

MAGIC

All magical characters must pay for a talent that represents their magical ability. The Talents and their cost are listed below.

Talent	Cost
Full Magician (Hermetic or Shamanic)	30
Aspected Magician (Hermetic or Shamanic Conjurers and Sorcerers)	20
Adept (Aspected Magician of the Somatic Way)	20

All Magicians also have a required Disadvantage: Subject to Magic Loss (All the Time, Greatly, -20). This does not count toward the limit of -75 points in disadvantages. The effects of Magic Loss are described below.

GENERAL RULES

Magic Attribute

All magician characters have a Magic Attribute. This magic attribute starts at 60, but can be reduced by implantation of cyberware or bioware, or if a character takes a deadly wound. The Magic Attribute is important as it is the upper limit of Active Points in Spells that the magician can cast. If the Active Points of a spell is higher than the Magic Attribute, the Drain is applied to the character's BODY instead of STUN. The character can increase his Magic Attribute through Initiation, described below.

Cyberware and Bioware

For each point of Essence lost to cyberware or for each point of Bio Index spent on bioware, the magical character loses 1 points of magic, and for every 10 full points of magic lost this way, suffers a -1 to all magical skills (Sorcery, Conjuring, Aura Reading).

Magic Loss

If a magical character is ever reduced to 0 BODY or lower, he has taken a deadly wound. This can cause Magic Loss. Make a CON roll. If the roll succeeds, the character loses no magic. If the roll fails, reduce the Magic Attribute by 1 per point the roll was missed. Magic Loss can occur through other means as well, and is mentioned when appropriate.

MAGICIAN POWERS

Magicians have many powers available to them depending on their tradition and how naturally talented they are in the magical realm. Full magicians are those who have the most talent, and are able to have access to all magical powers for their tradition. Full magicians can either be hermetic (magicians who cast spells and conjure elementals based on scientific ritual and magical formulae) or shamanic (magicians who cast spells and conjure elementals based on their ties to a totem creature, a magical spirit that grants powers). Aspected magicians are those who are talented, but not completely in control of their magical abilities. Aspected magicians can either be Sorcerers (in either the hermetic or shamanic tradition) or Conjurers (in either the hermetic or shamanic tradition). Adepts are magicians that follow the Somatic Way, a method of tapping magical powers to supplement their natural abilities, typically in a physical way. The powers available to magicians are listed below.

ASTRAL PROJECTION

With this power, the magician projects his spirit into the astral plane. The astral plane is basically a mirror image of Earth, overlaid on the real world. Everything on earth has a presence on the astral plane, but only living things and magic have a physical presence. Characters who project into the astral plane have a change in their characteristics as detailed below.

Astral STR = Normal PRE
Astral DEX = Normal INT
Astral CON = Normal EGO
SPD = SPD + 2

The following general rules apply to astral projection:

- Characters that astrally project lose 10 Essence per hour in the astral plane. Once they return to their body, the essence returns at 10 per minute. If their Essence reaches 0, the character dies.
- All spells cast while Astrally Projecting cause BODY Drain.
- Shamans who summon nature spirits while astrally projecting must resist Physical (BODY) Drain instead of STUN.
- Astrally Projecting characters are able to fly at a combat rate of 10" and a non-combat rate of 6400" (4 km/Phase), with Noncombat Acceleration/Deceleration (meaning it takes no time to build up speed).
- While in the astral plane, a character can assense all astral presences just as if they were using *Astral Perception* (see below).
- A character in astral space cannot read anything written on the physical plane (it shows as incomprehensible symbols), but can understand any emotional content the writing conveys.
- A character in astral space can be noticed from the physical plane with a successful Sight Perception roll (-8 for mundane, -6 for magically active)
- A character that astrally projects leaves his physical body behind at the point where he or she astrally projected. They are considered to be 0 DCV and unaware. Astrally projecting characters are aware of damage to their physical body. If the body is killed while the magician is astrally projecting, their astral form lives on until they've used up their essence. If their body is moved, they are aware that their body is moving, but they do not necessarily know where it is being moved to. They can track down their physical body by making an Ego Roll (modifiers based on how well hidden the body may be). The base time to find the body is 20 minutes, and characters may take extra time to help the skill roll.

ASTRAL PROJECTION

Power: Extra-Dimensional Travel to Any point in the Astral Plane;
Adv: None; **AP:** 25; **Lim:** Can be seen but not physically affected from the material (-.5); **Extra Time:** Full Phase (-.5); **Point of Entry** is relative to the characters original location (-.5); Cannot take equipment except magical foci (-1); Character leaves body behind (-1)
Real Cost: 6 points

ASTRAL PERCEPTION

This ability allows the magician to shift him or herself partially into the astral plane. This allows the magician to look into the astral to see astral presences, to assense auras, and to see magical auras. While astrally perceiving, the character suffers a -5 to all perception rolls in regards to the physical plane.

The following general rules apply to astral perception:

- An astrally perceiving character can see any astrally present auras. Astrally present auras are: Dual-natured beings (spirits, dragons, vampires, etc.), astrally perceiving characters, astrally projecting characters, magic foci, magic spells.
- An astrally perceiving character may cast spells or take any astral action against astrally present auras.
- An astrally perceiving character may assense auras. An Aura Reading skill roll is made. Each level of success for the perception roll or skill gives the reader one of the following details about the aura.
- General state of subject's health (healthy, injured, ill, etc.)
- The subjects general emotional state or impression (happy, sad, angry, etc.)
- Presence or absence of cyberware or bioware
- The class of magical subject (fire elemental, manipulation spell, power focus, etc.)
- Whether the subject is mundane or awakened.
- If the character has seen the aura before he will recognize it, regardless of disguises or alterations.

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If the character makes a critical success roll (making the skill roll under ½), then the character learns the following information:

- Exact Essence, Magic Attribute, and Force of the subject
- Location of any implants
- Accurate diagnosis of any disease or toxin affecting the subject
- The exact emotional state and cause for it (a murder, riot, religious ceremony, etc.)
- Presence and general cause of any astral signatures upon the subject (combat spell, illusion spell, hearth spirit, etc.)

Note: All magicians with Astral Perception have this as an Everyman skill at 8-.

ASTRAL PERCEPTION

Power: Detect: Astral Plane and Auras, Discriminatory, Tracking; **Adv:** None; **AP:** 25; **Lim:** Extra Time: ½ Phase to Turn on (-.25); Character may be targeted by Astral Forms (-.5); Side Effect: -5 Perception Rolls for Physical Plane (-1)

Real Cost: 9 Points

DISPELLING AND BANISHING

A magician may attempt to dispel magic already in place, magic about to be cast, or magical foci. The magician may also attempt to banish spirits. For dispelling and banishing, the following general rules apply:

- Each attempt at dispelling is a Full Phase action.
- The magician must make a Sorcery skill roll at -1 per 20 Force of the dispel (default is -5)
- Roll the effect dice and compare it to the force of the spell. If the dispelling total equals or exceeds the spell or summon, then it is dispelled. If the total does not equal or exceed the spell, it is still active. The magician may attempt again next action, and the total is added to the previous one. Determine results as above.
- Multiple magicians can combine their results to determine dispelling effect.
- A magician may dispel an incoming spell if he or she has a Held Full Phase action.
- Dispel costs 1 END per 10 Active Points.

FULL MAGICIAN DISPELLING/BANISHING

Power: 20d6 Dispel; **Adv:** All Magic (+.25); Cumulative (+.5); **AP:** 105; **Lim:** Gestures (-.25); Incantations (-.25); Extra Time: Full Phase (-.5); Requires a Sorcery or Conjuring Skill Roll, -1 per 20 Active Points (-.25)

Real Cost: 47 Points

Cost to increase: +1d6 Dispel for 2.5 points

Side Effect: Drain STUN/BODY (1 per 5 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.5)

ASPECTED MAGICIAN DISPELLING/BANISHING

Power: 20d6 Dispel (Spells); **Adv:** Cumulative (+.5); **AP:** 90; **Lim:** Gestures (-.25); Incantations (-.25); Extra Time: Full Phase (-.5); Requires a Sorcery or Conjuring Skill Roll, -1 per 20 Active Points (-.25)

Real Cost: 40 Points

Cost to Increase: +1d6 Dispel for 2 points

CONJURING

The magician has the power to summon powerful spirits to serve him. Mages summon elementals while shamans summon nature spirits. A character typically can only have 1 spirit serve him at a time, though this maximum can be increased for 1 point per extra spirit. The spirit stats are detailed at the end of the magic section.

Mages require a Hermetic Circle to summon elementals, which is a circle of runes and wards to protect the magician. Mages also require elemental conjuring materials, which are expended upon use. The following rules apply to mages for conjuring elementals:

- The cost of the Hermetic Circle is 35000¥ for a temporary circle, or 100000¥ for a permanently etched one.
- The cost of the elemental conjuring materials is 3000¥ for lesser elementals, 6000¥ for standard elementals, or 15000¥ for great form elementals.

- The process of conjuring the elemental takes 6 hours, all the while the mage is incanting, gesturing, and concentrating on making the elemental appear.
- At the end of the process the magician makes a Conjuring skill roll (-1 per 20 Force of the summon, default -4 for lesser elementals, -7 for standard elementals, and -11 for great form elementals).
- For every point the magician makes his roll, he may require 1 service from the Elemental or reduce Drain by 1 STUN.
- If the magician fails, no elemental is summoned, but the materials are wasted.
- On a particularly bad failure, an elemental may appear and attack the caster (GM discretion).
- At the end of the conjuring, the magician suffers Drain equal to 1 STUN per 10 Force (8 for Lesser Elementals, 14 for Elementals).
- A Mage may be able to summon and control more than one elemental, but each must be summoned individually, following the rules above.

Shamans need only to be in the appropriate domain for a particular type of spirit to summon them, though he does require a type of spirit fetish, which is expended upon use. The following rules apply to shamans for conjuring nature spirits:

- The process of conjuring the nature spirit takes only an extra phase, but during this time the shaman is incanting, gesturing, and concentrating on making the nature spirit appear.
- At the end of the process the magician makes a Conjuring skill roll (-1 per 20 Force of the summon, default -4 for lesser nature spirits, -7 for nature spirits, and -11 for great form nature spirits).
- For every point the magician makes his roll, he may require 1 service from the Elemental or reduce Drain by 1 STUN.
- If the shaman fails, no nature spirit is summoned, but the materials are wasted. On a particularly bad failure, a nature spirit may appear and attack the caster (GM discretion).
- At the end of the conjuring, the shaman suffers Drain equal to 1 STUN per 10 Force (8 for Lesser Nature Spirits, 14 for Nature Spirits).

CONJURE ELEMENTAL

Power: Summon Elementals (325 pt Elemental); **Adv:** Expanded Class (+.25); Devoted (+1); **AP:** 146; **Lim:** Concentrate to 0 DCV Throughout (-1); Extra Time: 6 Hours (-3.5); OAF: Spirit Conjuring Materials, Expendable (-1.25); Gestures Throughout (-.5); Incantations Throughout (-.5); Only in Hermetic Circle (-1); Requires a Conjuring Skill Roll (-.5); Limited Number of Services (-1); Side Effect: Drain STUN (1 per 10 Active Points), Minor, Always Occurs, Predefined Damage, Resistable (-.25)

Real Cost: 14 Points

Cost to Increase: 1 point per 2x elemental maximum (max number of elementals equal to caster's PRE/5)

CONJURE NATURE SPIRIT

Power: Summon Nature Spirit (327 pt spirit); **Adv:** Expanded Class (+.25); Devoted (+1); **AP:** 146; **Lim:** Concentrate to 0 DCV (-.5); Extra Time: Extra Phase (-.75); Gestures Throughout (-.5); Incantations Throughout (-.5); Limited Spirit Type defined by Area (-1); Limited Services (-1); Requires a Conjuring Skill Roll (-.5); 1 Spirit at a time (-.5); Side Effect: Drain STUN (1 per 10 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.25)

Real Cost: 22 Points

SORCERY

Sorcery is the ability to cast spells in the classical sense. The magician recalls a formula for a spell that he has learned, channels the magic through his or her body and brings it forth into the physical world. Spells are detailed later in this section. The following general rules apply to sorcery:

- The magician determines which spell to cast, then determines total Active Points in the Spell.
- Spell is targeted and attack rolls are made (as appropriate)
- Determine the effects of the spell.
- The Magician pays END as normal for the spell.
- Drain is separate from the Endurance cost of the spell. It is 1 point of STUN per 5 Active Points in the Spell. If the Active Points of

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the Spell is higher than the Magician's Magic Attribute, Drain is equal to 1 BODY per 5 Active Points in the spell.

- The Magician can resist Drain by succeeding in a Sorcery Skill Roll. For every 1 point of success, the STUN or BODY cost is reduced by 1.

SPELL DEFENSE

This is a free power that allows the Full Magician (Hermetic or Shamanic) to allocate some defenses for any characters within his line of sight. A mage is considered to have his Spell Defense set at maximum unless unconscious or consciously reduces it (by casting spells, etc.). The mage can dedicate some of his entire spell defense to any target in his line of sight, and may split defenses between any targets he can see. For every +1 Spell Defense, the magician effectively lowers his Magic Attribute by 10 in regards to whether spells cause Physical (BODY) or STUN Drain. The magician can allocate +1 until his Magic Attribute is effectively 0, which prevents him from casting any spells (i.e. an Initiate may have more than +6 to allocate for Spell Defense).

Power: Armor, Mental Defense, Power Defense; **Adv:** Usable By Others at Range (+.75), Splittable (+.25); **AP:** 10 per +1 rPD, +1 rED, +1 MD, +1 PD (60 total); **Lim:** Only against magic attacks (-.5), Lowers Active Point Maximum available for other spells (-1)

Real Cost: 24

FULL MAGES AND SHAMANS

Full mages and shamans have access to all aspects of magical ability with the exception of Adept powers. They have access to the following abilities: Astral Projection, Astral Perception, Sorcery, Conjuring (elementals or nature spirits), Dispelling (spells), and Banishing (elementals and nature spirits), Spell Defense, and 20 points to spend on spells.

SORCERER

Sorcerers are talented only in the casting of spells, to which they excel. Sorcerers can be either hermetic or shamanic, and gain totem bonuses that apply to sorcery. Sorcerers have access only to the abilities of Astral Perception, Sorcery and Aspected Dispelling (spells only), Spell Defense, and 20 points to spend on Spells.

CONJURER

Conjurers come in both hermetic and shamanic traditions, with shamanic conjurers gaining totem bonuses that apply to conjuring. The hermetic conjurer has access to Astral Perception, Conjuring (elementals), and Aspected Banishing (elementals and nature spirits). The shamanic conjurer has access to Astral Perception, Conjuring (nature spirits), and Aspected Banishing (elementals and nature spirits), and 20 points to spend on Magic Skills, Banishing, or number of spirits he can summon at once.

INITIATION

Initiation sharpens the natural Awakened sensitivity to magic and purifies the spirit. It allows a character to find his or her capacity to wield greater magical abilities, called metamagic, and provides access to the metaplanes of astral space. Only Awakened characters (full magicians, aspected magicians, and adepts) are capable of initiating.

To initiate, a character must pay 3 points for the Initiate Talent, and purchase any one of the Metamagic Powers listed below. Initiation is measured in grades, so a grade 3 Initiate has paid 9 points for Initiation as well as the cost of three of the Metamagic Powers below. This talent raises the Active Point limit on spells by 10 points.

Adepts may initiate by spending 3 points to Raise their Magic Attribute by +10, as well as purchasing a metamagic power from Centering (which they can use on any Adept Power), Cleansing, Divining, Masking, or Shielding. When they have no further Metamagic Powers to purchase, they may spend 10 points to Initiate to the next grade.

To Initiate, the magician must spend 1 week per Grade desired (one Grade at a time) in meditative study in a Hermetic Library (Mages), Shamanic Lodge (Shamans), or in solitary study in appropriate surroundings (Adepts). See the Item List for costs.

METAMAGIC

ANCHORING

Allows a magician to attach spells to specialized foci and delays their activation until a certain event occurs.

Power: Trigger Advantage; **Adv:** None; **AP:** 30; **Lim:** OAF (-1); Only for Spells (-1); Requires a Sorcery Skill Roll (-.5)

Real Cost: 9 points for any spell up to 60 Active Points

CENTERING

This assists a magician in channeling magical energy.

Power: Reduced END: ½ END Advantage; **Adv:** None; **AP:** 15; **Lim:** Only for 1 Spell at a Time (-1); Requires a Centering Skill Roll (-.5)

Real Cost: 6 points for any spell up to 60 Active Points

CLEANSING

This ability clears away astral pollution known as background count from an area.

Power: 10d6 Dispel: Change Environment; **Adv:** Cumulative, 4x maximum points (+1); **AP:** 60; **Lim:** Only against background count (-2); Requires a Sorcery Skill Roll (-.5); Extra Time: 1 Turn (-1.25)

Real Cost: 13 points

DIVINING

This ability allows the magician to Read omens and signs to provide insight into future events.

Power: Clairsentience, Precognition; **Adv:** None; **AP:** 40; **Lim:** Requires a Divining Skill Roll (-.5); Vague and Unclear (-.5); Precognition only (-1)

Real Cost: 13 points

INVOKING

This summons powerful spirits known as great form spirits for magicians that can conjure spirits.

Invoke Great Form Elemental

Power: Summon Elementals (500 pt Elemental); **Adv:** Expanded Class (+.25); Devoted (+1); **AP:** 225; **Lim:** Concentrate to 0 DCV Throughout (-1); Extra Time: 6 Hours (-3.5); OAF: Spirit Conjuring Materials, Expendable (-1.25); Gestures Throughout (-.5); Incantations Throughout (-.5); Only in Hermetic Circle (-1); Requires a Conjuring Skill Roll (-.5); Limited Number of Services (-1)

Real Cost: 9 Points

Invoke Great Form Nature Spirit

Power: Summon Nature Spirit (500 pt spirit); **Adv:** Expanded Class (+.25); Devoted (+1); **AP:** 225; **Lim:** Concentrate to 0 DCV (-.5); Extra Time: Extra Phase (-.75); Gestures Throughout (-.5); Incantations Throughout (-.5); Limited Spirit Type defined by Area (-1); Extra Endurance x2 (-.5); Limited Services (-1); Requires a Conjuring Skill Roll (-.5); 1 Spirit at a time (-.5)

Real Cost: 13 Points

MASKING

This ability disguises the aura and penetrates such disguises used by others. This talent allows the character to use his Aura Reading skill similar to the Disguise skill to change his aura. It also gives the character the ability to penetrate such a disguise.

Power: Masking Talent; **Adv:** None; **AP:** 5 **Lim:** None

Real Cost: 5 points

QUICKENING

The makes the effects of a constant spell uncontrolled and costing 0 Endurance. The spell automatically turns off after one day or when any attempt is made to dispel it.

Power: Uncontrolled Advantage; Reduced END: 0 END; **Adv:** None; **AP:** 60; **Lim:** Requires a Sorcery Skill Roll (-.5); Only for Spells (-1); Extra Time: 1 Turn (-1.25)

Real Cost: 16 points for any constant spell up to 60 Active Point

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SHIELDING

This ability provides defense against spells for the magician and allies.

Power: Combat Skill Levels: Defense; **Adv:** Usable By Others, Simultaneously, x4 Targets (+1); Ranged (+.5); AP: 12.5 per +1; **Lim:** Only against magical attacks (-1)

Real Cost: 6 per +1

ASTRAL TRAVEL

Characters traveling through the Astral Plane cannot pass through organic material or magical barriers. The Earth is considered a living creature in this case and normally cannot be moved through. Worked earth that is removed from the whole of earth is not considered to be part of Mother Earth as a whole. It is possible to move through Mother Earth, albeit at an incredibly slow rate. They may move through an amount of earth equal to their PRE/5 every 20 minutes. If he decides to stop trying to move through the earth, he may return to his starting point at his normal Astral movement rate.

ASTRAL VISIBILITY

The astral plane is lit by the auras of living beings, and is always perpetually lit by the Earth. The light level in the physical plane has no relation to the amount of visibility on the astral, though viewing the astral plane through semi-opaque things like water, fog, smoke, or fire can limit visibility.

ASTRAL BARRIERS

Astral barriers are dual-natured walls, with their astral form appearing as a hazy, solid wall that blocks all astral forms and astral perception. Dual-natured beings and items (such as active foci) cannot pass the barrier without defeating it in astral combat. Hermetic circles and Shamanic lodges form astral barriers, though the hermetic circle is only a barrier when it is used for magical purposes.

The physical forms of an astral barrier can be anything from painted runes on the floor to an actual wall, and it does not have to conform to the astral form's shape.

Astral Barriers modify all skill tests by its Active Points/5 for any magical skills attempting to cross it.

If a mundane character or item with a spell upon it passes through an astral barrier on the physical plane, the character or item passes through, but the spell is stopped.

If a character possessing a quickened spell or an item with a quickened spell on it passes through an astral barrier on the physical plane. If the spell has a higher Active Point total, it passes through. If not, it is stopped.

An initiate who knows the metamagic Masking may attempt to synchronize auras with the barrier. Make an Aura Reading skill roll modified by -1 per 5 Active Points of the barrier. If they initiate succeeds they may pass through it freely in the same way as the creator. They must make a Aura Reading test each time they wish to move through the barrier.

WARDS

A ward is an astral barrier that has no other function than to be a barrier in astral space. Any Awakened character capable of astral perception can set up a ward, given time. The maximum area that can be warded is equal to the caster's Magic attribute x 5 cubic meters. A group of characters can ward an area measuring 5 cubic meters x the sum of their Magic attributes.

A ward must be placed on a non-living thing (walls, a vehicle, rocks, etc.) and cannot be moved from its physical component to another location.

The warding ritual takes 1 hour per 10 Active Points and requires no special materials. At the end of the ritual, make an INT or Aura Reading skill roll modified by -1 per 10 Active Points. A group of characters make individual rolls and determine how much they succeed by. Each

point of success determines the number of weeks the ward lasts before disappearing. A ward can be made permanent by paying character points equal to 1/10th the Active Points of the ward.

Endurance for creating the ward is equal to 1 per 10 Active Points, but the maximum force you can give a ward is equal to the creator's Magic Attribute. A group can create a ward with a force equal to the sum of their Magic Attributes.

A warding ritual can also increase the life span of an existing ward. Make another INT or Aura Reading skill roll modified by the Active Points, and the life span increases by the number of weeks equal to the level of success. If the roll fails, the existing ward is not harmed except on a roll of 18, which destroys the ward.

Spirit and Wards

Spirits are capable of creating wards and will do so as a service for the character that summoned them. Regular spirits can create a ward with a Force up to 75. Great form spirits can create a ward with a Force up to 150 points.

Alarm Ward

An alarm ward is difficult to detect in astral space as anything other than a faint shimmer. Character may make a PER Roll modified by -1 per 10 Active Points to detect the Alarm Ward. An alarm ward alerts its creator when an unauthorized astral entity crosses its boundaries. Initiates may synchronize their auras to fool an alarm ward the same as any other barrier. Use the same rules for creating normal wards but reduce the time by half.

ASTRAL COMBAT

Characters who astrally project are faster as noted in their changed Speed characteristic, and those who change from physical to astral or vice versa during a combat must abide by all rules for changing their Speed.

All combat in the astral plane is hand-to-hand based with modifiers for reach. Characters may use Combat Skill Levels for All Combat, Melee Combat, or Magical Attacks when in astral combat.

Astral damage is figured based upon the character's Astral Strength (PRE) in Normal Damage. If a character is using a weapon focus, the damage from the focus is normal, with the normal figuring of Stun modifier. Damage is applied against their Energy Defense. Body damage is ignored.

An astral form reduced to 0 Stun is disrupted. A disrupted astral form immediately disappears from astral space, and astrally projecting characters return to their physical bodies (regardless of any barriers separating them), while spirits vanish completely. The character is unconscious and must recover normally. A character disrupted in astral space must immediately check for Magic Loss. A spirit disrupted cannot return to astral space or the physical world for 28 days.

ASTRAL COMBAT AGAINST OBJECTS AND BARRIERS

When characters engage non-sentient items in Astral Combat, they use their normal astral attacks (usually based on Astral Strength) or their Dispell power against the object. The object is considered to be a 0-point character with the following modifications:

It is considered to have a Strength equal to $10 + \frac{1}{4}$ its Active Points (which figures its PD), Stun equal to $15 + \frac{1}{2}$ its Strength + $\frac{1}{4}$ its Active Points, and a Dexterity equal to $10 + \frac{1}{2}$ its Active Points divided by 3 (which figures its CV and Speed). So a Force 10 Spell has a Strength 13 (PD 3), Stun of 23, Dexterity of 11 (CV 3, Speed 2). Conversely, a 60 Active Point object would have a Strength of 25 (PD 5), Stun of 42, and Dexterity of 20 (CV 6, Speed 3). Also remember that astral presences add 2 to their effective speed (so the above examples would have a Speed 4 and Speed 5 respectively). Objects counterattack every phase they act as long as the previous action from the magician was to attack. If the magician decides to break off combat, the object does not attack and continues to function at full strength.

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An object reduced to 0 Stun is effectively turned off, but will return to full Stun in 1 Turn. A character can keep the object or barrier “suppressed” by spending a full phase action every turn keeping it suppressed.

To permanently destroy an object, the object must be brought to 0 Stun, and the character must then make a PRE Roll modified by -1 per 5 Active Points of the object. Success destroys the object or barrier.

Destroying a focus in astral combat destroys its enchantment. Destroying a barrier destroys temporary barriers such as wards. Permanent barriers (like lodges, circles, and permanent wards) are rendered permanently ineffective against the character that defeated it, but are still effective against all other intruders.

BACKGROUND COUNT

The background count of an area refers to the presence of powerful magical and emotional influences that can affect the flow of mana in the astral plane.

In practice, the level of background count modifies all magical and astral rolls while in the area by -2. All spells cast in the area also suffer an additional 1 END per level of the background count.

Awakened characters that are not astrally active can still sense the presence of a background count that they enter. They can make a sight PER roll modified by -6 for a level 1, -5 for a level 2, -4 for a level 3, and so on.

TOTEMS

Each shaman has a totem. A totem is a powerful spirit that gives the shaman the magical power and knowledge. The shaman, in turn, follows the ideals represented by the totem.

A shaman’s totem is chosen when the character is created. Technically, it is the *totem* who chooses the shaman. At some point in a neophyte shaman’s life comes the call of a totem, in the form of a dream or vision. Often, a traumatic event brings on the call, like a serious illness, sudden shock, or near-death experience.

The environment listing determines where the shaman may set up their shamanic lodge, and also determines their most preferred surroundings.

Skill levels below may be used for the Sorcery or Conjuring skill roll or as Combat Skill Levels to attack. Penalties below apply to both the Sorcery and Conjuring skill roll and the OCV

BEAR

Bear is a totem found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow moving and easy-going unless he has to move fast. Bear is slow to anger, but terrifying in battle. Bear shamans tend to be calm, cool and collected. They are healers and protectors of the natural world as they see it. A bear shaman cannot turn down someone who needs healing without giving a good reason.

Environment: Forest

Advantages: +2 Skill Levels to cast Healing spells, +2 Skill Levels to conjure Forest Spirits.

Disadvantages: Bear shamans can go berserk when wounded. Whenever a bear shaman takes Body in combat, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover).

BUFFALO

Buffalo is a uniquely North American totem. She knows much medicine, which she uses to aid her people. She is kind and giving, strong and tireless in her work. The people take from Buffalo and honor her spirit for the bounty she provides. Buffalo shamans are healers and protectors; they cannot turn down an honest request for aid from someone who needs it. A buffalo shaman will lay down her life for a true friend or ally in need and will often take great risks to help others.

Environment: Plains

Advantages: +2 Skill Levels to cast Healing spells, +2 Skill Levels to conjure Prairie Spirits.

Disadvantages: -1 penalty to Illusion spells.

CAT

Cat is honored in cultures around the world. She is stealthy, sly and rather vain. Cat knows many secrets, but shares few of them. Cat shamans tend to be loners who keep their own council. They are fastidiously clean and presentable whenever possible. Cat shamans generally toy with their opponents -- threatening, taunting, and confusing – rather than going directly for the kill.

Environment: Urban

Advantages: +2 Skill Levels to cast Illusion spells, +2 Skill Levels to conjure City Spirits

Disadvantages: -1 penalty to all magical, Intellect, Background, and Interaction skills if dirty or unkempt. An unwounded Cat shaman must make an Ego roll when casting a damaging spell. If the roll fails, the shaman must cast her least damaging spell (at its minimum damage level). If the shaman is wounded, all this playing around stops.

COYOTE

Coyote the Trickster is a uniquely North American totem. He is unpredictable and ever-changing; bold one minute, cowardly the next. Old Man Coyote can be a friend or deceiver. He is intensely curious and fond of taking risks just for the fun of it. Coyote shamans are independent and refuse to be bound by anything other than their word. They live by their own rules, surviving on wit and charm.

Environment: Anywhere on land

Advantages: None

Disadvantages: None

DOG

Dog is a loyal friend honored by shamans around the world. He fights ferociously to defend his home and those under his protection. Dog shamans protect people from the harmful magic and dangerous spirits. They are loyal, generous and helpful to those who show them kindness and loyalty in return. They are single-minded, often to the point of stubbornness.

Environment: Urban

Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure Field and Hearth Spirits.

Disadvantages: The dog shaman must make an Ego roll to change a declared course of action. The test requires a full-phase action as dog struggles to change his mind.

DOLPHIN

Dolphin is the free spirit of the sea, dancer on the waves. She is wise, yet playful, and a friend of man. Dolphin helps people against the threats of the sea (like Shark). Dolphin shamans are staunch protectors and helpers. The cannot turn down a deserving person who needs their help and must fight against evil that threatens people or nature.

Environment: On or by the sea

Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure Sea Spirits

Disadvantages: -1 penalty to Combat spells

EAGLE

Eagle is the highest-flying bird in the sky, considered the noble by shamans in North America, Central America and Europe. He is proud and solitary, and sees everything happening in the world he soars over. Eagle shamans are proud and noble defenders of the purity of nature. They are intolerant of those who do not share their views, and have a strong distrust of technology and its tools. Those who damage nature are Eagle’s enemies, and the Eagle shamans brave great danger to defeat polluters and other evildoers.

Environment: Mountains

Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure all Spirits of the Sky.

Disadvantages: Double essence lost caused by implanting cyberware.

SHADOWPUNK—MAGIC

GATOR

Found among shamans living near swamps and rivers, Gator also flourishes among urban shamans, since legend has it that he dwells in the sewers and storm drains of the city. He is ill-tempered and lazy, a strong fighter and a big eater. Gator shamans like big payoffs that allow them to take it easy for a while. It can take a hefty argument to talk a Gator shaman into any unnecessary exertion, but once a Gator shaman decides to do something, it is just as difficult to talk him out of it.

Environment: Swamp, river, or urban

Advantages: +2 Skill Levels to cast Combat and Detection spells. As a wilderness totem, +2 Skill Levels to conjure Swamp, Lake or River Spirits (shaman's choice). As an urban totem, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Illusion spells. It requires an Ego roll for a Gator shaman to break off a fight, chase or other direct action.

LION

Lion is followed by shamans from the veldts of Africa to the plains of Europe. He is a brave and powerful warrior, who protects his family with his life. Lion prefers to work from surprise or ambush, but will take the direct approach when necessary. Lion shamans demand the best from themselves. They also demand respect from those around them. A Lion shaman makes a loyal friend and a deadly enemy.

Environment: Prairie

Advantages: +2 Skill Levels to cast Combat Spells, +2 Skill Levels to conjure Prairie Spirits.

Disadvantages: -1 penalty to Health spells

MOUSE

Mouse knows just where to find the right thing for every situation. She is clever and resourceful; her wisdom often helps fierce and proud totems like Lion and Wolf out of trouble, showing them the common sense they might otherwise miss. Mouse is no one's enemy and, if she has a flaw, it is that curiosity sometimes gets the better of her. Mouse shamans tend to be hoarders, collecting all manner of junk along with useless information and trivia, storing everything away "for a rainy day".

Environment: Urban or fields

Advantages: +2 Skill Levels to cast Detection and Health spells, +2 Skill Levels to conjure Hearth and Field Spirits.

Disadvantages: -2 penalty to Combat spells

OWL

Owl is wise and sees all. She rules the night sky and what she hunts, she finds. By day, she is nearly helpless. Owl is honored by cultures around the world, although some consider her appearance a bad omen. Owl shamans are nocturnal loners well-suited for life in the shadows. Their magic is weaker during the day, and the owl shamans tend to remain in the shadows even during daytime.

Environment: Anywhere

Advantages: +2 Skill Levels to Sorcery and Conjuring at night

Disadvantages: -2 penalty to all magic skills during the daytime.

RACCOON

Raccoon is a cunning bandit who can break into any trap and steal the bait. He fights when he must, but prefers strategy and trickery. Raccoon shamans are intensely curious, which often leads them into danger. They can be greedy (Raccoon is a thief totem) and many steal only the very best. Petty thefts and violent robberies are beneath a Raccoon shaman's dignity.

Environment: Anywhere but the desert

Advantages: +2 Skill Levels to cast Manipulation spells, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Combat spells.

RAT

Rat is found wherever humans are, for who else's bounty can sustain him? Rat is a stealthy thief too selfish to share anything. He is a coward who would rather run away than fight. Rat shamans tend to be dirty and unkempt. They dislike working out in the open, preferring to stick to the shadows. Rat shamans avoid fights whenever they can. When they must fight, they fight to kill.

Environment: Urban

Advantages: +2 Skill Levels to Detection and Illusion spells, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Combat spells

RAVEN

Raven is a harbinger of trouble in cultures world-wide. He is a trickster, dark and devious, and a transformer, responsible for changes. Raven thrives off the bounty of carnage and chaos, but does not cause them. He merely knows an opportunity when he sees one. Raven shamans love to eat, and rarely refuse an offer of food.

Environment: Anywhere under the open sky

Advantages: +2 Skill Levels to Manipulation spells, +2 Skill Levels to conjure Sky Spirits.

Disadvantages: -1 penalty to all magical skills when not under the open sky.

SHARK

Shark is a cold and relentless hunter. When shark strikes, he does so without mercy, driven into frenzy by the blood of his prey. Shark shamans tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark shaman believes the only good enemy is a dead enemy. If challenged, they do not waste time with threats or boasts, but strike to kill.

Environment: On or by the sea

Advantages: +2 Skill Levels to Combat and Detection spells, +2 Skill Levels for Sea Spirits

Disadvantages: Shark shamans can go berserk when wounded or when they kill an opponent. Whenever a Shark shaman takes Body in combat or strikes the killing blow on an opponent, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover). The Shark that goes berserk can continue to attack the body of his last kill instead of moving to a living target.

SNAKE

Snake is wise and knows and knows many secrets. She is a good councilor, but always exacts a price for her advice. Snake shamans are pacifists; they only fight to protect themselves and others. Snake shamans are obsessed with learning secrets and take great risks to order to do so. They trade their knowledge to others for whatever they can get in exchange.

Environment: Anywhere on land

Advantages: +2 Skill Levels for Detection, Health, and Illusion spells.

As a wilderness totem, +2 Skill Levels to conjure any one Spirit of the Land (shaman's choice). As an urban totem, +2 Skill Levels to conjure any one Spirit of Man (shaman's choice).

Disadvantages: -1 penalty for *all* spells cast during combat

WOLF

Wolf is recognized as a hunter and warrior worldwide. He is fiercely loyal to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one he dies. Wolf shamans are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

Environment: Forest, prairie, or mountains

Advantages: +2 Skill Levels to Combat and Detection spells, +2 Skill Levels to conjure Forest, Prairie, or Mountain Spirits (shaman's choice).

Disadvantages: Wolf shamans can go berserk when wounded. Whenever a wolf shaman takes Body in combat, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover).

SHADOWPUNK—MAGIC

ADEPT

Adepts are another form of magician who follows the Somatic Way. They channel their energies into physical manifestations of power. They do not have access to Astral Projection, Sorcery, Conjuring, or Dispelling/Banishing. They might have Astral Perception if they purchased it as a power. Adepts use their magic in the perfection of body and mind, and they tend to focus on training and discipline.

ADEPT POWERS

Adepts use their magic attribute to “buy” powers that are supernatural or magical abilities that become a natural part of the adept through study and training. Each power has a cost in points, of which the adept has the total of his magic attribute to spend on Adept Powers. A beginning Adept has a Magic Attribute of 60.

ASTRAL PERCEPTION

Power: Detect: Astral Plane and Auras, Discriminatory, Tracking; **Adv:** None; **AP:** 25; **Lim:** Extra Time: ½ Phase to Turn on (-.25); Character may be targeted by Astral Forms (-.5); Side Effect: -5 Perception Rolls for Physical Plane (-1)

Real Cost: 9 Points

ATTRIBUTE BOOST

The adept can all upon their inner strength to perform amazing feats beyond the norm. Attribute Boost may be purchased for any of the physical attributes: STR, DEX, BODY, CON. It must be purchased separately for each of the attributes, and cannot be purchased for mental attributes. To use this power, the character must make an EGO roll (-1 per 10 Active Points) to activate the power. Once activated, it stays on as long as the character pays endurance.

Power: Characteristics; **Adv:** None; **AP:** varies by Characteristic; **Lim:** Requires an Ego Roll (-.5); Costs END (-.5)

Magic Cost: +2 STR per point, +2 DEX per 3 points, +2 BODY per 2 points, +2 CON per 2 points

BLIND FIGHTING

The adept has the innate ability to fight effectively even while in darkness or blinded.

Power: Combat Sense Talent; **Adv:** None; **Lim:** None

Magic Cost: 15 points for Combat Sense, 2 points for +1 to roll

BODY CONTROL

The adept's power of mind over body allows him to resist the effects of toxins and diseases. Each level of Body Control gives 1 Power Defense against any normal toxins.

Power: Power Defense; **Adv:** None; **AP:** 1 per 1 Power Defense; **Lim:** Only against normal toxins (-.5)

Magic Cost: 1 Power Defense per .7 points

COUNTERSTRIKE

The counterstrike power gives the adept a particularly strong ability to strike back at attackers.

Power: HKA; **Adv:** Continuous (+1); Damage Shield (+.5); **AP:** 38 per 1d6; **Lim:** Gestures (-.25)

Magic Cost: 30 points per 1d6 HKA (Max: 2d6 HKA)

DIRECTION SENSE

The adept has an innate sense of direction. He can always tell the direction without reference to visual cues, and he can tell if he's above or below ground.

Power: Bump of Direction; **Adv:** None; **AP:** 3; **Lim:** None

Magic Cost: 3 points

DISTANCE STRIKE

This power allows an adept to “transmit” an unarmed attack over a short distance and strike a target without physically touching them.

Power: Stretching; **Adv:** Invisible Power Effects: All (+1); Does not cross intervening space (+.25); **AP:** 11.25 per 1”; **Lim:** Only for unarmed attacks (-1); No non-combat stretching (-.25); Always direct (-.25); No Velocity damage (-.25)

Magic Cost: 4 points per 1” distance

ENHANCED PERCEPTION

This power sharpens the senses of the Adept. Each level gives the Adept +1 to all perception rolls. The maximum is +10 PER.

Power: Enhanced Perception: All; **Adv:** None; **AP:** 3 per +1; **Lim:** None
Magic Cost: 3 points per +1 to Perception Rolls

FAULTLESS DEFENSE

The adept moves in such a way as to make Seeking Strikes more difficult to use.

Power: Lack of Weakness; **Adv:** None; **AP:** 1 per -1 to Find Weakness Rolls; **Lim:** None

Magic Cost: 1 per -1 to Find Weakness Rolls

FLARE COMPENSATION

The adept's eyes quickly adjust to intense light, allowing him or her to avoid the affects of flash grenades and similar weapons.

Power: Flash Defense: Normal Sight; **Adv:** None; **AP:** 1 per 1 Flash Defense; **Lim:** None

Magic Cost: 1 point per 1 Flash Defense

FLEXIBILITY

This power makes an adept's limbs unusually limber, able to twist and bend more than a normal person's.

Power: Double-Jointed Talent; **Adv:** None; **Lim:** None

Magic Cost: 4 points

GREAT LEAP

Adepts with great leap are able to make incredible jumps into the air and over long distances.

Power: Leaping; **Adv:** None; **AP:** 1 per +1” Leap; **Lim:** None

Magic Cost: 1 point per +1” Leap

IMPROVED ABILITY

The adept focuses his magic to become more skilled. This allows the adept to buy SL for Combat and Agility skills.

Power: Skill Levels; **Adv:** None; **AP:** varies by skill level; **Lim:** None

Magic Cost: Varies by Skill Level

IMPROVED PHYSICAL ATTRIBUTE

The adept can buy his STR, DEX, BODY, or CON up with this power. The cost is the same as for buying the normal attribute, and the change does affect figured characteristics.

Power: Characteristics; **Adv:** None; **Lim:** None

Magic Cost: +1 STR per point, +1 DEX per 3 points, +1 BODY per 2 points, +2 CON per 2 points

IMPROVED REFLEXES

The adept can buy his SPD up with this power. The cost is the same as for buying the normal attribute.

Power: SPD; **Adv:** None; **AP:** 10 per +1 SPD; **Lim:** Does not affect SPD while driving a vehicle or decking (-.5)

Magic Cost: +1 SPD per 6.5 points

IMPROVED SCENT

The adept can identify scents in the same way as a bloodhound. The adept can also track people by their scent.

Power: Tracking: Smell, Discriminatory: Smell; **Adv:** None; **AP:** 10; **Lim:** None

Magic Cost: 10 points

IMPROVED TASTE

The adept can recognize the ingredients of food or beverage by taste alone.

Power: Discriminatory: Taste; **Adv:** None; **AP:** 5; **Lim:** None

Magic Cost: 5 points

IRON FISTS

The adept channels magic into his strikes to give his attacks more power. A glow is evident when using this power and the adept must pay END (1 per 10 Active Cost) to use it.

Power: Hand-to-Hand Attack **Adv:** None; **AP:** 3 per +1d6; **Lim:** None

Magic Cost: 3 per +1d6 HA (Max: +6d6 HA)

SHADOWPUNK—MAGIC

KILLING HANDS

The adept channels magic into his fists and body to hone it to a killing machine. A telltale glow and crackle of power is evident when the adept is using this and he must pay END (1 per 10 Active Cost) to use the power.

Power: Hand-to-Hand Killing Attack; **Adv:** None; **AP:** 15 per 1d6 HKA; **Lim:** None

Magic Cost: 15 points per 1d6 HKA (Max: 2d6 HKA)

LOW LIGHT VISION

The adept can see in low light areas as well as he or she can see in the daylight.

Power: Ultraviolet Perception: Sight; **Adv:** None; **AP:** 5; **Lim:** None

Magic Cost: 5 points

MAGIC RESISTANCE

The adept has an inherent resistance to sorcery. He can choose what spells to affect him fully and those he wishes to resist.

Power: Suppression Field; **Adv:** Reduced END (0 END, +.5); **AP:** 7.5 per 1d6; **Lim:** Self only (-.5); Only incoming spells of his choice (-.25)

Magic Cost: 4 points per 1d6 of Suppression Field

MISSILE MASTERY

An adept with missile master has such a highly developed talent for throwing weapons that normally harmless items such as pens, creditcards, and ID cards become deadly weapons when thrown by him or her.

Power: 1d6 HKA; **Adv:** Ranged (+.5); **AP:** 22.5; **Lim:** OIF: Objects of Opportunity (-.5); Range Based on STR (-.25)

Magic Cost: 13 points

MISSILE PARRY

The adept can catch slow moving missiles out of the air. The base level of this power includes all thrown weapons and projectile weapons. The character can upgrade to the next level to include bullets, shrapnel, or other high velocity ranged attacks.

Power: Missile Deflection; **Adv:** None; **AP:** 10, +2 per +1 OCV; **Lim:** None

Magic Cost: 10 points, 2 points for +1 OCV on Deflection roll; +5 points to Deflect Bullets and Shrapnel

MYSTIC ARMOR

This power magically toughens the skin of the adept, allowing him or her to resist the effects of damage.

Power: Armor; **Adv:** None; **AP:** 3 per 2 points of Armor; **Lim:** None

Magic Cost: 3 points per 2 points of Armor (Max: +3 rPD/+3 rED)

PAIN RESISTANCE

An adept with this power makes him almost impervious to torture, deprivation, or physical hardship. This doesn't mean that the user isn't hurt, just that he won't notice the pain until he collapses.

Power: CON; **Adv:** None; **AP:** 2 per 1 CON; **Lim:** Only to resist being stunned (-1)

Power: Resistance Talent; **Adv:** None; **Lim:** None

Magic Cost: 2 points for +1 Resistance Talent, +1 CON (to resist stunning)

PERFECT DEFENSE

The adept using this power cannot be harmed by any directed attack that he can perceive. Area of effect weapons and attacks can still harm the character and he must use other means to avoid such attacks. Using this power costs END.

Power: Desolidification; **Adv:** None; **AP:** 40; **Lim:** Extra Time: Full Phase (-.5); Only to avoid perceived attacks (Non-Targeting PER Roll, -1)

Magic Cost: 16 points

PERFECT STEALTH

The adept becomes as silent or invisible as the wind. While paying END for this power, the adept can be completely silent or invisible.

Power: Invisibility; **Adv:** None; **AP:** 20 for One Targeting Sense, +10 per Additional Targeting Sense Group, +5 per Additional Targeting Sense, 10 for One Non-targeting Sense, +5 per each Additional Non-

targeting Sense Group, +3 per Additional Non-targeting Sense; **Lim:** Only when not attacking (-.5)

Magic Cost: 13 for One Targeting Sense, +7 per Additional Targeting Sense Group, +3 per Additional Targeting Sense, 7 for One Non-Targeting Sense, +3 per each Additional Non-targeting Sense Group, +2 per Additional Non-targeting Sense

RAPID HEALING

The adept recovers more quickly from all forms of injury.

Power: REC; **Adv:** None; **AP:** 2 per +1 REC; **Lim:** None

Magic Cost: 2 points per +1 REC

QUICK STRIKE

Adepts with this power can leap into action with startling suddenness.

Power: Lightning Reflexes Talent; **Adv:** None; **Lim:** None

Magic Cost: 3 points per +2 Lightning Reflexes

ROOTING

Adepts with this power can hold themselves in place by will alone.

Power: Clinging; **Adv:** None; **AP:** 10 for normal strength, +1 per +3 clinging STR; **Lim:** Only to prevent being moved (-1)

Magic Cost: 5 points for character's normal strength, +6 STR per 1 point

SEEKING STRIKES

The adept has a knack for finding the weak points in his opponent's defense, thus making his attacks Armor Piercing.

Power: Find Weakness **Adv:** None; **AP:** 10 for base roll of 11- with one type of attack, +10 for a related Group, +10 for All Attacks, +5 per +1 to roll; **Lim:** None

Magic Cost: 10 for base roll of 11- with one type of attack, +10 for a related Group, +10 for All Attacks, +5 per +1 to roll

SOUND DAMPENING

The adept's ears are protected from loud noises and adjust quickly to sudden changes in noise level.

Power: Flash Defense: Normal Hearing; **Adv:** None; **AP:** 1 per 1 Flash Defense; **Lim:** None

Magic Cost: 1 point per 1 Flash Defense

SUSPENDED STATE

This ability allows the adept to enter into a meditative state, reducing his metabolism and requirements for food, water, and air.

Power: Simulate Death Talent; **Adv:** None; **Lim:** None

Magic Cost: 3 points for Simulate Death, +1 to EGO roll for +1 point

SWIFTNESS

The adept is remarkably fleet of foot.

Power: Running; **Adv:** None; **AP:** 2 per +1" Running; **Lim:** None

Magic Cost: 2 per +1" Running

TEMPERATURE TOLERANCE

The adept's body is exceptionally resistant to extremes of heat and cold.

Power: Life Support: Safe Environment: Intense Heat and Intense Cold; **AP:** 4; **Adv:** None; **Lim:** None

Magic Cost: 4 points

THERMOGRAPHIC VISION

The adept can see heat signatures overlaid on his normal sight.

Power: Infrared Perception: Sight; **Adv:** None; **AP:** 5; **Lim:** None

Magic Cost: 5 points

TRACELESS WALK

An adept with traceless walk can move over soft or brittle surfaces such as snow, sand, or thin paper without leaving any visible traces.

Power: Gliding; **Adv:** None; **AP:** 2 per 1"; **Lim:** Ground Gliding (-.25)

Magic Cost: 0.8 point per 1" of movement (Max: Adept's Running)

ULTRASONIC HEARING

The adept can hear high and low frequency sounds, such as dog whistles.

Power: Ultrasonic Perception: Hearing; **Adv:** None; **AP:** 5; **Lim:** None

Magic Cost: 5 points

SHADOWPUNK—MAGIC

SPELLS

All spells have the following limitations listed as Spell:

- Magician can be targeted from Astral Space when casting (-.5)
- Spell can be destroyed in Astral Combat (-.5)
- Spell leaves a trail in Astral Space for a number of Turns equal to its Active Points (-.25)
- Spell cannot cross an Astral Barrier (-.5)
- Subject to effects of a Background Count (-.25)
- Side Effect: Drain STUN/BODY (1 per 5 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.5)

Total Limitation: -2.5

MAGIC ATTRIBUTE

A magician's Magic Attribute is also the Active Point limit for spells, though it is possible to cast spells with a higher Active Point cost than this through the use of Fetishes or by making a spell Exclusive (see below).

LEARNING SPELLS

A full mage or sorcerer chooses the Active Point of the spell he wishes to learn and applies the standard Spell Limitation above (-2.5). The magician may also choose to apply further limitations such as Gestures (-.25), Incantations (-.25), Extra Time (varies), Increased END Cost (varies), Increased Drain (as Increased END) and any others that the GM approves and are appropriate. The magician may also apply the Reduced END Cost advantage to any spell, though no spell can have its Drain Cost reduced. The actual real cost figured including the Spell limitation is then divided by 3, and that is the amount of points the magician pays to learn the spell. Beginning characters cannot learn a spell with an unmodified Active Point cost higher than 60.

A character learning a new spell must spend a number of days in study equal to the Active Points of the new spell divided by 10. At the end of this time, the magician makes a KS: Magic Skill Roll (with bonuses from a magical library if available) at -1 per 10 Active Points of the new spell (not including the AP from Fetishes or Exclusive Spell). If the roll succeeds, the character pays the points to learn the spell. If the roll fails, the character must restart the learning process over again.

A character can choose to place special limitations on his spell that actually increase the Active Point cost and do not cost END. These are listed below.

Expendable Fetish: This is an Obvious Accessible Focus (Expendable) that allow the mage to add +15 Active Points to a Spell, which allows the magician to go up to 15 points above his Magic Attribute without taking BODY Drain. This extra power costs no END.

Reusable Fetish: This is an Obvious Accessible Focus (Reusable) that allows the mage to add +10 Active Points to a Spell, which allows the magician to go up to 10 points above his Magic Attribute without taking BODY Drain. This extra power costs no END.

Exclusive Spell: This is a special limitation that makes the spell cast exclusive, in that no other spell can be maintained or cast while the exclusive spell is maintained or cast. This allows the mage to add +20 Active Points to a spell, which allows the magician to go up to 20 points above his Magic Attribute without taking BODY Drain. The extra power costs no END.

The cost for Fetishes is listed in the Equipment Section under Magical Equipment.

COMBAT SPELLS

DEATH TOUCH

Death Touch requires the caster to touch the target. The spell does physical damage to a single target.

Power: Ranged Killing Attack (Magic); **Adv:** Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); **Lim:** No range (-.5); Spell (-2.5)

Active Point Cost: 30 per 1d6

MANABALL

Mana Ball channels destructive magical energy into targets in its area causing physical damage.

Power: Ranged Killing Attack (Magic); **Adv:** Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); Area of Effect: Radius (+1); **Lim:** Spell (-2.5)

Active Point Cost: 45 per 1d6

MANABOLT

Mana Bolt channels destructive magical energy into the target causing physical damage

Power: Ranged Killing Attack (Magic); **Adv:** Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); **Lim:** Spell (-2.5)

Active Point Cost: 30 per 1d6

POWERBALL

This spell channels destructive magical energy into an area causing physical damage. This spell affects living and non-living targets.

Power: Ranged Killing Attack (Magic Physical); **Adv:** Area of Effect: Radius (+1), No Range Penalty (+.5); **Lim:** Spell (-2.5)

Active Point Cost: 37.5 per 1d6

POWERBOLT

This spell channels destructive magical energy into the target causing physical damage. This spell affects living and non-living targets.

Power: Ranged Killing Attack (Magic Physical); **Adv:** No Range Penalty (+.5); **Lim:** Spell (-2.5)

Active Point Cost: 22.5 per 1d6

STUNBALL

This spell channels magical energy directly into several targets in an area causing stun damage. It is often referred to as a "Sleep" spell because it can render targets unconscious.

Power: Ego Attack (Magic); **Adv:** Area of Effect: Radius (+1); **Lim:** Spell (-2.5)

Active Point Cost: 20 per 1d6

STUNBOLT

This spell channels magical energy directly into the target causing stun damage. It is often referred to as a "Sleep" spell because it can render targets unconscious.

Power: Ego Attack (Magic); **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 10 per 1d6

DETECTION SPELLS

ANALYZE DEVICE

This spells allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense.

Power: Detect Device: Sight, Analyze; **Adv:** Usable on Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5)

Power: Skill Levels: Overall; **Adv:** None; **Lim:** Only for use with that device (-1); Spell (-2.5); Costs END (-.5); Linked to Detect Device (-.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 10 +1 per +1 PER Roll; 10 per +1 Skill Level; (+.25 Advantage per 2x Targets)

ANALYZE TRUTH

This spell can tell whether or not a target's statements are the truth. Half-truths or falsehoods the target believes to be true are not detected by this spell. The spell does not work on written materials or any sort of electronic communication.

Power: Detect Truth: Hearing, Analyze; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Does not work through electronic sound (-.5); Costs END (-.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 18.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

SHADOWPUNK—MAGIC

CLAIRAUDIENCE

The subject can hear distant sounds as if physically present.

Power: Clairsentience: Hearing; **Adv:** Usable By Others (+.25); **Lim:** Blackout (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; +6.25 per 2x Range

CLAIRVOYANCE

The subject can see distant scenes as if physically present.

Power: Clairsentience: Sight; **Adv:** Usable By Others (+.25); **AP:** **Lim:** Blackout (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; +6.25 per 2x Range

COMBAT SENSE

The subject can subconsciously analyze combat and other dangerous situations. The subject senses events a split-second before they happen.

Power: Combat Skill Levels: All Combat; **Adv:** Usable By Others (+.25); **Lim:** Costs END (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 10 per +1 Combat Skill Level; (+.25 Advantage per 2x Targets)

DETECT ENEMIES

The subject can detect living targets who have hostile intentions toward him. This spell does not detect traps, nor can it detect someone about to shoot into a crowd at random. This spell can detect an ambush or other surprise attack.

Power: Detect Enemies: Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT INDIVIDUAL

The subject can detect the presence of a specific individual named when the spell is cast.

Power: Detect Individual: Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT LIFE

The subject detects all living being, knowing their number and relative location.

Power: Detect Life: Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT (LIFE FORM)

The subject detects all of a specified type of life form within the range of the sense and knows their number and relative location. Each different life form requires a separate spell (Detect Orks, Detect Elves, Detect Dragons, etc.)

Power: Detect (Life Form): Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 3.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT MAGIC

The subject can detect the presence of all foci, spells and spirits. It does not detect awakened characters or the effects of permanent spells once they have become permanent.

Power: Detect Magic: Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 6.25; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT (OBJECT)

The subject detects all of a specified type of object and knows their number and relative location. Each type of object requires a separate spell (Detect Guns, Detect Computers, Detect Explosives, etc.)

Power: Detect (Object): Sight; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Extra Time (-.25)
Active Point Cost: 3.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

MIND LINK

This spell allows any two voluntary subjects to communicate mentally, exchanging conversation, emotions and mental images.

Power: Mind Link: Any Willing Target, One at a Time; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5)
Active Point Cost: 18.75; +5 per 2x Number of Minds

MIND PROBE

This spell allows the subject to telepathically probe the mind of a visible target.

Power: Telepathy; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5)
Active Point Cost: 6.25 per 1d6

HEALTH SPELLS

ANTIDOTE

This spell helps a poisoned subject to overcome the toxin.

Power: Suppress; **Adv:** Variable Effect: Any Toxin Effect (+.25); Cumulative (+.5); **Lim:** Spell (-2.5)
Active Point Cost: 5.25 per 1d6

CURE DISEASE

This spell helps a poisoned subject to overcome the illness.

Power: Suppress; **Adv:** Variable Effect: Any Disease Effect (+.25); Cumulative (+.5); **Lim:** Spell (-2.5)
Active Point Cost: 5.25 per 1d6

DECREASE (CHARACTERISTIC)

This spell drains away the specified characteristic, causing the target to function at lower capacity. Each primary characteristic has a separate spell (Decrease Strength, Decrease Presence, etc.) but there are none for the figured characteristics.

Power: Drain (Characteristic); **Adv:** Delayed Return Rate: 5 Minutes (+.5); **Lim:** Spell (-2.5)
Active Point Cost: 15 per 1d6

DETOX

Detox relieves the effects of an ingested drug or poison

Power: Healing; **Adv:** Any number of Powers/Characteristics affected by ingested toxins at the same time (+2); **Lim:** Spell (-2.5)
Active Point Cost: 30 per 1d6

HEAL

This spell repairs physical injuries to anyone.

Power: Healing: BODY; **Adv:** None; **Lim:** Spell (-2.5)
Active Point Cost: 10 per 1d6

HEALTHY GLOW

This spell brightens eyes and hair, sloughs off dead skin cells, improves circulation and promotes general well being. A cosmetic spell, the rich use Healthy Glow as a status symbol and pick-me-up. The effects of the spell wear off eventually as per standard Transform. Or the character may simply “get dirty” again and the spell ceases to function.

Power: Minor Transform: Target into Healthy, Glowing Person; **Adv:** None; **Lim:** Spell (-2.5)
Active Point Cost: 5 per 1d6

HIBERNATE

This spell puts a voluntary subject into a form of suspended animation.

Power: Invisibility to Detect Life Signs/Paramedics/Forensic Medicine; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25

INCREASE (CHARACTERISTIC)

This spell aids the specified characteristic, causing the target to function at higher capacity. Each primary characteristic has a separate spell (Increase Strength, Increase Presence, etc.); but there are none for the figured characteristics.

Power: Aid (Succor) (Characteristic); **Adv:** None; **Lim:** Spell (-2.5)
Active Point Cost: 5 per 1d6

SHADOWPUNK—MAGIC

INCREASE REFLEXES

This spell aids the target character's speed, allowing him to go more often in a turn.

Power: Aid (Succor) SPD; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 5 per 1d6

OXYGENATE

Oxygenate relieves the effects of an inhaled drug or poison

Power: Healing; **Adv:** Any number of Powers/Characteristics affected by ingested toxins at the same time (+2); **Lim:** Spell (-2.5)

Active Point Cost: 30 per 1d6

ILLUSION SPELLS

CHAOS

This spell produces a storm of conflicting sensations and images to confuse the senses.

Power: Change Environment: Hearing/Sight Group Perception Rolls, OCV, DCV, All Characteristic Rolls; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 50; +5 per x2 Radius

ENTERTAINMENT

This spell creates obvious, but entertaining, visual illusions. The entertainment industry uses illusionists as literal "special effects wizards." Magical designers and artists work to create new and interesting sensations, including sensations that can't otherwise be experienced in the real world. Only the wealthy can afford the unique experiences offered by such spellcasters.

Power: Images: Sight Group; **Adv:** None; **Lim:** Spell (-2.5); Only to create obvious illusions (-.5)

Active Point Cost: 10

INVISIBILITY

This spell makes the subject invisible to normal vision. The subject is completely tangible and detectable by the other senses. Their aura is still visible to astral perception.

Power: Invisibility to Sight Group; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 25; (+.25 Advantage per 2x Targets)

MASK

The mask spell alters the target's voice, scent and other physical characteristics. The target assumes a physical appearance (of the same basic size and shape) chosen by the caster.

Power: Shape Shift: Sight, Hearing, Smell, Touch into Humanoid Shapes; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 36.25; (+.25 Advantage per 2x Targets)

PHANTASM

This spell creates convincing visual illusions of any object or creature the caster desires. The can create an illusion of anything the caster has seen before, from a flower or a credstick, to a dragon breathing fire, so long as the illusion is no larger than the spell's area.

Power: Images: Sight Group; **Adv:** None; **Lim:** Spell (-2.5); Must be something caster has seen (-.5)

Active Point Cost: 10

SILENCE

Silence creates an area that dampens sounds.

Power: Darkness: Sound Group; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 10 for 1" Radius; +5 per +1" Radius

STEALTH

Stealth is cast on a target who becomes inaudible to normal hearing. The subject can move in complete silence and nothing they do makes noise.

Power: Invisibility to Sound Group; **Adv:** Usable By Others (+.25); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 25; (+.25 Advantage per 2x Targets)

MANIPULATION SPELLS

ACID STREAM

This spell creates a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. Anyone in full-body armor treated to resist toxic materials (like a firefighter's suit) takes no damage.

Power: Ranged Killing Attack (Acid); **Adv:** No Normal Defense: Hazmat Gear (+1); Does Body (+0); **Lim:** Spell (-2.5)

Active Point Cost: 30 per 1d6

ARMOR

This spell creates a glowing field of magical energy around the target that protects against physical damage.

Power: Force Field; **Adv:** Usable By Others at Range (+.75); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 1.75 per 1 point of Force Field

ASTRAL BARRIER

This spell creates a wall or dome made entirely of magical energy solely to protect against astral attacks, dual-natured beings and the like.

Power: Force Wall; **Adv:** Transparent to Physical Attacks (+.5); **Lim:** Spell (-2.5)

Active Point Cost: 7.5 for 2 rED wall 1" long and 1" tall, +2 per +1" width or height

BALL LIGHTNING

This spell creates an area filled with lightning that electrifies anything inside. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.

Power: Ranged Killing Attack (Electricity); **Adv:** No Normal Defense: Insulated Clothing (+1); Does Body (+0); Area of Effect: Radius (+1); **Lim:** Spell (-2.5)

Active Point Cost: 45 per 1d6

CLOUT

This spell creates a bolt of invisible psychokinetic force that does stun damage. Physical Armor protects against damage.

Power: Energy Blast (Psychokinetic Punch); **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 5 per 1d6

CONTROL THOUGHTS

The caster seizes control of the target's mind, directing everything the target does. The caster can mentally give commands and the target is compelled to obey.

Power: Mind Control; **Adv:** Telepathic (+.25); **Lim:** Spell (-2.5)

Active Point Cost: 6.25 per 1d6

FIREBALL

This area spell creates an inferno of flames for an instant and then ceases. The flames can ignite flammable materials.

Power: Ranged Killing Attack (Fire); **Adv:** Area of Effect: Radius (+1); **Lim:** Spell (-2.5)

Active Point Cost: 30 per 1d6

FLAMETHROWER

This spell creates flames the caster can direct. The flames flash into existence and burn out after striking the target, but can ignite flammable materials.

Power: Ranged Killing Attack (Fire); **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 15 per 1d6

ICE SHEET

This spell creates a flat sheet of ice covering an area. Characters attempting to cross must make a DEX Roll or fall prone.

Power: Change Environment: DEX Roll; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 8; +5 per +1" Radius, +3 per -1 to DEX Roll

SHADOWPUNK—MAGIC

LEVITATE

This spell allows the caster to telekinetically lift an object and move it around.

Power: Flight; **Adv:** Usable As Attack at Range (+1.5); **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 5 per 1” Flight; (+.25 Advantage per 2x Targets)

LIGHT

This spell creates a mobile point of light, illuminating the area around it.

Power: Images: Sight Group; **Adv:** Increased Size: x8” Radius (+.75);

Lim: Spell (-2.5); Only to create light (-1)

Active Point Cost: 17.5

LIGHTNING BOLT

This spell creates a flash of lightning that shoots from the caster down a specified line. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.

Power: Ranged Killing Attack (Electricity); **Adv:** No Normal Defense: Insulated Clothing (+1); Does Body (+0); Area of Effect: Line (+1);

Lim: Spell (-2.5)

Active Point Cost: 45 per 1d6

MAGIC FINGERS

This spell creates a psychokinetic effect like “invisible hands” that can hold or manipulate items.

Power: Telekinesis With Fine Manipulation; **Adv:** None; **Lim:** Spell (-2.5); Extra Time: ½ Phase (-.25)

Active Point Cost: 10 for 0 STR, +3 per +2 STR

PETRIFY

This spell transforms living tissue into stone-like calcium carbonate. The target can be turned back to flesh by being immersed completely in water.

Power: Major Transform: Person into Calcium Carbonate; **Adv:** None;

Lim: Spell (-2.5)

Active Point Cost: 15 per 1d6

PHYSICAL BARRIER

This spell creates a wall or dome made entirely of magical energy solely to protect against physical attacks.

Power: Force Wall; **Adv:** Transparent to Energy Attacks (+.5); **Lim:** Spell (-2.5)

Active Point Cost: 7.5 for 2 rED wall 1” long and 1” tall, +2 per +1” width or height

POLTERGEIST

This spell picks up all small objects within the spell’s area and whirls them around in random patterns.

Power: Change Environment 4” Radius: -2 Sight Group Perception Rolls, 1d6 Physical Damage; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 36; +5 per +1” Radius

SHADOW

This spell creates a globe of darkness that blocks sight.

Power: Darkness: Sight Group; **Adv:** None; **Lim:** Spell (-2.5)

Active Point Cost: 10 for 1” radius, +5 per +1”

SPARK

This spell creates a flash of lightning that shoots from the caster to the target. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.

Power: Ranged Killing Attack (Electricity); **Adv:** No Normal Defense: Insulated Clothing (+1); Does Body (+0); **Lim:** Spell (-2.5)

Active Point Cost: 30 per 1d6

TOXIC WAVE

This spell creates a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. Anyone in full-body armor treated to resist toxic materials (like a firefighter’s suit) takes no damage.

Power: Ranged Killing Attack (Acid); **Adv:** No Normal Defense: Hazmat Gear (+1); Does Body (+0); Area of Effect: Radius (+1);

Lim: Spell (-2.5)

Active Point Cost: 45 per 1d6

SHADOWPUNK—MAGIC

LESSER ELEMENTALS

LESSER AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift: 12.5 kg; 0d6
18	DEX	24	13-	OCV/DCV: 6/6
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
6	ED	4		Total: 6 PD (6 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	5		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	10"/20"	

Total Characteristic Cost: 28

Cost	Power	END
30	<i>Air Powers</i> : Multipower, 30 points reserve	0
3u	1) <i>Air Blast</i> : Energy Blast 4d6 (Air), Reduced END (0 END; +.5)	0
2u	2) <i>Whirlwind</i> : Energy Blast 2d6, Area of Effect (3" Radius; +1), Personal Immunity (+.25)	2
3u	3) <i>Lack of Air</i> : Energy Blast 3d6, NND: Self-Contained Breathing (+1)	3
3u	4) <i>Accident</i> : Telekinesis 20 STR	1/5 STR
2u	5) <i>Movement</i> : 2d6 Aid (Succor), Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
2u	6) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
3u	7) <i>Aid Sorcery</i> : 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
20	<i>Moves Like Air</i> : 10" Flight	1/5"
27	<i>Body of Air</i> : Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0
8	<i>Elemental Energy</i> : 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Illusion Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
6	+3 Skill Levels with Flight	-

Total Powers & Skills Cost: 243

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 203

LESSER EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift: 3200 kg; 6d6 (8d6)
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	13-	
15	BODY	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
15	PRE	5	13-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	0		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
9	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	3"/6"	
		Tunneling	2"/4"	

Total Characteristics Cost: 55

Cost	Power	END
30	<i>Earth Powers</i> : Multipower, 30 point reserve	0
3u	1) <i>Earthwalking</i> : Tunneling 2" through 3 DEF material, Fill In	1/5"
3u	2) <i>Engulf</i> : Entangle 3d6, 6 DEF Only against targets on the ground	3
2u	3) <i>Movement</i> : 2d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	2
2u	4) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
3u	5) <i>Aid Sorcery</i> : 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
9	<i>Fists of Stone</i> : Hand-to-Hand Attack +2d6; Reduced END (0 END, +.5)	0
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
6	<i>Earthen Body</i> : Armor +4 rPD	
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
8	<i>Elemental Energy</i> : 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Manipulation Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
3	+1 OCV with Unarmed Attacks	-

Total Powers & Skills Cost: 218

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 203

SHADOWPUNK—MAGIC

LESSER FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12 Kg; 0d6
15	DEX	15	13-	OCV/DCV: 5/5
8	CON	-4	12-	
8	BODY	-4	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
20	PRE	10	14-	PRE Attack: 4D6
12	COM	1	11-	
3	PD	3		Total: 6 PD (6 rPD)
6	ED	4		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	7		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	15"/30"	

Total Characteristics Cost: 34

Cost	Power	END
30	<i>Fire Attacks</i> : Multipower, 30 points reserve	0
3u	1) <i>Flamethrower</i> : Energy RKA 1D6+1 (Fire); Reduced END (0 END; +.5)	0
1u	2) <i>Engulf</i> : RKA 1 Pip (Fire); NND (defense is fire-proof clothing; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
3u	3) <i>Accident</i> : Change Environment 2" Radius (Intense Heat), +5 Temp Levels, 1 Pip of Fire Damage	3
3u	4) <i>Aid Sorcery</i> : 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
20	<i>Move Like Fire</i> : Flight 10"	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
27	<i>Body of Fire</i> : Energy HKA ½d6 (Fire); Continuous (+1); Damage Shield (does damage in HTH combat; +.75); Inherent (+.25); Persistent (+.5); Reduced END (0 END; +.5); Always On (-.5); No STR Bonus (-0)	0
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
8	<i>Elemental Energy</i> : 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Combat Spells when used by a Mage (-.25)	0
-14	<i>True Flier</i> : Running -6", Swimming -2"	0
Cost	Skill	Roll
6	+2 OCV with Fire Attacks	-

Total Powers & Skills Cost: 235

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 199

LESSER WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift: 50 Kg; 1d6
10	DEX	0	11-	OCV/DCV: 3/3
13	CON	6	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	3		Total: 4PD (4 rPD)
4	ED	1		Total: 4PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/8"	
		Swimming	6"/48"	

Total Characteristics Cost: 36

Cost	Power	END
30	<i>Water Powers</i> : Multipower 30 point reserve	0
2u	1) <i>Water Blast</i> : Physical Energy Blast 2d6, Double Knockback (+.75); Reduced END (0 END; +.5)	0
1u	2) <i>Engulf</i> : RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
3u	3) <i>Accident</i> : Change Environment 4" Radius (Slippery Surface, Wet Surface), -2 to DEX Rolls & Skills (Requires a Roll to Move)	3
2u	4) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	5) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
3u	6) <i>Aid Sorcery</i> : 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
27	<i>Body of Water</i> : Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
14	<i>Aquatic Movement</i> : Swimming +4" (6" total), x8 Non-combat	1/5"
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
8	<i>Elemental Energy</i> : 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Detection Spells when used by a Mage (-.25)	0

Total Powers & Skills Cost: 238

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Fire-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 204

SHADOWPUNK—MAGIC

LESSER NATURE SPIRITS

LESSER SPIRITS OF MAN

LESSER CITY SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12.5 Kg; 0d6
15	DEX	15	12-	OCV/DCV: 5/5
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	5		
0	STUN	0		
Movement			Running	8"/16"
			Leaping	0"/0"
			Flight	0"/0"

Total Characteristics Cost: 53

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
Cost	Skill	Roll
6	+2 OCV with Spirit Powers	-

Total Powers & Skills Cost: 220

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 203

LESSER FIELD SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12.5 Kg; 0d6
15	DEX	15	12-	OCV/DCV: 5/5
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	5		
0	STUN	0		
Movement			Running	8"/16"
			Leaping	0"/0"
			Flight	0"/0"

Total Characteristics Cost: 53

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
Cost	Skill	Roll
6	+2 OCV with Spirit Powers	-

Total Powers & Skills Cost: 216

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: Field Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 199

SHADOWPUNK—MAGIC

LESSER HEARTH SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12.5 Kg; 0d6
15	DEX	15	12-	OCV/DCV: 5/5
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	5		
0	STUN	0		
Movement		Running	8"/16"	
		Leaping	0"/0"	
		Flight	0"/0"	

Total Characteristics Cost: 53

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	4) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	5) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
Cost	Skill	Roll
6	+2 OCV with Spirit Powers	-

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 201

LESSER SPIRITS OF THE LAND

LESSER DESERT SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	8"/16"	
		Leaping	4"/2"	

Total Characteristics Cost: 57

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	2) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	3) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	4) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	5) <i>Movement</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 211

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 198

SHADOWPUNK—MAGIC

LESSER FOREST SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		
Movement			Running	8"/16"
			Leaping	4"/2"

Total Characteristics Cost: 57

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 202

LESSER MOUNTAIN SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		
Movement			Running	8"/16"
			Leaping	4"/2"

Total Characteristics Cost: 57

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) <i>Movement</i> 2: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 202

SHADOWPUNK—MAGIC

LESSER PRAIRIE SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	8"/16"	
		Leaping	4"/2"	

Total Characteristics Cost: 57

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 202

LESSER SPIRITS OF THE SKY

LESSER MIST SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	10"/20"	

Total Characteristics Cost: 45

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	4) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	5) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
20	<i>Moves Like Air</i> : 10" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 220

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 195

SHADOWPUNK—MAGIC

LESSER STORM SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	10"/20"	

Total Characteristics Cost: 45

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	2) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	3) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	4) <i>Guard</i> : 8d6 Suppress: Change Environment	4
4u	5) <i>Lightning Bolt</i> : ½d6 Ranged Killing Attack (Electricity); No Normal Defense: Insulated Clothing (+1); Does Body (+1); Area of Effect: Line (+1)	4
20	<i>Moves Like Air</i> : 10" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 193

LESSER WIND SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	10"/20"	

Total Characteristics Cost: 45

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
2u	2) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	3) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) <i>Movement</i> 2: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
20	<i>Moves Like Air</i> : 10" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 193

SHADOWPUNK—MAGIC

LESSER SPIRITS OF THE WATERS

LESSER LAKE SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	1"/0.5"	
		Swimming	6"/48"	

Total Characteristics Cost: 46

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
2u	2) <i>Engulf</i> : RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	3) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	4) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	5) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	6) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	7) <i>Movement</i> 2: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	<i>Aquatic Movement</i> : Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 228

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 204

LESSER RIVER SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	1"/0.5"	
		Swimming	6"/48"	

Total Characteristics Cost: 46

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Engulf</i> : RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	4) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	7) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	8) <i>Movement</i> 2: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	<i>Aquatic Movement</i> : Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 232

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 208

SHADOWPUNK—MAGIC

LESSER SEA SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		
Movement		Running		6"/12"
		Leaping		1"/0.5"
		Swimming		6"/48"

Total Characteristics Cost: 46

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) <i>Engulf</i> : RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	5) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	6) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	7) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	8) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	9) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	<i>Aquatic Movement</i> : Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 234

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 210

LESSER SWAMP SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		
Movement		Running		6"/12"
		Leaping		1"/0.5"
		Swimming		6"/48"

Total Characteristics Cost: 46

Cost	Power	END
40	<i>Spirit Powers</i> : Multipower, 40 points reserve	0
4u	1) <i>Accident</i> : Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
1u	2) <i>Binding</i> : 2d6 Entangle; Takes no damage from any attack (+.5); Does not prevent use of accessible foci (-1); Cannot form barriers (-.25)	3
4u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) <i>Confusion</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) <i>Engulf</i> : RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	5) <i>Fear</i> : 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	6) <i>Guard</i> : 8d6 Suppress: Change Environment	4
2u	7) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	8) <i>Movement</i> : 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	9) <i>Movement 2</i> : 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	<i>Immunity to Normal Weapons</i> : Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
8	<i>Spirit Energy</i> : 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	<i>Aquatic Movement</i> : Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 235

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 211

SHADOWPUNK—MAGIC

ELEMENTALS

AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	39	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
2	MD	0		
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	20"/40"	

Total Characteristic Cost: 74

Cost	Power	END
45	<i>Air Powers</i> : Multipower, 45 points reserve	0
5u	1) <i>Air Blast</i> : Energy Blast 6d6 (Air), Reduced END (0 END; +.5)	0
5u	2) <i>Whirlwind</i> : Energy Blast 4d6, Area of Effect (3" Radius; +1), Personal Immunity (+.25)	5
4u	3) <i>Lack of Air</i> : Energy Blast 4d6, NND: Self-Contained Breathing (+1)	4
5u	4) <i>Accident</i> : Telekinesis 30 STR	1/5 STR
5u	5) <i>Movement</i> : 4d6 Aid (Succor), Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	6) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	7) <i>Aid Sorcery</i> : 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
40	<i>Moves Like Air</i> : 20" Flight	1/5"
27	<i>Body of Air</i> : Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0
18	<i>Elemental Energy</i> : 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Illusion Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
12	+6 Skill Levels with Flight	-

Total Powers & Skills Cost: 322

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 326

EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
40	STR	30	15-	Lift: 6400 kg; 8d6 (12d6)
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	3"/6"	
		Tunneling	4"/8"	

Total Characteristics Cost: 127

Cost	Power	END
45	<i>Earth Powers</i> : Multipower, 45 point reserve	0
5u	1) <i>Earthwalking</i> : Tunneling 4" through 6 DEF material, Fill In	1/5"
4u	2) <i>Engulf</i> : Entangle 6d6, 6 DEF Only against targets on the ground	5
4u	3) <i>Movement</i> : 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	4) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	5) <i>Aid Sorcery</i> : 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
18	<i>Fists of Stone</i> : Hand-to-Hand Attack +4d6; Reduced END (0 END, +.5)	0
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	<i>Immunity to Normal Weapons</i> : Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
6	<i>Earthen Body</i> : Armor +4 rPD	
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
18	<i>Elemental Energy</i> : 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Manipulation Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
6	+2 OCV with Unarmed Attacks	-

Total Powers & Skills Cost: 263

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 326

SHADOWPUNK—MAGIC

FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
13	CON	6	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	15"/30"	

Total Characteristics Cost: 91

Cost	Power	END
45	<i>Fire Attacks</i> : Multipower, 45 points reserve	0
5u	1) <i>Flamethrower</i> : Energy RKA 2d6 (Fire); Reduced END (0 END; +.5)	0
5u	2) <i>Engulf</i> : RKA ½d6 (Fire); NND (defense is fire-proof clothing; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
4u	3) <i>Accident</i> : Change Environment 2" Radius (Intense Heat), +6 Temp Levels, ½d6 of Fire Damage	4
5u	4) <i>Aid Sorcery</i> : 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
30	<i>Move Like Fire</i> : Flight 15"	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
40	<i>Body of Fire</i> : Energy HKA 1d6 (Fire); Continuous (+1); Damage Shield (does damage in HTH combat; +.75); Inherent (+.25); Persistent (+.5); Reduced END (0 END; +.5); Always On (-.5); No STR Bonus (-0)	0
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
18	<i>Elemental Energy</i> : 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Combat Spells when used by a Mage (-.25)	0
-14	<i>True Flier</i> : Running -6", Swimming -2"	0
Cost	Skill	Roll
12	+4 OCV with Fire Attacks	-

Total Powers & Skills Cost: 300

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 321

WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8PD (0 rPD)
8	ED	4		Total: 8PD (0 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/8"	
		Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
45	<i>Water Powers</i> : Multipower 45 point reserve	0
5u	1) <i>Water Blast</i> : Physical Energy Blast 4d6, Double Knockback (+.75); Reduced END (0 END; +.5)	0
5u	2) <i>Engulf</i> : RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	3) <i>Accident</i> : Change Environment 8" Radius (Slippery Surface, Wet Surface), -2 to DEX Rolls & Skills (Requires a Roll to Move)	3
4u	4) <i>Movement</i> : 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	5) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	6) <i>Aid Sorcery</i> : 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
27	<i>Body of Water</i> : Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
23	<i>Aquatic Movement</i> : Swimming +8" (10" total), x16 Non-combat	1/5"
20	<i>Elemental Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Elemental Body</i> : Life Support Total	0
10	<i>Elemental Body</i> : No Hit Locations	0
60	<i>Elemental Body</i> : Takes No Stun, Takes only Body	0
18	<i>Elemental Energy</i> : 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Detection Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
3	+1 OCV with Water Attacks	

Total Powers & Skills Cost: 296

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Fire-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 325

SHADOWPUNK—MAGIC

NATURE SPIRITS

SPIRITS OF MAN

CITY SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	5		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	10"/20"	
		Leaping	0"/0"	
		Flight	0"/0"	

Total Characteristics Cost: 103

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
Cost	<i>Skill</i>	Roll
12	+4 OCV with Spirit Powers	-

Total Powers & Skills Cost: 269

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 302

FIELD SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	5		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	10"/20"	
		Leaping	0"/0"	
		Flight	0"/0"	

Total Characteristics Cost: 103

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
Cost	<i>Skill</i>	Roll
12	+4 OCV with Spirit Powers	-

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: Field Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 292

SHADOWPUNK—MAGIC

HEARTH SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	5		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	0		
30	END	0		
0	STUN	0		
Movement		Running	10"/20"	
		Leaping	0"/0"	
		Flight	0"/0"	

Total Characteristics Cost: 103

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
6u	4) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	5) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
Cost	Skill	Roll
12	+4 OCV with Spirit Powers	-

Total Powers & Skills Cost: 264

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 298

SPIRITS OF THE LAND

DESERT SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		
Movement		Running	10"/20"	
		Leaping	6"/3"	

Total Characteristics Cost: 115

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	2) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	3) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	4) <i>Movement</i> : 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	5) <i>Movement</i> 2: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	<i>Immunity to Normal Weapons</i> : Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 253

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 298

SHADOWPUNK—MAGIC

FOREST SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		
Movement			Running	10"/20"
			Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	<i>Immunity to Normal Weapons</i> : Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 260

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 305

MOUNTAIN SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		
Movement			Running	10"/20"
			Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	5) <i>Movement</i> : 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	6) <i>Movement</i> 2: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	<i>Immunity to Normal Weapons</i> : Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 304

SHADOWPUNK—MAGIC

PRAIRIE SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		
Movement			Running	10"/20"
			Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	5) <i>Movement</i> : 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	6) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	<i>Immunity to Normal Weapons</i> : Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 304

SPIRITS OF THE SKY

MIST SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		
Movement			Running	0"/0"
			Leaping	0"/0"
			Flight	20"/40"

Total Characteristics Cost: 91

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
6u	4) <i>Guard</i> : 12d6 Suppress: Change Environment	6
5u	5) <i>Movement</i> : 4d6 Aid (Succor), Any Movement Power, one at a time (+.25) Area of Effect: Radius (+1)	5
5u	6) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
40	<i>Moves Like Air</i> : 20" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 285

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 306

SHADOWPUNK—MAGIC

STORM SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	20"/40"	

Total Characteristics Cost: 91

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	2) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	3) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	4) <i>Guard</i> : 12d6 Suppress: Change Environment	6
6u	5) <i>Lightning Bolt</i> : 1d6+1 Ranged Killing Attack (Electricity); No Normal Defense: Insulated Clothing (+1); Does Body (+1); Area of Effect: Line (+1)	6
40	<i>Moves Like Air</i> : 20" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 280

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 301

WIND SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		
Movement		Running	0"/0"	
		Leaping	0"/0"	
		Flight	20"/40"	

Total Characteristics Cost: 91

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
5u	2) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
6u	3) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	4) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
5u	5) <i>Movement</i> : 4d6 Aid (Succor), Any Movement Power, one at a time (+.25) Area of Effect: Radius (+1)	5
5u	6) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
40	<i>Moves Like Air</i> : 20" Flight	1/5"
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	<i>Immunity to Normal Weapons</i> : Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	<i>True Flier</i> : Running -6"; Swimming -2"	0

Total Powers & Skills Cost: 283

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 304

SHADOWPUNK—MAGIC

SPIRITS OF THE WATERS

LAKE SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/2"	
		Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
5u	2) <i>Engulf</i> : RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	3) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	4) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	5) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	6) <i>Movement</i> : 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	7) <i>Movement</i> 2: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	<i>Aquatic Movement</i> : Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 283

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 313

RIVER SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/2"	
		Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Engulf</i> : RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	4) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	6) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	7) <i>Movement</i> : 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	8) <i>Movement</i> 2: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	<i>Aquatic Movement</i> : Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 289

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 319

SHADOWPUNK—MAGIC

SEA SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/2"	
		Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) <i>Engulf</i> : RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	5) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	6) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	7) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	8) <i>Movement</i> : 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	9) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	<i>Aquatic Movement</i> : Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 294

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 324

SWAMP SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		
Movement		Running	6"/12"	
		Leaping	4"/2"	
		Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	<i>Spirit Powers</i> : Multipower, 60 points reserve	0
6u	1) <i>Accident</i> : Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
3u	2) <i>Binding</i> : 4d6 Entangle; Takes no damage from any attack (+.5); Does not prevent use of accessible foci (-1); Cannot form barriers (-.25)	6
6u	3) <i>Concealment</i> : Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	4) <i>Confusion</i> : 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	5) <i>Engulf</i> : RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	6) <i>Fear</i> : 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	7) <i>Guard</i> : 12d6 Suppress: Change Environment	6
4u	8) <i>Search</i> : Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	9) <i>Movement</i> : 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	10) <i>Movement 2</i> : 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	<i>Astral Projection</i> : Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	<i>Immunity to Normal Weapons</i> : Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	<i>Spirit Body</i> : 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	<i>Spirit Body</i> : Life Support Total	0
10	<i>Spirit Body</i> : No Hit Locations	0
60	<i>Spirit Body</i> : Takes No Stun, Takes only Body	0
15	<i>Spirit Energy</i> : 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	<i>Aquatic Movement</i> : Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 297

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70

Total Cost: 327