armor
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Reflect Hex -- [4]

Description: A spell that is rare in the underworld, this acts as a Large Spell block—if successful against a Hex, it allows an instant to-hit roll against the target that threw the hex.

Spell Cost: 21	Endurance: Combat Spell	Blocking spell
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Blindus -- [4]

Description: A grizzly hex that bursts the target's eyeballs. It is used in the underworld and is not taught to government agents. It does 5 PEN damage, ignoring all armor and natural auras, when hit the target takes a Resisted attack against a Power of 14 (resisted by CON).

Result	Effect
Minor	No Effect
Standard	Pain in eyes! Perception rolls at –2 for 2 days.
Major	Blurry vision (vessels burst!). Take a Perception modifier of –3 (make a PER roll at –3 or fight at –3). Lasts 2 days.

Critical	Eyes bleed: take a Perception Modifier of –6. Lasts 2 days	
Catastrophic	Target is blinded and incapacitated.	
Spell Cost: 24	Endurance: Walking	Damage 8/16 Armor

Asphix -- [2]

Description: An underworld hex (that isn't taught to law-enforcement). The target chokes. The target, feeling a crushing force in his throat, will have to make WIL rolls each turn at –2 or act as dazed. If the roll is made, the character will still act at –2 to all actions unless the roll was made by 4+. Suffocation takes CON seconds. The effects last WIL seconds naturally, unless the caster is Dazed or worse. After that, the caster must reinforce the spell again, by spending 24 Spell Points. Emergency aid procedures *will* get the target breathing.

Spell Cost: 24	Endurance: Combat Spell	Special (see description)
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Hemorrhage -- [2]

Description: Another illegal spell. The target's skin bleeds. The target loses 2pts of damage per turn. The total will depend on the amount of power put into the spell. The base cost is 24 and that lasts 4 turns (8 damage), for each additional point, the spell last another turn up to 10 turns (34 SP, 28 damage). A target hit must make a WIL roll at –1 each second or panic.

Spell Cost: 24 +	Endurance: Combat Spell	Special (see description)
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Bullet Ward -- [4]

Description: A handy spell usually found in the domain of Law Enforcement. Bullet Wards can be cast on oneself or on others. A target under protection of a bullet ward gets a –4 Damage Modifier (applied *before* checking for doubling) against bullets. The target display a visible flash of a protective aura when hit with a round.

Spell Cost: 18	Endurance: Walking	–4 DM against bullets
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Knife Ward -- [4]

Description: The ward can be cast on oneself or on others. While running it confers a –4 Damage Modifier against knives (applied before checking for doubling) and a –2 against swords.

Spell Cost: 12	Endurance: Walking	–4 DM against bullets
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Summoning Spells

Clean Spirits

These are “clean” spells—although they may be disturbing (and frequently dangerous to the caster and others) there are no moral or ethical issues concerned with calling them forth and using them. Many philosophers of magic theorize that they only *exist* when summonsed, having no independent identity (some of these creatures seem to refute that claim).

All of these creatures are *magical* and have a magical aura that gives them -2 damage modification to any non-magical attacks (some of these creatures explicitly note this in their description, but it applies to *all* of the beings listed here).

Summonsed creatures are an accepted, and in some places *necessary* part of the culture of the 13 colonies. This does not mean that they are always fully trusted or accepted. This is especially true of violent creatures. Brutes have a documented history of becoming dangerous when used in violent ways, and there is considerable evidence that using summonsed creatures to fight makes them less obedient and more aggressive. The South, especially, has strong legal and cultural prohibitions against using summonsed creatures in fights.

Finally a note about these creatures *persistence*. These creatures generally last until *dismissed* (exceptions are noted in the spell's description). Once a creature is summonsed and assigned an owner or *charge* by the caster, the owner is responsible for feeding, caring for, and otherwise taking care of the summonsed creature. Creatures that are intelligent are held to be more valuable than those that are animals or basically machines, but in general no summonsed creatures have "rights" in the legal sense.

Brute – [4]

The Brute is the lynchpin of the Southern economy. A brute is an all-purpose workhorse; it labors tirelessly without interruption or complaint. It is smart enough to take orders and handle even fairly complicated (but essentially unskilled) tasks, but has almost nil by way of personality or desire. Brutes appear as massively strong humanoid with thick legs and horse-like heads. Their flesh ranges from dark blue to purple hues. They have 4 arms—two large and clumsy and two vestigial but weaker.

STR 13 BLD 16 CON 12 / 15 DP REF 12 INT 9

Strike: 6 IMPACT damage 13- (5 REA)

Armor 4 / 8 -2 Damage Modifier from non-magical weapons

Brutes can talk, but are almost always mute. Brutes, once summonsed, can last indefinitely if they are fed (they eat as much as two and a half regular humans) and sleep six hours per night. Although Brutes are *created* as blank slates, mentally, they can develop a personality over time. Each 4 months a Brute works, there is a 5- chance of it acquiring a *personality trait*. These include

- ♦ **Lazy** – Brutes that spend more than 10 hours a day (including sleeping) not working tend to become Lazy, and work at 2/3rds efficiency (they *appear* to be working slowly, or distractedly, and if no overseer is watching, they will stand and do nothing or go to sleep).
- ♦ **Aggressive** – Brutes that sense a weakness of will or a hesitation to command them may become Aggressive. Aggressive Brutes will sometimes ignore orders and may become violent if provoked. Aggressive Brutes are usually put down once they are identified. Brutes that are given violent orders may become Aggressive immediately (9-chance with modifiers depending on the violence of the command). Giving brutes violent orders in all but the most obvious cases of self defense is usually considered a criminal act.
- ♦ **Curious** – Brutes that are involved routinely in non-manual labor become Curious. They will act with their own initiative; sometimes disasterously (Taking things apart, following people, wandering away). Curious Brutes tend to develop higher INTs, and may develop other elements of free-will (including opinions).
- ♦ **Insane** – Brutes may become delusional, neurotic, or even psychotic. The first two categories usually involve bizarre, inexplicable behavior (always missing one plot of land, always taking a certain, long trail to the fields). The later can be manifested in sudden, inexplicable violence. Brutes that are given violent orders may become insane or aggressive.
- ♦ **Mischievous** – Brutes that are not watched regularly (more than 10 hours a day unsupervised, including sleep) may become mischievous. Mischievous brutes will secretly hide things, break things, and otherwise cause deniable trouble for their owners.
- ♦ **Lecherous** – Brutes have the equipment necessary for Brute-human couplings (Brutes are all male and sterile). Brutes used this way may become demanding and dangerous if the practice is discontinued. For this reason, Brutes who have been misused are usually destroyed (misusing Brutes is a crime all of the colonies; penalties vary, but are often severe).

Casting Cost	Type	Endurance	Notes
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30+8 per Brute	Summons	None	\$320 per brute
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Mutant Brute – [4]

Mutant Brutes serve the same functions as regular Brutes, but they are even stronger, and appear with random (but usually useful) mutations. Mutant Brutes

STR 48 BLD 32 CON 12 / 30 DP REF 12 INT 9

Strike: 42 IMPACT damage 13- (5 REA)

Armor 4 / 8 -2 Damage Modifier from non-magical weapons

Mutations include

- ♦ Plowing tail – the Brute has a thick tail with a vertical, stone blade useful for tilling fields
- ♦ Reaper – The Brute’s thick arms have scythe-like blades instead of hands
- ♦ Elongated Neck – The brute has a long, thin neck, and its head can reach the tops of trees

Like regular Brutes, Mutant Brutes can develop personality traits.

Casting Cost	Type	Endurance	Notes
40+8 per Mutant Brute	Summons	None	\$510 per mutant brute

Escort – [4]

Escorts are quiet, thin creatures that appear as men in somber dress suits with large, black, reflective eyes. They have antenna behind their ears and atop their foreheads, prehensile tails, and they walk on thick, muscular taloned feet. Escorts are intelligent and perceptive; they are also naturally suspicious – making them excellent bodyguards. Like all summonsed creatures, however, there are social prohibitions against using the violently—especially aggressively (defense is *barely* acceptable). Once an Escort has engaged in violence against a person, it is usually “dismissed.”

Escorts are *assigned* a Charge (a person to protect) when summonsed and will remain with that person until dismissed. If they are separated from their Charge for more than 8 hours, they will vanish.

STR 11 BLD 9 CON 12 / 15 DP REF 12 INT 11

Strike: Melee weapon (13-); Fire-arm (13-) L2 (both)

Armor -2 Damage Modifier from non-magical weapons

Surveillance L2 14-; Perception 14-; Traps L2 14- ; Etiquette L2 13- ; Jujitsu L2 13-

Note that Escorts *do not* come with their own weapons; these must be supplied. Escorts are terse, and come across as perpetually irritated, but professional. They will advise their Charge (whomever they are protecting—not necessarily the caster) of potential danger, enter rooms first, and inspect those who approach for weapons (visually, if physical pat-downs are not possible). In safe, calm situations they can sometimes be friendly, showing interest and giving non-security-related advice, but it’s clear that to them, protecting their Charge is both a calling and a job—getting friendly isn’t on the agenda.

Casting Cost	Type	Endurance	Notes
25	Summons	None	\$800 per Escort

Domestic – [2]

A Domestic is a household helper that's not quite as spooky (or efficient) as a House Keeper. Domestics are gentle creatures that typically appear as adolescent girls with larger-than-human eyes (aqua marine colored) and narrow faces.

Unlike House Keepers, they are pleasant to have around, and often have their own personalities. Although they are modest and helpful, they can develop *personality traits* the way Brutes do (although their higher intelligence makes traits such as Curious less detrimental).

By default, however, they are very loyal to the family they serve and can be especially gentle and helpful with young children.

Casting Cost	Type	Endurance	Notes
18	Summons	None	\$250 per Domestic

Messenger Wing – [1]

A messenger wing is a small bird-like animal (some have bright plumage, others have fur instead of feathers). They have no head, and single, pogo-stick-like leg (they move by hopping). Messenger Wings have a strong sense of direction and a knowledge of geography that's as good as the caster's. Messenger Wings are usually used to convey messages. They can usually find their way (unless the caster is hopelessly lost) and can recognize any person the caster knows.

The Messenger Wing delivers the message it's given, either repeating a spoken message (in the speaker's voice), offering a small, written document.

Messenger Wings can also be used as a (relatively) poor quality tape recorder, but they are hard to conceal and have difficulty hearing things that are not spoken directly to them (9- perception roll).

Casting Cost	Type	Endurance	Notes
12	Summons	None	\$15 for message delivery

Spy Wing – [1]

A Spy Wing appears, physically, as a messenger wing, but with a number of eyes (some large, some tiny) on its underbelly. It can cover a 4x4 mile area in 1 hour, flying at approximately 300 feet, and will return to its owner.

The Spy Wing has a perception roll of 13- to spot hidden or concealed objects, and an INT of 11 to figure out complicated scenes. It can then answer yes or no questions answering by bouncing up and down (Yes), lowering its wings (No), or turning in a circle (Don't Know/Not Sure).

Spy Wings are not particularly maneuverable, and can generally only see what's below them. They are very ineffective indoors (they can look through windows), and often return with confused or incomplete reports when used inside.

Night Wings can see at night and cost more spell points.

Casting Cost	Type	Endurance	Notes
12 (22 for Night Wing)	Summons	None	\$240

Liber Troll – [2]

Liber Trolls are strong, compact (3' tall) creatures with rock like bodies whose upper surfaces are covered with lush, green moss. They have pinched, expressive faces, and are incredibly sarcastic and insulting. Although they never make good company, they can be quite useful—they have eidetic memory, and sharp analytical minds. They are also capable of learning from books they *consume*. For Liber Trolls, eating a book is like reading it (they can devour most volumes in one bite. Encyclopedia volumes may take 2).

STR 13 BLD 13 CON 12 / 15 DP REF 10 INT 11

Strike: Bite 6 Impact (10 REA)

Armor 4/8 Rock-like hide -2 Damage Modifier from non-magical weapons

Library Sciences L2 14-; Calligraphy L2 14-; Journalism L1 12-

Liber Trolls can quickly become experts on subjects that they have access to, and are often used as research assistants by those who have the patience and the spare books. Men and women who treasure books find Liber Trolls abominations, and Liber Trolls like nothing better than consuming a beloved collection of ancient, irreversible tomes. Mmmm...

Casting Cost	Type	Endurance	Notes
21	Summons	None	\$55

Liber Fluke – [2]

The Liber Fluke is some warped relative of the Liber Troll. They share the same hostile disposition. The Fluke, is more like a book-worm, however. It is a small, leech-like creature that can burrow through books, running them (and *ingesting* them) at a rate of 100 pages per hour.

They remember the knowledge, and can *transmit* it to their *host* (whomever they attach to). The host then has categorical knowledge of whatever was presented in the book. This may allow *knowledge only* skill rolls at L1 12- (for a good book), L2 13- (for a really good book on the subject), or L2 14- for a world-class reference.

Casting Cost	Type	Endurance	Notes
9	Summons	None	No charge

Friday – [2]

Friday is like the ultimate domestic/assistant/secretary. Although many Fridays exist, only one Friday will serve her charge at once (you can't have an office full of Fridays—if you try, they'll *all* leave). Friday appears as a very distinctive, attractive young woman in professional dress.

Friday is exceptionally intelligent for an summonsed creature and has a great deal of initiative. She has excellent administrative skills, taking dictation, typing, filing, and so forth. She is also good at research, and even a skilled junior detective.

There are a few caveats. The first is that she's principled—using Friday for dirty work is a bad idea—she'll refuse (at best) or turn you in (if she thinks *you're* one of the bad-guys). She's free, but she's also liable to get into trouble (and legally, *you're* responsible for what she does). Finally, she remembers. Once you've misused her, or failed to get her out of trouble, she won't work for you again. This memory (between summonses) poses curious questions about what, exactly, Friday is—but so far there are no good answers.

Although Friday is free, skilled assistance, most people find that she's a lot of work in her own right (she gets bored easily, and distracts others with conversation, random musings, and her own agenda). If you can't keep her interested, you're better off just hiring a human.

Friday is an odd summonsed creature—people who have summonsed one, and worked with it extensively may find her showing up from time to time, even after she has been dismissed. This can be a good thing or a very bad thing, depending on the previous relationship.

STR 10 BLD 9 CON 12 / 12 DP REF 10 INT 12
Armor -4 Damage Modifier from non-magical weapons
Journalism L2 -14; Administration L2 14-; and often, others

Casting Cost	Type	Endurance	Notes
30	Summons	None	\$700

James – [2]

James is the masculine counterpart to Friday. Like Friday, you can only have one James at a time. Like Friday, he remembers. James appears as a handsome, if slightly older English butler. He is extremely proper and (probably) far more cultured and sophisticated than his Charge. He will serve faithfully both handling mundane affairs and offering advice.

James has skills such as Etiquette, but also Literature, History, and so forth (the result of a good, classical conversation). He is unlikely to know obscure facts, but has a sweeping grasp of the canonical works.

Casting Cost	Type	Endurance	Notes
30	Summons	None	\$700

Growler – [4]

The Growler appears as a large, spectral shadow. Sometimes it seems wolf-like; sometimes it seems more like a boar, or even (when it stands) a small bear. It is quite fluid and can flow silently across the ground. When it attacks, it has silver teeth.

Growlers act as guardians. They are generally more versatile and smarter than other guardian creatures, but they are also *dangerous*, and sometimes go rogue; although they won't attack their master, they may attack his friends.

STR 11 BLD 9 CON 12 / 15 DP REF 12 INT 9 (Perception 13- smell)
Strike 4 PEN, Grapple 6/4 (13- to hit)
Armor -4 Damage Modifier from non-magical weapons

They can understand simple commands such as “follow me” or “guard this building.” They will warn (and attack, if the warnings aren't heeded) strangers, but may also behave aggressively towards known “friends.”

Casting Cost	Type	Endurance	Notes
40	Summons	None	\$300

Carpenter Beetle – [2]

The Carpenter Beetle is a slender, 4'tall beetle that can stand upright as the situation requires (balancing, but not walking on its 2 hind-legs. It appears substantial (it has an impressive outer carapace), but it is quite light and fragile and utterly non-confrontational.

The Beetle is a carpenter. It eats wood, chewing it and swallowing (wood fibers mixed with its saliva make a powerful wood glue, when set). The Beetle, if provided with a supply of wood (a forest is fine, but cut wood is faster), will set about making wooden objects with Carpentry L2 14-. It is excellent for making small wooden tools (hammer hefts, kitchen utensils, and the like), and it *can* produce cabinets, chairs, and so forth, but its larger works are *weird* and unpleasant. Some eccentrics like them, but ordinary humans find them *off*.

Carpenter Beetles often annoy, but will not bankrupt mundane carpenters (their presence removes a source of easy money), so opening a shop selling wooden spoons your beetle made while you were out adventuring is a good way to 1) make a very modest living and 2) really annoy your neighbors. Real carpenters who use the beetles to assist are a little more accepted. Estates with 'family' mages usually use Carpenter Beetles to supply standard house-hold goods.

Casting Cost	Type	Endurance	Notes
18	Summons	None	\$460

Smoke Pup – [4]

The Smoke Pup is, perhaps, a cousin to the Growler. It appears more as a small primate, but it shares the Growler's fluid nature. Smoke Pups are *excellent* thieves—they can flow under door cracks, or through keyholes, and they are nearly invisible in poor light.

They are also fairly intelligent, but require *very* precise instructions—left to their own, they are mischievous kleptomaniacs (entering nearby houses, stealing trinkets, pick pocketing), who return their ill-gotten goods to their summoner.

If spotted and pointed out ("Hey! You – there!") they are dismissed, immediately vanishing, and the summoner will not regain any long-term points used in the casting at the regular rate; rather the points will be regained once per day.

STR 3 BLD 1 CON 12 / 2 DP REF 12 INT 9 (Perception 13-)

Armor -4 Damage Modifier from non-magical weapons

Pickpocket L2 13-; Stealth L2 13- (+2 for size, x2 all darkness mods); Climbing L2 14-

Casting Cost	Type	Endurance	Notes
25	Summons	None	\$600

Steam Serpent – [4]

The Steam Serpent is a writhing chord of blistering steam. It is a powerful and dangerous creature, but it is most often used as a *power source*. The Steam Serpent generates its own power, allowing it to run a steam-driven engine without fuel.

STR 8 BLD 10 STC 14 / 42 DP REF 12 INT 9 (Perception 13-)

Body of Steam, 33 pts of heat damage

Armor -4 Damage Modifier from non-magical weapons

Steam Serpents generate 44 horsepower, allowing them to power a small vehicle. They typically last several months to a year, depending on use, but they are very dangerous, and can only be

controlled for a WIL roll in seconds, after casting (meaning that they generally need to be summonsed *in* a container). When the control wears off, they become violently berserk.

A single Steam Serpent is powerful enough to drive a small vehicle (such as a light horseless carriage)

Casting Cost	Type	Endurance	Notes
55	Summons	None	\$1200

Waldo – [2]

A Waldo is a skeletal mechanical arm that must be summonsed affixed to a sturdy surface. Once summonsed, it can be ordered to perform simple actions (often repetitive ones) such as “turn the crank” or “grab anyone who comes by.”

STR 13 (Grapple 6/3) REF 11- (12- ‘to hit’), STC 13 39 DP

Waldos are tireless and fairly strong. They can power small generators, acting as a 2-horse power energy source. They typically last for 1200 hours of use.

Casting Cost	Type	Endurance	Notes
33+3 per Waldo	Summons	None	\$100

Inferno – [4]

An Inferno is a fire spell, is generally only known to fire-mages. An Inferno appears as a wheel of fire. It is violent and dangerous, and generally only useful as a power source or a kamikaze attack spell.

Like the Steam Serpent, an Inferno is only under control for WIL Roll seconds, and are usually summonsed directly into an engine container.

STR 12 BLD 10 STC 14 / 56 DP REF 12 INT 9
Body of Fire 66 damage
Armor -4 Damage Modifier from non-magical weapons

An Inferno generates 80 horsepower and can be used to run a medium-sized automobile. They usually last through 1800 hours of use.

Casting Cost	Type	Endurance	Notes
60	Summons	None	\$1450

Void Engine – [4]

The Void engine is an elemental spell, and is generally only known to Void magicians. The Void Engine appears as a complicated black box with a feeder tube in front, a number of ‘cylinders’ and a shaft. It runs almost silently making only a malevolent humming noise, and actually makes the surrounding area *colder* instead of warmer. It does not require fuel, but anything placed close to its intake risks being absorbed. Also, unless affixed (screwed in place), it will also “move”, scampering around when it thinks no one is watching on thin, spider-like legs.

STR 5 BLD 25 STC 14 / 56 DP REF 12 INT 9 (Perception 13-)
Absorb PWR 18 Disintegration
Armor -4 Damage Modifier from non-magical weapons

A Void Engine produces 180 horsepower, and is suitable for running a muscle car or a light truck.

Casting Cost	Type	Endurance	Notes
80	Summons	None	\$1900

Ghost Light – [4]

A Ghost Light is a small (baseball-sized) sphere of ball-lightning. It appears, floating around the caster and can be used for a variety of purposes including as a light source (it flickers and crackles, so it's not a good reading light, but it will light a room), a power source (1 horsepower, and it can be used to power electrical objects), or as a weapon (it attacks for 12 pts of damage, hitting at 14-, REA 14).

If the Ghost Light comes in contact with a surface or is hit with a metal weapon it will discharge into the surface immediately (doing 12pts electrical damage)

Casting Cost	Type	Endurance	Notes
13	Summons	None	No Charge

Cold One – [1]

A Cold One is a disturbing little fetish—it appears as a bowling pin carved to resemble a skeletal human curled into a fetal position, shivering with the cold (a very faint chattering sound can be heard from the jaw). It drops the temperature of the area around it, keeping a 5x5x5 foot chamber cold enough to store ice in (0 degrees Celsius).

There is absolutely no truth to the rumor that Cold Ones uncurl and scramble around when no one is watching.

Casting Cost	Type	Endurance	Notes
14	Summons	None	\$60

Ember Moth – [1]

An Ember Moth is a winged insect about the size of a man's hand. Its body and wings glow faintly, like a red coal, but upon command, it can glow brightly, like a light bulb filament. An Ember Moth can light for 36 hours, before it crumbles to ash and a single coil of fragrant smoke, making them useful as short-term light bulbs, or in flashlights. They are cheap, but there is almost always a demand for them.

Casting Cost	Type	Endurance	Notes
13	Summons	None	\$12

Fire Sprite [1]

The fire-sprite is a fire spell, and although it can be known by anyone, it is usually known by fire magicians. The Sprite appears as a tiny (1" tall) figure that is frantically dancing. It is lighter than air, and can move in all dimensions, floating like a burning leaf, or flitting about like fire-fly. When it alights on a flammable surface, it will ignite a fire (12- fire roll), spreading its body across the surface. This will be a *small* fire (1pt), but it may spread.

Fire Sprites will *not* diffuse if they are unable to light a substantial object, and are often bound to metal or ceramic objects and used as matches or lighters.

Casting Cost	Type	Endurance	Notes
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19	Summons	None	\$24
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Weaver Spider – [2]

A weaver spider appears as a plump, decorated arachnid about the size of a fist. It can hum and talk to itself with a soft human voice, but it rarely makes any sense. The spider spins a soft, but strong silk thread that is excellent for making fine clothing. It is also capable of weaving it into locks.

The locks of silk are highly prized by seamstresses and others who work with cloth, but the Weaver Spider rarely produces repeatable patterns, making them difficult to work into regular clothing. Spiders *can* be trained, but doing so is time consuming. A trained spider (that produces tasteful patterns in quantities large enough to be useful) is worth up to 100 times as much as a freshly summonsed one.

Casting Cost	Type	Endurance	Notes
19	Summons	None	\$8/\$800

Abacat – [2]

The abacat is a regal feline (similar to a Main Coon) that wears fine robes and is capable of walking upright for short distances. Their long, fine hair is braided with beads, for good reason—the abacat is a walking calculator, capable of doing complex simple math in its head, and more sophisticated calculations using its bodies.

Abacat are talkative and friendly if (like many summonsed creatures) a bit pompous. They usually stay for the duration of a single problem, but they can be kept (if their keeper is willing to put up with them), assuming that there is a steady stream of work. Abacat grow bored easily, and find humans with limited mathematical skills tiresome.

Abacat have L3 14- Mathematics, and L2 13- Accounting. They greatly enjoy logic puzzles and can be very loyal to humans they respect.

Casting Cost	Type	Endurance	Notes
29	Summons	None	\$680

Homunculus – [4]

Homunculus are described in JAGS Monsters. They are small creatures, often a twisted reflection of the caster, but valuable. Homunculus can act as long-term-spell-point storage (up to 20 points), and can usually assist with magical work in other ways.

However, as useful as they are, they are troublesome to have around, often encouraging the worst in their masters.

Homunculus cannot simply be summonsed. They must be grown, cultivated from seeds ‘watered’ with the caster’s blood.

Casting Cost	Type	Endurance	Notes
44	Summons	None	No Charge

Knot Elemental – [4]

The Knot Elemental is the spiritual cousin to the Bookkeeper. It appears as a hooded, veiled thing wrapped in knotted cords (it has, apparently, no body—knotted cords hang from it’s long, layered

sleeves). The Knot Elemental is a very mysterious, very intelligent creature. Where the Bookkeeper knows literature, the Knot Elemental knows math and science.

Sometimes, rarely, if a science question is sophisticated enough the Elemental may be impressed (*not* the same as 'complicated'—anyone can ask a hard question—it takes a really bright person to ask a *sophisticated* question). If it is, it may help voluntarily, but it will have its eye on the questioner. The Knot Elemental 'collects' worthy scientists.

If it is summonsed for something it feels is trivial, boring, or otherwise beneath it (almost everything), it will simply try to grab the caster and return to wherever it comes from. The Knot Elemental, like the Bookkeeper can be *compelled* to answer some questions, and if it is, it will do so to the best of its considerable ability.

Casting Cost	Type	Endurance	Notes
32	Summons	None	\$2000

Thingamajig – [2]

The Thingamajig is a small mechanical gnome crossed with a tuba and a trumpet and a set of steel drums. It is the proverbial one-man-band squared; more like a one-man orchestra (heavy on the Brass...) The Thingamajig can be of value under two circumstances—the first is as an entertainment vehicle for people who appreciate it's loud, somewhat crude music and broad (but not vulgar) humor. The second is an annoyance technique. Nothing strikes fear into the hearts of the neighbors like the arrival of a Thingamajig. It entertains with Revelry L2 14- (giving it a 11-chance of successfully entertaining a small gathering; and a blown roll can be excruciating).

Thingamajigs are popular at sites of lowbrow entertainment such as circuses and fairs. Children tend to adore them.

Casting Cost	Type	Endurance	Notes
14	Summons	None	\$20 (\$60 to go away)

Curtain Wraith – [2]

A Curtain Wraith is a large, rectangular creature that comes in a variety of tasteful and expensive-looking colors and patterns. The Wraith can be hung as a curtain, as the canopy of a bed, placed on the floor as an area rug, or hung on the wall as a tapestry.

Like a nice fabric, it provides adequate (but not exceptional) warmth and comfort (truth be told the Curtain Wraith was given its name for a reason—it makes a rather thin rug...) but it has other advantages as well. It can, on command, move, opening and closing, or rolling back (or getting out of the way so you can sweep).

It also pays attention to what is said; in the right setting it appears as a regular curtain, never betraying its true nature. Curtain Wraith make excellent spies. Finally, it can, in a pinch, behave aggressively (if ordered to), but society frowns on this, and a Wraith that has attacked a person should be dismissed.

STR 15 BLD 18 STC 14 / 56 DP REF 12 INT 10 (Perception 13-)

Grapple 18/5, Squeeze for 5 damage

Armor -4 Damage Modifier from non-magical weapons

Casting Cost	Type	Endurance	Notes
40	Summons	None	\$1310

Bauble Beast – [1]

The Bauble Beast appears as a fascinating bric-a-brac—a small, puzzle, or a bejeweled wind-up toy (with obvious costume jewelry). They are affectionate and fun to play with, but they can be a bit demanding (sometimes taking slight offense when they're put down). Bauble Beasts purr satisfyingly when they're "solved" (most of them have a simple, puzzle-like nature).

Casting Cost	Type	Endurance	Notes
17	Summons	None	\$22

Track Ball – [2]

A Track Ball appears as a small blue or black rubber ball (about like a racquetball). It has no way of communicating, but it has a keen sense of smell and can roll (and bounce) under its own power. Given an article of clothing or blood, it can *track* a subject by sense of smell (Tracking L3 14-). It will follow at its top speed (5 yards per second) and will not stop until it's caught up with the subject.

Casting Cost	Type	Endurance	Notes
20	Summons	None	No Charge

Key Daemon – [2]

A Key Daemon appears as a small, complex, somewhat insectoid creature in the form of a heavy key. The key daemon can open special locks that cannot be opened with regular keys (and are at -4 to pick). The Key Daemon knows who is supposed to be allowed entry and will not work the lock for uninvited guests.

There are tales of Key Daemons that work as *lock-picks*—creatures that can be inserted into any normal lock, and they'll open it. These tools would be quite valuable to thieves, if they exist, but the spell is not generally known.

Casting Cost	Type	Endurance	Notes
20	Summons	None	No Charge

Locke Daemon – [2]

A Locke Daemon is the converse of a key-daemon. It is a tiny creature that lives in a keyhole, and can prevent the lock from being opened by anyone not permitted (whether they have the key, or not). Attempts to pick a lock protected by a daemon are made at -6 (the attempt will reveal the presence of the daemon). Although it is theoretically possible to kill the daemon and open the door, most attempts to do so will destroy the lock. For purposes of resisting spells, poison, etc, the Daemon is considered to have a CON/WIL of 16.

Casting Cost	Type	Endurance	Notes
20	Summons	None	\$160

Thoroughbred – [4]

Thoroughbred is a heavy, almost liquid mist. It appears as a thick, white fog composed of a herd of miniature animals (although gaseous, and having variable volume, Thoroughbred is roughly the size of a man in open air).

It is strong—capable of moving objects with an effective psychokinetic strength of 50, and can provide 100 horsepower. Unlike other creatures that are often used to run generators,

thoroughbred can be combined and will work in unison, allowing them to drive very heavy machinery. They can also be used to carry packs, or move supplies on their own, and if used offensively (standard disclaimers apply), they can grapple with an effective grapple of 80/60 thanks to their great strength and elastic form)

Elastic Body

Psychokinetic Strength 50 (Grapple 60/40)

REF 10 (grab 11-) INT 09

STC 13 DP 26 (but invulnerable to most physical weapons)

If free, a thoroughbred will attempt to escape, but they are not normally hostile or violent.

Casting Cost	Type	Endurance	Notes
80+10 per thoroughbred	Summons	None	\$2600

Krane – [4]

A Krane is a giant Waldo—an great, disembodied arm, that must be attached to a structure strong enough to support 4x what it can lift. Kranes are slow-moving, and somewhat fragile for their size, but they are enormously powerful; they are often used for loading and off-loading freight, or (on occasion) as siege machines.

STR 600 (Grapple 900/600) REF 11- (12- 'to hit'), STC 13 130 DP 5/10 armor

+3 to hit (15-) due to 'large' weapon (hand-span 2 yards across)

Kranes generally last for 1200 hours of continuous use.

Casting Cost	Type	Endurance	Notes
120	Summons	None	\$11,000

Wheel Gnome – [1]

A Wheel Gnome is an odd, somewhat disturbing figure—a tiny, shriveled man (often bald, sometimes with a beard), whose ribs extend from his body to an outer “wheel”, of which he is the hub. The Wheel Gnome is usually about 4 feet in diameter—similar in size and appearance to a wagon wheel (the “wheel” is made of a heavy, wood-like bone).

A Wheel Gnome, on its own, can pull about 250 lbs, giving a carriage built with 4 a carrying capacity of half a ton. They travel at about 6 yards per second (a good clip), and can go for more than 20 miles before needing a couple of hours of rest.

Wheel Gnomes are usually used in more rural areas, where mechanical engines are hard to come by or to maintain. They can be trusted (if bound) to forage for themselves and then return. They are herbivores, grazing on grasses. If used as a power source (to drive an engine, say), they produce about ½ horsepower, and can run for 4 hours without a break.

Casting Cost	Type	Endurance	Notes
20	Summons	None	\$60

Monitor Lizard – [4]

The Monitor Lizard is a very strange beast—appearing to be part animal and part machine. It has the body of a great lizard, often almost 2 yards long, but its head is a complex array of lenses, microphones, and light sources. The Monitor Lizard is a walking camera crew.

It is useful for a variety of tasks including recording events, surveillance (it can scale walls), and so forth. It is limited in that it is not very bright, and will be easily distracted if not in the presence of its owner (distracted lizards will continue to film, but will film what *they* want to film—often not what its owner is interested in).

The “film” produced is high-quality, 24mm film suitable for showing in theaters. A Monitor Lizard is summonsed with a single “reel” that remains when it vanishes. A reel holds about 45 minutes of footage and voice.

PHY 11 (CON 12, DP 18) REF 11 INT 10 (Easily distracted, ‘artistic’ in the most annoying way)
Armor 2/4 (hide) -2 damage mod for non-magical attacks
Light source (strong flashlight), boom-mike, scaling ability (Climbing L3, 16-), Quadruped
Tail Strike 3 pts impact hit on 12-

Casting Cost	Type	Endurance	Notes
33	Summons	None	\$520

Elipsar – [1]

The Elipsar is a simple beast—an adjustable table lamp that moves by hopping. While its owner is working or reading, it will remain in position, but when left to its own devices (or when it is not needed) they can be playful—a trait that is irritating or endearing depending on your perspective.

Casting Cost	Type	Endurance	Notes
8	Summons	None	\$45

Caligraph – [2]

The Caligraph appears as a disembodied hand that can run on its fingers, scampering about like a large, strange spider. It is fairly intelligent, but timid, and afraid to enter unknown areas. The Caligraph is mute, but it can communicate by writing and this is what they are most prized for—the Caligraph have magnificent handwriting and take dictation.

Left to their own devices, the Caligraph will happily practice its penmanship, provide it is given ink and a supply of draft paper.

Casting Cost	Type	Endurance	Notes
12	Summons	None	\$60

Ink Daemon – [2]

The Ink Daemon is a tiny dark humanoid, appearing like a living oil slick. It is composed of, and sheds a quality ink, and is often summonsed to live in an inkwell or fountain pen. They do not do well out of enclosed areas, quickly drying up and becoming nothing but faded stains.

Properly kept, they provide an indefinite supply of ink.

Casting Cost	Type	Endurance	Notes
16	Summons	None	\$80

Compass Elf – [2]

The Compass Elf sounds like an elf that would let you know which way is north. It’s not. It’s the other kind of compass. The Compass Elf appears as a complex, almost mechanical creature composed of smooth geometric shapes, straight lines, and narrow angle. The Compass Elf is a draftsman. It can measure, observe, and draw accurately. Compass Elves are in great demand by architects, land surveyors, cartographers, and other professions that value accuracy.

PHY 8 (BLD 4) REF 13 STC 13 DP 13 INT 12
-2 Damage Mod from non-magical weapons
4pts Impaling strike (14- to hit; 13 REA)
Drafting L2 14-; Surveying L2 14-; Perception 13-

The Compass Elf is slight and fragile, but with it's sharp, accurate reflexes, and plated surfaces, it has surprising utility in combat.

Casting Cost	Type	Endurance	Notes
32	Summons	None	\$930

Metal Swan – [2]

The metal swan is a beautiful, delicate creature—a graceful bird made of metal. It is both a living work of art and useful household appliance—the Metal Swan produces ice-cold water. It must be well fed and looked after, but if properly kept, it can produce more water than it drinks. Metal Swans are necessary additions to outdoor society parties held in the deepest summer months.

PHY 4 (BLD 10) REF 8 STC 13 DP 39 INT 7
Armor 4/8; -2 Damage Mod from non-magical weapons
Produce cold, delicious water

Casting Cost	Type	Endurance	Notes
18	Summons	None	\$220

Shawl Sprite – [2]

Similar to a curtain wraith, a shawl sprite is a small, fluid creature made of living cloth. It is usually associated with a particular person and is worn as a scarf, wrap, or similar articles of clothing. Shawl sprites provide a few advantages over regular clothing—they come when called, hang themselves up, generate their own heat (they are uncomfortable in warm weather), and they can provide security if required.

PHY 8 (BLD 1 CON 13) REF 13 DP 13 INT 09
Grapple 8/6 (fluid body)

Shawl Sprites have an innate fashion sense—if there is any tasteful way to incorporate their pattern into what their owner is wearing, they will.

Casting Cost	Type	Endurance	Notes
29	Summons	None	\$160

Papamander – [4]

The Papamander is a bullfrog-like creature about a yard across. Corpulent and slow-moving, they are prized because they cough up Salamander (they have flame-retardant properties, themselves, but they are too heavy and lazy to be moved to the sight of a fire). Caring for a papamander means feeding it flame; the Papamander and Salamander keeper at the local firehouse is usually an expert at finding and burning flammable materials.

PHY 12 (BLD 9; DP 12) REF 09 INT 07
When properly and well fed the Papmander will *belch* 1d6 -3 salamander (sums below 0 are no salamander today!). The keeper may make an Animal Husbandry roll at -6 each day to draw forth salamander. When a Papamander has produced its maximum number of Salamander (a secret value between 0 and 20), it will produce no more until some of them are gone (dead, or dispelled)

Casting Cost	Type	Endurance	Notes
32	Summons	None	\$1260

Golem Round – [4]

Golem Rounds are tiny humanoid creatures with cone-shaped heads. They are created with *casings*—metal cylinders that contain their tiny, hard bodies. They appear in both 9mm and .45 caliber sizes (determined at the time of summoning). They are used as rounds in weapons, and add +3 to the weapon's base damage (they also act as *magical* attacks, making them useful against a variety of fantastic creatures).

This spell generally considered a secret of the Congregational Church of New England. It is not widely known or taught, and a character who purchases it should have a background that explains his knowledge (usually being an agent of the CC).

Casting Cost	Type	Endurance	Notes
20+3 per Golem Round	Summons	None	\$100/round

Comforter Wyrm – [2]

The Comforter Wyrm is a living piece of furniture—a huge (hippo-sized), four legged beast that is extraordinarily lazy and comfortable to lay on. The Comforter Wyrm looks like a huge, doughy-white, vaguely cat-like creature with no distinct head or tail. It's surface feels like linen or leather, and it conforms to accept those who wish to sit or lay on it.

Fat and languid, it will rarely move on its own initiative (it moves with ponderous, lumbering steps when it does), but it can control its own body to provide back support for those who wish to sit, or relax, making a better bed. The Comforter Wyrm must be fed (it does not need to be walked, and produces no waste), but it has an enormous appetite (consuming almost \$13/day in rations) making it expensive to keep—even in a world of magic, the Comforter Wyrm is a luxury.

PHY 10 (BLD 280, DP 150) REF 08 INT 07

-2 from non-magical attacks

Slow-motion body slam. Moving (even a step) is an 8 REA long action for the Comforter Wyrm. If it *does* manage to step on you, it does 27 (and a 27 strength grapple) points of damage and will begin to suffocate anyone pinned beneath it.

Casting Cost	Type	Endurance	Notes
21	Summons	None	\$515

Timekeeper Imp – [2]

Also called a pocket-watch elf, the Timekeeper is a small humanoid creature with a perfect sense of time *passing*—it must be *set* when summonsed, and so will only be as accurate as the caster's knowledge of what time it is. The Imp is mute, but is fairly intelligent and can tirelessly work simple mechanics (it actually has the Mechanics skill L1, 14-, allowing it to figure out simple clockwork)

Casting Cost	Type	Endurance	Notes
10	Summons	None	\$100

Gold Bug – [2]

For those who wish to consolidate their assets sometimes turn to the Gold Bug. It is a small beetle (about 2" long) that begins life with a black chitin carapace. That doesn't last long, however—it eats gold, and incorporates the precious metal into its shell. It can consume up to \$100 worth of pure gold (making it worth \$100), at which point it is both valuable and startling beautiful.

It is also prized for its ability to *detect* gold or gold ore nearby. It can smell gold with a roll of 16-, -1 per yard, and it reacts with a distinctive chattering noise (the frequency of its chatter tells the purity of the gold. Gold Bugs are used by anyone buying or selling gold).

Casting Cost	Type	Endurance	Notes
16	Summons	None	\$70

Cruel Head – [4]

The Golem Rounds are personal weapons; the Cruel Head is a battle-field weapon. It is a ceramic sphere with a wicked, Jester's face upon its surface. The Cruel Head is about the size of a cannonball, and is usually fired from a cannon if one is available (it can also be dropped from battlements, rolled down stairs, etc.). A sharp impact will make it explode, releasing a swarm (4d6 + 1) of Evil Black Laughing Spheres (as per the magic spell) that will attack anyone within 10 yards, and will remain for 1d6 hours

Casting Cost	Type	Endurance	Notes
30	Summons	None	\$90 per shell

Astride – [2]

The Astride is a cross-country throne —a one-man carriage with long, ostrich-like legs that can run quickly over short distances. The Astride is both a pleasant way to travel (particularly in the parts of cities that are short on clean streets) and a wonderful way to view parades. The Astride requires \$7 per day in maintenance and food, but produces no waste and requires no attention.

PHY 14 (BLD 20, CON 13, 15 DP)

REF 12

INT 07

Kick 7 points IMP (it has wicked talons on its toes) 13- to hit; Long weapon (it has 6' legs)

Sustained run at 8 y/s; sprint at 11 y/s

Casting Cost	Type	Endurance	Notes
35	Summons	None	\$350

Folding Horse – [4]

More aptly called a folding pony, fully deployed that Folding Horse is a normal, small horse suitable for riding or carrying goods. When its not used, the Horse "folds" into a compact 15lb pack about the size of a small backpack. The Folding Horse requires no food or upkeep, but vanishes into mist within a week after casting, or when it has traveled 100 miles.

Casting Cost	Type	Endurance	Notes
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36	Summons	None	\$240
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Fetch – [2]

A Fetch begins life as a painted egg. In this form it is delicate and attractive—sometimes valued as a decoration, but it can be hatched at the command of its owner and it emerges as a large wasp-like insect with delicate decorations similar to its shell.

Although fearsome looking, the Fetch is harmless and obedient. It also has a sharp, but very specific intelligence—it is good at finding, delivering, and retrieving things within a short distance (it only lasts for 4 hours, and will not leave a 2 mile area from its spent shell).

The Fetch can understand commands such as “Go to the store, leave this money, and return with a jug of fresh milk,” “Deliver this letter to George” or “Enter the top window and steal the jeweled necklace in the first drawer.”

With respect to that last one, however, they are distinctive (large, and noisy—they make a buzzing sound) and thus generally make poor thieves. A fetch can carry up to 15lbs.

Casting Cost	Type	Endurance	Notes
35	Summons	None	\$40

Spirit and Elemental Magic

These spells are available to both summoners and elementalists. They concern human's interaction with the Spirit World. Often, in the 13 Colonies, no magic is needed—spirits are a natural part of that world and they make their presence felt. Spirit Magic can be used to facilitate interaction or *force* it.

Spirits are different from summonsed creatures. They clearly exist whether humans call them forth or not. They are often proud, wild, natural creatures and they rarely appreciate human concerns. Men and nature have always had an uneasy relationship; magicians who face nature's personifications are in a particularly delicate and often dangerous situation.

Sense Spirit – [1]

Not all natural events or landmarks have spirits. Not all spirits are tied to natural effects. Sense Spirit lets a magician know when he is within the presence of a *possessed* place or a free-roaming spirit. Spirits rarely manifest (when they do, there is usually no need for a spell to determine they're present). They can *hide* and when they do, their WIL may be rolled against the Sense Spirit roll.

Casting Cost	Type	Endurance	Notes
10	Summons	None	None

Call Spirit – [2]

Call Spirit makes a “formal” request that a Spirit of a place or object to manifest. This request can be ignored but it ignoring it irritates the spirit (powerful spirits may ignore a call with impunity). It in now way protects or controls the Called Spirit and often the casting of Call Spirit is the prelude to a fight.

It is generally considered that a magician who cast Call Spirit had better have a good explanation *and* sufficient firepower to make the spirit hesitate.

Casting Cost	Type	Endurance	Notes
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15	Summons	None	None
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Compel Spirit – [2]

Call is an irritating request. Compel is a demand. It works against the spirit's WIL as a PWR v Stat attack

Minor Success	The spirit is <u>greatly</u> annoyed and has 1 point of Compel against it.
Standard	The spirit is <u>tremendously</u> annoyed and has 2 points of Compel against it.
Major	The spirit is in <i>pain</i> and has 4 points of Compel against it.
Critical	The spirit has 8 points of Compel against it.
Catastrophic	The spirit has 16 points of Compel against it.

When a spirit has more Compel points than it has WIL, the magician can force it to manifest at a position of his choosing. It *may* choose to appear *before* that, appearing wherever it pleases. Once it appears, it must remain in physical form until its Compel points fall below its WIL or its physical body is destroyed. Compel points evaporate at a rate of one per hour.

Casting Cost	Type	Endurance	Notes
18	Summons	None	None

Dispel– [4]

Dispel is a meta spell and can be learned by any magician. It *dismisses* a spirit, rolling against the summoning skill of the caster who invoked the spirit or against the spirit's WIL if it has manifested.

Minor Success	The spirit has 1 point of Dispel
Standard	The spirit has 2 points of Dispel against it.
Major	The spirit 4 points of Dispel against it.
Critical	The spirit has 8 points of Dispel against it.
Catastrophic	The spirit has 16 points of Dispel against it.

When the spirit has more dispel points against it than its WIL or the summoner's skill, it can be dispelled by the magician at any time. If it is a Clean Spirit, it is simply gone. If it is a natural spirit, it cannot manifest until its dispel points have gone below its WIL. Dispel points evaporate at 1 pt per hour.

Casting Cost	Type	Endurance	Notes
18	Summons	None	None

Acknowledgement to our Artists

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