

ARCANA EXXET Secrets of the Supernatural

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Welcome to **Arcana Exxet: Secrets of the Supernatural.** The book that you hold is a supplement for the **Anima: Beyond Fantasy** roleplaying game centered on the world of magic, summoning, and Psychic Powers. Its objective is not only to multiply the possibilities available to all characters equipped with some kind of supernatural ability, but also to infinitely increase your options for creating spectacular games. With these rules, previously unimaginable powers are now at your fingertips.

As with any **Anima** book, our goal with **Arcana Exxet** was to create a set of rules that could adapt to any kind of character regardless of the character's origin. Therefore, although the powers that appear in this book are rooted in the world of Gaïa, they can be used in virtually any setting which has some kind of magic.

Of course, you alone can judge the best way to use them.

#### Using Arcana Exxet

Arcana Exxet uses the magic rules from the revised Spanish edition of Anima: Beyond Fantasy. Players unfamiliar with the changes made to the core magic rules in that book may ignore the mention of Basic, Intermediate, Advanced, and Arcane power level options for spells in Anima: Beyond Fantasy. Players may use those options for spells in the sub-Paths presented in this book as a further distinguishing characteristic of sub-Paths, or if they prefer, they can consider the spells to have no additional power level options and instead divide each spell into four distinct spells, with their sub-Path Levels determined by the Game Master, based on the amount of Intelligence and accumulated Zeon each spell requires.

## The Supernatural on Gaïa

On Gaïa, magic is the ultimate supernatural force, the strongest and best known of all the occult powers. In the past, it has even determined the fate of the world, for those who mastered it had the power to dominate existence. Countless miracles and atrocities were carried out with magic, and countless civilizations were raised up and shattered. However, after the activation of the Machine of Rah, the power that once stretched to all corners of the globe became little more than a memory, its energies dwindling and scattered.

Now more than ever, magic is a force feared by society, partly because of the mystery that surrounds it and partly because the terrible atrocities it caused in the past are still painfully present in the memories of many people. However, many others don't even believe in it, considering it little more than a myth born of ages of darkness and ignorance.

The truth is that the use of magic is anything but common. In general, people born with the Gift on Gaïa are not even aware that they have that power. Without knowing why they are different, they have difficult childhoods, for they see things that others do not and change their surroundings without even meaning to. Since in most principalities supernatural practices are prohibited and persecuted, witches and wizards are rare and restricted. In a few cases, a Gifted individual can learn spells on his own. However, in most cases, people develop their mystical knowledge if they have a secret wizard in their family who sees the potential in them or if they are clandestinely recruited by a shadowy organization, such as the Magus Order or the Order of Yehudah. The governments of some principalities also have some secret agents capable of using magic, though so far nobody has dared to give them official recognition. Something very similar happened with the powers of the mind. Although in the past psychics never gained such immense might as the practitioners of the arcane arts, their capabilities still ranked them among the great supernatural powers. Currently, Psychic Powers are feared and repressed by society just as much as magic. Ironically, mundane people are usually not even capable of understanding the conceptual differences between magic and mentalism. For them, it doesn't matter if someone uses a mystical Theorem to create fire or a psychic matrix; in the end, both are unnatural powers to be feared.

Psychics are different from wizards in that they do not require teachers to use their powers. They can master their abilities simply by practicing on their own as an athlete might train his body. Therefore, there are slightly greater numbers of them nowadays than there are wizards, but they too must hide their powers from the masses.

Finally, the last of the great supernatural powers is summoning, which, for many, is the most terrible of all the arts. With it, entire civilizations, such as that of the Devah, tried to control the gods. However, it is also the most dangerous of all. History proves that most of its masters were consumed by the forces they summoned.

Illustrated by © Wen Yu Li

Of all the mystical arts, summoning is the most complex and requires the most study from its practitioners. Although it does not require the Gift to use, very few know the intricacies of its ways, and few people on Gaïa are able to teach them. The only organization that is known to openly use summoning is the Order of Yehudah, but they are hardly given to revealing their secrets.

Of course, to ordinary people, there is no difference between casting a spell and knowing how to summon a "monster" (for many, the latter may be even worse), and only true experts are able to differentiate the two arts. The rest simply fear them both alike.

## Magical Terminology

The following are the definitions of some supernatural terms that might prove confusing.

Witch / Warlock / Gifted: Terms usually used to designate a person born with the Gift. Contrary to popular belief, this does not mean that he will know spells or actually be able to use magic, but he at least has the potential to gain such capabilities.

**Occultist / Mystic:** These are terms which are often used to refer to scientists and students of the supernatural. They need not be witches or wizards themselves and might even simply be ordinary intellectuals who specialize in the occult arts and sciences and seek to learn everything about them.

**Wizard / Sorcerer / Thaumaturgist:** Those magic-users who, in addition to having the Gift, know and use spells and incantations.

**Psychic:** The name given to an individual with Psychic Powers.

**Mentalist:** The term used to refer to a person who trains in and studies the use of Psychic Powers.

**Necromancer:** A name for those magicians who primarily use the Path of Necromancy.

**Illusionist:** A name for those magicians who primarily use the Path of Illusion.

**Sorcery / Witchcraft / Spells:** These are equivalent terms that refer to the magic formulas that wizards use to alter the rules of reality.

**Books of Magic:** These are books which describe occult rituals and magic in general or theoretical terms, but do not contain any real spells. **Grimoires:** These books or writings contain actual spells.





# CHAPTER 1 THE SUPERNATURAL

We only understand those questions that we can answer.

-Friedrich Nietzsche-

## THE ORIGIN OF MAGIC

The One Power, Mana, Erezvaju, Essence, Zeon... So many names have been used throughout history to refer to the spiritual force commonly known as magic that it is often difficult to determine whether they all refer to the same thing. All cultures have had their own theories about the nature and origin of magic, some even conflicting with each other. Some people considered it a gift given to mortals by the gods, others concluded that it was a force extracted from the souls of the dead, and once there was even speculation that it was the power of dreams incarnate.

In fact, all and none were right.

While it would be impossible to give a precise definition, for it is beyond any belief or philosophy, the force called magic is the spiritual energy that shapes life, the other side of the physical world which flows, invisible, through all things. This Flow of Souls is the "malleable material" of creation, the force that even gives rise to dreams. It is the essence of the living and the dead...and even of things that have never lived. Its most solid and immovable principles are known as the "rules of existence," while in its purest form, it is an absolute power that can alter the pillars of reality. In a way, it could be considered the basis for every kind of energy that exists, for any action or reaction is directly tied to it.

Magic, despite being a "living" force, is not itself a conscious being. However, it encompasses all the elements of creation, including emotions and concepts. Therefore, depending on where one is and the nature of the Flow of Souls in that region, mortal influences can shape the flow so that it takes on different aspects. Magic that is close to a particular element might take on an elemental character, while magic imbued with positive emotions might become light energy.

### The Gift

Every living being is at once both a source of magic and a beacon for ambient magic. Each soul not only generates mystical energy, but also attracts it from the environment, feeding on that energy and growing stronger. This leads to a chain reaction: the stronger a person is at magic, the more energy is attracted to him. However, although magic thus fills every person, not everyone is able to use it. From the beginning of history, only a few exceptional individuals have had the ability to control these forces that for others are beyond imagination.

These people, whether they feel blessed or cursed by their power, have the Gift.

The Gift is the means by which magic manifests in a soul as an active force, allowing the individual to intervene directly in the flow of mystical energy. Not only are Gifted people capable of perceiving the supernatural, but they can also use their powers to reshape reality with spells or even thoughts.

As with magic itself, it is difficult to determine the source of the Gift. There are occultists who say that it is no more than a state of mind where the soul of a person has "awakened" to magic and that therefore, at least in theory, everyone has access to it. However, the fact is that the souls of the Gifted are special from birth, allowing them to use magic even in childhood. A person with the Gift does not even have to be aware of his power in order to use it (in fact, often he does not even know what power he possesses), but because of his connection to magic, he always sees the world a little differently.

### Spells

Spells are formulas to control supernatural powers. Just as a mathematician must make his calculations accurately to arrive at a correct result, a wizard "weaves" mystical formulas as his particular science demands. Gestures, whispered incantations, and thoughts can all allow a wizard to alter reality to his will. A powerful wizard is able to use his sheer willpower to cast spells, although he can use verses and rituals to better shape the forces involved and achieve far more powerful results.

No two spells are ever the same. Each wizard uses his own system of mystical formulas, so even two wizards attempting to create the exact same result may go about it in completely different ways. Thus, practitioners of magic in the same school can use each others' spells, since all base their formulas on the same magical knowledge. However, they will likely have nothing in common with wizards from another school in terms of methods, even if they employ spells that have the same effects.

### Magíc Level

Magic Level measures the natural ability of a character to learn and develop both spells and Metamagic abilities. It represents the wizard's innate wisdom, learned knowledge, and potential to develop his powers. The higher his Magic Level, the more spells he can know and cast at will.

As explained in **Anima: Beyond Fantasy**, Magic Level is represented by a numerical value that is used to "acquire" spells. However, it is important to remember that this does not mean that a wizard always automatically spends all his points at the beginning of the game. Magic Level is just the maximum value that he can come to acquire, the limit his abilities "could" reach at that time. As time passes and he has the opportunity to study and learn, he will be able to spend Magic Level points to approach that limit.

Contrary to what happens with Development Points or Martial Knowledge, the Magic Level of a character basically depends on his Intelligence Characteristic, since it measures his ability to understand and formulate complex spells. However, there are several ways to increase a character's Magic Level, as follows:

**Intelligence:** As mentioned, a character's Intelligence Characteristic determines his base Magic Level value and it will increase if the Characteristic does (**Table 56** in *Anima: Beyond Fantasy*).

**Natural Knowledge of a Path:** An Advantage that characters with the Gift can take, Natural Knowledge of a Path provides Magic Level points to spend on spells.

**Gradual Magic Learning:** This Advantage gives a character with the Gift Magic Level points each time he levels up that he can spend on spells.

**Spending Development Points:** A character can spend Development Points to raise his Magic Level. Every 5 Development Points spent for this purpose provides 5 points of Magic Level, regardless of the class or Archetype to which the creature or character belongs. This expenditure falls within the limit of Supernatural Primary Abilities and may not exceed one-tenth of the character's total Development Points. That is, someone at first level could spend up to 60 Development Points on increasing his Magic Level, while a sixth level character could spend up to 110 Development Points in total for that purpose.

### Consequences of Accumulating Zeon

While most of the time accumulating magic has no visual appearance to those who are not able to see magic, when a wizard accumulates truly enormous amounts of power, the concentration of supernatural energy is so great that his surroundings are affected. This section explains some possible manifestations of different levels of accumulated Zeon.

**ISO Points:** At this level, supernatural phenomena start happening around the wizard. The environment is filled with energy, which creates air currents or shakes very small objects. Those close to him feel strange sensations, but cannot determine their origin.

**300 Points:** Anyone who can see magic sees runes and currents of magic gathering around the wizard, and he is suffused with a strange glow. Meanwhile, strange and paranormal events start to happen. For example, candle flames might burn with unnatural colors, or the sound of silence might be heard.

**500 Points:** The character's supernatural power is clearly visible to everyone, whether or not they are able to see magic. Paranormal effects appropriate to the nature of the spell surround the wizard, while starbursts of magical energy occur everywhere.

**900+ Points:** At this level, it is up to the Game Master to determine the possible effects of the magical energy that the character can trigger, but they certainly should be both spectacular and formidable. Any individual without the Inhumanity ability must pass a Strength check against the character's Power to be able to approach him while he is accumulating that amount of energy.

If he desires, a caster may "hide" the effects of Zeon accumulation using his Magic Appraisal Secondary Ability. To do so, he makes a check using that ability and subtracts the result obtained from the points of Zeon that he has accumulated to determine the visual appearance of his magic.

Exodus begins to accumulate Zeon, but makes a Magic Appraisal check to try to mitigate the visual effects of the accumulation, obtaining a result of 240. Therefore, when he accumulates 390 points,, the environmental effects are the same as if he had accumulated 150.

#### Zeon Recovery

The Zeon that a wizard has spent usually recovers at a rate equal to his Final MA each day. This represents both the supernatural power generated by his soul as well as the environmental magic he has absorbed. However, a wizard can concentrate and meditate to regain his energy faster. If he meditates for at least half a day, during which he cannot take any action other than concentrating, he can add his Willpower bonus to his Zeon regeneration, and if he meditates for the whole day, he can add twice that bonus.

A character with Willpower 8 (providing a +10 bonus) and 30 MA will recover 40 points of Zeon if he spends at least half a day meditating, or 50 points for a full day.

### Very Low Levels of Zeon

As Zeon represents, in part, a character's soul energy, someone who has exceptionally low Zeon reserves suffers serious negative consequences. If, for any reason, a character's Zeon reserves fall to 50 or less (if, of course, his total reserves are greater than that amount), he loses 2 points of Fatigue and suffers a -10 penalty to All Actions. If instead his Zeon reaches 0, he loses half his points of Fatigue and suffers a -30 penalty to All Actions. These effects last until he once again has at least 50 points of Zeon.

## LEARNING MAGIC

One of the most difficult elements for both the Game Master and the players to adjudicate is determining how a wizard learns spells. It is important to remember that the mere fact that someone has a high Magic Level does not mean that he has mastered all the knowledge and spells available in his Path; he first must spend time studying and formulating new spells. Even the greatest archmages need to devote time and energy to learning complex spells. The Game Master can even forbid players from developing certain spells if the circumstances are not appropriate.

Following are a series of general guidelines that the GM can use to determine the approximate time that a character requires to develop and hone his magical abilities.

## Levels of Learning and Difficulties

First, it is necessary to determine the level of learning that the character has. To do this, take his total Magic Level points used and find the box that matches that amount in **Table 1**. Logically, the more Magic Level points he has used, the greater the mystical knowledge he already possesses.

Then, find the level of the spell he wants to learn. It will fall into one of the 10 categories in **Table I**. The two values can be cross-referenced to get an idea of the time required to learn the next spell of the Path in question. A field marked with "N/A" indicates that the wizard is unable to learn such a complex spell yet, while those marked "Automatic" indicate that the wizard will only require a few seconds to master the spell.

**Supernatural Level:** If the Game Master's campaign is one with an extremely high supernatural level, the character can add an additional level to his level of learning.

**Study:** The values in **Table I** reflect the amount of time it will take if the character devotes most of his time to studying and developing his magical knowledge. If he cannot devote all his efforts to studying, increase the difficulty of learning the spell by one level (i.e., the spell is treated as one spell level category higher).

**Instructor or Master:** If the character has an Instructor, increase his level of learning by one level. If, however, he is trained by a true Master, increase it by two levels.

**Occult Master:** A person who has attained Mastery in the Occult Secondary Ability increases his level of learning by one level.

**Mystical Texts:** If the character has a relevant mystical text to use as a reference when studying the spell, increase his level of learning by one level. This increase does not stack with the increase from being trained by an Instructor or Master.

**Learning a Selected Spell:** Certain selected spells have a higher level of difficulty than the group they are found in. For example, trying to learn a level 16 spell of this sort would be equivalent to trying to learn a regular spell of between levels 22 and 30 (i.e., the difficulty of learning the spell is increased by one level). If this spell is also from a Path that is opposite to one the character knows, its difficulty increases by an additional level.

Sophia, who has 50 points of total Magic Levels (but who has only used 30 of those points), would have a base level of learning of 2, but since she has Mastery of the Occult Secondary Ability, she learns spells as if her level of learning were 3. As Sophia tries to learn the next spell (in this case, a spell of level 32), her player refers to Table 1 and sees that Sophia will learn one spell per week for spells level 32–40. If she had an Instructor, she would learn one spell each day, whereas if she were taught by a true Master, she would learn one each hour.

## Insufficient Magical Knowledge

In rare and desperate situations, a wizard may try to cast a spell from a Path that he knows but that is still too advanced for him to cast. He can improvise the spell, but faces a serious risk of failure. If a character wishes to do this, he must have sufficient unused Magic Level points to learn the spell, even though he has not yet done so. The character must pass an Intelligence check against difficulty 10 plus 1 for every 2 points of difference between his current Path Level and the level of the spell that he wants to use. If he fails, he automatically loses the cost of the spell in Zeon at the Arcane level, but if he is successful, he may cast the spell at the Basic level as normal.

A character who casts an improvised spell must spend his next Magic Level points to advance as much as possible in the Path towards the spell he cast.

Sophia, who is level 30 in the Path of Air, wants to use the Lightning spell (level 46). Since there is a difference of 16 points between her current level and that of the spell she wants to cast, she must pass an Intelligence check against difficulty 18.

Level of Learning	Spell Level 2–10	Spell Level 12–20	Spell Level 22–30	Spell Level 32–40	Spell Level 42–50
1st Level, between 2 and 28	Daily	Weekly	Monthly	Quarterly	Biannually
2nd Level, between 30 and 48	Hourly	Daily	Weekly	Monthly	Quarterly
3rd Level, between 50 and 68	Each minute	Hourly	Daily	Weekly	Monthly
4th Level, between 70 and 148	Automatic	Each minute	Hourly	Daily	Weekly
5th Level, between 150 and 298	Automatic	Automatic	Each minute	Hourly	Daily
6th Level, between 300 and 500	Automatic	Automatic	Automatic	Each minute	Hourly
Level	Spell Level 52–60	Spell Level 62–70	Spell Level 72–80	Spell Level 82–90	Spell Level 92-100
Level 1st Level, between 2 and 28	Spell Level 52–60 Annually	Spell Level 62–70 Each decade	Spell Level 72–80 N/A	Spell Level 82–90 N/A	Spell Level 92–100 N/A
1st Level, between 2 and 28	Annually	Each decade	N/A	N/A	,
1st Level, between 2 and 28 2nd Level, between 30 and 48	Annually Biannually	Each decade Annually	N/A Each decade	N/A N/A	N/A N/A
1st Level, between 2 and 28 2nd Level, between 30 and 48 3rd Level, between 50 and 68	Annually Biannually Quarterly	Each decade Annually Biannually	N/A Each decade Annually	N/A N/A Each decade	N/A N/A N/A

### TABLE 1: LEARNING SPELLS



## Mastering Metamagic Spheres

A character can spend his Magic Levels to master spheres from the Arcana Shepirah and gain Metamagic advantages as if they were spells. In such cases, to determine the level of difficulty to master a particular sphere, treat it as if the character were learning a spell with a level equal to the level requirement of that sphere multiplied by 10. For example, mastering a Metamagic sphere with a Level 5 requirement would be equivalent to learning a level 50 spell.

## Who is Considered a Master?

This section refers to Instructors and Masters of magic on several occasions, but who can actually be considered an "Instructor" or "Master"?

In principle, any individual who understands magical concepts that the character does not is automatically an Instructor. Thus, a wizard with a higher level in the Path or who knows a spell that the character wants to learn would be an Instructor to him.

However, a true Master is much more than a mere Instructor. A Master is an individual who not only has knowledge that is unknown to the character, but also has extensive experience that far exceeds that of the character. Therefore, he can adapt much better to the needs of his students, and his lessons are much more valuable. Someone is considered a Master for a character if he has at least three more levels of learning than the character and has the knowledge that the character wants to learn. Therefore, one can be a Master to some people and merely an Instructor to others.

## THE ORIGIN OF SUMMONING

Summoning, called the art of the gods by some, is a supernatural ability whose origins have been lost in the confines of history. Some people attribute its development to the Devah, and others say it is a system to control the gods made by even higher authorities. However, beyond myths and legends, the truth is that Summoning Abilities have a pseudoscientific basis, based on the principle that a being has the ability to control its essence through ritual and concentration. A summoner simulates an alteration in the nature of his soul, allowing him to synchronize with other supernatural beings. Thus, he can call or repel creatures, seal them inside of objects, or give them orders that cannot be refused.

A summoner need not actually have the Gift to use these abilities. Because summoning does not itself alter the rules of nature, even those without the power of magic can learn appropriate methods to invoke supernatural creatures.

Generally, the process of summoning, controlling, binding, or banishing a creature is long and complex, although the time needed may vary based on the summoner's knowledge and strength of will. There are some very powerful summoners who can force even demon princes to kneel before them with a single word.

### Why Only Supernatural Beings? A question that many occultists have raised over the centuries is why

A question that many occultists have raised over the centuries is why Summoning Abilities only work on supernatural creatures. This limitation is due to the intrinsic nature of the powers of summoning and their relation to the energy of the Flow of Souls.

In general, mortals living in the world are distant from the Flow of Souls. They are tied to the ground rules of existence, the "laws of nature." To alter their souls, one would need either a very high Gnosis or the ability to use magic, things that a summoner does not use to summon creatures; merely synchronizing with a a certain level of reality does not allow him to alter space or bind mortal wills.

By contrast, Beings Between Worlds and their souls are made of spiritual energies that are much more volatile and dependent on the vagaries of the supernatural. It is as if their essences were "magic," and therefore, they can be transported from one place to another, trapped in an object, or subjugated by powers beyond their control without violating the laws of nature.

Consequently, even the most powerful summoner cannot summon a simple field mouse into his presence, although he can easily make legions of elementals kneel before him.

## The Behavior of Summoned Beings

It is always necessary to consider the behavior of summoned beings. The Game Master must remember that, contrary to what a summoner might wish, these creatures are not monsters created to fight for him and obey him blindly. They are entities with their own personalities, beings who have been brought from afar and controlled by forces beyond their understanding. Some may not mind obeying orders too much or may simply lack the intelligence to disobey, but others may not accept their binding with grace. Those who are really cunning might make complex plans to throw off the yoke of their master without having to disobey his orders, or some may have companions who do not like to see them enslaved. Naturally, it is interesting to see the relationships a summoner can establish with his creatures, because despite one being a master and the others servants, the link that binds them is forged from their compatible personalities. Remember, a player cannot simply create a being at will, but rather he must call entities that already exist in the world, who the Game Master will ultimately create.

### The Undead and Summoning

The undead are governed by special rules for summoning. Although their essences are completely supernatural and in principle they should be easy to summon, control, bind, or banish, the reality is that because they are partially detached from the Flow of Souls, their essences are not easily malleable. Therefore, only the undead can affect other undead with Summoning Abilities; living beings exist on a different spiritual level.

Creatures with Gnosis 35 or higher can ignore this limitation.

### Mass Summoning

Although usually a summoner calls a single supernatural creature, an extremely powerful summoner can call multiple creatures at once, anywhere from small groups to legions. People with extremely strong souls are capable of synchronizing with many lesser creatures.

A character may try to summon or banish several beings at a time if his Presence is much higher than that of those beings. Therefore, depending on how many he wants to affect, he must have a prerequisite difference in levels, as shown in **Table 2**. However, he must also take into account that affecting a multitude of beings is much more draining and complicated than summoning just one. Therefore, the summoner increases the difficulty of the check as if the creatures were of a higher level (as indicated in **Table 2**) and doubles the amount of Zeon he must spend in the process.

Once the difficulty and cost are determined, the character may complete the ritual normally as if summoning, banishing, or controlling a single being.

The only exception to this rule is the Bind Ability. Since this is a very personal act between a summoner and a creature, it is only possible to do this one-on-one regardless of the level difference.

Genma, a ninth level Summoner, wants to call a few Shadows (level 3 Beings Between Worlds). Since she has six more levels than the Shadows, she may choose to summon two or five Shadows. If she chooses the second option, she increases the difficulty of the summoning by two levels (as if the Shadows were level 5) and must pay double the normal Zeon cost; the difficulty will be 240 and the Zeon cost 200.

#### TABLE 2: MASS SUMMONING

Number of Beings Affected	Level Difference Required	Increase in Difficulty
2	5	+1 Level
5	6	+2 Levels
10	7	+3 Levels
25	8	+4 Levels
50	9	+5 Levels
100	10	+6 Levels
250	11	+7 Levels
500	12	+8 Levels
1,000	13	+9 Levels



### Invokers

When a character begins to develop his Summoning Abilities, he can choose to specialize in the art of Invocation. In doing so, he becomes unable to call supernatural creatures and can no longer use the Summoning Ability to call beings to appear in his presence. In exchange, he becomes an expert in the art of Invocation. He can minimize the energy he needs to invoke Arcana, Incarnations, Great Beasts, or Aeons. Therefore, each time he uses an Invocation, he spends only half of the Zeon the power calls for.

This specialization does not stop him from controlling, binding, or banishing beings normally.

An invoker wants to use the Arcana The Strength, which normally would cost 350 Zeon points. However, he only has to spend 175 points of Zeon when he invokes it.

### Increasing Zeon Regeneration

A character can declare he wants to spend Development Points to increase only his Zeon regeneration instead of his Magic Accumulation. In this case, he must spend half the normal Development Points that the MA would cost. In doing so, he increases his Final MA value for the purpose of Zeon regeneration, but not his real MA. Naturally, this expenditure of Development Points still counts against the distribution limit for Primary Supernatural Abilities.

Genma, who has base MA 15 and Final MA 60, states that she wants to increase her Zeon regeneration. Given that MA Multiples for Summoners cost 60 Development Points, she spends 30 Development Points to increase her Zeon regeneration by 15 points. Genma would still have MA 60 but would recover 75 points of Zeon each day.

## **NEW ADVANTAGES**

In this section is a selection of new benefits related to magic and summoning. As with those in **Anima: Beyond Fantasy**, the cost indicates the number of Creation Points that need to be spent to access them. There are no restrictions on their use; any character, regardless of the class he belongs to, can access them.

#### VERSATILE METAMAGIC

The character has a knack for developing many different Metamagic advantages.

**Effects:** The character can choose two different starting points on the Arcana Shepirah.

**Requirement:** Requires the Gift **Cost:** 1

#### MASS SUMMONER

Someone with this Advantage is adept at summoning large numbers of creatures.

**Effects:** Treat the character as having one additional level when summoning multiple creatures. Spending additional Creation Points increases the level of the character for this purpose up to two or three additional levels, respectively. **Cost:** 1, 2, 3

#### GRADUAL MAGIC LEARNING

As the character gains additional abilities and powers, his innate magical knowledge also increases.

**Effects:** Each time he levels up, the character gains +5 to his total Magic Level.

**Requirement:** Requires the Gift **Cost:** 2

#### BORN WIZARD

Learning mystical formulas and developing spells comes naturally to the character, who is able to learn even complex spells easily.

**Effects:** The wizard increases his level of learning on **Table I** by two levels (see **page 8**).

**Requirement:** Requires the Gift

**Cost:** 1

#### INCOMPLETE GIFT

A character with this Advantage is born with certain capabilities for magic and sometimes can use minor spells in a similar way to truly Gifted people.

**Effects:** The character cannot see magic, but is capable of casting spells in a limited way. Each time he uses a spell, he must pass a Power check against a difficulty of 10 plus 1 for each 10 levels of the spell. If he fails, he spends Zeon as if he cast the spell, but it does not take effect. **Cost:** 1

#### Sheele Essence

The character is spiritually tied to Sheele essences, so if one is bound to him, it becomes much more powerful than normal.

**Effects:** If the character binds a Sheele to him, he can give it two additional improvements upon sealing the bond.

**Cost:** 1

#### Familiar

At one point in his life, the character was able to make a deal with a creature to be his Familiar.

**Effects:** The character starts the game with a creature of his level as his Familiar. Spending an additional Creation Point allows the Familiar to be a level above the character's level.

Cost: 2, 3

Illustrated by O Wen Yu Li

# CHAPTER 2 THEOREMS OF MAGIC

All we know is a drop of water; we ignore the ocean.

-Newton-

Not all magic works the same way. While the different Paths encompass a wide variety of powers, there are also various methods of casting spells – conceptually different formulas that result in the same spell. The Theorems of magic reflect this diversity.

Theorems are alternative ways of looking at magic, approaches so different that they cannot be reflected within the basic system of spells and incantations. In fact, the basic system is merely the most widely used Theorem. No Theorem is "better" or "worse" than the others; each simply has advantages and disadvantages that enhance some aspects of spellcasting and limit others.

From the moment a character endowed with mystical abilities begins learning to cast spells, he must decide whether to use the general Theorem of magic or a different one. This decision is much more important than it seems, since a character can only use a single Theorem. A Theorem is his mental model of spell casting and his approach to understanding the spells he knows. Naturally, this does not mean he cannot know of or superficially understand other systems of magic, but he cannot use their special rules. For example, a great wizard of the general Theorem could know how Vodoun or Shamanic magic works, but nevertheless could not benefit from the special rules of either Theorem.

This section describes four different Theorems: Onmyodo, Vodoun, Shamanism, and Natural Magic.

## ONMYODO

Onmyodo is a system of magical formulas that mixes occult practices with the natural magic of the world. It originated in the eastern lands, where magic connects the spiritual planes of Samsara and the material world. Its practitioners believe that cosmological energy flows affect all that lives and are based on the interrelationship of five basic elements: wood, fire, earth, metal, and water. Through controlling the energies of these elements, one can influence the rules of existence. The results of such control are what they call "magic."

Practitioners of the Onmyodo system, usually called Onmyoji, wield supernatural power like the Kami of antiquity. In general, they inscribe supernatural formulas on scrolls using the language of the divine and use this magic to alter the balance of the elements.

Consequently, this Theorem allows its practitioners to prepare extremely powerful spells in advance, enabling those who prepare carefully to cast their spells much faster and more easily than a traditional wizard could.

### Orígíns on Gaïa

The Onmyodo Theorem comes from the island of Varja. According to myth, the Kami developed its principles, for it uses the language that the gods created to subjugate reality to mortal wills. These words have real power; they influence the five elements and disrupt the established order as the wizard wishes.

For over a thousand years, the secret of Onmyodo was denied to mortals, until by a quirk of fate the Kotoamatsukami Karasu no Yoru decided to share it with men. He took seven apprentices, called "Dai Onmyoji," who managed to imitate the divine language and inscribe its words on paper so they could master powers hitherto reserved for the Kami. However, since using Onmyodo caused major alterations in the planes of Samsara, it was used only when absolutely necessary, and very few magicians were taught the art. Thus, the use of magic was heavily restricted and remained almost completely secret until the time of the Eternal Empire, when Amaterasu no Mikoto recognized the incredible power of Onmyodo.

When Varja was divided into Lannet and Shivat, the rulers of the Empires of the Sun and Moon kept a few practitioners of Onmyodo in their service as seers and agents.

Ofudas, also called Shinpu or talismans by some practitioners, are the main element of Onmyodo. Elaborate supernatural symbols are drawn on these ritual scrolls that allow a reader to invoke the primal forces of nature. Using these scrolls, Onmyoji prepare and cast their spells. They could even be said to be the key to Onmyodo magic, because without these scrolls its practitioners have their powers greatly reduced.

Each Ofuda is created for a specific purpose, designed to cast a predetermined spell. An Onmyoji draws ritual symbols on the paper and imbues it with a portion of his mystical power. When he casts a spell, he throws the scroll (or scrolls) into the air or watches them disappear in his hands as the symbols change shape, fed by his magic.

Creating an Ofuda: The creation of an Ofuda is often complex and very laborious, but it is necessary for Onmyoji to use their spells. Its only requirements are paper and ink to write with, although it is possible to use other materials as long as it is possible to write symbols on them.

The first thing an Onmyoji must do is decide which spell he wants to inscribe and then pass a check using the Ritual Calligraphy Secondary Ability. The difficulty of such a check is determined by the spell level, as shown in Table 3, and the time modifiers from Table 4. If he is successful, the Onmyoji must then spend a quantity of Zeon equivalent to half the value of the spell at its Basic level, which is sealed inside the spell (it is not possible to store more Zeon; if an Onmyoji tries, the scroll will immediately burst into flames). An Ofuda is tied to the Onmyoji who wrote it and is fed by the power of his soul. Consequently, he temporarily reduces his maximum Zeon value by an amount equal to that which he has imbued into his Ofudas. Thus, if a wizard creates 12 different Ofudas whose combined value is 250 points of Zeon, his maximum Zeon is reduced by 250 points.

When an Ofuda is consumed by casting a spell or is otherwise destroyed for any reason, the creator retrieves the points of maximum Zeon that he spent on it (though he does not recover the Zeon points he spent and must regenerate them normally).

### TABLE 3: RITUAL CALLIGRAPHY

Spell Level	Difficulty
Level 2–20	40
Level 22–30	80
Level 32–40	120
Level 42-50	140
Level 52–60	180
Level 62–70	240
Level 72-80	320
Level 82–90	440

#### TABLE 4: TIME SPENT MAKING AN OFUDA

Time	Modifier
1 Minute	-40
5 Minutes	-20
30 Minutes	0
1 Hour	+20
1 Day	+40
1 Week	+80
1 Month	+120

## Spellcasting

When the wizard accumulates magic to cast a spell using an appropriate Ofuda, he automatically gains an amount of Zeon equivalent to the value that he added to the Ofuda (i.e., half of the spell's Basic level value). This immediately consumes the Ofuda, which burns or breaks in a manner appropriate to its nature.

An Onmyoji with MA 30 who uses an Ofuda to cast a Dark Beam spell (Base Cost 50) would automatically accumulate the 25 points of Zeon he previously added to the Ofuda. As a result, he could cast the spell in one turn (which his natural MA would not allow him to do) or use the 55 points he accumulated in that turn to cast the spell at a higher level in a later turn.

Of course, given that Ofudas are made using supernatural power, nothing prevents a wizard from using an Ofuda created by another wizard. The action of using an Ofuda is considered part of the action of casting a spell, and as such, it never reduces the wizard's MA.

### Spells Maintained with an Ofuda

When a spell is cast through an appropriate Ofuda, its maintenance cost is cut in half. These kinds of spells do not immediately consume the talisman. It continues to exist until the wizard chooses to stop maintaining the spell. The wizard does not need to keep the Ofuda near him in order to maintain a spell; once the spell has been cast, he can leave the Ofuda elsewhere. If the Ofuda is destroyed, the spell is immediately broken.

### Ofuda Magic Without an Ofuda or With an Inappropriate Ofuda

If a practitioner of Onmyodo does not have an Ofuda for a spell, he can only cast it at its Basic level and he doubles its Zeon cost.

An Onmyoji without any Ofudas would like to cast the Water Impact spell, a spell of the Path of Water with Base Cost 50. He can only cast it at its Basic level at a cost of 100 Zeon points.

If an Onmyoji needs to use a different Ofuda to cast a spell, he can do so as long as the spell in the Ofuda belongs to the same Path of magic and is of a higher or equal level. If so, he can cast the spell at any of the four level options (rather than just Basic), but does not benefit from the Ofuda and still needs to expend twice the Zeon that any other wizard would.

An Onmyoji would like to cast a Water Impact spell (Path of Water level 20) with an Ofuda for Liquid Control (Path of Water level 22). He can cast the Water Impact spell (at any of the level options he could normally cast it) for twice the normal Zeon cost.

## VODOUN

Vodoun is a magical Theorem based on the sorcerous principles of the use and control of the supernatural ties that bind all that exists. According to this philosophy, everything in creation is intertwined with other things in more or less direct ways, and the closer they are related, the easier it is for them to affect each other. This philosophy applies equally to people, concepts, and to a lesser extent, the elements themselves. For example, a wizard could use these links to control the element of fire and intermingle it with other things to cast a fire spell.

The "concepts" that Vodoun wizards reference are represented by spirits. These beings, who even have proper names, are personifications of principles or feelings. Some believe that these beings are actually people who walked in the mortal world in ancient times and whose spirits still reside in the Flow of Souls, while others say they are simply natural, spiritual forces that some have given names to. Either way, Vodoun practitioners bind them with magic when they want to cast spells and take advantage of the spirits' abilities to alter the essences of things.

Therefore, the Vodoun Theorem is exceptionally powerful when dealing with spells that are intended to affect other individuals. Wizards can take advantage of their mastery of Links to bind spells directly to people's souls, sometimes making it unnecessary to maintain these spells externally. However, the Theorem is weak compared to the general Theorem with respect to directly offensive spells.

### Orígíns on Gaïa

The origin of the Vodoun Theorem is difficult to pin down, but generally its creation is attributed to the D'anjayni. As one of the original races, these gray men used their own world view to create and refine the system of spiritual links that its practitioners use. For millennia, Vodoun was a mystery to the vast majority of magicians, and it was not until less than seven centuries ago that some humans were allowed to learn its ways. Hidden among men in what is now known as the New Continent, many D'anjayni taught its principles to their chosen apprentices, blending their mystical knowledge with their beliefs and customs.

For this reason, Vodoun was at once both a religion and a magical Theorem whose priests were more highly regarded than the most powerful wizards. Over the years, its beliefs persisted and coexisted with Christianity (sometimes even mixing with it) while the mystical elements were practiced in growing secrecy and spread to other parts of Gaïa.

## Physical Links

There are many objects and elements that are linked to every person. An object that has been in an individual's possession for a long time or that was part of his body (as in the case of hair or blood) carries traces of the spirit to which they belong or belonged. A wizard who uses this Theorem can use those spiritual traces to empower any spells he casts against the object's owner.

When a Vodoun wizard casts a Spiritual spell, he can increase the difficulty of the MR check needed to overcome it by using physical objects called Links, artifacts charged with the target's spiritual energy, as detailed in **Table 5**. He can use any number of Links together to enhance such a spell, but no two can be of the same type. The only requirement is that the wizard must have them in his immediate possession, which generally means being in direct contact with them. This ability only works when using spells that target one person; Links do not in any way alter the difficulty of the MR checks for spells that affect multiple people at once. A Link used to empower a spell in this way is destroyed in the process, regardless of whether the spell ultimately succeeds.

If a practitioner of this Theorem uses the wrong Link to cast the spell (for example, using blood from a person other than the spell's target), the spell automatically fails.

#### The most common physical Links are:

**Hair:** The wizard has a few strands of the victim's hair (more than one or two). Usually, the hair must have been in contact with the target within the last few months.

**Blood:** The wizard has some blood from the target of the spell. Similar to hair, if the blood is dry and it has been out of the target's body for more than a month, it loses its effectiveness as a Link.

A Piece of His Body: This represents having some flesh (a finger, an eye, an ear...) from the victim. In contrast to hair or blood, a piece of the target's body never loses its qualities as a Link until it is used.

**Personal Item:** The wizard has in his possession a meaningful, durable object that was the property of the victim or was in contact with him for a long period of time. Normally, to activate the Link the wizard must destroy the object, but if it cannot be broken or is particularly resistant to damage, using it is simply considered to have consumed its mystical relationship or connection with the target. This cannot be stacked with Very Personal Item.

**Very Personal Item:** As above, except that the object is something of vital importance to the victim, a fundamental object with which he has a deep relationship.

**Portrait:** An accurate portrait or picture of the target that has the target's true name written on it. The wizard can make use of a portrait as a Link only once per person. Once the wizard has done so, he may never again benefit from a portrait of the same target.

**Life of a Family Member:** At the time of casting the spell, the wizard takes the life of a close relative of the target, e.g., his wife, brother, son, father, etc. This cannot be stacked with Remains of a Family Member.

**Remains of a Family Member:** The wizard uses part of the remains of a member of the target's immediate family, such as bones, hair, dried flesh, etc.

### Linking Ritual

The specialty of the Vodoun Theorem is exploiting the spiritual links between people and external objects, because with such a connection, he can cast a spell that will automatically affect its target. Therefore, if the wizard has at least one physical Link from a person, he can consume it to cast a Spiritual spell on that person automatically. That means that, contrary to the general rules, no Magic Projection check is required to strike the target; the spell avoids the target's defenses and forces him to immediately make a MR check as appropriate for the spell. To do this, the wizard must be near the target and have a direct line of sight to him.

Unfortunately, if the wizard uses a Link to cast a spell without needing to make a Magic Projection check, he suffers certain disadvantages. First, the target receives a +40 bonus to his MR check against all the spell's effects. Second, the wizard does not get the bonus to the difficulty of the MR check from the Link because the Link was used to cast the spell automatically. Of course, he can use other Links to further increase the check difficulty, as described above.

#### TABLE 5: PHYSICAL LINKS

Physical Link	Bonus to the Difficulty of the MR Check
Hair	+10
Blood	+20
A Piece of His Body	+20
Personal Item	+10
Very Personal Item	+20
Portrait	+10
Life of a Family Member	+30
Remains of a Family Member	+10

### Linking Rituals Over Long Distances

by © Wen Yu I

Illustrate

If a Vodoun wizard wishes to cast a Spiritual spell on a target who is a long distance away, out of sight, or both, he can do so by using a Link from that target. He must know the name of the target and have a rough idea of his physical appearance, and the target will receive a +100 bonus to his MR check against the spell. If the wizard meets these requirements, he must perform a ritual lasting one hour for each 25 miles separating him from the target. Of course, if he does not know how far away the target is, he must guess at the proper duration of the ritual; if it is too short, the spell will fail.

Such spells are not capable of affecting a person who has taken refuge in a magically sealed place where, in general, magic cannot enter.

## Disadvantage: Offensive Weakness

The Vodoun Theorem is not intended for direct combat with practitioners of other Theorems of magic. Consequently, all Attack spells cast by its practitioners have their final damage reduced by half, rounded up to the nearest 5.

## **SHAMANISM**

Shamanic magic is a Theorem that is based on influencing powerful entities, through persuasion or force, to produce different supernatural effects. Its practitioners use their mystical powers to attract spirits and, through them, transform power into spells. In a way, it could be said that these spirits are the magical creatures, not the shamans, since they power the spells. There are many occultists who claim that shamanism is intrinsically linked to summoning, because shamans manifest magic in the world through spirits they have summoned.

Shamans, as those who use this magic system are commonly called, are affected by the powers of the spirits associated with different areas. Depending on the strength and affinities of the local powers, they are able to use spells from many different spiritual categories.

Consequently, this Theorem is characterized by highly variable power levels depending on where the shaman performs spells, making him extremely strong in some places and unable to use even the simplest magic in others.

### Orígíns on Gaïa

Shamanic magic has existed in Gaïa almost since the world's beginning and is believed to have been created as a result of pacts that were made in times past with great spirits and forgotten gods. Although it has always been less common than traditional magic, the Shamanic Theorem is the second most widely used system on both the Old and New Continents, especially in remote areas and in urban centers filled with people, where the spirits (albeit of different sorts) are strong and numerous.

Currently, its most common practitioners are the Lillium priests of Alberia and some wizards who have achieved the title of Saints of the Church of Abel, who are considered to derive their powers from angels and other messengers of God.

## Spiritual Zones

Depending on the spiritual power of the area that he is in, a shaman receives different bonuses or penalties when he tries to cast spells. Below is a list of the possible types of areas, as well as the changes to the character's abilities while he is in one.

#### EXCEPTIONALLY POWERFUL SPIRITUAL ZONE

A zone of this level is a place of exceptional power, where a shaman can power his spells with the spirits' magic much more than with his own. Typically, these are places over the Dragon Lines, though not necessarily nodes (see page 122), or ancient sites filled with powerful spirits. Consequently, a shaman's powers are much stronger here than in any other type of place, and he receives a multitude of bonuses to his spells.

First of all, the shaman's spells become based on spiritual energy, making them invisible to those unable to see spirits, in contrast to the general rules. For example, a shaman could cast a Fire Ball spell and the flames would be invisible even to someone who could see magic. Second, the character spends only half of the normal Zeon to

cast spells, as if he had the Metamagic advantage Unlimited Zeon. Finally, he receives a +30 bonus to his Magic Projection and MA. Cost: No

Call Spirits: Inapplicable

#### POWERFUL SPIRITUAL ZONE

A powerful spiritual zone is rich in spirits and supernatural forces. It is a place where magic accumulates in an orderly fashion without causing unusual environmental effects. A shaman can take advantage of its forces to cast spells while spending only half of the necessary Zeon as if he had the Metamagic advantage Unlimited Zeon.

Call Spirits: Exceptionally Powerful Spiritual Zone Cost: 500 Zeon

#### NORMAL SPIRITUAL ZONE

Most places in the world have an average level of spiritual force, with a reasonable number of spirits swarming around. In these places, the shaman can cast spells normally, without applying any special modifiers. His only limitation is that he is unable to use spells at the Arcane level.

Call Spirits: Powerful Spiritual Zone

#### WEAK SPIRITUAL ZONE

A weak zone is a place where few spirits reside. In it, a shaman needs to take a full turn of preparation and spend 10 Zeon points before he can cast spells, because it takes a moment to make contact with the supernatural forces. (This limitation can be extremely dangerous if he is unexpectedly attacked.) Once he has done so, he can cast spells as normal for at least an hour, but they can only be cast at the Basic level.

Call Spirits: Normal Spiritual Zone

#### EMPTY SPIRITUAL ZONE

An empty spiritual zone is a place utterly devoid of spirits, so emotionally dead that no supernatural forces will remain there long. Consequently, a shaman has no ability to connect with the forces that give him his powers. He cannot cast spells in such a place. Cost: 1,000 Zeon

Call Spirits: Weak Spiritual Zone

## Calling Spirits

A shaman can use his powers to attract spirits to the area he is in. By consuming his personal magical energy, he can generate sufficient supernatural power so that spirits will be drawn to his presence and will manifest there. To do this, he must accumulate Zeon as if casting a spell with the cost indicated in the description of the appropriate spiritual zone. After the shaman accumulates Zeon and then uses it to summon spirits, the surroundings gradually convert to a more spiritually rich level (i.e., one level higher). The change takes from one to five turns and persists for several hours (sometimes even days), giving the shaman all the relevant benefits of the higher level zone. After that time, the area returns

to its previous state. The spiritual zone is still considered to be its original level even if someone has already called spirits to it, so a place that already has a heightened level of spirits from a shaman's call cannot be further increased by this ability.

A shaman who is in a Weak Spiritual Zone may spend 200 Zeon points to turn it temporarily into a Normal Spiritual Zone. However, once this is done, he (or another shaman) cannot spend

> 100 more Zeon points to make it a Powerful Spiritual Zone, since it remains an area that was originally spiritually weak.

## Spiritual Affinity

In addition to the spiritual strength of an area, the nature of the spirits there affect a shaman's magic. A shaman must determine whether the spirits in his area have natures that are friendly or inimical to him. There are three possible natures:

#### KINDRED SPIRITS

If the spirits of an area are related to the character and his magic, all spells he casts automatically take effect at one level higher. This advantage allows a shaman to bypass the limits imposed by a spiritual zone. For example, if a shaman casts a spell at the Basic level in a Weak Spiritual Zone with Kindred Spirits, the spell will take effect at Intermediate level, although usually he can only cast spells at the Basic level there.

#### NEUTRAL SPIRITS

If the spirits of an area are neutral to the character and his magic, there are no special effects on his spells.

#### **OPPOSITE** SPIRITS

If the spirits of an area are angry with the character or are not related to his magic, all spells he uses in that place are cast at one level lower. If he tries to cast a spell at the Basic level, it will automatically fail.

#### Necromancy

By the very natures of shamanism and necromancy, it is not possible for a shaman to use necromancy, since there are no spirits in the Flow of Souls that use or respond to such energies. Consequently, a shaman cannot learn or cast necromantic spells.

Cost: 200 Zeon

Cost: 200 Zeon

## NATURAL MAGIC

While magic is the ability to recreate reality and alter its rules, it is not always necessary to do so through spells. Those who have the proper gift can innately mimic the effects of spells, using the power that comes from their souls to change the order of things at will. This ability is called natural magic.

Natural magic is not a structured system of magic as such, since no practitioner uses formulas, written spells, or rituals. It is wild magic, pure chaotic energy that certain characters can use, sometimes unconsciously, to do seemingly impossible things. In fact, most wizards begin using natural magic as children, and it is not until they learn to express their power through spells that they become true wizards.

Unfortunately, despite the enormous freedom that comes from shaping mystical energy in its purest form, natural magic is extremely chaotic and unpredictable, and its effects are much less potent than when magical power is channeled through spells. However, it has the advantage that it does not require the user to have any knowledge of the supernatural, so any person with the Gift can use these powers without having to learn complicated spells.

#### **Optional Rule: A Step Back**

If the Game Master agrees, a character who casts spells in the traditional way can also, in a desperate situation, try to use natural magic to achieve some effect. Since natural magic is not a Theorem of magic itself, a wizard can always "go back to his roots." However, since he is not accustomed to using magic in such an uncontrolled way, he suffers a -4 to Power checks.

## Creating Effects with Natural Magic

To create a mystical effect naturally, the first thing to do is to determine the level of the effect. The player must explain to the Game Master what his character wants to achieve, and the GM will select an effect level between 1 (for the weakest effects) and 5 (for the most powerful effects). This number will determine the base difficulty of the Power check, as reflected in **Table 6**. Both players and Game Master may look at **Box 1: Effect Levels** so as to have a rough guide to the level of different magical effects. Then, the player adds distance and duration modifiers to this base difficulty (see **Table 7**), depending on how far away the target is and the length of time the effect is to last. The total is called the Final Difficulty of the effect.

As an optional rule, the first time a character wants to create a certain effect, the Game Master may choose not to tell the player the effect level. Thus, the consequences will be much more unpredictable for the player.

#### TABLE 6: DIFFICULTY BY EFFECT LEVEL

Effect Level	Power Check
1	14
2	18
3	24
4	30
5	36

### TABLE 7: DIFFICULTY MODIFIERS

Distance	Modifier
Touch	+0
Object	+1
Projection +0	+1
Projection +40	+2
Projection +80	+3
Projection +120	+4
Duration	
Instantaneous	+0
5 Turns	+1
1 Minute	+2
10 Minutes	+3
1 Hour	+4
1 Day	+5

**Touch:** The wizard must physically touch the person or thing he wants to affect.

**Object:** Same as Touch, but it is sufficient to touch the target with an object that is in direct contact with the caster, such as a sword or similar item.

**Projection +X:** The effect is projected as normal following the general rules for Spiritual, Attack, or Defense spells (depending, of course, on the nature of the effect in question). The character uses a value for Magic Projection equal to double his Presence plus his Dexterity bonus, plus the value determined by X. For example, a third-level character with Dexterity 5 who chooses to cast a spell at Projection +50 launches his effect with a Magic Projection of 130.

## Guidelines for Natural Magic Effects

Natural magic effects work similarly to spells. Once the character has determined the difficulty of the effect, he must declare how much Zeon he wishes to spend on it. The amount of mystical energy spent is extremely important, because it greatly influences whether or not the effect will take place. This amount must be accumulated using MA in the usual manner, as if accumulating Zeon to cast a spell. To know what modifiers will apply, see **Table 8**. For example, if a wizard spends 200 Zeon points, he would get +6 to his Power check.

Finally, when the wizard believes he is ready, he makes a Power check against the difficulty of the effect to see if the effect occurs. Depending on the outcome of the check, the effect may or may not take place, as shown in **Table 9**. If the check is successful, the effect is cast like a normal spell, and the caster must make a Magic Projection check for an attack or touch depending on the distance chosen (see **Table 7**).

It is important to note that for all purposes except for shields using natural magic is an Active Action and therefore requires the character to be able to act to use it.



#### TABLE 8: MODIFIERS FOR ZEON SPENT

Zeon Spent	Modifier to the Power Check
0–19	-8
20-49	-4
50-99	+0
100–149	+2
150–199	+4
200–299	+6
300-399	+8
400-499	+10
500-749	+12
750–999	+14
1,000+	+16

### TABLE 9: RESULT OF THE CHECK

Result	Effect
3+	The effect succeeds without harming the caster.
1 to 2	The effect is successful, but the caster loses a number of points of Fatigue equal to the effect level.
0	The effect is only partially successful, so its results are slightly weaker than expected.
–1 to –4	The effect fails, and the caster loses a number of points of Fatigue equal to the effect level.
-5 to -8	The effect fails miserably, producing unexpected negative consequences proportionate to the caster's natural power. In addition, he loses half of his remaining Zeon points and suffers a -80 penalty to All Actions that recovers at a rate of 10 points per hour.
-9 or lower	The effect totally fails. The caster is unconscious for several days and permanently loses a number of points of Power equal to the effect level.

Alice, who is locked in a dungeon, wants to use natural magic to get the keys hanging down the hall. Since she does not want to drag them along the floor and make noise, she tells the Game Master that she will make them float quietly into her hand. After considering the request, the GM decides that the effect is a level 2 effect, so it has difficulty 18 plus 1 because the keys are far enough away that Alice needs to cast it at Projection +0 (so she has a long enough minimum range). Alice, who has Power 8, accumulates Zeon for several turns and then spends 150 Zeon points, giving a +4 to her check for a total of +12. The young woman takes her shot and rolls an 8, giving her a total of 20, a point above the difficulty required. She refers to Table 9 and finds that she has attracted the keys without any problem, although the process has left her exhausted, causing her to lose 2 points of Fatigue.

### Limits of Natural Magic

There are limits to the use of natural magic and its effects, as described below.

**Time Limits:** No natural magic effects can last longer than a day. With the exception of indirect effects (e.g., if a meteor is called down onto a town, the destruction will remain), any change in reality caused by natural magic automatically returns to its normal state at the end of a day.

**Repetition Limits:** A natural magic practitioner cannot use the same kind of effect on the same target more than once a day. For example, if a wizard uses a healing effect to restore Life Points to a person, he could not heal that person again until a full day has passed.

Natural Limits: Beings created by magic cannot use natural magic.

### Specialties

Depending on the nature of the character, a character using natural magic can choose to link himself to a specific supernatural principle, making it easier to cause effects associated with that principle. Thus, each time the character tries to create an effect associated with that principle, he gets +2 Power on his check, but has a -2 when attempting all other types of effects. The different specialties are:

**Creator:** This specialty involves effects that create things. It is the power to make dreams into reality. A character who specializes in this principle will gain the bonus when trying to create items from scratch.

**Destroyer:** This specialty includes all effects related to the destruction and decomposition of things. Most beams and attacks are linked to this principle. As its name implies, a character linked to this principle gets a bonus when trying to mystically destroy things.

**Transmuter:** The power to alter existing things, turning lead into gold or petrifying a human being. Those linked to this principle get a bonus when trying to transmute things or to move them from one place to another.

**Controller:** This specialty focuses on controlling the will of living things, allowing the wizard to treat them like puppets and manipulate their feelings and emotions. A character with this specialty gets a bonus whenever he tries to control actions or feelings.

**Spiritualist:** This specialty contains those powers related to manipulating souls and the supernatural world. It allows a wizard to see into and manipulate others' souls. A character linked to this specialty gets a bonus whenever he tries to use effects related to souls or spiritual matters.

**Healer:** This specialty contains curative and healing abilities. Whenever the character tries to heal injuries or help someone recover from penalties, he gets a bonus.

**Elementalist:** This specialty contains the power to master the elements and everything associated with them. An elementalist can create fire, make it rain, or raise a storm with ease. A character can choose to specialize in one element and get a +4 in checks when using that element instead of +2, but in doing so, he gets no bonus (but also no penalty) when using the other elements.

**Illusionist:** This specialty contains the effects associated with manipulating others' senses. A character linked to this specialty gets a bonus whenever he tries to turn someone invisible or create a false image.

### Box I: Effect Levels

Although the Game Master must determine the precise level of any effect, the effects described in this section are examples of the suggested 5 effect levels.

Level	Possible Effects
1	These effects are extremely small and insignificant, and they have little impact on the environment. They could include lighting a candle (Elementalist), dragging an object weighing less than a pound along the ground (Transmuter), causing a tingling in someone's back (Controller), or slightly relieving chronic pain (Healer).
2	These effects are minor, such as creating a protective magic shield (Creator), altering a person's appearance with illusion (Illusionist), seeing the aura of a person (Spiritualist), or making a group of wild animals leave (Controller).
3	These effects might include burning a house or making it rain (Elementalist), curing a natural disease (Healer), launching a powerful discharge of supernatural power (Destroyer), or causing intense fear in a group of people (Controller).
4	These effects are quite large and powerful, such as freezing a lake (Elementalist), creating the illusion that a populated town is deserted and uninhabited (Illusionist), opening a portal to the Wake (Spiritualist), or converting a normal person into a monstrous abomination (Transmuter).
5	The effects of level 5 are enormous, from killing a person with a word (Destroyer), causing a tsunami (Elementalist), creating a mountain out of nothing (Creator), or bringing a person who has just died and whose spirit is waiting for the Call back to life (Healer).

Level	Damage	Area	Shield	MR	Characteristic
1	20	No	40	80	4
2	50	15 feet	150	100	6
3	100	50 feet	500	120	9
4	150	150 feet	1,000	160	12
5	250	800 feet	2,500	180	16

## Usual Effects

**Damage:** The Base Damage should be the maximum effect if the spell was used to attack a single target. If it is a healing spell, twice this value should be used to determine how many Life Points it is able to heal.

**Area:** This radius is the greatest that an effect of that level can cover. If it is combined with a damage effect to produce an Area Attack or a MR check to cause a state, the damage or the MR check should be considered to be one level less. That is, a level 3 blast in an area (of 50 foot radius) would have maximum Base Damage of 50.

**Shield:** The maximum damage a supernatural shield effect of this level can absorb.

**MR:** The maximum difficulty of a MR check to avoid the effects of a natural magic effect of that level.

**Characteristic:** The maximum Characteristic the effect could be treated as having if a Characteristic check is needed (e.g., Trapping, Take Down, Disarm, Impact, etc.).



# Chapter 3 METAMAGIC ADVANTAGES

The tree is the beginning and the end of everything.

-Galiardos-

In addition to Free Access spells and magical Theorems, any character with magical abilities can customize his powers with Metamagic advantages. These abilities are a mix of knowledge and special gifts that wizards can develop using Magic Levels. Naturally, no player is required to develop Metamagic advantages if he does not wish to; he can focus all his character's knowledge on mastering new Paths of magic.

## ARCANA SHEPIRAH

The great tree of Arcana Shepirah, as it is known in the occult fields, contains each and every one of the supernatural principles of existence. This is the conceptual meeting of the magical ways that characters must follow to master the Metamagic advantages they want. Both on the next page and at the end of this book is a diagram of the Arcana Shepirah, the first as a reference and the second to add to a character sheet.

## Metamagic Spheres

The Arcana Shepirah contains dozens of areas called Metamagic spheres. Each represents mastery of a certain ability. To master a sphere, the character must pay the appropriate cost in Magic Level points (not Development Points) located at the bottom of the sphere. He then immediately receives the benefits described therein.

Often in the Arcana Shepirah, more than one Metamagic sphere contains the same power. That means that the more spheres of that type the character masters, the more he can advance that power in particular. For example, a character may spend up to 20 points of Zeon to enhance his defensive magical projection if he has one sphere of Defensive Expertise, up to 40 points if he has two spheres, and up to 60 if he has all three. The order in which Metamagic spheres are mastered and their position on the Tree of Magic are completely irrelevant to the powers they provide.

## Level Requirements

Not all Metamagic spheres are available to characters from the beginning. Some powers demand that the character have first reached a certain level of spiritual presence to master them. Therefore, if the top of a sphere has a number, the character must be of at least that level to master it.

IIII: METAMAGIC ADVANTAGES

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## Moving on the Tree

When a character develops his first Metamagic advantage, he must choose a sphere on the tree that does not have a level requirement as his starting point. That means that even if a player chooses to develop Metamagic advantages when his character is already at a high level, he cannot choose a sphere that requires a level higher than one. A character's starting point on the tree is very important, since it is only possible to choose one. Once a starting point has been chosen, it is not possible to change it or to choose another one.

After choosing a starting sphere and paying the Magic Level cost to master it, a character can begin to move through the Arcana Shepirah following some basic rules. First, he can only master a sphere directly connected by a line to another he has previously mastered. That is, if he had the Secure Defense sphere, he could choose Life Magic, Energy Control, or Transfer Magic as his next spheres because they are all connected to Secure Defense by a line, but could not choose a distant sphere, such as Endure Supernatural Damage. Second, whenever a character chooses a new sphere, he must have enough Magic Level points to pay its cost. Finally, do not forget that it is not possible to master a sphere if the character does not meet its required level, even if he has sufficient Magic Level points to master it.

Naturally, both the character's starting point and the path he subsequently follows through the Arcana Shepirah will define his Metamagic abilities.

## THE FOUR BRANCHES

While the powers that provide Metamagic advantages are very diverse, they are usually grouped into four "branches" of the Tree of Magic based on the kind of abilities that they grant: Mastery of Arcane Warfare, Arcane Power, Arcane Esoterica, and Arcane Knowledge. However, the lines that criss-cross the Arcana Shepirah and connect powers will often link branches together via intermediate spheres.

Following is a list of all the extant Metamagic abilities grouped according to their nature into one branch or another.

## Mastery of Arcane Warfare

This branch contains those advantages relating to offensive and defensive magic – the magic of supernatural combat.

#### EMPOWERED SHIELDS

This advantage allows a wizard to control the mystic fibers that make up any supernatural shields he summons, exponentially increasing their resistance against any kind of attack.

**Game Effects:** Shields the wizard summons can absorb a significantly larger amount of damage without needing a correspondingly large investment of Zeon points. They may have double or triple their original Life Points depending on the number of spheres that the wizard has mastered.

• Basic Level (One Sphere): The Life Points of supernatural shields summoned by the wizard are doubled.

• Arcane Level (Two Spheres): The Life Points of supernatural shields summoned by the wizard are tripled.

**Common Visual Effects:** The shields have no visual differences, except that they seem tougher and more resilient.

#### MYSTIC ACCURACY

This advantage allows a wizard to make advanced mathematical calculations that guide his offensive spells with pinpoint accuracy.

**Game Effects:** The wizard's Attack spells gain the benefit of the Precision trait, even if they are ranged spells.

• Basic Level (One Sphere): The wizard's Attack spells gain the Precision trait. There is no effect on Area Attack spells.

• Arcane Level (Two Spheres): Area Attack spells also gain the Precision trait, and the wizard may designate specific targets in each spell's area.

**Common Visual Effects:** Sometimes, when the wizard casts an Attack spell, a mark will appear on the exact spot where the spell is targeted a few moments before it is fully cast.

#### INCREASED DESTRUCTION

This Metamagic advantage allows a wizard to exponentially increase the destructiveness of his spells.

**Game Effects:** The Base Damage dealt by the character's Attack spells increases by an amount determined by the number of spheres mastered.

• **Basic Level (One Sphere):** The Base Damage of spells cast by the character increases by +10 for Basic level spells, +20 for Intermediate level, +30 for Advanced level, and +40 for Arcane level.

• Arcane Level (Two Spheres): As above, except that Base Damage increases by +20 for Basic level spells, +40 for Intermediate level, +60 for Advanced level, and +80 for Arcane level.

**Limits:** This power does not change the damage of spells that make several attacks, such as Dome of Destruction or Earth Spike. In these cases, only one attack (chosen by the caster) gets the bonus.

**Common Visual Effects:** None, beyond the fiercer flames, harder blast of air, or other obvious effects of the more powerful spell.

#### EXPANDED AREA

The wizard has mastered the art of expanding his spells, drastically increasing their areas of effect. As a result, any spell he casts can affect a vast area.

**Game Effects:** When casting a spell with a specific area of effect, whether it is an Effect, Spiritual, or Attack spell, a character can increase the area his spell covers depending on how many spheres he has mastered. It is important to note that this does not increase the maximum range of the caster's spells, which is still determined by Magic Projection. It only modifies the sizes of the areas they affect.

• Basic Level (One Sphere): Each of his spells may have an area of effect that is up to 50% larger.

• Arcane Level (Two Spheres): Each of his spells may have an area of effect that is up to 100% larger.

**Common Visual Effects:** None, except that the normal visual effect of the spell will cover the entire increased area.

A wizard who has the Basic level of this advantage and casts a spell with a normal area of effect of a 150 foot radius increases the radius to 225 feet, a 50% increase of the area affected.

#### **REMOVE** PROTECTION

This advantage gives the wizard the ability to enhance his offensive spells so that they pierce his opponents' armor with ease. The more Zeon he spends, the less protection his enemies will enjoy.

**Game Effects:** When casting an Attack or Spiritual spell, a wizard can spend Zeon to reduce the defender's Armor Type by 1 point for each 10 points of extra Zeon spent. The armor is only reduced for the purposes of resolving the enhanced spell. Thus, if a wizard accumulated and spent 20 extra points of Zeon casting a Light Beam, he would decrease the defender's Armor Type by 2 against that spell.

• **Basic Level (One Sphere):** The character can spend up to 20 additional points of Zeon to reduce his target's Armor Type.

• Advanced Level (Two Spheres): Same as above, except that the maximum Zeon is 40 additional points.

• Arcane Level (Three Spheres): Same as above, except that the maximum Zeon is 60 additional points.

**Common Visual Effects:** Similarly to Offensive Expertise, this effect creates glowing runes of power. They usually appear in mid-air around the body part the character used as the point of origin for his spell (his hand, mouth, chest, etc.) rather than on his body. Every 10 points he spends on this power generates a rune.

#### DEFENSIVE EXPERTISE

Defensive Expertise allows a wizard to increase the protection that his defensive spells provide. He can spend additional Zeon in order to get bonuses to his defensive Magic Projection; the more Zeon he spends, the better the defense.

**Game Effects:** When casting a shield, the wizard can spend extra Zeon to get a bonus equal to that expenditure. That is, if he spent 25 points of Zeon above the spell's normal cost, he would get a +25 to his defensive Magic Projection. This bonus remains as long as the spell is active, so while the shield is maintained, all defenses the wizard makes with it receive the benefit. The maximum amount of Zeon that a wizard can use to boost his Magic Projection is limited by the number of Defensive Expertise spheres he has mastered. • **Basic Level (One Sphere):** The character can spend up to 20 additional points of Zeon to increase his Magic Projection by up to +20.

• Advanced Level (Two Spheres): Same as above, except that the maximum Zeon is 40 additional points.

• Arcane Level (Three Spheres): As above, except that the maximum Zeon is 60 additional points.

**Limits:** The benefits from this ability do not stack with the Free Access spell Defensive Erudition.

**Common Visual Effects:** This effect creates runes on the wizard's body (usually on one of his arms or both hands) that glow brighter as he accumulates Zeon for the spell. Each 5 points spent on Defensive Expertise generates a rune.

#### OFFENSIVE EXPERTISE

This Metamagic advantage gives a wizard the power to imbue his offensive spells with extra Zeon, increasing their accuracy and speed. He can spend additional Zeon in order to receive bonuses to his Magic Projection equal to the amount of Zeon spent.

**Game Effects:** When casting an Attack or Spiritual spell, a wizard can spend extra Zeon to get a bonus to Magic Projection equal to that expenditure. That is, if he spent 25 points of Zeon above the spell's normal cost, he would get a +25 to his offensive Magic Projection. The maximum amount of Zeon that a wizard can use to boost his Magic Projection is limited by the number of Offensive Expertise spheres he has mastered.

• **Basic Level (One Sphere):** The character can spend up to 20 additional points of Zeon to increase his Magic Projection by up to +20.

• Advanced Level (Two Spheres): Same as above, except that the maximum Zeon is 40 additional points.

• Arcane Level (Three Spheres): As above, except that the maximum Zeon is 60 additional points.

**Limits:** The benefits from this ability do not stack with the Free Access spell Offensive Erudition.

**Common Visual Effects:** This effect creates runes on the wizard's body (usually on one of his arms or both hands) that glow brighter as he accumulates Zeon for the spell. Each 5 points spent on Offensive Expertise generates a rune.

A wizard who has mastered two spheres of Offensive Expertise and casts a Dark Beam using 80 points of Zeon (50 points for the Basic level spell and 30 spent on Offensive Expertise to increase its Projection) casts the spell with a +30 to Magic Projection.

#### META MASTER: DOUBLE DAMAGE

By mastering this sphere, a wizard gains such control over his magic that he is capable of converting his magical strength directly into destructive power; even his Basic level spells are incomparable destructive forces.

**Game Effects:** The Base Damage of all his offensive spells doubles.

**Limits:** Any additional bonuses that the character might receive to the Base Damage of his spells, whether from other Metamagic advantages, items, or spells, are not doubled by this ability.

**Common Visual Effects:** All offensive spells he casts appear much more powerful and vivid.



#### Arcane Power

The Metamagic advantages in this branch deal with expending and recovering Zeon, as well as ways to manipulate magical energy to cast spells in unusual ways.

#### COMBINED MAGIC

The wizard is able to synchronize his magic with others, allowing him to cast spells with other wizards.

**Game Effects:** Characters who possess this advantage can combine their magical powers to cast a spell with other wizards. That means that two or more wizards who all have this advantage can combine their efforts to cast a much more powerful spell than any one of them could do alone.

If multiple wizards wish to use this power, they combine their accumulated Zeon to calculate the final Zeon level of the spell and use the highest Magic Projection in the group when casting it. To calculate the maximum level of the spell they can cast, use the highest Intelligence value in the group, plus an amount determined by the number of people involved in casting the spell, as indicated in **Table 10**. The wizard with the highest Power Characteristic makes the final check to cast the spell, unless he prefers to let another do it for him.

If the spell is an Active spell, determine the moment at which it is cast based on the Initiative of the slowest caster.

Unfortunately, casting a combined spell has many requirements. First, all participants have to be close to each other and must know the spell they wish to use, or they cannot participate. Second, each must have an MA that accumulates at least half the cost of the spell at its Basic level per turn, or the energies he provides are not strong enough to help the group.

**Limits:** No two casters can differ in Magic Projection by more than 100 points. If there is a greater difference, the wizard with the higher Magic Projection must reduce it for the purposes of the combined spell until there is only 100 points of difference between his Magic Projection and the lowest in the group.

**Common Visual Effects:** The wizards perform their chants independently, and at the time of the spell's completion, they all trigger different small spells that blend together to form the final spell.

Members	Intelligence Bonus
2	+0
3 to 4	+1
5 to 6	+2
7	+3
8 to 11	+4
12	+5
13 to 20	+6
21	+7
22 to 100	+8
101+	+9

#### TABLE 10: COMBINED MAGIC

A circle of mages consisting of four wizards (an archmage and three followers called A, B, and C) must face a Dark Lord moving towards them. The archmage is preparing to cast a Light Beam at the creature and asks his followers to support the spell. The MA of the four wizards is 60, 40, 30, and 20, respectively, but they only have a turn to accumulate Zeon. It appears, then, that the spell would be cast with 150 Zeon, but as one of them is unable to reach even half the Zeon cost of the spell's base level (which is 25 points because the cost of a base level Light Beam is 50), his Zeon cannot be added to the group's total. Therefore, the wizards have 130 points of Zeon at their disposal when casting the spell, and it goes off when the slowest of the four finishes accumulating.

#### **Combined With Bind Spells**

If two characters who have mastered this sphere also have Bind Spells, they can combine two different spells to form a new one by following the rules described in that Metamagic advantage. Basically, each one prepares a spell independently, and at the time that the spells are cast, the spells combine to create a new one. To determine the casting time, use the slowest Initiative of both characters.

#### PERSISTENT EFFECTS

This advantage allows the wizard to make a spell "stickier," bolstering the duration that the spell remains anchored to its targets.

**Game Effects:** Any Spiritual spell cast by the wizard that allows those affected to repeat their MR check every 5 turns to escape its effects instead only allows the targets to check every 10 turns.

**Common Visual Effects:** For those Spiritual spells that have effects that are visible to those who can see magic, the spells also cause mystical chains to arise around the bodies of those affected.

#### DEFINED MAGIC PROJECTION

This advantage allows the character to use magic to guide his spells directly, rather than relying on his own skill. In this way, he can cast spells without using his Magic Projection, instead emulating it using Zeon.

**Game Effects:** The character can choose to spend a certain amount of Zeon to make his spells, whether Attack or Defense spells, use a defined value for Magic Projection rather than his own Magic Projection ability. In other words, the wizard does not roll the dice and add the result to his Magic Projection, but instead uses a default value depending on the number of spheres that he has mastered and the amount of Zeon he spends. Naturally, a character who has mastered several spheres is under no obligation to always use the highest value. Depending on his needs, he may decide to use a lower Magic Projection in order to conserve Zeon. Zeon that is used on this advantage is deducted directly from the character's reserve, without the need to accumulate that amount in advance.

• Difficult Level (One Sphere): When casting a spell, the character can choose to consume 10 Zeon points to cast the spell with a Final Ability of 120.

• Very Difficult Level (Two Spheres): The character can choose to consume 20 Zeon points to cast a spell with a Final Ability of 140.

• Absurd Level (Three Spheres): The character can choose to consume 40 Zeon points to cast a spell with a Final Ability of 180.

• Almost Impossible Level (Four Spheres): The character can choose to consume 60 Zeon points to cast a spell with a Final Ability of 240.

• Impossible Level (Five Spheres): The character can choose to consume 80 Zeon points to cast a spell with a Final Ability of 280.

• Inhuman Level (Six Spheres): The character can choose to consume 100 Zeon points to cast a spell with a Final Ability of 320.

• Zen Level (Seven Spheres): The character can choose to consume 200 Zeon points to cast a spell with a Final Ability of 440.

**Limits:** The Final Ability determined by this advantage does not allow for special modifiers and always uses the determined value as the default final result. Thus, the character would not get the bonus from the Blessing or Offensive Erudition spells.

**Common Visual Effects:** Each difficulty level has a specific visual effect, often appearing as supernatural wings on the back or the hands of the caster. The higher the level chosen, the more wings are formed.

#### EXPLOITATION OF NATURAL ENERGY

The character can deplete his body to increase the speed of his Magic Accumulation.

**Game Effects:** When the character spends a point of Fatigue in order to increase his MA, he gets a special bonus superior to the usual +15. The exact value of this modifier depends on the number of spheres mastered.

• **Basic Level (One Sphere):** The wizard gets a +25 bonus to MA per point of Fatigue spent.

• Arcane Level (Two Spheres): The wizard gets a +40 to MA per point of Fatigue spent.

**Common Visual Effects:** Usually this advantage has no visual effects.

#### Advanced Zeon Regeneration

The wizard learns to be more in tune with the supernatural energy around him, greatly increasing the rate at which he recovers Zeon.

**Game Effects:** The wizard increases his base Zeon regeneration by the amount indicated by the number of spheres mastered. This bonus is applied before any other additional modifier, such as the Superior Magic Recovery Advantage.

• Basic Level (One Sphere): The character increases his base Zeon regeneration by 10 points.

• Intermediate Level (Two Spheres): The character increases his base Zeon regeneration by 20 points.

• Arcane Level (Three Spheres): The character increases his base Zeon regeneration by 30 points.

**Common Visual Effects:** Usually this advantage has no visual effects.

A character with MA 40 and this advantage at Intermediate level (+20 To Zeon regeneration) who also has the Advantage Superior Magic Recovery at the first level recovers 120 points of Zeon a day.

#### ELEVATION

The character can enter a state of spiritual elevation that increases his rate of magic recovery.

**Game Effects:** When this character activates this advantage, he enters a sleep-like trance, during which he suffers the penalties of being asleep (-200 to Notice) for all Perception checks. While in this trance, he counts each hour as double when calculating how much Zeon he recovers and can end the trance at will. That is, half a day would count as a whole day when determining his Zeon regeneration. If he is abruptly jarred out of this state, he suffers serious consequences: he loses half his current points of Fatigue, or in the case of a Tireless creature, he suffers a -60 All Action penalty that recovers at a rate of 5 per turn. After coming out of a state of spiritual elevation, whether voluntarily or abruptly, the character must wait at least a full day before re-entering it.

**Common Visual Effects:** Each individual uses this advantage in different ways, but each usually stays completely still in a particular pose. Those who are able to see or feel magic may notice how his body attracts and absorbs the supernatural energy in the environment.

#### AVATAR

The archmage breaks the chains of reality to become an avatar of magic itself, a mass of pure, sizzling supernatural energy.

**Game Effects:** The character becomes an intangible creature that applies the rules for Damage Resistance, replacing its current Life Points with Zeon points. That is, when he suffers damage, he loses Zeon points rather than Life Points. While in this state, he also gets a bonus of +50 to his MA and +20 to all Resistances (PhR, MR, PsR, VR, and DR). Activating Avatar costs the character using it half his current reserves of Zeon. He may end the state at will.



**Limits:** A character can only stay in Avatar form for a number of turns equal to his Power Characteristic. Then he is forced out of that state, and in order to re-enter it, he again must spend half his current points of Zeon.

**Common Visual Effects:** The archmage's body bursts open, becoming a monstrous form made of pure magic. Both its predominant color and appearance depend on the character's nature and soul, and can be anything imaginable, from an angel to a demon.

#### META MASTER: UNLIMITED ZEON

The absolute control over Zeon enjoyed by the character allows him to minimize the costs of his spells, practically doubling his reserves of supernatural energy.

**Game Effects:** When the wizard casts a spell, he spends only half the total Zeon cost of that spell. It is important to note that this does not mean that the character only has to accumulate half the spell's Zeon value to cast it. He needs to accumulate its full Zeon value, but when he casts the spell, he only uses half. That is, if he accumulates 200 points of Zeon to cast a spell, when he casts the spell he only uses 100 points. The 100 remaining points automatically return to his reserve. Zeon costs for Metamagic abilities are not reduced.

Common Visual Effects: This advantage has no visual effects.

#### Arcane Esoteríca

Arcane Esoterica includes many advantages that empower spells in unusual and indirect ways.

#### SECURE DEFENSE

This advantage allows the wizard to use supernatural defenses easily, without requiring the same complex spellcasting as other spells.

**Game Effects:** When the wizard gets a Fumble result while casting a magic shield, the spell is still cast, regardless of the level of the Fumble. In this case, simply subtract the value of the Fumble from the character's defensive Magic Projection, as if he had Fumbled when trying to maintain the shield.

**Common Visual Effect:** When the wizard casts a shield spell, the shield is surrounded by interlinked magical seals.

#### LIFE MAGIC

The wizard can boost the healing power of his spells.

**Game Effects:** Spells that heal Life Points cast by the wizard increase in power according to the number of spheres mastered and the level of the spell.

• **Basic Level (One Sphere):** The amount of healing is increased by +20 Life Points for a Basic level spell, +40 Life Points for Intermediate level, +60 Life Points for Advanced level, and +80 Life Points for Arcane level.

• Arcane Level (Two Spheres): The amount of healing is increased by +40 Life Points for a Basic level spell, +80 Life Points for Intermediate level, +120 Life Points for Advanced level, and +160 Life Points for Arcane level.

**Limits:** This advantage has no effect on spells that cure a certain percentage of Life Points.

**Common Visual Effects:** Usually this advantage has no visual effects.

#### FEEL MAGIC

A wizard with this advantage can perceive the traces and supernatural residue of any source of magic. Consequently, it is much easier for him to perceive the use of spells and the accumulation of Zeon.

**Game Effects:** The wizard automatically increases his check result by one level when making a Magic Appraisal check to detect people with the Gift or to identify spells being cast around him. In addition, if he succeeds on the check, he can feel who will be the target of the spell and what the general purpose of the spell is.

**Common Visual Effects:** The character's eyes may change slightly when he uses this advantage.

#### HIDDEN MAGIC

A wizard with this advantage has complete control over the traces and supernatural emanations produced by his spells. Accordingly, he finds it much easier to conceal his use of spells and Zeon accumulation.

**Game Effects:** This sphere has two effects. First, the wizard halves the penalties he suffers when making a Magic Appraisal check to hide a spell while accumulating Zeon. If he has accumulated 100 points of Zeon, he suffers a –100 penalty rather than –200. In addition, anyone who tries to determine whether or not he possesses supernatural abilities applies a penalty to –120 to the Magic Appraisal check.

**Common Visual Effects:** Obviously, the nature of this advantage means that it has no visual effect.

#### Spiritual Loop

Spiritual Loop is an advantage that gives a character the ability to create a momentary change in the flow of space and time. For a moment, the character steps outside time and is able to recite long spells, cast numerous spells, or prepare freely without anyone being able to stop him.

**Game Effects:** This advantage allows the character to use large amounts of magic to begin a loop which isolates a moment of reality from the flow of time. During that brief period, time only moves forward for him, and he is therefore the only one able to act. Depending on the level he has reached in this advantage, he can stay inside the loop for between two and five turns, during which he is completely free to prepare spells, accumulate magic, or perform any other action. However, these turns only happen for him; the other people around him stay completely still in a moment of real time.

Unfortunately, while in the loop, the wizard's capacity to interact with the world is very limited. While he is inside, he cannot move more than three feet from his current position (even using spells of transportation or other similar powers) or touch anything in the environment. If he does so, he immediately loses all the benefits of the loop, the Zeon he has accumulated, and any prepared spells.

A character can cast spells inside the loop, provided that he has himself as a target or that the consequences of such spells do not affect anyone but himself. Thus, he can use a Light spell or Offensive Erudition, but cannot cast a Restore or Devastate spell on another because that would affect someone other than the caster. Naturally, that does not mean that he cannot prepare Attack or Spiritual spells inside a loop and cast them on the turn that he comes out.

Activating a loop is an Active Action. When he finally leaves it, the character "returns" to the exact moment he entered it. After having used Spiritual Loop, he has to wait at least as many turns as he spent inside the loop before he can use the advantage again. That is, if he were inside a loop for three turns, he must wait three turns after coming out before he can form another loop.

Each turn that a character remains inside a Spiritual Loop consumes 100 Zeon points, which are subtracted automatically from his reserve without the need to accumulate them.

• Basic Level (One Sphere): The Spiritual Loop can be maintained for up to two turns.

• Arcane Level (Two Spheres): The Spiritual Loop can be maintained for up to five turns.

**Limits:** This power has no impact on entities whose Gnosis is 40 or more, unless the creature using the loop has a higher Gnosis.

**Common Visual Effects:** When this advantage is used, the world around the wizard grows dim and all motion stops, as if time itself had just frozen. Only he keeps moving, preparing the spells he is about to cast.

#### CONTROL SPACE

The character's control over the shape and style of his spells is absolute. This allows him to alter his spells' shape at will and to cause his offensive spells to affect only the targets he chooses.

**Game Effects:** This ability allows a wizard to choose which people within the area of effect of one of his offensive spells are actually targets of it, even with those spells that explicitly state otherwise, such as Fire Ball or Dome of Destruction. It is not possible to prevent characters that the caster is not aware of from being affected, such as those who are hidden from the character – they are attacked as usual. This ability causes the spell to cost an additional 10 points of Zeon.

**Common Visual Effects:** This advantage does not cause all spells to take a single form; it varies depending on the spell and the will of the caster. A huge meteor may become a rain of smaller rocks in particular spaces, or a Fire Ball may become dozens of columns of fire that strike only the wizard's chosen targets.

#### ENERGY CONTROL

A wizard who masters this advantage controls the supernatural matter of his spells. His power over the fine line that separates the material plane from the spiritual is so great that he can imbue all his spells with spiritual power, even those that are based on terrestrial forces and thus are not usually effective against non-material beings.

**Game Effects:** The wizard can spend 10 Zeon points when casting any Attack spell to make it capable of damaging energy. Thus, even an Air Cut or Earth Spike would have sufficient mystical power to affect immaterial beings or beings immune to attacks not based on energy. Similarly, he can spend 10 Zeon points when casting any defensive spell in order to make it deflect energy, even when the spell does not normally permit it.

**Common Visual Effects:** Attacks and shields often change color when they become capable of damaging energy. For example, the flames of a Fire Ball spell might turn an unnatural green or blue.

#### ENDURE SUPERNATURAL DAMAGE

Mastering this advantage allows a character to use his magical energies as protection, absorbing part of the damage caused by other spells with Zeon.

**Game Effects:** When the wizard is the target of a successful magical attack, he may choose to take half the damage in Zeon points and half in Life Points, instead of all in Life Points. This ability only works against supernatural effects based on pure magic, and not against other supernatural abilities. Thus, this power could transform the damage caused by the Light Beam spell or the Dome of Destruction of a Hecatondies, but not Ki Abilities or gashes inflicted by a sword imbued with arcane power. This power also works against damage caused by effects that force a Resistance check, provided that the effects are magical in nature. This ability is completely voluntary; if he prefers, the character may suffer only physical damage instead of losing Zeon points.

**Limits:** This ability cannot overcome the damage caused by a Supernatural Attack from an entity with 20 or more points of Gnosis than the wizard has.

**Common Visual Effects:** When he suffers a magical attack that deals damage, supernatural lines glow around the character's body momentarily, as if he had been affected both spiritually and physically.

Algol launches a volley of magic against Exodus, causing a total of 80 damage. Exodus has Endure Supernatural Damage, so he can choose to lose 40 Life points and 40 Zeon points or 80 Life Points.

#### TRANSFER MAGIC

This advantage allows a wizard to transmit Zeon to or receive it from another person without physical contact.

**Game Effects:** When absorbing or transmitting Zeon from or to another person, rather than having to touch him, the wizard must merely be within a distance in feet less than or equal to the wizard's Presence.

**Common Visual Effects:** Generally, using this advantage forms a magical link between both characters, although it can only be perceived by those who can see magic.

#### FORCE SPEED

The wizard accumulates Zeon so rapidly that he can use some of it to cast his spells faster.

**Game Effects:** Before determining Initiative, a character with this advantage who wishes to cast a spell can spend Zeon to get a bonus to his Initiative equal to the number of Zeon points spent. This cost counts as part of the amount of Zeon that needs to be accumulated to prepare a specific spell and must be declared when the wizard begins accumulating Zeon for the spell. Thus, the wizard is forced to cast that particular spell.

• **Basic Level (One Sphere):** The character can spend up to 20 Zeon points to boost his Initiative by up to +20.

• Intermediate Level (Two Spheres): The character can spend up to 40 Zeon points to boost his Initiative by up to +40.

• Arcane Level (Three Spheres): The character can spend up to 60 Zeon points to boost his Initiative by up to +60.

**Limits:** This advantage can only be used if the first action that the character declares in the turn is casting a specific spell. Once he has declared that he is using this advantage, he must cast that spell at his lnitiative count on that turn.

**Common Visual Effects:** Normally, at the moment when a character casts a spell sped up with this advantage, symbols appear in the air that look like a clock with rapidly turning hands.

Exodus, who has an MA score of 80 and the Metamagic advantage Force Speed at Arcane level, declares before rolling the dice for Initiative that he wants to cast a Light Beam spell. He spends 50 points on the spell and the remaining 30 on boosting his speed, getting +30 to his Initiative when casting the spell.

#### DOUBLE INNATE SPELLS

The character's mastery over ambient energy enables him to cast several lnnate spells at once.

**Game Effects:** The character is capable of casting two different Innate spells per turn.

**Limits:** This ability does not change the number of Innate spells that a character can maintain without having to pay their maintenance cost; he is still limited to one.

**Common Visual Effects:** When he casts two Innate spells simultaneously, the wizard performs the incantations for one verbally and casts the other with gestures alone.

#### META MASTER: NATURAL MAINTENANCE

Maintaining spells comes naturally to the character; he can easily tie them to his soul so that he can keep them active at minimal cost.

**Game Effects:** Spells with maintenance costs per turn only need to have the cost paid every five turns. Similarly, spells requiring daily upkeep only need to have the maintenance cost paid once per week to continue working.

**Limits:** This ability is limited to one spell for every 2 points of the character's Power Characteristic. That is, an individual with Power 12 could use this advantage to maintain six spells at a time. Any further spells follow the normal rules for maintaining spells.

Common Visual Effects: There is no visual effect.

### Arcane Knowledge

Arcane Knowledge is the branch that includes the knowledge, use, and enhancement of the wizard's spells.

#### Mystic Concentration

The wizard develops the ability to continue to accumulate magic as a Passive Action, regardless of his concentration or physical condition. Therefore, he can continue accumulating magic even if he suffers damage or loses focus.

**Game Effects:** The character halves the difficulty of any Withstand Pain check he has to make to maintain his accumulated Zeon when he suffers damage. That is, if he suffers an attack that causes 80 points of damage, he must pass a Withstand Pain check at difficulty 80 to maintain the Zeon he has accumulated or at difficulty 40 to not completely lose those points (see **Chapter II** in **Anima: Beyond Fantasy**).

**Common Visual Effects:** There is no visual effect.

#### SPELL SPECIALIST

The wizard is specialized in or has a unique talent for casting a certain spell, allowing him to innately increase its effects.

**Game Effects:** When a character masters a Spell Specialist sphere, he must choose a particular spell he knows. From that point on, every time he accumulates magic to cast that specific spell, he increases his MA by +10 and gains a +1 to his Intelligence when determining the level option that he can cast the spell at (Basic, Intermediate, Advanced, and Arcane).

**Maximum Level:** On the great tree of Metamagic advantages, there are several Spell Specialist spheres, each with a designated Path Level. This level limits the maximum level of spell the character can choose for Spell Specialist when he masters that sphere. That is, if the sphere is limited to Level 40, the character may choose any spell with a level between 2 and 40, but not a higher level.

**Specializing in Several Spells:** A character can master this sphere several times. If he does so, he is free to choose different spells (thus applying the listed effects of specialization to all of them) or increase his level of specialization in one spell (maximum level limits still apply). If he chooses to improve a single spell, each additional sphere increases his MA by +10 and grants another +1 to his Intelligence when casting that spell. For example, if he had mastered three Spell Specialist spheres and devoted them all to one spell, every time he declared his intention to cast that spell, he would increase his MA by +30 when accumulating Zeon for that spell and would gain +3 to his Intelligence when determining the level option that he could cast the spell at.

Common Visual Effects: Usually this advantage has no visual effects.

#### PIERCE RESISTANCES

The wizard has the ability to cast spells that easily penetrate his targets' spiritual defenses and are difficult to resist.

**Game Effects:** When he casts any Spiritual spell, he increases the difficulty of the MR check to overcome it based on the outcome of the attack. Every 50% damage he achieves increases the MR difficulty of the spell by 5 or 10 points, as follows:

• Basic Level (One Sphere): The character increases the MR check difficulty of Spiritual spells by 5 points for every 50% damage achieved in the attack.

• Arcane Level (Two Spheres): As above, except that the difficulty of the MR check increases by 10 points for every 50% damage achieved.

**Limits:** This ability has no special effect against creatures with Damage Resistance.

Common Visual Effects: Usually this advantage has no visual effect.

Exodus casts an Increase Weakness spell with MR 120 against Algol, beating his defense and getting a 120% damage result. If he had one sphere in Pierce Resistances, he would increase the MR check difficulty by 10 points (to MR 130), and if he had two spheres, he would increase it by 20 (to MR 140).

#### INCREASED RANGE

The wizard can increase the range of his spells.

**Game Effects:** The character's spells have longer range than that indicated by his Magic Projection result (**Box X** in **Anima: Beyond Fantasy**).

• Basic Level (One Sphere): The range of his spells becomes double that which his Magic Projection result would indicate.

• Arcane Level (Two Spheres): The range of his spells becomes quadruple that which his Magic Projection result would indicate.

**Limits:** This advantage has no effect on those spells with ranges defined in their descriptions. It only affects those with ranges determined by Magic Projection.

Common Visual Effects: There is no visual effect.

A wizard with one sphere of Increased Bange who obtains a Medium result on his Magic Projection check can cast the spell up to 160 feet.

#### BIND SPELLS

This sphere allows a wizard to combine two spells together, creating a new and more powerful spell.

**Game Effects:** To combine two spells, the character must accumulate sufficient Zeon to cast each of the spells separately, but must declare that he is casting them bound together. When doing so, treat them as one spell and make only one Magic Projection roll. The effects of combined spells are highly variable depending on the type of the spells. Usually, it is only possible to combine Spiritual and Attack spells, since the result of combining two other kinds of spells is always chaotic and unpredictable. To combine two spells, follow these guidelines:

• If two Attack spells are combined, calculate the combined spell's Base Damage by taking the higher of the two Base Damages and adding half of the lower. That is, two damage spells, one dealing 80 damage and the other dealing 60, are combined into one 110 damage spell (80 from the first plus 30 from the second). In addition, the resulting spell adopts the best features of each individual spell, using the largest area of effect, the most appropriate type of attack against each target, and all the special effects of each spell.

 If two Spiritual spells are combined, the MR check for each effect is made separately, but the caster can decide the order in which targets must make their Resistance checks.

 If an Attack spell and a Spiritual spell are combined, if damage is dealt by the Attack spell, the target must make an MR check to see if it is affected by the Spiritual spell.

• If a Spiritual spell that affects a single target is combined with an Attack spell or a Spiritual spell that has an area of effect, the caster has two options to choose from at the moment of casting the spell: to continue to affect a single target with the Spiritual spell (within the area of effect) or to lower the spell's MR by 50 in order to have it affect everyone within the other spell's area.

**Common Visual Effects:** There is no common thread to a combined spell's appearance, since it will blend the effects of its components to result in a spell that looks quite distinct from any of its individual components.

#### Maximize Spells

A wizard with this advantage is able to maximize the potential of his spells and achieve effects greater than his Intelligence would normally allow.

**Game Effects:** The character adds +1 to his Intelligence for the purposes of calculating the maximum Zeon he can spend on a spell.

**Common Visual Effects:** Usually this advantage has no visual effect.



#### DOUBLE SPELL

Straining his supernatural power and ability to concentrate to their limits, a wizard with this advantage can use large amounts of Zeon to allow him to prepare and cast two different spells simultaneously.

**Game Effects:** During one turn, the character can cast two different spells, doubling his MA. Neither of these spells can individually exceed the character's base MA. This advantage works as if he had accumulated Zeon and cast a spell in one turn and then done the same in the next turn, but allows him to compress all that into a single turn. The Zeon cost of casting two spells in this way is equivalent to double that of casting the spells independently (this extra cost does not need to be accumulated; it is taken directly from the character's reserve).

**Limits:** Only spells that a character is capable of casting with his base MA (without applying any kind of modifiers from magic items, spells, or any other source) can be cast with this ability. Also, when using this ability, a wizard is limited to a maximum of two spells cast per turn, even if he would have sufficient MA to cast three or more.

**Common Visual Effects:** The wizard appears to speed up, incanting two spells at once and gesticulating frantically. In general, at the moment the spells are released, each of his hands will be filled with crackling energy of a different color, representing the two spells he has cast.

Exodus, who has base MA 90, states that he wants to use this sphere to cast two different spells at once. The first is a Shield of Light at Basic level (50 Zeon), while the second is a Light Armor spell at Intermediate level (90 Zeon). Since neither spell's cost exceeds Exodus's base MA, he will have no problems doing so. Casting both spells separately would cost 140 Zeon, so casting them in this way will cost 280 Zeon instead.

#### SUPERIOR INNATE SPELL

Ambient magic answers to the archmage's thoughts, and he manages almost unconsciously to cast Innate spells as he prepares more powerful incantations.

**Game Effects:** The character can cast Innate spells while accumulating Zeon.

**Limits:** Although the wizard can cast Innate spells while accumulating Zeon, this sphere does not allow him to do so while casting a spell using Natural Magic (see **page 17**).

**Common Visual Effects:** The character does not even seem to cast Innate spells; the magical effects merely happen as he gestures and prepares for his true spell.

#### META MASTER: HIGH MAGIC

The character gains the ability to cast High Magic spells.

**Game Effects:** The character can use High Magic spells without needing Gnosis 25 or higher. However, they require him to spend immense amounts of power, far above the real value of the spell. Therefore, when he casts a High Magic spell, he loses an equal amount of Zeon and the spell's maintenance cost is doubled. In other words, if the character is casting a spell that costs 200 Zeon, it will drain 400 Zeon from his total (the extra cost does not need to be accumulated; it is taken directly from the character's reserve).

**Limits:** This benefit only works when casting a specific spell and not when accumulating pure magic.

**Common Visual Effects:** Generally, when the wizard is preparing a High Magic spell, a sphere of glowing, ever-shifting runes surrounds him.

# CHAPTER 4 SUB-PATHS OF MAGIC

## Everything is composed of small parts.

### -Joachim Montesquieu-

Not all the important principles of existence are gathered in the 11 Paths of magic. In addition to the main Paths, there are many minor aspects of reality that can also be controlled by spells. These have been formalized into the sub-Paths of magic, spell lists that further specialize a wizard into a particular field.

When learning a Path of magic, a character with the ability to use spells may declare that, instead of choosing Free Access spells for that Path, he will begin to master a sub-Path of magic. Each sub-Path is composed of 10 different spells, equivalent to a list of 10 Free Access spells. If a sub-Path is combined with a Higher Path, it will consume all the character's Free Access spell slots for that Path (remember that the Higher Paths have only 10 Free Access spell slots), while if it is combined with a Lower Path, it will take the place of 10 Free Access spells of the appropriate levels, leaving the character to choose Free Access spells for the other slots. (A character cannot choose to combine more than one sub-Path with any one main Path.)

Once a sub-Path has been chosen by a character in conjunction with a main Path, he cannot change that sub-Path to a different one.

## SPELL LISTS

Below are the different sub-Paths and their spells that players can choose from. Each contains the following information:

**Closed Paths:** At the beginning of each sub-Path, there is a list of the Paths of magic that the sub-Path cannot be chosen with.

**Level:** The complexity of the spell and how powerful it is. In the sub-Paths, this value falls between 4 and 94 in increments of 10, which indicates the position that the spell has within the Free Access spells of the Path it is associated with.

Action: Spells can require Active or Passive Actions, depending on their nature.

**Effect:** The description of the overall effect achieved by casting the spell at all levels.

**Zeon:** This is the amount of Zeon that it will cost to cast the spell at each of the four levels of power: Basic, Intermediate, Advanced, and Arcane. If a wizard is not able to gather enough Zeon to afford the Basic level of a spell, he cannot even use the spell. When a character has gathered the necessary Zeon points, he can cast the spell.

**Int. R (Intelligence Required):** Refers to the minimum level of Intelligence a wizard must have in order to cast the spell at each level of power.

**Basic:** The special qualities of the spell when it is cast at minimum power. **Intermediate:** The special qualities of the spell when it is cast with an Intermediate level of power.

**Advanced:** The special qualities of the spell when it is cast at an Advanced level of power.

**Arcane:** The special qualities of the spell when it is cast at the highest level of power.



Illustrated by O Wen Yu L.

**Maintenance:** Some spells can be maintained by the caster after the moment of casting by spending Zeon points. If this section has a "No," the spell's effects are complete in the moment of casting and the spell cannot be maintained. If a spell can be maintained, there are four maintenance costs listed, which correspond in order to the spell's four levels of power. For example, if a spell has a listed maintenance cost of 5 / 5 / 10 / 15, its maintenance cost when cast at the Basic and Intermediate levels is 5 per turn, its cost at the Advanced level is 10 per turn, and its cost at the Arcane level is 15 per turn. If the word "Daily" appears at the end of the cost, the spell requires such a minimal Zeon expenditure that the maintenance cost is paid once per day, rather than per turn.

**Spell Type:** The type of spell in question.

## CHAOS

This sub-Path contains the power of absolute chaos, the power to alter events unpredictably.

Closed Paths: Necromancy, Illusion, Essence, Fire, Earth, Water.

#### Sense Chaos

#### Level: 4 Action: Active

**Effect:** The wizard is able to notice the fluctuations caused by chaos in the environment, allowing him to sense anything unnatural that occurs within the area of the spell. The spell cannot determine the exact location of the chaos, but the caster is aware of the level of influence that it has over reality in the area.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	50	80	100	120	
Int. R.	5	8	10	12	
Basic:	150 foot r	adius.			
Intermediate: 300 foot radius.					
Advers		for a fe use alives			

Advanced: 800 foot radius.

**Arcane:** 2,000 foot radius / The wizard detects the presence of any being with greater than Gnosis 20 or with greater than Natura +10 that is within the spell's area of effect unless the being passes a MR 160 check.

Maintenance: 5 / 10 / 10 / 15 Daily

Spell Type: Effect, Detection

#### Aura of Chaos

#### Level: 14 Action: Active

**Effect:** The wizard causes a surge of energy that alters fate and makes events chaotic and unpredictable. While this spell is active, all affected people with a Natura less than +10 are treated as if they had Natura +10 (although for the purpose of their importance in reality, they retain their original value) and all sorts of unusual and impossible events occur constantly. In other words, it's as if fate went crazy and anything could happen. At the time of casting this spell, the wizard must decide whether to leave it centered on a particular area or to create an aura that moves with him.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Int. R.	6	9	12	15
Basic N	AB 80 /	30 foot radius / M	avimum Presence	affected is 1

**Basic:** MR 80 / 30 foot radius / Maximum Presence affected is 100. Intermediate: MR 100 / 60 foot radius / Maximum Presence affected is 120.

Advanced: MR 120 / 120 foot radius / Maximum Presence affected is 140. Arcane: MR 140 / 140 foot radius / Maximum Presence affected is 160. Maintenance: 15 / 20 / 25 / 30 Spell Type: Effect

#### **Probability Alteration**

#### Level: 24 Action: Active

**Effect:** The wizard or the person he chooses undergoes a change in his nature that makes the possibility of very lucky or very unlucky actions much greater. Consequently, the target's Fumble range and Open Roll range are increased by the values indicated by the level of the spell. For example, someone with no Mastery who is affected by this spell at its Basic level would Fumble on a 5 or less and make an Open Roll on an 85 or higher.

rundle off a s of less and make an open rion off an os of mgner.					
Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	100	120	140	
Int. R.	8	10	12	14	
Decier	2 to Euro	ble mange / Etc.	Onen Bell mange		

Basic: +2 to Fumble range / -5 to Open Roll range. Intermediate: +4 to Fumble range / -10 to Open Roll range. Advanced: +6 to Fumble range / -15 to Open Roll range. Arcane: +8 to Fumble range / -20 to Open Roll range. Maintenance: 20 / 20 / 25 / 30 Spell Type: Spiritual

#### Alter Luck

#### Level: 34 Action: Active

**Effect:** The target of this spell has improbable luck, which can be good or bad as chosen by the wizard. Any situation the target is involved in whose result is determined by chance will always have improbable results, whether for good or ill. A card player, for example, would continuously have either incredibly lucky or unlucky streaks. Characters with the Good Luck Advantage or Bad Luck Disadvantage suffer exponentially increased effects. It is possible to avoid these effects by passing a MR check determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	140	250	400	
Int. R.	8	10	12	14	
Basic: N	1R 120.				

#### Intermediate: MR 140.

Advanced: MR 160 / The good luck or bad luck granted approaches the absurd.

**Arcane:** MR 180 / As Advanced level, but unless dealing with supernatural beings with a higher Gnosis or Natura, the character will always win or lose against anyone in anything that might have a luck-related outcome.

Maintenance: 10 / 10 / 15 / 15 Spell Type: Spiritual

#### Paths of Chaos

#### Level: 44 Action: Active

**Effect:** The wizard can reroll a certain number of rolls per turn, provided that none of them are a Fumble. It is not possible to reroll the same roll twice.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	120	180	280	400		
Int. R.	7	9	12	14		
Basic:	Basic: One roll per turn.					
Interm	ediate:	Two rolls per turn.				
Advand	ed: Thre	e rolls per turn.				

Arcane: Four rolls per turn or one that is a Fumble. Maintenance: 20 / 20 / 25 / 30 Spell Type: Spiritual

#### **Chaotic Aberration**

#### Level: 54 Action: Active

Effect: This spell creates a spawn of chaos in reality. The caster does not have any power over the spawn, and it will behave in a completely unpredictable (but almost always violent) manner. The creature must be developed as a Being Between Worlds using the rules described in **Chapter 26** of **Anima: Beyond Fantasy**, but the caster can only determine where half of the creature's Development Points are spent; the other half are chosen at random by the Game Master. The creature's Gnosis is determined by the level of the spell, with higher levels resulting in higher Gnosis, up to a maximum of 20 Gnosis. Regardless of the level the spell is cast at, it cannot create creatures of a higher level than the caster. Chaos creatures do not have the ability to receive a soul, so it is impossible to give a spawn of chaos an independent life through the Transmigrate Soul spell or by otherwise transmigrating a spirit into it.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	120	200	300	700
Int. R.	8	10	12	15
Basic: L	evel 2.		Alle	
Interm	ediate: L	_evel 4.	COLUMN TO A	
Advand	ed: Level	18.	14	
Arcane	: Level 12			
Mainte	nance: N	lo	A	
Spell T	ype: Effe	ct		

#### Manipulate Chaos

**Level:** 64 **Action:** Passive **Effect:** Through the power of chaos, this spell can change a person's action,

possibly changing its outcome. The spell must be cast immediately after someone performs an action, and the character who took that action must immediately reroll. For example, a character who attempts to jump across a gap and fails can try again. He is "rewound" to the beginning of the jump and must attempt the jump again with a new roll unless he passes a MR check. This spell takes effect automatically and can affect anyone in the vicinity of the wizard at the moment the target completes an action. Creatures with Gnosis 35 or higher or Natura +20 are aware of the change, while others cannot perceive it.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	100	200	300	400	
Int. R.	10	12	14	16	
Basic:	MR 140.				

Intermediate: MR 180 / The wizard can force a single roll to be rerolled up to two times.

**Advanced:** MR 220 / The wizard can force a single roll to be rerolled up to three times.

Arcane: MR 260 / The wizard can force a single roll to be rerolled up to four times.

Maintenance: No Spell Type: Automatic

#### **Chaotic Mutation**

#### Level: 74 Action: Active

**Effect:** The target of this spell suffers serious mutations in his body, altering both his physiognomy and his powers. The wizard or individual targeted with Chaotic Mutation gets additional Development Points to spend on powers like a Being Between Worlds with Gnosis 25. However, he can only voluntarily choose where to spend half of those Development Points; the other half are determined randomly by the Game Master. Almost always, the power of this spell leaves visible physical changes. A person can pass a MR check at the difficulty set by the level of the spell to resist its effects. The new Development Points increase the target's level as normal. This spell can only be cast on an individual once.

Level	Basic	Intermediate	Advanced	Arcane	11
Zeon	200	400	800	1,200	
Int. R.	8	11	13	15	
Basic: N	MR 100 /	100 Development	Points.		
Interm	ediate:	MR 120 / 200 Dev	elopment Points.		
Advanc	ed: MR	140 / 300 Develop	ment Points.		
Arcane: MR 160 / 400 Development Points / Gnosis 30.					
Maintenance: No					
Spell T	ype: Effe	ct			

#### Control Chaos

#### Level: 84 Action: Active

**Effect:** The wizard has the ability to bend chaos to his will, allowing him to get the results he wants from it. Thus, he could simply make a chair break or fold space to create a portal. It is important to note that this spell does not give a character power over chaos if it does not exist in an area, so the more chaotic the environment, the greater his power. For example, if the level of chaos in the environment is too low, the character could not do anything with the spell, while in an area affected strongly by chaos, he could cause almost anything to happen. For the purpose of play, the caster gets the Gnosis powers Influence Reality and Auspice, with a maximum value depending on the level of the spell and the level of chaos in the surroundings. In the event that a being based on chaos is in the wizard's presence, he can dominate it as an Active Action unless it passes a MR check indicated by the spell's level. If the creature passes its check, it is immune to the caster's domination attempts for the duration of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	300	500	800	1,200
Int. R.	11	13	15	17
Basic:	MR 120 /	Up to Gnosis 30.		
Interm	ediate:	MR 160 / Up to Gr	nosis 35.	
Advand	ced: MR	200 / Up to Gnosis	s 40.	
Arcane: MR 260 / Up to Gnosis 45.				
Mainte	nance: 5	50 / 60 / 65 / 75		
Spell T	ype: Effe	ct		



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#### Primal Chaos

Level: 94 Action: Active Effect: Completely altering the laws of reality, the wizard creates chaos in its purest form, an area where everything stops responding to any laws of reason. Space is distorted; a road leading a character up may actually take him downwards; miles are traveled in seconds and feet in hours. A person can be young and old at the same time, a storm may pummel the area on a sunny day... Nothing makes sense, because the concept of logic has ceased to exist. A normal person will likely go crazy in a few minutes, while all supernatural power may go out of control. The area covered by this spell is determined by its level, is stationary, and is centered on where it was cast.

Stational	<i>i</i> , and is	centered on where	it was cast.		
Level	Basic	Intermediate	Advanced	Arcane	
Zeon	500	900	1,500	2,400	
Int. R.	12	14	16	18	
Basic:	1,500 foo	t radius.			

Intermediate: 3,000 foot radius.

**Advanced:** 3 mile radius / Any person who is within the Primal Chaos for at least one minute is unavoidably affected by the Chaotic Mutation spell at the Arcane level.

**Arcane:** 15 mile radius / As Advanced level, but within a mile of the spell's center, the rule of chaos is absolute. No laws of reality hold; even matter ceases to exist, becoming simply a set of atoms in constant motion. Everything inside must pass a MR 160 check every five minutes or simply merge with the chaos and disappear forever.

Maintenance: 100 / 180 / 300 / 480 Daily Spell Type: Automatic



## WAR

War wizards dominate the field of battle, enhancing their companions' skills or even the fighting prowess of entire armies.

Closed Paths: Essence, Air, Light, Water, Illusion, Creation.

#### Morale

#### Level: 4 Action: Active

**Effect:** This spell inspires the wizards' allies, boosting their spirits and making them immune to the effects of fear or pain. For game purposes, they receive a bonus to their Composure until the end of their combat or until 10 minutes have passed.

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Level	Basic	Intermediate	Advanced	Arcane	
Zeon	30	60	90	120	
Int. R.	5	8	11	13	
Basic:	30 foot ra	idius / +40 to Com	posure.		
Interm	ediate:	150 foot radius / +	80 to Composure		
Advand	ced: 800	foot radius / +120	to Composure.		
Arcane: 1,500 foot radius / +180 to Composure.					
Maintenance: No					
Spell T	ype: Effe	ct			
1.1.1.1	Read II				

#### **Ancestral Rage**

#### Level: 14 Action: Active

**Effect:** This spell wakes a craving for war in the wizard's allies that makes them unstoppable warriors, human beasts full of unparalleled rage. His allies receive a +10 bonus to Attack and gain the Rage state. Fortunately, the magic also protects them from their own anger; they will not lose control or attack each other.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	40	70	100	130
Int. R.	6	9	12	15
Basic:	30 foot ra	adius.	PPD/X	
Interm	ediate:	150 foot radius.	19194	
Advand	ed: 800	foot radius.	Burley and	
Arcane	: 1,500 f	oot radius.		1 a unit all a
Mainte	nance: 5	5 / 10 / 10 / 15	1980 B	Per man flue
Spell T	ype: Effe	ect	ALL AND	
			NE MIC	

#### Speed in Battle

Level: 24 Action: Active

**Effect:** The wizard channels the spirit of battle to his allies, making them fight as one man and anticipate their enemies' actions.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	50	90	120	150	1200
Int. R.	6	9	12	15	
Basic:	30 foot ra	dius / +10 to Initia	tive.		
Interm	ediate:	150 foot radius / +	10 to Initiative.		
Advand	ced: 800	foot radius / +20 t	o Initiative.		
Arcane	e: 1,500 f	oot radius / +20 to	Initiative.		
Maintenance: 5 / 10 / 15 / 15					
Spell T	ype: Effe	ct			

#### **Unleashed Destruction**

Level: 34 Action: Active

**Effect:** This spell increases the destructive power of any allies near the wizard, giving them a bonus to the damage dealt by all their attacks.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	80	120	160	200
Int. R.	7	9	12	15
Basic:	30 foot ra	dius / +20 to Base	Damage.	
Interm	nediate:	150 foot radius $/ +2$	20 to Base Dama	ge.
Advan	ced: 800	foot radius / +30 to	o Base Damage.	
Arcane	e: 1,500 fo	oot radius / +40 to	Base Damage.	
Maintenance: 5 / 15 / 20 / 20				
Spell T	ype: Effe	ct		

#### Final Protection Level: 44 Action

Level: 44 Action: Active Effect: This spell increases the Resistances and Armor Type of all allies close to the wizard.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	80	120	160	200
Int. R.	7	9	12	15

Basic: 30 foot radius / +10 to All Resistances / +1 Armor Type. Intermediate: 150 foot radius / +10 to All Resistances / +2 Armor Type. Advanced: 800 foot radius / +20 to All Resistances / +2 Armor Type. Arcane: 1,500 foot radius / +30 to All Resistances / +3 Armor Type. Maintenance: 5 / 15 / 20 / 20 Spell Type: Effect

#### **Relentless March**

#### Level: 54 Action: Active

**Effect:** This spell allows the wizard's companions to march incessantly, resisting fatigue and the elements. For game purposes, this spell gives all allies within the spell's area the effects of the Use of Necessary Energy and Elimination of Necessities Ki Abilities.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	150	200	250	300	
Int. R.	6	9	12	15	
Basic:	30 foot ra	dius.			
Interm	ediate:	150 foot radius.			
Advand	ced: 300	foot radius.			
Arcane	e: 1,500 f	oot radius.			
Mainte	nance: 3	80 / 40 / 50 / 100	Daily		
Spell T	vpe: Effe	ct	Contraction of the second		

#### Champion

#### Level: 64 Action: Active

**Effect:** This spell channels the fighting spirit of a group into one warrior, creating a ruthless and near-invincible fighter. The spell gives various bonuses to combat skills if the champion chosen is fighting alongside his peers. Only one person for every 10 in a group may be affected by this spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	140	180	240	350
Int. R.	10	12	14	16

**Basic:** +10 to All Actions / +10 to Base Damage / +10 to Initiative / +2 to Armor Type / Maximum group size 50.

**Intermediate:** +10 to All Actions / +20 to Base Damage / +20 to Initiative / +3 to Armor Type / Maximum group size 100.

Advanced: +20 to All Actions / +20 to Base Damage / +20 to Initiative / +4 to Armor Type / Maximum group size 200.

**Arcane:** +30 to All Actions / +30 to Base Damage / +30 to Initiative / +5 to Armor Type / Maximum group size 400.

Maintenance: 15 / 15 / 20 / 30 Spell Type: Effect

#### Accurate Orders

#### Level: 74 Action: Active

**Effect:** This spell allows the caster or one other target to transmit orders directly into the minds of his allies. These messages are automatically sent, without the need to talk out loud or to make any sign that might be noticed by unwanted people. The character can choose who can hear and who cannot, and can transmit several commands at once with a single thought.

		Intermediate	0	Arcane		
Zeon	150	200	250	300		
Int. R.	8	10	12	15		
Basic: 7	5 foot ra	dius.				
Interm	ediate:	300 foot radius.				
Advanc	ed: 800	foot radius.				
Arcane	Arcane: 1,500 foot radius.					
Mainter	nance: N	٧o				
Spell Ty	pe: Effe	ct		1300033		

#### Master of War

Spell Type: Effect

#### Level: 84 Action: Passive

**Effect:** The wizard can fight physically with any weapon using his offensive and defensive Magic Projection for his Attack and Defense Abilities. The maximum ability level he can reach is determined by the level of the spell.

ability level ne can reach is determined by the level of the speli.					
Level	Basic	Intermedia	ate Advanced	Arcane	
Zeon	200	300	400	500	
Int. R.	10	12	15	18	
Basic:	Jp to 200	) Ability.			
Interm	ediate:	Up to 250 Abi	ility.		
Advand	<b>ed:</b> Up t	o 300 Ability.			
Arcane	: No limi	t.			
Mainte	nance: 1	0 / 15 / 20 /	/ 25		

Beyond the End

#### Level: 94 Action: Active

**Effect:** This spell has power over the martial spirits of the caster's mortal allies, allowing them to continue forward even on the threshold of death. All allies within the radius of the spell double the number of negative Life Points they can survive to (when using the optional rules for being Between Life and Death from the *Game Master's Toolkit*, apply a +40 bonus to the PhR check) and suffer no penelties for ficiting in that state

no pena	ities ior i	ignuing in that state.		
Level	Basic	Intermediate	Advanced	Arcane
Zeon	250	500	750	1,000
Int. R.	14	16	18	20

Basic: 75 foot radius.

Intermediate: 300 foot radius.

Advanced: 800 foot radius.

**Arcane:** 1,500 foot radius / In addition to the effects described, anyone affected by this spell can keep fighting at full capacity for two turns after his death as long as the spell is maintained for those turns.

Maintenance: 25 / 50 / 75 / 100

Spell Type: Effect



## LITERATURE

The sub-Path of Literature encompasses the magic of words, changing reality by writing notes in the margins of the book called the real world. Those who employ it are able to use sorcery to rewrite the script of life to fit their needs. **Closed Paths:** Necromancy, Destruction, Essence, Fire, Air, Earth.

#### **Reality Pen**

#### Level: 4 Action: Active

**Effect:** This spell creates a supernatural pen that can write on any surface without the need for ink. If a wizard uses it in the casting of a Literature spell, he can enhance the spell's effects, reducing its Zeon cost by half. For example, a Missive spell cast at the Basic level would cost 40 Zeon instead of 80.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	30	80	100	120		
Int. R.	5	8	10	12		
Basic: Affects Basic level Literature spells.						
Intermediate: Affects Intermediate level Literature spells.						
Advanced: Affects Advanced level Literature spells.						
Arcane: Affects Arcane level Literature spells.						
Maintenance: 5 / 10 / 10 / 15 Daily						
Spell T	ype: Effe	ct				

#### Missive

#### Level: 14 Action: Active

**Effect:** After writing a letter, a wizard can use this spell to send it to an individual he personally knows. The letter and its envelope disappear in a flash and a cloud of smoke, reappearing moments later next to the recipient. The range of the spell depends on its level. The letter can enter enchanted structures with lower Presence than the caster as long as there is enough space for the letter to enter, for example, "slipping" the letter under the door in the form of smoke.

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Level	Basic	Intermediate	Advanced	Arcane				
Zeon	80	140	200	280				
Int. R.	6	9	12	15				
Basic: 6	Basic: 6 miles.							
Intermediate: 60 miles.								
Advanced: 600 miles.								
Arcane: Anywhere.								
Maintenance: No								
Spell Type: Effect								
OCT CL								

#### **Travel Diary**

Level: 24 Action: Active

**Effect:** This spell enchants a normal, blank book to record all the wizard's experiences, as if he were writing a detailed diary. The level of the spell determines the maximum time period the book will record from the time of casting.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	180	240	300		
Int. R.	6	9	12	15		
Basic: 1	I day.					
Intermediate: 1 week.						
Advanced: 1 month.						
Arcane: 1 year.						
Maintenance: 5 / 20 / 25 / 30 Daily						
Spell Type: Effect						

#### Written Order

#### Level: 34 Action: Active

**Effect:** This spell allows the wizard to write a simple command on a scroll that will affect the first person to read it, forcing him to comply if he fails to resist the spell. The command will work even if it is hidden among other phrases, although the affected person can get between a +20 and a +60 bonus to his Resistance check if the command goes against his nature.

This spell can be repeated several times and chained to create a complex order, such as "Open the door" then "Forget it happened." The words lose power after the spell affects a person or is resisted by him, and the command is treated as ordinary writing from then on.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	120	240	360	480		
Int. R.	6	9	12	15		
Basic:	Basic: MR or PsR 120.					
Intermediate: MR or PsR 140.						
Advanced: MR or PsR 160.						
Arcane: MR or PsR 180.						
Maintenance: No						
Spell Type: Automatic						

#### Shield of Words

#### Level: 44 Action: Passive

**Effect:** Using a magical pen to draw characters in the air, the wizard creates a shield of words that deflects both physical and supernatural attacks. Each turn, the shield regenerates Life Points equal to the wizard's base ability in Art (Literature).

Level	Basic	Intermediate	Advanced	Arcane
Zeon	150	200	250	300
Int. R.	8	10	12	15
Basic: 2	200 Life P	oints. Intermedia	te: 500 Life Poir	its.
Advand	ed: 800	Life Points.		
Arcane	: 1,200 L	ife Points.		
Mainte	nance: 1	5 / 20 / 25 / 30		

Spell Type: Defense

#### Theater of Life

#### Level: 54 Action: Active

**Effect:** This spell allows the wizard to modify the behavior of people around him by writing on a surface the actions he wants them to take. Basically, the wizard becomes the writer of a play, turning people into actors who perform their tasks as he dictates. This spell can affect many people, provided their combined Presences do not exceed the limit set by the level of the spell. For someone to be affected, he must be within the area of the spell and the caster must know his true name, though everyone affected may pass a MR or PsR check to avoid the spell's effects. If the narrator stops writing and those affected have no new orders to follow, they will stay still, waiting for their next roles.

Level	Basic	Intermediate	Advanced	Arcane	-
Zeon	240	360	480	600	
Int. R.	6	9	12	15	
Basic: MR or PsR 120 / 60 foot radius / Presence Limit 100.					
Intermediate: MR or PsR 140 / 120 foot radius / Presence Limit 180.					
	1.140	D.D. 440 4040 4		1	

**Advanced:** MR or PsR 160 / 240 foot radius / Presence Limit 240. **Arcane:** MR or PsR 180 / 500 foot radius / Presence Limit 320.

Arcane. Mix of FSIX 180 / 500 1000 radius / Presence Limit

Maintenance: 15 / 20 / 25 / 30 Spell Type: Automatic

#### Compendium

#### Level: 64 Action: Active

**Effect:** This spell enchants a book to answer any questions submitted to it so that when someone asks it a question a reply will appear in its pages. Unfortunately, the book cannot answer all questions; when the Compendium spell is cast, the affected manuscript receives a number of points in all Intellectual abilities determined by the level of the spell, and will give an appropriate response based on what an expert with the same score in the subject would know.




Level	Basic	Intermediate	Advanced	Arcane		
Zeon	120	260	380	500		
Int. R.	7	10	13	15		
Basic:	120 points	s in all Intellectual a	bilities.			
Interm	ediate:	240 points in all Inte	ellectual abilities.			
Advanced: 320 points in all Intellectual abilities.						
Arcane	Arcane: 440 points in all Intellectual abilities.					
Maintenance: 10 / 20 / 30 / 40 Daily						
Spell T	ype: Effe	ect	CALL AND			

#### Playwright

#### Level: 74 Action: Active

**Effect:** This spell changes reality to create plausible events that do not directly affect another living being. For example, if the wizard falls from a roof he can "declare" that he falls onto a hay cart, or if he wants to enter a locked building, he can "narrate" that the door is open and it will be true. The options this spell offers are endless, as long as the elements and objects involved are simple and do not have a total Presence that exceeds what the level of the spell allows.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	280	320	480	700	
Int. R.	10	12	14	16	
Basic: N	Maximum	Presence 40.			
Interm	ediate:	Maximum Presence	80.		
Advand	ed: Max	imum Presence 120	).		
Arcane	: Maximu	um Presence 160.			
Maintenance: No					
Spell Type: Effect					
			A STATE OF THE STATE OF		

#### Simulacrum

Level: 84 Action: Active

**Effect:** This spell creates a "minor character" with the personality and skills the wizard desires. To do so, the caster must describe in a book the personality, history, and nature of that individual, who believes he is really as he has been described. The Simulacrum's existence is tied to the book, so if it is destroyed, he disappears immediately.

The Simulacrum's level cannot exceed the level allowed by the spell or the wizard's level.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	400	600	800	1,200
Int. R.	10	12	14	17
Basic: L	evel 2.			A

Intermediate: Level 5. Advanced: Level 7. Arcane: Level 10.

Maintenance: 40 / 60 / 80 / 120 Daily Spell Type: Effect

### Tragedy

Level: 94 Action: Active

**Effect:** This spell is the ultimate transformation of reality. The wizard can alter the fate of another living creature to end its life as he pleases. The caster can choose any outcome he wants for the life of a person such as "Stumbling, he fell mortally skewered on his sword" or "The sky brightened, and in between the storm clouds, lightning struck him like the arrow of a vengeful god." Someone targeted by this spell must have been observed by the caster at least once, and the caster must know the person's true name. To avoid the effects of Tragedy, either the target or anyone else involved in the target's fate must overcome the spell's MR. Any target who does so becomes immune to this spell (when cast by the same wizard) for the rest of his life.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	500	900	1,400	2,500
Int. R.	12	15	17	19
Basic: 1	MR 120.		10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Interm	ediate:	MR 140.	The A Halle	1.51.51.51.54
Advand	ed: MR	160		
Arcane	: MR 180	)		
Mainte	nance: N	No		
Spell T	ype: Aut	omatic		



# DEATH

This sub-Path encompasses death in its aspect of the end of life. **Closed Paths**: Creation, Light, Essence, Earth, Water, Air, Illusion.

### Autopsy

### Level: 4 Action: Active

**Effect:** This spell determines the cause of a creature's death and the time it occurred. The spell does not specify whether the target was killed by someone or, if so, who was responsible, but could determine if, for example, someone died because of a massive impact or from a particular type of disease. The level of the spell determines how recently the target had to have died in order for the spell to work. Beyond the listed time period, the spell gains no information.

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Level	Basic	Intermediate	Advanced	Arcane	
Zeon	50	80	100	120	
Int. R.	4	8	10	12	
Basic: 1	hour.			320	
Interm	ediate:	1 day.		91	
Advanc	ed: 1 we	eek.			
Arcane	: 1 mont	h.			
Mainte	nance: N	Vo			
Spell T	ype: Effe	ct			

#### Resistance to Death

#### Level: 14 Action: Passive

**Effect:** This spell protects against any effect that might cause automatic death. It gives a bonus to the target's Resistances against such effects.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	60	90	120	140	
Int. R.	6	9	12	14	
Basic: +	+20 to Re	sistances.	Non Art		
Interm	ediate:	+40 to Resistances.	1 And And		
Advand	ed: +60	to Resistances.		T/P/ CARL MARK	
Arcane	e: +80 to	Resistances.			
Maintenance: 10 / 10 / 15 / 15 Daily					
Spell Type: Effect					
			NE SAL		

### Minor Extermination

#### Level: 24 Action: Active

**Effect:** This spell kills a creature with Presence 20 or less chosen by the caster and within a given distance from him if it fails a MR check determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane			
Zeon	80	100	120	140			
Int. R.	7	9	11	13			
Basic:	MR 60 /	30 foot radius.					
Interm	ediate:	MR 80 / 80 foot ra	adius.				
Advand	ced: MR	100 / 150 foot radi	us.				
Arcane	: MR 120	) / 225 foot radius.					
Mainte	Maintenance: No						
Spell Type: Effect, Spiritual							

# Knockout

#### Level: 34 Action: Active

**Effect:** This spell kills someone who is about to die. The target must be Between Life and Death, and it automatically dies if it fails a MR check of the difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	60	80	100	120	
Int. R.	7	9	11	13	
Basic:	MR 140.				
Interm	ediate:	MR 160.			
Advand	ced: MR	180.			
Arcane	e: MR 200	).			
Maintenance: No					
Spell Type: Automatic					

#### Put to Rest

#### Level: 44 Action: Active

**Effect:** This spell automatically destroys all undead creatures without a soul in the spell's area. Undead creatures can resist its effects by passing a MR check determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Int. R.	7	10	13	15
Basic:	MR 120 /	30 foot radius.	Contraction of the	ANDER
Interm	ediate:	MR 140 / 80 foot i	radius.	The series
Advand	ced: MR	160 / 150 foot radi	us.	22.4.9
Arcane	: MR 180	) / 225 foot radius.		
Mainte	nance:	No		
Spell T	ype: Spir	ritual		

#### Sense Death

#### Level: 54 Action: Active

**Effect:** This spell makes the caster able to sense death nearby. He becomes aware of those who have died or are dying close to him.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	80	100	120	150
Int. R.	7	10	13	15

**Basic:** The caster knows if someone died within 300 feet of him less than an hour ago, or if there is someone in that radius is who is currently dying and will likely pass on in the next minute.

**Intermediate:** The caster knows if someone died within 500 feet of him less than an hour ago, or if there is someone in that radius who is likely to die in the next 10 minutes. This predictive ability does not allow him to know any specifics; he only senses the death.

**Advanced:** The caster feels death clearly. In a 500 foot radius, he can tell if someone died around him in the past and how far in life each living person is, as well as likely or unlikely causes of their deaths.

**Arcane:** As Advanced level, but the caster is able to perceive the probable cause of death of those who died in the past and those who may die in the near future.

Maintenance: 10 / 10 / 15 / 15 Spell Type: Effect

#### Memento Mori

#### Level: 64 Action: Active

**Effect:** This spell kills any living creature within its area, regardless of their nature or condition. Targets may ignore its effects by passing a MR check with the difficulty determined by the level of the spell.

	,	Intermediate		Arcane		
Level	Dusic	meenneulace	Advanced	Arcune		
Zeon	120	150	200	260		
Int. R.	8	10	13	15		
Basic: N	MR 80 /	15 foot radius.				
Interm	ediate:	MR 100 / 30 foot r	adius.			
Advanc	ed: MR	120 / 80 foot radiu	s.			
Arcane: MR 140 / 150 foot radius.						
Maintenance: No						
Spell T	ype: Spir	itual				

#### **Deadly Curse**

#### Level: 74 Action: Active

**Effect:** The caster can make a target die at a time determined by him and in a way he chooses. He creates a "prophecy of death" as he sees fit. For this spell to work, the caster must hit his target with it, and the target must fail a MR check with the difficulty determined by the level of the spell. From that time on, all other individuals directly involved in the events leading up to the death can also prevent the spell's effects by passing a MR check with the same difficulty.

Level	Basic	Intermediate	Advanced	Arcane	J.	
Zeon	150	250	350	500		
Int. R.	9	11	13	15		
Basic:	MR 120.					
Interm	ediate:	MR 160.	A State of the			
Advand	ed: MR	200.	Sector 1			
Arcane: MR 240.						
Maintenance: 15 / 25 / 35 / 50 Daily						
Spell Type: Spiritual. Automatic						

#### **Stop Death**

#### Level: 84 Action: Passive

**Effect:** The target of this spell becomes temporarily immortal. This does not mean that he becomes undead, just that as long as the spell lasts, death has no power over him. This spell has no effect on powers that directly destroy the soul or the like.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	350	500	800	1,200
Int. R.	10	12	14	16

**Basic:** Target automatically ignores any effect that causes automatic death, but can be killed by physical damage.

**Intermediate:** The character cannot be killed by physical damage. However, if his body is damaged to a level that would kill him, he dies automatically if the spell's effects end before he can be cured. This does not protect from death caused by a Critical on a vulnerable point or by decapitation.

**Advanced:** As Intermediate level, but the character cannot die from Criticals, no matter what their consequences.

**Arcane:** As Advanced level, but the character also ignores all penalties to his actions caused by physical damage or deterioration.

Maintenance: 15 / 25 / 40 / 60 Spell Type: Effect, Spiritual

#### Death

### Level: 94 Action: Active

**Effect:** The wizard gains absolute power over death and may decide who lives and who dies in the area of this spell. As an automatic effect once per turn, the caster can choose any living creature in the area to die if the creature fails a PhR or MR check against a value determined by the level of the spell. Anyone who passes the check once cannot be again affected by this spell in their lifetime by the same wizard.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	400	750	1,200	2,000
Int. R.	12	14	16	18

Basic: PhR or MR 80 / 1,500 foot radius.
Intermediate: PhR or MR 100 / 3,000 foot radius.
Advanced: PhR or MR 120 / 3 mile radius.
Arcane: PhR or MR 140 / 6 mile radius.
Maintenance: 40 / 75 / 120 / 200 Daily
Spell Type: Effect, Automatic



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# MUSIC

This sub-Path contains powers related to music and melodies. The wizards who use music spells are usually called musical magicians, and through their melodies, they are capable of causing improbable and wonderful effects.

Closed Paths: Destruction, Fire, Earth, Necromancy.

#### Tempo

#### Level: 4 Action: Active

**Effect:** The wizard isolates himself from the rhythms of the world, ignoring distractions in order to focus on all the important sounds around him. Consequently, he gets a bonus to the Search Secondary Ability for all checks related to sound for the next 10 minutes.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	50	70	100
Int. R.	5	8	10	12
Basic: -	+40 to Se	arch.		
Interm	ediate:	+60 to Search.		
Advand	ed: +80	to Search.		
Arcane	e: +100 to	Search.		
Mainte	nance: N	No		
Spell T	ype: Effe	ct		

#### Cantabile

#### Level: 14 Action: Active

**Effect:** This spell allows the character to make his voice or a melody appear to come from anywhere he wants within the spell's range, as determined by its level.

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Level	Basic	Intermediate	Advanced	Arcane	
Zeon	40	60	80	100	
Int. R.	5	8	10	12	
Basic:	300 foot	radius.	19194	C RB	
Interm	ediate:	800 foot radius.	Carle the 1	del	
Advand	ced: 1,50	00 foot radius.	ALSO IS		
Arcane	: 3,000	foot radius.	THE L	Ref 10 ALF	
Mainte	nance:	5 / 5 / 5 / 10			
Spell T	ype: Effe	ect	NE VALC		
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### Plagiarism

#### Level: 24 Action: Active

**Effect:** This spell gives the wizard the ability to perform any musical piece, whether it involves playing an instrument or singing. The wizard must know or have heard at least a fragment of the part he wants to perform. The spell grants him a level of musical ability when attempting to play the piece determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	50	70	90	120
Int. R.	6	8	10	12
Basic:	Music 120	STRAID, STAIL BRA		
Interm	ediate:	Music 180.		
Advand	ced: Musi	ic 240.		
Arcane	e: Music 2	.80.		
Mainte	nance: 5	5 / 5 / 5 / 10		
Spell T	ype: Effe	ct		

### Mezzo Forte

#### Level: 34 Action: Active

**Effect:** The wizard makes a discordant musical note, unleashing a destructive sound wave that destroys anything solid it contacts. The attack has very low Base Damage, but if it deals damage, the defender must pass a PhR check against a difficulty equal to 10 times the Life Points he lost (up to PhR 240) or suffer additional damage equal to the degree of failure. For example, if this spell was cast at Intermediate level (Base Damage 20) and the attack caused 16 points of damage, the victim must check against PhR 160.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Int. R.	7	9	11	13
Basic:	10 Base D	amage.		24 Th The Last 71
Interm	ediate:	20 Base Damage.		The for the lot
Advand	ced: 30 B	ase Damage.	THE REAL	A STREET
Arcane	e: 40 Base	e Damage.		HE TIME ANTI LANE
Mainte	nance: N	No		LA HERE AND
Spell T	ype: Atta	ack	and the second	A Star
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#### Adagio

#### Level: 44 Action: Active

**Effect:** This spell creates a song so charged with strong emotions that it influences everyone who hears it for at least one full turn. Anyone who does so must pass a MR check or be filled with an emotion chosen by the wizard. If someone listening to Adagio is able to partially cover his ears, he gets a +40 bonus to his check. Adagio affects an area around the wizard, and he cannot choose specific targets within that area.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	100	160	220	280
Int. R.	.7	9	11	13
Basic: N	MR 120 /	60 foot radius.		
Interm	ediate:	MR 140 / 150 foot	radius.	

Advanced: MR 160 / 300 foot radius.

Arcane: MR 180 / 500 foot radius.

Maintenance: 5 / 10 / 15 / 20 Spell Type: Automatic

#### Allegro

#### Level: 54 Action: Active

**Effect:** This spell creates the most beautiful melody imaginable, which stuns and enthralls those who hear it. Anyone who remains within its radius for two full turns must pass a MR check or be Fascinated and unable to take voluntary Active Actions. Creatures unable to hear are immune to this spell, and if someone hearing the music partially covers his ears, he gets a +40 bonus to his check.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	100	160	220	280
Int. R.	7	9	11	13
Basic:	MR 120 /	30 foot radius.		
Interm	ediate:	MR 140 / 80 foot r	adius.	
Advand	ed: MR	160 / 150 foot radi	us.	
Arcane	: MR 180	) / 300 foot radius.		
Mainte	nance: 5	5 / 10 / 15 / 20		
Spell T	ype: Aut	omatic		

# Presstisimo

Level:	64	Action: Active			
Effect: This spell creates a frantic tune that increases the speed of anyone the					
caster ch	nooses wi	ithin the spell's radi	us. Those affecte	d gain a bonus t	o Initiative
and incr	eased mo	ovement speed.			
Level	Basic	Intermediate	Advanced	Arcane	
Zeon	120	180	240	300	
Int. R.	8	10	12	14	
<b>Basic:</b> 30 foot radius / +30 to Initiative / +1 to Movement Value.					

Intermediate: 60 foot radius / +30 to Initiative / +2 to Movement Value. Advanced: 100 foot radius / +40 to Initiative / +2 to Movement Value. Arcane: 120 foot radius / +50 to Initiative / +3 to Movement Value. Maintenance: 5 / 10 / 15 / 20 Spell Type: Effect

#### Fortísimo

#### Level: 74 Action: Active

**Effect:** The wizard gains complete control over any sound produced in the spell's area and may alter it, increase its power, or make it completely undetectable. For example, he could bring together small environmental whispers to form a beautiful melody or misrepresent a person's words. Unless the sound has its own Presence or is produced by a being with Gnosis 40 or more, there is no way to avoid the effects of this spell.

and the second s		Intermediate	Advanced	Arcane			
Zeon	120	180	240	300			
Int. R.	8	10	12	14	1000		
Basic:	30 foot ra	adius.			Sec. 1.		
Interm	ediate:	80 foot radius.	1. 20 1. 1.				
Advand	<b>ed:</b> 150	foot radius.	Ser 1				
Arcane	e: 300 foo	ot radius.					
Mainte	Maintenance: 10 / 15 / 20 / 30						
Spell T	ype: Effe	ect					

#### Marziale

#### Level: 84 Action: Active

**Effect:** This spell creates a powerful melody that reinforces the innate stamina of those in the area who are chosen by the caster. The benefits of multiple Marziale auras from the same or different casters are not cumulative.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Int. R.	8	10	12	14
D	0.0.	1. ( . 20 · MD	(12) A T	

**Basic:** 30 foot radius / +20 to MR / +2 to Armor Type.

**Intermediate:** 80 foot radius / +20 to PhR and MR / +3 to Armor Type. **Advanced:** 150 foot radius / +20 to PhR, MR, and PsR / +4 to Armor Type / Damage Barrier 50.

**Arcane:** 300 foot radius / +30 to PhR, MR, and PsR / +5 to Armor Type / Damage Barrier 60.

Maintenance: 5 / 10 / 15 / 20 Spell Type: Effect

#### Anima

# Level: 94 Action: Active

**Effect:** This spell carries a tune of supernatural power which penetrates the soul of anyone who hears it. Anima must be cast in combination with a Spiritual spell, and contrary to the usual rules, both spells are cast together in one action by the wizard (without a penalty for doing so). The wizard must pay the initial Zeon costs and the maintenance costs of both spells as normal. However, instead of the Spiritual spell taking effect immediately, it becomes Automatic and affects everyone within 150 feet of the caster who hears it for at least one full turn. The MR check to overcome the Spiritual spell is the same as for the normal spell, but if someone partially covers his ears, he gets a +40 bonus to his check.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	300	450	600	800
Int. R.	8	10	12	14
Basic: /	Affects Ba	sic level spells.		
Interm	ediate:	Affects Intermediate	e level spells.	
Advanc	ed: Affect	ts Advanced level spe	ells.	
Arcane	: Affects	Arcane level spells.	and the	200
Mainte	nance:	5 / 10 / 15 / 20	Vell a	
Spell T	ype: Aut	omatic	SUBAL.	
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			A DINE	
			KANSOLI	-
			(TATION MARKET)	ALL CARANA

# **NOBILITY**

This sub-Path contains spells related to appearance, social status, and superiority over other people. It is the magic that nobles and great lords use to ensure their dominance over others.

Closed Paths: Creation, Destruction, Essence, Fire, Necromancy.

# Visage

#### Level: 4 Action: Active

**Effect:** This spell removes external imperfections on the target's face, covering any defects with a soft layer of makeup and applying a slight supernatural healing effect that eliminates any skin condition and enhances the character's color. He gains a vital and healthy appearance.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	50	80	120
Int. R.	5	8	10	12
Basic: The spell functions as described above.				

**Intermediate:** As Basic level, but the target gains 1 point of Appearance (up to 9) and looks several years younger.

**Advanced:** As Intermediate level, but the spell increases Appearance by 2 points (up to 10).

**Arcane:** As Advanced level, but the spell increases Appearance by 3 points (up to 10).

Maintenance: 5 / 5 / 5 / 10 Daily Spell Type: Effect

#### Perfume

#### Level: 14 Action: Active

**Effect:** This spell adjusts the target's body odor, making it a fragrant, smooth, and pleasant aroma and evoking pleasant sensations in those within an area determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	40	60	90	120
Int. R.	5	8	10	12

**Basic:** 60 foot radius / The spell functions as described above.

**Intermediate:** 100 foot radius / As Basic level, but when the target makes a Style check that might be influenced by his body odor, he can increase the result of the check by one level.

**Advanced:** 120 foot radius / As Intermediate level, but the spell increases the result of the check by two levels.

**Arcane:** 150 foot radius / As Advanced level, and anyone who smells the perfume for more than 5 turns must pass a MR 100 check or fall into a state of Fascination, becoming stupefied with pleasure and more receptive to the target's words.

Maintenance: 5 / 5 / 5 / 10 Daily Spell Type: Effect, Automatic

#### Musa

#### Level: 24 Action: Active

**Effect:** This spell gives the caster the inspiration to make a masterful interpretation of a traditional art form such as playing an instrument, singing, dancing, painting, writing, composing, etc. This spell grants the caster the listed base ability on Secondary Ability checks for Music, Dance, and Art, or half of that as a bonus to a preexisting Secondary Ability. Although this spell has no maintenance cost, the effects only persist long enough to complete the work, and no more than a day in any case.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Int. R.	6	9	11	13
Basic: N	1usic, Da	nce, and Art Abilit	y 120.	
Interm	odiato	Music Dance and	Art Ability 180	

Advanced: Music, Dance, and Art Ability 180 Arcane: Music, Dance, and Art Ability 240. Arcane: Music, Dance, and Art Ability 280. Maintenance: No Snell Type: Effect

Spell Type: Effect

### Wardrobe

#### Level: 34 Action: Active

**Effect:** This spell temporarily transforms the target's clothes into others of exquisite quality with the appearance of being clean and pressed at all times. Stains and splashes slip off the fabric without causing the slightest imperfection, and a tear will magically mend in seconds.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	90	120	150
Int. R.		9	11	13

**Basic:** The spell functions as described above.

**Intermediate:** As Basic level, but while wearing the clothes, the character gains a +50 bonus to his Style Secondary Ability.

**Advanced:** As Intermediate level, but the clothes vary in shape and color on their own to best suit the location and time, while always looking glorious and impressive.

**Arcane:** As Advanced level, but the clothes grant Armor Type 4 against any kind of attack, and they repair immediately if they suffer any kind of damage that is not of a supernatural nature.

Maintenance: 5 / 5 / 5 / 10 Daily Spell Type: Effect

#### **Pleasant Conversation**

#### Level: 44 Action: Active

**Effect:** This spell allows the caster to perceive the surface thoughts and major interests of his target, making it easier for him to engage the target in a pleasant and enjoyable conversation. The victim may resist by making a MR or PsR check. If the target fails, the caster gets a bonus of +200 to all Style and Persuasion rolls intended to fascinate him and pull him into a casual conversation. For the spell to work, the caster must talk for at least half a minute to a target who is

not openly hostile. Although there is no maintenance cost, the spell only lasts until the conversation stops.

Level **Basic** Intermediate Advanced Arcane 120 150 Zeon 80 100 Int. R. 7 10 12 14 Basic: MR or PsR 120. Intermediate: MR or PsR 160. Advanced: MR or PsR 200. Arcane: MR or PsR 240. Maintenance: No Spell Type: Automatic

#### Grandeur

#### Level: 54 Action: Active

**Effect:** This spell imbues the wizard with an air of grandeur, giving him great authority over those accustomed to obeying orders. Anyone within or entering a 15 foot radius area around him must pass a MR or PsR check or be forced to please him, treating him with the respect and deference due to a superior. A soldier will not ask him questions, an innkeeper will offer his best table, and servants will kneel to him and quickly respond to his slightest desire. Grandeur has no effect on individuals who have a marked hostility against the caster, who know and feel they are his equals or superiors, or those beings who simply believe that they could not obey the caster under any circumstances. Targets may repeat the check only if the caster makes an action so contrary to reason and his supposed status that they are forced to reconsider their obedience to him.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	100	120	150	
Int. R.	7	10	12	14	
Basic:	MR or Psl	R 120.			
Interm	ediate:	MR or PsR 160.			
Advand	ed: MR	or PsR 200.			
Arcane	: MR or	PsR 240.			
Maintenance: 10 / 10 / 15 / 15					
Spell Type: Automatic					

# Win Hearts

Level: 64 Action: Active

**Effect:** This spell alters people's perceptions to make them feel that the caster or his chosen target is a being of beauty and intoxicating sensuality. Everyone who interacts with the target and is sexually compatible with him must pass a MR or PsR check or automatically be enthralled, demonstrating a clear romantic interest according to their nature, personality, and disposition. In addition, the target gets a bonus of +200 to Persuasion (Seduction) against anyone who has failed this check. In order to cast this spell on someone else, the caster must first study the appearance of the person to benefit from this spell in depth.

#### **Absolute Presence**

#### Level: 74 Action: Active

**Effect:** This spell makes all individuals in a radius around the wizard completely focus their attention on him. Anyone attempting to perform an activity that is not centered on the caster automatically receives a penalty of -40 to All Actions (-120 if the activity involves Perception Abilities). Anyone in the affected area must pass a MR or PsR check to ignore the spell's effects.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	120	150	200	250	
Int. R.	9	12	14	16	
Basic:	MR or Psl	R 120 / 60 foot rac	lius.		
Interm	ediate:	MR or PsR 160 / 1	50 foot radius.		
Advand	ed: MR	or PsR 200 / 300 f	oot radius.	1 2 1 - 4	
Arcane	: MR or	PsR 240 / 500 foot	radius.		
Maintenance: 10 / 10 / 15 / 20					
Spell T	ype: Aut	omatic	AN EXC		
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### Perfection

Level: 84 Action: Active

**Effect:** This spell alters the target's physical appearance so he looks perfect to all observers.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	120	150	200	250
Int. R.	9	12	14	16

**Basic:** Grants the target Appearance 10 and a +100 bonus to Style, Persuasion, Intimidation, and Leadership.

**Intermediate:** As Basic level, but his wounds disappear forever without leaving a mark or scar, and his base level of Regeneration increases by +3.

**Advanced:** As Intermediate level, but the bonus to Style, Persuasion, Intimidation, and Leadership increases to +200.

**Arcane:** As Advanced level, but the character also gets a +1 bonus to all Characteristics.

Maintenance: 15 / 15 / 20 / 25 Daily Spell Type: Effect

#### King of the World

#### Level: 94 Action: Active

**Effect:** This spell makes the wizard's appearance and social skills deific, making him the center of attention and object of veneration of all those around him. Anyone within the spell's area must pass a MR check or consider the wizard to be his master and ideal, the epitome of everything he admires. The wizard will not have complete control over those affected, who will behave according to their normal personalities, but all will try to satisfy, help, and seek the approval of the caster as if they were his loyal followers.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	300	450	500	700	
Int. R.	10	13	15	17	
Basic:	MR 120 /	1,500 foot radius.			
Interm	ediate:	MR 160 $/$ 1 mile rad	dius.		
Advand	ed: MR	200 / 2 mile radius	A STATEMENT		
Arcane	: MR 240	/ 3 mile radius.	1111		
Maintenance: 15 / 15 / 20 / 25 Daily					
Spell Type: Effect					
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# PEACE

This sub-Path embodies the ideals of harmony and lack of conflict. **Closed Paths:** Destruction, Darkness, Fire, Necromancy, Illusion.

#### Shield of Salvation

#### Level: 4 Action: Passive

**Effect**: This spell creates a protective barrier that protects against all kinds of attacks. It can protect several targets, as indicated by the level of the spell, without suffering extra damage or applying a penalty to the caster's Defense Ability (see *Anima: Beyond Fantasy* page 93). The targets must stay within the listed radius of the caster. If a target leaves that area, he loses the protection until he returns to that area. The caster can be, but does not have to be, one of the people protected.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	50	100	160	240	
Int. R.	6	8	10	14	

**Basic:** 60 foot radius / The shield has 300 Life Points / It can protect up to two people without penalty.

**Intermediate:** 150 foot radius / The shield has 900 Life Points / It can protect up to five people without penalty.

**Advanced:** 300 foot radius / The shield has 1,500 Life Points / It can protect up to eight people without penalty.

**Arcane:** 500 foot radius / The shield has 3,000 Life Points / It can protect up to 12 people without penalty.

Maintenance: 5 / 15 / 20 / 25 Spell Type: Defense

#### **Internal Balance**

Level: 1	4	Action: Passive	Children and	A CONTRACTOR	Xalera
Effect: This spell causes a level of inner peace in the wizard or his target that					get that
makes hi	makes him immune to any effect that might influence his emotions.				
Level	Basic	Intermediate	Advanced	Arcane	1 ALCO
Zeon	120	180	240	300	To all
Int. R.	6	9	12	15	
Basic: The character becomes immune to negative psychological states.					

**Intermediate:** As Basic level, but the character also gains +40 to his Resistance checks against any effects that try to alter his emotions.

Advanced: As Intermediate level, but the bonus to Resistance checks is +80.

**Arcane:** The character cannot be affected by any effect that would alter his behavior against his will.

Maintenance: 15 / 20 / 25 / 30 Daily Spell Type: Effect

#### Defender

#### Level: 24 Action: Active

**Effect**: This spell grants a bonus to the Defensive Ability of the targets when they use the Pure Defense maneuver. It affects as many people as the caster desires, provided that the sum of their Presences is no greater than the amount allowed by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	60	100	140	200	
Int. R.	6	8	10	12	
Basic: +	20 to De	efense Ability / Max	imum Presence	60.	
		+20 to Defense Abi			
Advanc	Advanced: +30 to Defense Ability / Maximum Presence 150.				
Arcane: +40 to Defense Ability / Maximum Presence 250.					
Mainter	nance: 1	0 / 10 / 15 / 20			
Spell Ty	pe: Effe	ct			



### Detect Harmony

#### Level: 34 Action: Active

**Effect:** This spell allows the wizard to perceive whether those within the spell's radius have peaceful or violent feelings as long as they do not pass a MR check with a difficulty determined by the level of the spell.

withau	with a difficulty determined by the level of the spen.						
Level	Basic	Intermediate	Advanced	Arcane			
Zeon	80	100	120	140			
Int. R.	8	10	12	14			
Basic:	MR 100 /	30 foot radius.	St. 12 12 12				
Interm	ediate:	MR 120 / 80 foot r	adius.				
Advand	ced: MR	140 / 150 foot radi	us.				
Arcane	e: MR 160	/ 300 foot radius.					
Maintenance: 10 / 10 / 15 / 15							
Spell T	ype: Det	ection					
Karl							

#### **Haven of Peace**

#### Level: 44 Action: Active

**Effect:** This spell creates an area within which all aggressive instinct disappears. Anyone who enters it must pass a MR check at a difficulty determined by the level of the spell or lose any desire to behave violently. A person successfully affected by this spell cannot repeat the check unless something happens that would be reasonably likely to renew his aggressive behavior. Someone who passes the MR check does not need to check again unless he leaves the spell's area and returns. The area remains centered on the location it was cast.

an oar anno		The area remaine	control ou on the	lo carlon ne mao caou			
Level	Basic	Intermediate	Advanced	Arcane			
Zeon	160	220	280	300			
Int. R.	8	10	12	14			
Basic: N	MR 100 /	' 30 foot radius.	and the second				
Interm	ediate:	MR 120 / 80 foot i	radius.				
Advand	ed: MR	140 / 150 foot rad	ius.				
Arcane	: MR 160	/ 300 foot radius		1.4			
Maintenance: 20 / 25 / 30 / 30 Daily							
	Spell Type: Automatic						

#### Sign of Peace

#### Level: 54 Action: Passive

**Effect**: This spell negates an attack action directed against the caster. He can affect any attack that has him as a target (even if other individuals would also be affected by the attack) and prevent it from doing any harm whatsoever. To avoid this effect, the attack's initiator must pass a MR check with a difficulty determined by the level of the spell. An attack can only be affected once by Sign of Peace.

Sign of i	cucc.					
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	180	260	340		
Int. R.	8	10	12	14		
Basic:	Basic: MR 120.					
Interm	ediate:	MR 160.				
Advand	ced: MR	200.				
Arcane	e: MR 24	).				
Maintenance: No						
Spell T	ype: Aut	omatic				

#### **Absolute Defense**

Action: Active Level: 64 Effect: This spell allows the caster to apply a bonus to his defensive Magic Projection as long as he does not take any offensive actions during a given turn. Level **Basic** Intermediate Advanced Arcane 140 Zeon 50 110 80 15 Int. R. 6 12 Basic: +20 to defensive Magic Projection. Intermediate: +30 to defensive Magic Projection. Advanced: +40 to defensive Magic Projection. Arcane: +50 to defensive Magic Projection. Maintenance: 10 / 10 / 15 / 15 Spell Type: Effect

### Wings of Salvation

#### Level: 74 Action: Passive

**Effect**: This spell creates a protective barrier that protects against any attack. The spell protects all individuals within the radius of the spell (whom the caster wishes to protect) without suffering extra damage and without applying a penalty to the Defensive Ability of the caster.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	150	250	350	450		
Int. R.	9	11	13	15		
Basic:	Basic: 15 foot radius / The shield has 500 Life Points.					
Interm	ediate:	50 foot radius / Th	e shield has 1,20	0 Life Points.		
Advand	ced: 80 fo	oot radius / The sh	ield has 2,500 Li	fe Points.		
Arcane	Arcane: 150 foot radius / The shield has 5,000 Life Points.					
Maintenance: 15 / 25 / 35 / 45						
Spell Type: Defense						

#### Absolute Peace

#### Level: 84 Action: Active

**Effect**: The target of this spell is filled with pure peace and loses all desire for violence. Someone who fails the MR check cannot consciously take an offensive action against anyone ever again. Since the target's violent nature disappears altogether, this spell requires no maintenance.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Int. R.	9	11	13	15
Basic: N	1R 120.		a it of or	
Interm	ediate:	MR 140.		
Advanc	ed: MR	160.		
Arcane	: MR 180	).		
Mainte	nance: N	No		
Spell T	ype: Spir	itual		

#### Peace on Earth

#### Level: 94 Action: Active

**Effect**: When this spell is cast, it creates an area of total non-violence, where no conflicts or wars can take place. Everyone who enters the area must pass a MR check or forget the very concept of violence or confrontation and become unable to carry out violent actions. A person who fails the check cannot repeat the check unless he leaves the spell area (ending the effect for him) and re-enters it, while those who pass the check must re-check every time they try to perform a violent act within the area.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	350	600	1,000	1,600	
Int. R.	8	10	12	14	
Basic: M	1R 120 /	1 mile radius.			
		MR 140 / 3 mile ra	idius.		
Advanc	Advanced: MR 160 / 10 mile radius.				
Arcane	: MR 180	) / 30 mile radius.			
Mainter	nance: 3	5 / 60 / 100 / 16	0 Daily		
Spell Ty			1.10		



This sub-Path is the darkest and most twisted of all, since it includes all the powers associated with negative emotions, sin, and most of all, pure evil. It is the magic used by the vast majority of hellish creatures as well as the worshipers of every culture's evil deities.

Closed Paths: Light, Essence, Illusion, Earth, Water.

#### **Detect Sin**

#### Level: 4 Action: Active

Effect: This spell allows the caster to see the sins the target has committed. He will not get specific information about them (he will know generally what type of sin the target committed but not specifically what it was), but can feel how severe it was and approximately how long ago it happened. For example, he might know that a person has lied recently, but not where or why he lied. The caster will detect the greatest sins first, starting with the most recent. Multiple sins of the same type can be detected. Casting the spell on the same target a second time will provide the same sins (unless the Resistance roll is different, in which case more or less can be revealed, or unless the target has committed new serious sins)

			The second se	
Level	Basic	Intermediate	Advanced	Arcane
Zeon	40	60	90	120
Int. R.	6	8	10	12
Basic:	MR 120.		S.S.T. WALL	21 - W. 3-1
Interm	ediate:	MR 140.	DI A	1000
Advand	ced: MR	160.	the literality	
Arcane	: MR 180	).	Real Providence	
Mainte	nance: N	No	ALL ST	and the second second
Spell T	ype: Det	ection	間に見たり	S TERE
	13			

#### **Imbue with Sin**

#### Action: Active Level: 14

Effect: The target of the spell is compelled to commit the cardinal sin that he is the most closely associated with. A glutton would feel the need to eat constantly and insatiably, while a lustful person would fall into the arms of anyone he considered remotely attractive. The target is only affected if he fails a MR check, and he can check again to end the spell every time he is confronted with something that might cause him to sin in this way - although even if he passes, his normal impulses may still drive him to sin.

and the second second	2 C	in impairees may sain		States and the state of the second		
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	50	70	100	140		
Int. R.	6	8	10	12		
Basic:	MR 120.					
Interm	ediate:	MR 140.	A NOW			
Advand	ced: MR	160.				
Arcane	: MR 180	).				
Maintenance: 5 / 10 / 10 / 15 Daily						
Spell Type: Spiritual						

#### Gluttony

#### Level: 24 Action: Active

Effect: This spell allows the wizard to automatically gain a portion of all the Zeon points (rounded up to the nearest 5) and Ki points spent in the spell's radius around him. For example, if a wizard has Gluttony maintained at its Basic level and another wizard casts a spell inside its range that costs 100 Zeon, the wizard maintaining Gluttony will gain 10 of those Zeon points. Gluttony has no effect on Innate spells or magical powers that do not consume Zeon or Ki, and it also does not affect the caster's own spells or Ki Abilities.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	60	100	140	180		
Int. R.	7	9	11	13		
Basic:	30 foot ra	dius / Absorbs 10%	%.			
Interm	ediate:	60 foot radius / Ab	sorbs 20%.			
Advand	ced: 130	foot radius / Absor	bs 30%.			
Arcane	Arcane: 200 foot radius / Absorbs 50%.					
Maintenance: 5 / 5 / 10 / 10						
Spell T	ype: Effe	ct				

### Lust

#### Level: 34 Action: Active

Effect: The target of this spell becomes a magnet for anyone attracted to his gender. Anyone who sees the target and does not pass a MR check with a difficulty determined by the level of the spell feels immensely attracted to the target, while those who fail the check by more than 40 points feel an obsessive and unhealthy attraction, abandoning reason and making every effort to possess the object of their lust. Any individual affected can repeat the check every hour. The target of the spell can resist it as well by passing a MR check with the same difficulty, repeatable every hour.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	60	100	120	150		
Int. R.	7	9	11	13		
Basic:	MR 140.		and the second			
Interm	ediate:	MR 160.				
Advand	ed: MR	180.				
Arcane	: MR 200	).				
Maintenance: 5 / 5 / 10 / 10						
Spell T	ype: Spir	ritual				

#### Greed

#### Level: 44 Action: Active

Effect: This spell snatches away something that is in the target's possession, making it disappear from him and appear in front of the caster. The object chosen does not need to have a clear way to "move" towards the caster; the spell can teleport any object, from one held in the target's hands to the clothes or armor he is wearing. The object chosen cannot have a maximum Presence exceeding that allowed by the level of the spell. Someone who is aware that one of his possessions is a target of this spell can try to resist its effects by passing a MR check.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	50	80	120	260
Int. R.	8	10	12	14
Basic: N	1R 120 /	Maximum Presence	e 50.	
Intermediate: MR 140 / Maximum Presence 80.				
Advanc	ALC: NOTE: N			
Arcane: MR 180 / Maximum Presence 120.				
Mainte				
Spell Ty	pe: Aut	omatic	Wall Marken	

Sloth

# Level: 54

# Action: Active Effect: This spell causes the target to fall into a deep state of laziness. For the duration of the spell, he can only take Passive Actions. To resist the effects of this

spell, the target must pass a MR check with a difficulty determined by the level of the spell.

Basic	Intermediate	Advanced	Arcane
60	80	100	120
7	9	11	13
IR 100.			17
ediate:	MR 120.		
ed: MR	140.		
MR 160		P A	
nance: 5	5 / 5 / 10 / 10	GAL T	
pe: Effe	ct		
	60 7 IR 100. ediate: 1 ed: MR : MR 160 nance: 5	60 80 7 9	60 80 100 7 9 11 IR 100. ediate: MR 120. ed: MR 140. : MR 160. hance: 5 / 5 / 10 / 10

#### **Pride**

#### level: 64 Action: Active

Effect: The target of this spell feels enormous self-confidence and disregards the skills of those around him. Some of the target's abilities are increased, giving him bonuses determined by the level of the spell. However, his special abilities are very limited, and he becomes unable to use Ki Abilities or Techniques, Psychic Powers of Levels 2 or 3, or spells of a level higher than 40. To avoid the effects of this spell, the target must pass a MR check at a difficulty determined by the level of the spell.



Level	Basic	Intermediate	Advanced	Arcane
Zeon	80	100	120	150
Int. R.	7	9	11	13
Basic:	MR 120 /	+10 to All Actions	/+50 to Style.	

**Intermediate:** MR 140 / +20 to All Actions / +100 to Style. **Advanced:** MR 160 / +20 to All Actions / +150 to Style / +100 to Withstand Pain.

Arcane: MR 180 / +30 to All Actions / +200 to Style / +150 to Withstand Pain.

Maintenance: 5 / 5 / 10 / 10 Spell Type: Spiritual

#### Anger

### Level: 74 Action: Active

**Effect:** The target of this spell enters an uncontrollable berserker rage, immediately attacking the object of his fury. The wizard may choose both a target for the spell and a person to be the object of this rage. To withstand

the effects of this spell, the target must pass a MR check with a difficulty determined by the level of the spell. In addition to the normal conditions for ending a spell, when the person who is the object of the rage is dead, the spell ends.

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**Advanced** 180 12

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**Arcane** 220 14

 Int. R.
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 Basic: MR 120.
 10

 Intermediate: MR 140.
 Advanced: MR 160.

 Advanced: MR 180.
 Maintenance: 5 / 5 / 10 / 10

 Spell Type: Spiritual
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#### Envy

#### Level: 84 Action: Active

**Effect:** The target of this spell must pass a MR check at a difficulty determined by the level of the spell. If he fails, he suffers all effects that the wizard suffers, both positive and negative, as long as the spell is maintained. For example, if the caster suffers damage, the target will suffer the same damage, or if the caster is affected by a spell, the target will also be affected.

Level Basic Intermediate Advanced Arcane Zeon 100 150 200 250

 Zeon
 100
 150
 200

 Int. R.
 9
 11
 13

 Basic: MR 120.
 Intermediate: MR 140.
 Advanced: MR 160.

 Advanced: MR 180.
 Maintenance: 5 / 5 / 10 / 10
 Spell Type: Spiritual

#### Seed of Evil

#### Level: 94 Action: Active

**Effect:** This spell causes an affected individual to become inherently evil and lose concept of morality. The character will immediately begin to act wickedly. A truly pure person who lacks any concept of evil is immune to this spell. To withstand the effects of this spell, the target must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	120	180	260	320	
Int. R.	10	12	14	16	
Basic: N	1R 120.				
Interm	ediate:	MR 140.			
Advand	ed: MR	160.			
Arcane: MR 180.					
Maintenance: No					
Spell T	ype: Spir	ritual			



# KNOWLEDGE

Knowledge is a sub-Path granting mastery over all learnable knowledge. Wizards who use it have mastery over everything that can be learnt. **Closed Paths:** Destruction, Earth, Fire, Illusion.

#### Categorize

#### Level: 4 Action: Active

**Effect:** This spell grants the caster knowledge about the nature of an object. Target objects can range from a plate of food, which would give him knowledge of the recipes used to make the meal, to a complex device, which would grant him a rudimentary understanding of how the device was built and what materials were used. This spell does not give the caster the knowledge of how to build the object, but at least guides him in the direction of the needed components, materials, or tools. Objects or buildings that are particularly complex or that have a very high Presence are immune to this spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	60	90	120
Int. R.	5	7	9	11

**Basic:** The caster knows which field of study includes the object – cooking, mechanisms, clockwork, ironworking, etc. – but gains no further information. **Intermediate:** The caster learns about the materials that compose the object and gains a rough idea of the percentage of each in the final object.

Advanced: The caster gains a vague idea of how the object works, but not how it was made.

**Arcane:** The caster learns vaguely how the object was created, but not well enough to recreate it himself.

Maintenance: No. Spell Type: Effect

#### Knowledge Level: 14

rel: 14 Action: Active

**Effect:** This spell gives the caster innate knowledge regarding a chosen subject. He gains a new value in the knowledge-related Secondary Ability he chooses, replacing his base value. He forgets the knowledge and reverts to his base value when he stops maintaining the spell. A character may cast several copies of this spell and maintain them simultaneously, but must choose a different ability each time.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	40	80	120	160		
Int. R.	6	9	11	13		
Basic: 4	10 in the	chosen knowledge-r	elated ability.	S. Maili		
Interm	ediate:	60 in the chosen kn	owledge-related	ability.		
Advanced: 80 in the chosen knowledge-related ability.						
Arcane	Arcane: 100 in the chosen knowledge-related ability.					
Mainte	nance: 5	5 / 10 / 15 / 20	and the second	- 3 7		
Spell T	ype: Effe	ect				

#### Know Weakness

### Level: 24 Action: Active

**Effect:** This spell allows the caster to see the imperfections and weaknesses of something or someone. If it is cast on a being, the caster knows his faults and weaknesses, while if it is cast on an object, the caster will learn if there is a weak point and where it is. This spell can uncover vulnerable points in creatures and objects. The target must be in the vicinity of the caster, and if the target wishes to resist the spell's effects, the target must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	60	100	140	180	
Int. R.	7	9	11	13	
Basic: N	1R 120.				
Interm	ediate:	MR 140.			
Advanc	ed: MR	160.			
Arcane: MR 180.					
Maintenance: No					
Spell T	ype: Det	ection			



#### Learn the Truth

#### Level: 34 Action: Active

**Effect:** This spell allows the wizard to magically discern when someone is lying to him. If a person tells a lie to the caster's face, that person must pass a MR check with the difficulty determined by the level of the spell. If he fails, the caster will know that he lied, although the spell does not convey exactly what the lie was.

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Level	Basic	Intermediate	Advanced	Arcane		
Zeon	80	120	160	200		
Int. R.	7	9	11	13		
Basic:	MR 80.		1 20 1 1 31 38			
Interm	ediate:	MR 100.	· 法外 · · ·			
Advand	ed: MR	120.				
Arcane	Arcane: MR 140.					
Maintenance: 10 / 15 / 20 / 20 Daily						
Spell Type: Detection						
111111111						

#### Magical Knowledge

#### Level: 44 Action: Active

**Effect:** This spell grants the caster the knowledge of how to cast a spell of his choice. The spell must be one that he does not know how to cast already, and one that is not of a higher Path Level than that allowed by the level option of the Magical Knowledge spell. Once Magical Knowledge has been cast, the wizard has a maximum of five turns to cast the new spell. After five turns or when the new spell is cast, it disappears from his mind. This spell does not allow the caster to learn or cast a spell from a Path or sub-Path that is closed to followers of this sub-Path.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	100	150	200	250	
Int. R.	8	10	12	14	
Basic: A	A spell of	up to level 20.	A		
Interm	ediate:	A spell of up to leve	1 30.	1.5	
Advand	ed: A sp	ell of up to level 40	Dep A		
Arcane	: A spell	of up to level 50.	1 And		
Maintenance: No					
Spell T	ype: Effe	ct			
			115		

#### Combat Knowledge

#### Level: 54 Action: Active

**Effect:** This spell grants the wizard the ability to sense and understand an adversary's abilities and combat tactics and to anticipate its movements. Therefore, if the target fails the MR check, the caster gets a bonus to all abilities when using them directly against the target. The target affected by this spell must be in the caster's presence.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	120	160	200	
Int. R.	7	9	11	13	
Basic: MR 140 / +20 to all opposed actions.					
Intermediate: MR 160 / +30 to all opposed actions.					
Advanced: MR 180 / +30 to all opposed actions.					
Arcane: MR 200 / +40 to all opposed actions.					

Arcane: MK 200 / +40 to all opposed a

Maintenance: 5 / 10 / 20 / 20 Spell Type: Automatic

#### Learning

#### Level: 64 Action: Active

**Effect:** This spell grants its target the ability to learn at a seemingly-impossible rate, reducing the amount of study and practice needed for him to master new knowledge. For example, if the target was trying to learn a spell and had Learning cast on him at the Basic level, the difficulty of learning the spell would be decreased by one level.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	100	150	200	250	
Int. R.	8	10	12	14	

Basic: Decreases learning difficulties by one level.Intermediate: Decreases learning difficulties by two levels.Advanced: Decreases learning difficulties by three levels.Arcane: Decreases learning difficulties by four levels.Maintenance: 10 / 20 / 30 / 40 Daily

Spell Type: Automatic

### Advice

#### Level: 74 Action: Active

**Effect:** As the name suggests, this spell gives the caster wise advice on an issue or question. The spell will not guess or use knowledge beyond the caster's; it interprets the knowledge he already has in order to give the best advice possible.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	100	140	200
Int. R.	6	9	11	13

**Basic:** The caster gets a tip on the best decision to make. The prediction is highly accurate, but certainly not perfect.

**Intermediate:** The spell shows the caster the spectrum of possible actions and potential consequences and suggests the most appropriate.

**Advanced:** The caster receives good counsel on the decisions he must make. The accuracy and usefulness of this advice is very high.

**Arcane:** The caster receives detailed advice about all possible actions and their consequences, as well as an approximate percentage of success for each.

Maintenance: 5 / 10 / 15 / 20

Spell Type: Effect

#### Give Knowledge

#### Level: 84 Action: Active

**Effect:** This spell allows the caster to transfer knowledge from one individual to another. For example, he could cause someone to lose his knowledge of archeology or occult rituals and give that knowledge to someone else for the duration of the spell. In game terms, Give Knowledge allows knowledge to be transferred whose value does not exceed that determined by the level of the spell. The caster may choose whether to transfer all relevant information, or just that on a particular subject. This spell also allows him to transfer spells up to a maximum Path Level equal to the value indicated by the spell. In this case, if the caster transfers 40 Magic Levels of Light magic from someone who has 70 Magic Levels in the Path of Light, the donor would lose the ability to cast spells from levels 2 to 40, but could continue to cast spells from levels 42 to 70. It is important to remember that this spell does not transfer the Gift, so if spells are transferred to someone without that Advantage, he cannot use them. To resist the effects of this spell. An affected person may repeat the check only once per day.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	100	150	200	250
Int. R.	8	10	12	14

**Basic:** MR 120 / Intellectual Ability up to 50 or Magic Level up to 20. Intermediate: MR 140 / Intellectual Ability up to 100 or Magic Level up to 40.

Advanced: MR 160 / Intellectual Ability up to 150 or Magic Level up to 60. Arcane: MR 180 / Intellectual Ability up to 200 or Magic Level up to 80. Maintenance: 5 / 10 / 15 / 20 *Daily* Spell Type: Spiritual

#### Life

#### Level: 94 Action: Active

**Effect:** This spell temporarily gives the character new life experiences, allowing him to augment his skills and knowledge for a few moments. For game purposes, the caster gains temporary additional levels, giving him additional Development Points, which he can spend as normal and which are lost when the spell is no longer maintained. The effects of this spell do not stack, and a wizard can only benefit from one Life spell at a time.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	400	600	800	1,000	
Int. R.	10	12	14	16	
Basic: +	+1 Level.				
Interm	ediate:	+2 Levels.	the second		
Advand	ed: +3 L	evels.	T		
Arcane: +4 Levels.					
Mainte	nance: 4	10 / 60 / 80 / 100	)		
	ype: Effe			Section 21	

# BLOOD

This sub-Path controls the substance that gives life to organic beings: blood. Closed Paths: Light, Illusion, Fire, Air, Earth.

**Limitation:** Beings without blood, such as elementals, spirits, and inorganic golems, are immune to spells from this sub-Path.

#### Slow Pulse

#### Level: 4 Action: Active

**Effect:** This spell affects its target's bloodstream, slowing it down if it is abnormally fast (as in the case of someone feeling extreme emotions such as anger or fear). The target feels relaxed and does not feel any strong emotions, whether from natural or magical causes. This feeling of calm is so strong that for the next minute the target suffers a –10 penalty to all physical actions. To resist the effects of this spell, the target must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	60	100	150
Int. R.	5	8	10	13
Basic:	MR 80.		N	
Interm	ediate:	MR 100.	3 3	
Advand	ced: MR	120.	· Asterio	
Arcane	e: MR 160	).	一大开	
Mainte	nance: 1	No	The total	A A A A A A A A A A A A A A A A A A A
Spell T	ype: Spir	ritual		10000
			A CALL	

#### Clot

#### Level: 14 Action: Active

**Effect:** This spell magically heals wounds, preventing blood loss and closing cuts. A person can only be affected by this spell once per day.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	40	80	120	160
Int. R.	6	8	10	13

Basic: Automatically stops any bleeding.

Intermediate: Heals 20% of any Life Points lost from cuts or bleeding. Advanced: Heals 40% of any Life Points lost from cuts or bleeding. Arcane: Heals 60% of any Life Points lost from cuts or bleeding. Maintenance: No Spell Type: Effect

#### **Cold Blood**

#### Level: 24 Action: Active

**Effect:** This spell changes the targets' blood to accommodate external conditions. Thus, targets are not affected by adverse weather and can survive icy wastelands or burning deserts with equal ease. The spell may affect as many targets as the caster wishes, provided that the sum of their Presences is no greater than that allowed by the level of the spell

greater	unan unat	allowed by the level	or the spen.	
Level	Basic	Intermediate	Advanced	Arcane
Zeon	50	90	120	150
Int. R.	6	9	12	15
<b>Basic:</b>	Maximum	Presence 60.		
Interm	nediate: I	Maximum Presence	100.	
Advan	ced: Maxi	imum Presence 180.		
Arcane	e: Maximu	Im Presence 300.		
Mainte	enance: 5	5 / 20 / 25 / 30 Da	aily	
Spell T	Type: Effe	ct		- + (S. () (S))
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			a second and a second and	

### Blood Creation

### Level: 34 Action: Active

**Effect:** This spell creates an object or weapon from the wizard's own blood, crystallized into an extremely hard magical material. Unfortunately, this requires the caster to sacrifice some of his blood, losing Life Points in the process that recover at the rate of a Sacrifice (i.e., 10 LP per day).

Level	Basic	Intermediate	Advanced	Arcane
Zeon	80	120	160	200
Int. R.	6	9	12	15
Basic: -	-10 Life P	oints / Quality +0 ,	/ Object up to 5	lbs.
Interm	ediate: -	-20 Life Points / Q	uality +5 / Obje	ct up to 15 lbs.
Advand	ed: -40	Life Points / Qualit	y +10 / Object	up to 50 lbs.
Arcane	: -60 Life	e Points / Quality +	15 / Object up 1	to 80 lbs.
Mainte	nance: 1	0 / 40 / 50 / 60		
C. II T				

Spell Type: Effect

### Transfusion

#### Level: 44 Action: Active

**Effect:** This spell separates some of the vital energy from the caster's blood and transfers it to an ally, effectively transferring some of the caster's Life Points. The amount of Life Points the caster sacrifices is multiplied by an amount determined by the level of the spell. For example, if a wizard casts Transfusion at the Intermediate level and sacrifices 10 Life Points, his chosen ally will recover 50 Life Points. This spell does not regenerate severed limbs or other permanent losses, but it does reduce penalties caused by Criticals by an amount equal to the Life Points the caster sacrificed. The Life Points the caster gives up recover at the rate of a Sacrifice (i.e., 10 LP per day).

Level	Basic	Intermediate	Advanced	Arcane
Zeon	40	60	80	100
nt. R.	6	8	10	12
Basic: 2	x the Life	e Points sacrificed.		

**Intermediate:** 5× the Life Points sacrificed. **Advanced:** 10× the Life Points sacrificed. **Arcane:** 20× the Life Points sacrificed.

Maintenance: No

Spell Type: Effect

#### Exsanguinate

#### Level: 54 Action: Active

**Effect:** This spell causes any wounds the target sustains to bleed horribly, greatly increasing the damage he suffers from attacks. While this spell is active, whenever the target is struck by an attack that deals Impact, Cut, or Thrust damage, he suffers additional damage as determined by the level of the spell. Exsanguinate will not amplify damage caused by the Heat, Cold, Electricity, or Energy Attack Types. To avoid this spell's effects, the target must pass a MR check against the spell when it is first cast on him. Whenever the target suffers damage that has been amplified by the spell, he may repeat the MR check to end the spell's effects after the damage has been suffered.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	100	150	200	250	
Int. R.	6	9	12	15	
Basic:	MR 120 /	Increases damage t	taken by 50%.		
Interm	ediate:	MR 140 / Doubles	damage taken.		
Advand	ced: MR	160 / Triples damag	ge taken.		
Arcane	Arcane: MR 180 / Quadruples damage taken.				
Maintenance: 10 / 15 / 20 / 25					
Spell T	ype: Spir	ritual			
		A state of the second sec	1 All Internet		

# Vampirism

#### Level: 64 Action: Active

**Effect:** This spell causes a chosen weapon to drink some of the blood of anyone it injures, channeling their life force into its wielder to restore his lost Life Points. If it is used to attack a creature with Damage Resistance, the amount of Life Points drained is divided by 10.





Level	Basic	Intermediate	Advanced	Arcane	
Zeon	150	200	250	300	
Int. R.	8	10	12	15	
<b>Basic:</b> Drains 10% of the points of damage dealt.					
Intermediate: Drains 20% of the points of damage dealt.					
Advanced: Drains 30% of the points of damage dealt.					
Arcane: Drains 40% of the points of damage dealt.					

Maintenance: 10 / 10 / 15 / 15 Spell Type: Effect

#### **Tears of Blood**

Level: 74 Action: Active

**Effect:** This horrific incantation causes the blood in the target's heart to expand and burst the heart from within. The target must pass a PhR or MR check; if he fails by more than 40 points, he dies automatically, and if he fails by less than 40, he suffers damage as described in each level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	280	320	360	400	
Int. R.	10	13	15	17	
Basic:	PhR or M	IR 140 / 50 Base Da	mage.		
Intermediate: PhR or MR 180 / 100 Base Damage.					
Advanced: PhR or MR 220 / 150 Base Damage.					
Arcane: PhR or MR 260 / 200 Base Damage.					
Maintenance: No					
Spell T	Spell Type: Spiritual				

#### **Flowing Blood**

#### Level: 84 Action: Passive

**Effect:** This spell makes the blood in the wizard's allies' bodies pump faster, greatly increasing their abilities. However, the pressure the targets' hearts are under causes internal damage and may kill them if the spell continues for too long.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	200	240	300	340	
Int. R.	10	12	15	17	
<b>Basic:</b> +10 to All Actions / -5 Life Points per turn.					
Interm	ediate: -	20 to All Actions /	/ -15 Life Points	ber turn.	
Advanc	ed: +40	to All Actions / -3	0 Life Points per	turn.	
Arcane: +60 to All Actions / -50 Life Points per turn.					
Maintenance: 40 / 50/ 60 / 70					
Spell T	ype: Effe	ct		- q .	

#### World of Blood

Level: 94 Action: Active

**Effect:** This spell gives the caster complete control over all blood within the spell's range. His mastery is such that he can do anything from crippling living creatures to forming objects from blood that has already been shed. Any individual within range must pass a PhR or MR check to avoid being controlled by the wizard like a marionette for one turn and suffering damage equal to twice the degree of failure. Once a target passes the check, he cannot be controlled or damaged in this manner for the rest of the duration of the spell. The caster can affect one target per turn in this manner, either the same target again or a different target as he chooses. Affecting a target in this manner is an Active Action. If the caster wants to use blood as a means of attack or defense (by creating blades, thorns, or shields, for example), he can do so at will using his Magic Projection. Both the damage of his attacks and the strength of his shields are determined by the level of the spell, but he can only use this part of the ability if there is enough blood around him to do so.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	280	320	360	400
Int. R.	10	13	15	17
Bacic I	DhD or M	P 120 / 60 Damage	0 / 500 Life Paints	

Basic: PhR or MR 120 / 60 Damage / 500 Life Points. Intermediate: PhR or MR 140 / 90 Damage / 1,200 Life Points. Advanced: PhR or MR 160 / 120 Damage / 2,400 Life Points. Arcane: PhR or MR 180 / 150 Damage / 3,600 Life Points. Maintenance: No Spell Type: Spiritual

# DREAMS

Dreams is the sub-Path of magic that controls the fantastical worlds within the minds of the sleeping as reflected in the Wake.

Closed Paths: Creation, Destruction, Water, Earth, Fire.

#### Sense Dreams

### Level: 4 Action: Active

**Effect:** This spell allows the caster to locate the dream energies of everyone sleeping around him. In addition, he can tell by the energies they give off whether they are having peaceful dreams or terrible nightmares. To resist this spell, sleepers must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	40	60	80	100	
Int. R.	5	8	10	12	
Basic:	MR 120 /	150 foot radius.			
Interm	ediate: N	MR 160 / 500 foot	radius.		
Advand	ed: MR 2	200 / 650 foot rad	ius.		
Arcane	: MR 240	/ 1,500 foot radiu	JS.		
Maintenance: No					
Spell T	ype: Dete	ection	3		
			the states		

#### **Undisturbed Sleep**

#### Level: 14 Action: Active

**Effect:** This spell protects a person from being affected by spells or effects of any kind related to dreaming, giving a bonus to any MR or PsR checks against such spells. Similarly, this spell prevents the target from being teleported involuntarily to the Wake, giving the same bonus to Resistances if someone tries to force him there

Level	Basic	Intermediate	Advanced	Arcane			
Zeon	60	80	100	120			
Int. R.	5	8	10	12	8		
Basic: -	+40 to M	R or PsR.					
Interm	ediate:	+60 to MR or PsR.					
Advand	ed: +80	to MR or PsR.					
Arcane	Arcane: +100 to MR or PsR.						
Maintenance: 5 / 5 / 5 / 10 Daily							
Spell T	ype: Effe	ect					

#### **Dream Spy**

#### Level: 24 Action: Active

**Effect:** This spell detects the current happenings in the dreams of a sleeper, whether they are peaceful or nightmarish. It is not possible to manipulate them in any way, but they can be seen in detail. A person can resist this spell by passing a MR check with a difficulty determined by the level of the spell, but if he fails, he may only check once each subsequent day and only if he is aware of the spell or suspects that he may be affected by such a spell.

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Level	Basic	Intermediate	Advanced	Arcane
Zeon	60	80	100	120
Int. R.	6	8	10	12
Basic:	MR 140.			
Interm	ediate:	MR 160.		

Advanced: MR 180.

Arcane: MR 200 / The caster may project a material image of the target's dream in front of himself, so anyone close to him can also see into the dream. Maintenance: 10 / 10 / 10 / 15 Daily Spell Type: Spiritual

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# Disturbing Dreams

# Level: 34 Action: Active

**Effect:** This spell allows the wizard to alter any dreams (whether peaceful ones or nightmares) within the radius of the spell in any way he wishes. This spell only works if the caster is outside of the dream; it cannot be used in the dream itself or in the Wake.

This spell only affects people who are sleeping at the time, and it ends the moment they wake up.

Basic	Intermediate	Advanced	Arcane		
80	100	120	140		
7	9	11	13		
1R 100 /	150 foot radius.				
ediate:	MR 120 / 500 foot	t radius.			
ed: MR	140 / 800 foot rad	dius.			
Arcane: MR 160 / 1,500 foot radius.					
Maintenance: 10 / 10 / 10 / 15					
Spell Type: Spiritual					
	80 7 1R 100 / ediate: ed: MR : MR 160 nance: 1	7 9 1R 100 / 150 foot radius. ediate: MR 120 / 500 foo ed: MR 140 / 800 foot radi the MR 160 / 1,500 foot radi mance: 10 / 10 / 10 / 15	80         100         120           7         9         11           1R 100 / 150 foot radius.         .         .           ediate: MR 120 / 500 foot radius.         .         .           ediate: MR 140 / 800 foot radius.         .         .           : MR 160 / 1,500 foot radius.         .         .           mance: 10 / 10 / 10 / 15         .         .		

#### Night Walker

#### Level: 44 Action: Active

**Effect:** This spell allows the wizard or a person chosen by him to bring his dream self into the real world. Thus, while his body sleeps, he can move freely around the world as a dream form. While someone is in this dream form, he is invisible to the naked eye (except to those capable of seeing spirits) and makes no noise. He is also completely intangible and cannot touch anything material. The maximum distance that the person can move from his physical body is determined by the level of the spell. If the dream form or physical body sustains any damage, the spell is broken.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	100	120	140	160
Int. R.	10	12	14	16
Basic: 1	1 mile ma	ximum distance.		

**Intermediate:** 2 miles maximum distance / The affected person may become visible at will and speak with anyone he chooses.

**Advanced:** 3 miles maximum distance / As Intermediate level, but the character can alter his dream appearance at will, acquiring any shape he can dream of.

**Arcane:** Any distance / As Advanced level, but he can enter the dream world of any sleeping person if that person fails a MR check against difficulty 150.

Maintenance: 30 / 30 / 40 / 40 Daily Spell Type: Effect

#### **Eternal Dream**

#### Level: 54 Action: Active

**Effect:** This terrible spell traps its victim in a dream from which he cannot wake until the wizard allows him to, no matter what happens to his body. To resist the effects of the spell, the victim must pass an MR check with a difficulty determined by the level of the spell. Anyone who fails the initial MR check can attempt one MR check per day to break the spell, but suffers a -40 penalty to this check.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	140	180	240		
Int. R.	7	9	11	13		
Basic: N	1R 80.		11 A. C. S. S.	法部分 完		
Interm	ediate:	MR 100.	1. 12	19 - F. T		
Advanc	ed: MR	120.		bour inte		
Arcane	Arcane: MR 140.					
Maintenance: 10 / 20 / 20 / 25 Daily						
Spell T	ype: Spir	itual				
	1.	A DESCRIPTION OF A DESC				

#### Tear Membrane

Level: 64 Action: Active Effect: This spell creates a vortex in reality, establishing a portal to the Wake (or back from it).

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	200	240	280	320	
Int. R.	10	12	14	16	

**Basic:** The portal only goes one direction and only allows the wizard to pass through.

**Intermediate:** Any number of beings may pass through the portal, but only in one direction.



**Advanced:** As Intermediate level, but the portal can be used in both directions. **Arcane:** As Advanced level, but the caster can determine who can freely cross the portal or decide if anyone who crosses will need to have some special quality or object to do so.

Maintenance: 40 / 50 / 60 / 70 Daily Spell Type: Effect

# Banish to the Wake

#### Level: 74 Action: Active

**Effect:** This spell allows the wizard to boot the target from the real world to a random place in the Wake. The caster can choose whether he sends the whole target or only his mind (i.e., the target's body will sleep while his mind goes to the Wake). If the target was already asleep, he cannot feel the dimensional jump, and if he was awake, his body falls into a deep sleep. The spell can also affect creatures native to the Wake, which it destroys completely. To resist this spell, the target must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	120	140	160		
Int. R.	10	12	14	16		
Basic:	MR 100.					
Interm	ediate:	MR 120.				
Advand	ced: MR	140.				
Arcane	e: MR 160	).				
Maintenance: No.						
Spell Type: Spiritual						
-01						

# Between Dreams and Reality

#### Level: 84 Action: Active

**Effect:** This spell allows the caster to alter the boundary between the real world and the Wake, temporarily fusing both planes of existence into one. Spirits from the Wake can freely enter the area affected by the spell and leave it back to the Wake. They cannot, however, leave the area of effect to travel in the real world. Creatures that have special powers in the Wake continue to be able to use them in the area affected.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	400	500	700	900	
Int. R.	13	15	17	19	
Basic: 3	800 foot r	radius.			
Interm	ediate:	1,500 foot radius.			
Advand	ed: 1 mi	le radius.		1. 1.	
Arcane	: 3 mile r	adius.		ASC .	
Maintenance: 80 / 100 / 140 / 180 Daily					
Spell T	ype: Effe	ct			

### Make Dreams Real

#### Level: 94 Action: Active

**Effect:** This spell does literally what its name implies: it allows the wizard to bring into the real world any being or object that is in a sleeper's dreams. For example, it could bring a shield, a warrior, or a horse that the dreamer rode into reality. In doing so, the object actually materializes and gains "substance." In the case of a living being, the creature is apparently real, but cannot have powers greater than those allowed to a creature with Gnosis 25 or have a class level above that allowed by the level of the spell. In the case of an object, its maximum Presence is determined by the level of the spell. It is important to note that this spell does not allow the caster to see what is actually inside another's dreams, so it will be necessary to use some other means to "see" exactly what he wants to make real.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	300	600	900	1,200
Int. R.	12	14	16	18

Basic: Maximum Presence 80 / Level 3. Intermediate: Maximum Presence 120 / Level 6. Advanced: Maximum Presence 160 / Level 9. Arcane: Maximum Presence 200 / Level 12. Maintenance: 50 / 60 / 65 / 75 Daily Spell Type: Effect

# TIME

For many occultists, the principle behind this sub-Path is the greatest of all, even above the major Paths themselves. Those who use it are often called Chronomancers, or time mages, and their power is to use magic to control the flow of time as if it were any other element.

Closed Paths: Necromancy, Air, Water, Fire, Earth, Essence, Illusion.

### Temporal Knowledge

#### Level: 4 Action: Active

**Effect:** This spell allows the character to supernaturally perceive the passing of time.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	50	70	90
Int. R.	5	7	10	12

**Basic:** Allows the caster to supernaturally perceive the time and date at the moment of casting according to a calendar known to the caster.

**Intermediate:** As Basic level, but the caster perceives the time with absolute accuracy down to seconds and milliseconds. It also allows him to feel if there is some kind of supernatural disturbance in the flow of time close to him.

**Advanced:** As Intermediate level, but the character can set an alarm at the moment of casting and automatically feel when the chosen moment has arrived. For example, he might set an alarm to notify himself when a period of four hours, 12 minutes, and seven seconds has passed since the spell was cast.

**Arcane:** As Advanced level, but the caster can calculate the period of time an event will take to finish, for example how long it would take for a person walking at constant speed to cross a beach or for a melody to finish.

# Maintenance: No

Spell Type: Effect

#### **Temporal Acceleration**

#### Level: 14 Action: Active

**Effect:** This spell accelerates the wizard within the flow of time. While he sees the world in slow motion, to everyone else he is a blur of motion. In game terms, the caster or a chosen individual receives various bonuses as determined by the level of the spell.

Level	Basic	Intermediate	Advance	d Arcane	
Zeon	100	140	180	240	
Int. R.	7	10	12	15	
Desia	10 4- 41	Antinum / Mayreen	ne Value 11	1 120 to Initiation	

Basic: +10 to All Actions / Movement Value +1 / +20 to Initiative. Intermediate: +15 to All Actions / Movement Value +2 / +30 to Initiative. Advanced: +20 to All Actions / Movement Value +2 / +40 to Initiative. Arcane: +25 to All Actions / Movement Value +3 / +50 to Initiative. Maintenance: 10 / 15 / 20 / 25 Spell Type: Effect



### **Slow Time**

#### Level: 24 Action: Active

**Effect:** This spell affects an area within which every individual chosen by the caster is pulled into a temporarily slow flow of time. Consequently, those affected move much more slowly and suffer penalties according to the level of the spell. The area affected by Slow Time remains stationary at the point where it is cast. Those affected must pass a MR check to overcome the spell's effects, but someone who has failed the check may not repeat the check unless he leaves the spell's area and then re-enters it.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	100	150	200	250
Int. R.	7	10	12	15
Basic: M	IR 100 /	30 foot radius / M	ovement Value -2	/-40 to Initiative.

**Intermediate:** MR 120 / 80 foot radius / -10 to All Actions / Movement Value -4 / -60 to Initiative.

Advanced: MR 140 / 150 foot radius / -20 to All Actions / Movement Value -6 / -80 to Initiative.

Arcane: MR 160 / 300 foot radius / -30 to All Actions / Movement Value -8 / -100 to Initiative.

Maintenance: 10 / 15 / 20 / 25 Spell Type: Effect

# Stall Time

#### Level: 34 Action: Active

**Effect:** This spell creates a supernatural bubble that is "watertight" to the flow of time; until the spell ceases to function, the state of everything inside cannot change. For game purposes, this spell "memorizes" the state and condition of everything in a range determined by the level of the spell at the moment it is cast, preventing any damage that anyone might deal or receive thereafter from having any effect on the body or mind of anyone struck. For example, while this spell is maintained, a wounded character will remain at the same amount of Life Points even if he later suffers further damage and even if that damage would be enough to kill him. Similarly, the negative effects of damage or exertion, such as pain or fatigue, do not take effect at the time.

Unfortunately, Stall Time can only delay the effects of what has actually happened, not allow them to be avoided completely, so any injury that a person or object suffered during the stagnant period of time immediately appears as soon as the spell ends. That means that if someone should have died from damage taken within a Stall Time zone and subsequently received a lot of healing, the healing does not take effect when the spell ends; the person died long ago. The caster can choose freely what is affected by the spell and what can be freely damaged or destroyed. However, this spell never affects the caster; he is the glue that binds the past and present. The area affected by Stall Time is stationary in the location it was cast.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	150	200	280	380		
Int. R.	8	11	13	15		
Basic:	15 foot ra	dius.				
Interm	ediate:	30 foot radius.				
Advand	ced: 80 f	oot radius.				
Arcane: 150 foot radius.						
Maintenance: 15 / 20 / 30 / 40						
	vpe: Aut					

#### Stop Time

Level: 44 Action: Active

**Effect:** This spell makes time stand still inside a given space. Beginning with the turn after the spell is cast, every individual or thing in the area of effect is frozen in time if it fails an MR check. Persons or things frozen in time are completely impervious; nothing can interact with them, touch them, or damage them, and they cannot interact with anything else in any way. Creatures with Gnosis 40 or more can ignore this effect and interact freely with frozen things. Anyone affected by this spell can only repeat the MR check once a day. The area affected by Stop Time remains at the location it was cast, and the caster cannot choose specific targets; everyone is affected equally except for the caster.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	200	300	400	500	
Int. R.	9	12	14	16	
Basic: N	1R 120 /	30 foot radius.			
Interm	ediate:	MR 140 / 80 foot r	adius.		
Advanc	ed: MR	160 / 150 foot radi	us.		
Arcane	: MR 180	) / 300 foot radius.			
Mainte	nance: 4	10 / 60 / 80 / 100	Daily		
Spell Type: Automatic					

### Rewind

#### Level: 54 Action: Active

**Effect:** This spell affects the essence of a person, moving his "life" backwards in time. Naturally, the person concerned does not travel to the past himself; his essence merely reverts to the way it was at an earlier point in time. Thus, an elder could become a young man, or an adult could become a mere child (or even a baby). Unfortunately, the spell also removes the character's memories, so he loses that part of his life, forgetting his memories or losing (or gaining) capabilities that changed in the lost years. Naturally, this essence reversion can also change the affected person's level. This spell cannot restore severed limbs, end effects, or undo damage caused by beings with Gnosis 40 or higher. To resist the spell's effects, the target must pass a MR check with a difficulty determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	250	350	450	600
Int. R.	10	13	15	17
Basic: N	1R 120 /	Go back up to one	e day.	Marrenal 1

Intermediate: MR 140 / Go back up to one month.

Advanced: MR 160 / Go back up to one year.

Arcane: MR 180 / Go back up to one decade.

Maintenance: No

Spell Type: Spiritual

#### **Undo Time**

Level: 64 Action: Active

**Effect:** This spell makes the flow of time run backward, rewinding any event that has occurred within a period determined by the level of the spell. Thus, the caster can repeat a few turns or even restore life to someone who died in that period of time. Only the caster, beings with Natura +15 or greater, or divine creatures will remain aware of what happened in the rewound period; for the rest, those moments never passed. This spell cannot undo actions in which a being with Gnosis 40 or more was directly involved, unless the caster has an even higher Gnosis, nor return to life a soul that has been destroyed or desecrated.

It is important to point out that time in general does not flow backwards, but rather the spell separates out a small part of the space-time continuum and makes it rewind briefly. This way, the short temporal distortion is less harmful to the flow of time.

Both the affected area and the period of time that can be rewound are determined by the level of the spell. No Resistance check is possible.

determined by the level of the spent for the location possible						
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	200	350	500	800		
Int. R.	11	14	16	18		

Basic: 150 foot radius / 15 seconds (five turns).
Intermediate: 150 foot radius / 30 seconds (10 turns).
Advanced: 800 foot radius / One minute.
Arcane: 1 mile radius / One hour.
Maintenance: No
Spell Type: Effect

### **Time Jump**

#### Level: 74 Action: Active

**Effect:** This spell sends a person or object forward in time. For game purposes, the target disappears in an instant and reappears in the same place sometime later. While the target does not perceive any period of time passing and only sees his environment shift suddenly, those around him at the moment of casting see him disappear completely. The caster may choose how much time ahead the target jumps, within the limits defined by the level of the spell. However, there is an additional limit to its effects. There are certain moments in history, marking important events, which are spiritually impossible to avoid. Therefore, if the Time Jump passes through one of them, the spell ends ahead of schedule and the target returns to reality at that moment. The target can resist the spell by passing a MR check with a difficulty determined by the level of the spell.

		/ /		The second second second second second			
Level	Basic	Intermediate	Advanced	Arcane			
Zeon	250	350	450	600			
Int. R.	11	14	16	18			
Basic: N	Basic: MR 120 / Up to 10 minutes.						
Interm	ediate:	MR 160 / Up to on	ie day.				
Advanced: MR 200 / Up to one month.							
Arcane	: MR 240	) / Up to one year.					
Maintenance: No							
Spell T	ype: Spir	ritual					
1.1							

#### **Temporal Loop**

#### Level: 84 Action: Active

**Effect:** This spell creates a loop in a period of time, where events are constantly repeated over and over again. While the spell is maintained, when the end of the period determined by the caster is reached, the period of time starts over and its events begin again. Except for individuals designated by the caster or with Gnosis higher than 35 (or those with Natura +15 or greater), nobody will be aware that history is repeating itself.

This spell has a defined area of effect, yet this does not mean that the progress of time has stopped outside the area. When the spell ends, only the last repetition of time is considered to have actually taken place. Creatures with Gnosis of 40 or more are always aware of the place and position of all temporal loops in existence at any time.

If desired, the caster may set a specific event as the end of the spell so that if matters turn out a certain way, the spell ends immediately.

The maintenance of this spell is calculated in a special way. Contrary to the general rules, the caster must pay the cost of maintenance at the end of each of the designated periods. That is, if the time loop lasts 10 minutes, the caster must spend the maintenance cost every 10 minutes. Unfortunately, by tying his essence to a static moment in history, the caster of Temporal Loop cannot recover Zeon in any way while the spell remains active.

Resistance Checks are not possible against a Temporal Loop.

**Special Limitation:** Contrary to the general rules for Free Access spells and sub-Paths, Temporal Loop is considered a High Magic spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	400	600	900	1,400
Int. R.	11	14	16	18

Basic: 800 foot radius / Up to one day.
Intermediate: 1,500 foot radius / Up to one week.
Advanced: 1 mile radius / Up to one month.
Arcane: 3 mile radius / Up to one year.
Maintenance: 40 / 60 / 90 / 140 (Special)

Spell Type: Effect

#### **Overlap Time**

#### Level: 94 Action: Active

**Effect:** This spell allows the caster to create a linkage between present and past, making both join for a moment. In doing so, all that happened at a certain time in the past is reflected in the present, as if it had always been there.

In actuality, the past does not change at all; the present is modified to incorporate the previous timeline. Both the people and the things that existed at that time and place reappear today. There is no limit to the number of items that can be brought into the affected area; there may be whole armies or eons-old cities that suddenly arrive. These beings and objects are not truly copies, but at the same time, they are not completely real; they are objects outside their natural timeline, and their existence is jarring to reality. In the case of overlapping two identical things in the exact same place (as with durable construction and geography), reality becomes whichever has more Presence, or if both Presences are very similar, they mix and give a result somewhere between the two. If one person was in the same place both times, the result is always unstable; the two might be merged into one, exist as separate entities, or even be both completely destroyed.

However, this spell has its limits. First, it cannot "bring" from the past anyone or anything that was uncreated or whose soul was destroyed (in the latter case, the body would appear, but it would be an empty shell). Moreover, if a unique object of Power Level 5 is brought from the past while it still exists in the present day, the manifestation of the object is incomplete, possessing qualities very inferior to those of the present version.

**Special Limitation:** Contrary to the general rules for Free Access spells and sub-Paths, Overlap Time is considered a Divine Magic spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	500	800	1,250	2,500
Int. R.	12	15	17	19
Basic: 1	5 foot ra	dius / Up to one ye	ear in the past.	
	11 4	00 6 4 19 711		

Intermediate: 80 foot radius / Up to 10 years in the past. Advanced: 1,500 foot radius / Up to 100 years in the past. Arcane: 1 mile radius / Up to 1,000 years in the past. Maintenance: No Spell Type: Effect

# TIME MAGIC IN GAÏA

Unlike other Paths of magic, all time-related spells in Gaïa are severely restricted and controlled by the Powers in the Shadow. Therefore, any spell that might possibly cause real alterations in history or disruptions to the space-time continuum will be overridden by systems of Imperium and have no effect.



# UMBRA

Umbra are dark emotions, primal and powerful ever since times when man lacked a conscience or destiny. This sub-Path contains those concepts and one focus: the magic of primal horrors that are beyond one's darkest nightmares. **Closed Paths:** Light, Essence, Water, Creation, Destruction.

# Eyes of the Other Side

Level: 4 Action: Active

**Effect:** This spell allows the wizard to see people's deepest fears as well as their disorders and madnesses. While this spell is active, anyone capable of seeing spirits notices that the character's eyes have turned completely black, as if an inner darkness has devoured them. To avoid this spell's effects, an individual must pass a MR or PsR check against a difficulty level determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	30	60	90	120
Int. R.		8	11	14
	10 0 1			

**Basic:** MR or PsR 120 / The character can sense if a person is afraid or not. **Intermediate:** MR or PsR 140 / The character can perceive not only whether a person is or is not scared at the moment, but also the cause and where it comes from.

Advanced: MR or PsR 160 / The character can perceive people's general fears and problems, even when they do not look scared.

**Arcane:** MR or PsR 180 / The character perceives both disorders and imagined fears, and sees visual representations of those fears walk beside their hosts. **Maintenance:** 5 / 5 / 10**Spell Type:** Detection

# Shadow of Fear

Level: 14 Action: Active

**Effect:** This spell affects an area, making it dark and gloomy to others. It is important to note that different people can perceive the same area in a different way, depending on what they consider lugubrious, but all will find it depressing.

			100	0		
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	40	70	100	130		
Int. R.	6	9	12	15		
Basic: 150 foot radius.						
Interm	ediate:	800 foot radius.		1.31.10		
Advand	ced: 1,50	0 foot radius.		a. Matter		
Arcane: 1 mile radius.						
Maintenance: No						
Spell T	ype: Effe	ect				

# Whispers from the Other Side

#### Level: 24 Action: Active

**Effect:** This spell fills an area with whispering voices that cause primal terror in the hearts of men. Anyone within range of the spell who hears the voices for more than five turns must pass a MR or PsR check at a difficulty determined by the level of the spell or suffer Fear.

Level	Basic	Intermediate	Advanced	Arcan
Zeon	60	100	160	200
Int. R.	6	9	12	15
Basic:	MR or Psl	R 80 / 30 foot radi	us.	
Interm	ediate:	MR or PsR 100 / 8	0 foot radius.	
Advand	ed: MR	or PsR 120 / 150 fc	oot radius.	
Arcane	: MR or	PsR 140 / 300 foot	radius.	in the second
Mainte	nance: 5	5 / 5 / 10 / 10		
Spell T	ype: Aut	omatic		



#### Trail of Madness

#### Level: 34 Action: Active

**Effect:** The wizard fills his target's mind with insane ideas and concepts, upsetting his perception of the world and making him go temporarily mad. The target of this spell must pass a MR or PsR check against a difficulty determined by the level of the spell or suffer a temporary insanity such as psychosis, schizophrenia, or paranoia and lose the ability to control his own actions. An affected person may only repeat his Resistance check once per day.

anecteu	anected person may only repeat his resistance check once per day.						
Level	Basic	Intermediate	Advanced	Arcane			
Zeon	80	100	120	140			
Int. R.	7	10	13	15			
Basic: N	MR or Psf	R 120.					
Interm	ediate:	MR or PsR 140.					
Advand	ed: MR	or PsR 160.					
Arcane	: MR or I	PsR 180.					
Maintenance: 5 / 10 / 15 / 20							
Spell T	ype: Spir	itual		All martine P			

#### **Dream Stalker**

#### Level: 44 Action: Active

**Effect:** This spell allows the wizard to convert his victim's dreams into a prison where his soul is trapped in an endless nightmare. The target is immersed in an eternal sleep in which he is constantly beset by unspeakable monsters and other creatures that chase and try to kill him. This spell must be cast on an individual who is dreaming, and if he fails his MR or PsR check, he cannot wake up until the spell is ended. The target is only entitled to a new check each time he considers himself to have bested the nightmares in the hellish world he has been cast into.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	140	180	240		
Int. R.	7	10	13	15		
Basic:	MR or Psl	R 120.	A THE STARL	1. Lat		
Interm	ediate:	MR or PsR 160.	Dipp / k			
Advand	ed: MR	or PsR 200.	1 MAA			
Arcane	: MR or	PsR 240.	Carle tory	APP - Contraction		
Maintenance: 10 / 15 / 20 / 25 Daily						
Spell T	ype: Spir	itual	1 1 2 2	Ref Total Alle		

### Heighten Madness

#### Level: 54 Action: Active

**Effect:** This spell exacerbates the fears and follies of everyone within its area of effect. Everyone in the area who does not pass a MR or PsR check becomes terrified of whatever frightens him the most and becomes temporarily insane, suffering from profound dementia. The check may only be repeated once per day or when a target's Resistances increase.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	120	180	240	300
Int. R.	6	9	12	15
Basic: N	MR or PsF	R 120 / 150 foot ra	dius.	
Interm	ediate:	MR or PsR 140 / 3	00 foot radius.	
Advand	ed: MR	or PsR 160 / 800 f	oot radius.	
Arcane	: MR or I	PsR 180 / 1,500 fo	ot radius.	
Mainte	nance: 1	5 / 20 / 25 / 30	Daily	
	ype: Spir			
	1.100.2			

#### Terror

Level: 64 Action: Active

**Effect:** This spell temporarily causes the Terror state in everyone around the caster. The wizard may decide the cause of the terror for those affected.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	140	200	240	
Int. R.	8	10	12	15	
Basic:	MR or PsF	R 120 / 30 foot rad	lius.		
Interm	ediate:	MR or PsR 140 / 1	50 foot radius.		
Advand	ed: MR	or PsR 180 / 300 f	oot radius.		
Arcane	: MR or I	PsR 200 / 800 foo	t radius.		
Maintenance: 10 / 15 / 20 / 25					
Spell Type: Spiritual					

# Lord of Fools

#### Level: 74 Action: Active

**Effect:** This spell grants the caster the ability to control any person suffering from dementia, altering his perceptions of reality at will. Those affected must be within the spell's area of effect and suffering from severe dementia. Those who have only a temporary insanity can apply a +40 to Resistance checks against this spell. Those affected may only repeat the check once per day or when they increase their Resistances.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	200	300	400	500		
Int. R.	10	12	14	16		
Basic: N	Basic: MR or PsR 140 / 300 foot radius.					
Interm	ediate:	MR or PsR 160 / 8	00 foot radius.	· 法国的名称书		
Advanced: MR or PsR 180 / 1 mile radius.						
Arcane: MR or PsR 200 / 3 mile radius.						
Maintenance: No						
Spell Type: Automatic						

### Incarnation of Fear

#### Level: 84 Action: Active

**Effect:** This spell creates a pure embodiment of a person's fear, a Being Between Worlds born from the deepest terrors of the target's subconscious. The creature is real in all respects, but only the target and individuals who fear the same thing as the target are able to see it or interact with it (similarly, the creature can only see or touch those who fear it). When casting this spell, the caster must choose a person in his presence to be the target. The target is automatically affected (without the need to make an attack roll) and must pass a MR or PsR check at a difficulty determined by the level of the spell. If the target fails the check, a being with the likeness of the target's fears instantly takes shape. The being's behavior depends on the nature of the target's fears. It will always be inimical to him, but will not necessarily simply attack him. The creature can have any powers or class level, provided the powers do not require higher than Gnosis 30 and the class level does not exceed the limits imposed by the level of the spell.

the level	or the sp	cii.				
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	150	250	500	700		
Int. R.	10	12	15	18		
Basic:	Basic: MR or PsR 140 / Level 4.					
Interm	ediate:	MR or PsR 160 / L	evel 8.	Louis Minter 1		
Advanced: MB or PsB 180 / Level 12						

Advanced: MR or PsR 180 / Level 12. Arcane: MR or PsR 200 / Level 15. Maintenance: 15 / 25 / 50 / 70 Spell Type: Automatic

#### Fear Made Flesh

#### Level: 94 Action: Active

**Effect:** This spell causes the character to become a source of absolute terror. He causes fear in all types of creatures, even those that are normally immune to psychological effects. Anyone in his presence automatically suffers from Fear, without any possible Resistance, and must also pass a MR or PsR check or suffer Terror.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	250	350	450	600	
Int. R.	11	13	15	17	
Basic:	MR or Psl	R 120.			
Interm	ediate:	MR or PsR 140.			
Advanced: MR or PsR 200.					
Arcane: MR or PsR 240.					
Mainte	nance: N	No			
			Contract of the second second second		

Spell Type: Automatic

# VOID

Void is the sub-Path that controls the energies of nothingness, the strange power that comes from the absolute lack of all physical and spiritual things. **Closed Paths:** Light, Creation, Earth, Fire, Illusion, Essence.

#### **Shadow Void**

#### Level: 4 Action: Active

**Effect:** This spell brings into being a fragment of the void, a mere shadow of nothingness that partially absorbs light, reduces the amount of oxygen in the area, and takes away vital energy from its surroundings. Anyone in the area affected by this spell must pass a MR check or lose a point of Fatigue if they are living beings or two Intensities if they are an elemental.

Level	0	Intermediate	Advanced	Arcane	
Zeon	30	60	90	120	
Int. R.	5	8	11	14	
Basic:	MR 80 /	15 foot radius.			
Interm	ediate:	MR 100 / 30 foot r	adius.		
Advand	ed: MR	120 / 50 foot radiu	s.		
Arcane	: MR 150	/ 100 foot radius.	Carlin Chilling		
Maintenance: No					
Spell Type: Spiritual					
			· Actions		

#### Void Wave

#### Level: 14 Action: Active

**Effect:** This spell releases a small wave of void capable of disintegrating any supernatural protection. It causes no damage to enemies, but has devastating effects when directed against a supernatural shield. A Void Wave is invisible to the naked eye, except to those able to see magic.

the named eye, except to those able to see magici					
Level	Basic	Intermediate	Advanced	Arcane	
Zeon	30	60	90	120	
Int. R.	6	9	12	15	
Basic:	120 Base	Damage against shie	elds.		
Interm	ediate:	250 Base Damage a	gainst shields.		
Advand	ced: 400	Base Damage again	st shields.		
Arcane	e: 600 Ba	se Damage against s	shields.		
Maintenance: No					
Spell Type: Attack					

#### **Void Shield**

#### Level: 24 Action: Passive

**Effect:** This spell creates a barrier that absorbs particles and converts all attacks received into nothingness. Besides having Life Points like a normal supernatural shield, the barrier automatically cancels any supernatural power that strikes it if the attacker cannot pass a Willpower or Power check with a difficulty determined by the level of the spell. That is, if an opponent launches an Attack or Spiritual spell against a wizard who is protected behind an Intermediate level Void Shield and the wizard makes a successful defense, the attacker must pass a Willpower or Power 16 check or his attack is canceled without causing any damage to the shield. Similarly, any inanimate physical object stopped by the shield must pass a PhR check or be destroyed immediately.

Level	Basic	Intermediate	Advanced	Arcane
Zeon	50	90	120	150
Int. R.	6	9	12	15
Basic: PhR 100 / 200 Life Points / Difficulty 14.				
Interm	ediate:	PhR 120 / 300 Life	Points / Difficult	y 16.
Advand	ed: PhR	140 / 400 Life Poi	nts / Difficulty 18	3.
Arcane	: PhR 16	0 / 500 Life Points	/ Difficulty 20.	
Maintenance: 5 / 20 / 25 / 30				
Spell Type: Defense				

#### Reality Vortex

#### Level: 34 Action: Active

**Effect:** This ability creates an area full of millions of microscopic voids around the caster. Any individual who is in it for more than a turn must pass a MR check each turn or suffer damage equal to half the degree of failure, lose Ki points equal to half the degree of failure, and lose Zeon points equal to the degree of failure. This spell does not discriminate between people within the vortex, and affects everyone, including the caster. The effect is stationary once cast.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	80	120	180	240	
Int. R.	7	10	13	15	
Basic:	MR 100 /	/ 15 foot radius.			
Interm	ediate:	MR 120 / 30 foot r	adius.		
Advanced: MR 140 / 60 foot radius.					
Arcane: MR 160 / 130 foot radius.					
Maintenance: 5 / 10 / 15 / 20					
Spell T	ype: Aut	omatic			

### Black Blade of Doom

#### Level: 44 Action: Active

**Effect:** This spell summons the void in its purest form, shaping a crackling blade of power in the caster's hands. This weapon can be wielded to make attacks with the Cut Attack Type using the caster's Magic Projection or Attack Ability and completely ignores all Armor Types. The wizard can keep the blade active to make further attacks in later turns, but each turn he wishes to do so, he must pass a Willpower check against a difficulty of 12 or lose control of the sword. Every time he passes, the difficulty of the next check increases by 1. If he fails, the sword turns against him, attacking with his best Attack Ability +50, and then disappears.

		and the second se				
Level	Basic	Intermediate	Advanced	Arcane		
Zeon	100	150	200	250		
Int. R.	6	9	12	15		
Basic: 8	30 Base D	amage				
Interm	ediate:	120 Base Damage.				
Advanc	ed: 160	Base Damage.		The strength		
Arcane	: 200 Bas	se Damage.		1.191		
Mainte	Maintenance: 5 / 10 / 10 / 15					
	ype: Atta					
			Lucal Alert			

#### Void Aura

#### Level: 54 Action: Active

**Effect:** This spell covers the caster with an aura of void that protects him from the effects of supernatural attacks, providing Armor Type against Energy and devouring any spell or Psychic Power with a level below that indicated. Unfortunately, this spell does not discriminate between friendly and enemy powers, and devours all without distinction. The aura is invisible, but the wizard and his immediate surroundings seem tenuously attached to reality.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	120	180	240	350	
Int. R.	6	9	12	15	

Basic: Armor Type 4 / Zeonic Value 60 / Psychic Potential 80.
Intermediate: Armor Type 6 / Zeonic Value 90 / Psychic Potential 120.
Advanced: Armor Type 8 / Zeonic Value 120 / Psychic Potential 140.
Arcane: Armor Type 10 / Zeonic Value 160 / Psychic Potential 180.
Maintenance: 15 / 20 / 25 / 35 Daily
Spell Type: Effect

# Black Spots

#### Level: 64 Action: Active

**Effect:** This spell creates a vortex around the wizard filled with vortices of nothingness that move up and down chaotically. Anyone within that area must pass an Athletics, Acrobatics, or Defense check against a difficulty set by the spell level or collide with a black spot. If this occurs, the character must pass a MR or PhR check with a difficulty determined by the spell level or suffer damage equal to half the degree of failure, lose Ki points equal to half the degree of failure, and lose Zeon points equal to the degree of failure. It is impossible to designate targets for this spell; everyone in the area is affected, including the caster. Once cast, the area of effect moves with the caster; he is always at the center of it.

Level **Basic** Intermediate Advanced Arcane 150 Zeon 250 350 500 Int. R. 8 10 12 15 Basic: MR or PhR 120 / Difficulty 120 / 30 foot radius. Intermediate: MR or PhR 140 / Difficulty 140 / 60 foot radius.

Advanced: MR or PhR 160 / Difficulty 180 / 150 foot radius. Arcane: MR or PhR 180 / Difficulty 240 / 300 foot radius. Maintenance: 15 / 25 / 35 / 50 Spell Type: Automatic

#### **Protection from Void**

#### Level: 74 Action: Active

**Effect:** This spell covers the caster in supernatural energy that repels void effects. Any spell or power related to the void has no effect on him and cannot damage him.

Level		Intermediate	Advanced	Arcane	
Zeon	140	200	280	400	
Int. R.	10	12	14	16	
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**Basic:** Protects against spells from of this sub-Path.

**Intermediate:** As Basic level, but the character is also immune to effects and attacks from void-based creatures, such as Etrien Gnosos.

**Advanced:** The character is immune to any effects related to the void, but not the primal void.

Arcane: As Advanced level, but the character can survive even in the primal void.

**Maintenance:** 15 / 20 / 30 / 40 **Spell Type:** Attack

#### Implosion

#### Level: 84 Action: Active

**Effect:** This terrifying spell creates a point of nothingness on the inside of something that attracts all its interior mass, causing it to implode and disappear completely. Since this spell absorbs flesh, bones, and organs, it not only causes damage but also inflicts an automatic Critical with a bonus determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane	
Zeon	250	500	750	1,000	
Int. R.	14	16	18	20	
Basic: 200 Base Damage / +20 to Critical level.					
Interm	ediate:	400 Base Damage	/ +40 to Critical I	level.	
Advanced: 500 Base Damage / +60 to Critical level.					
Arcane: 800 Base Damage / +100 to Critical level.					
Maintenance: No					
Spell Type: Attack					

#### Door to Nowhere

#### Level: 94 Action: Passive

**Effect:** This spell opens a portal into absolute nothingness, the primal void that will one day devour the universe. Anyone who walks through the door will automatically cease to exist without any possible Resistance check. Only beings with Gnosis 35 or more, objects of equivalent Presence, or individuals who are somehow protected against the void can survive there, but even they will slowly lose points from their Power Characteristic at a rate of 1 per day, which recuperate at the same rate once the individuals are out of the void. Naturally, someone within the portal is virtually immune to any kind of attack, since attacks will dissipate into the void. The dimensions of the portal are determined by the level of the spell.

Level	Basic	Intermediate	Advanced	Arcane		
Zeon	300	500	800	1,200		
Int. R.	11	13	15	18		
Basic:	3 foot rad	lius.	S.702435.194			
Interm	ediate:	8 foot radius.				
Advan	ced: 25 fo	oot radius.				
Arcane	e: 75 foot	radius.				
Maintenance: 30 / 50 / 80 / 120						
Spell T	Spell Type: Effect					



# Chapter 5 INVOCATIONS

Fear everything that you think you control.

-Dladimir-

The Arcana are not the only Invocations that characters can access. Other creatures of great power are also able to grant their powers to those who summon them. These are usually called Great Beasts or Aeons. Although their abilities are very different, all follow the same rules as the Arcana. This chapter describes some of these creatures and the different kinds of powers that they can grant to characters. Each entry contains the following information:

• **Pact:** The pact is not the only possible interaction for any Invocation of the same being. It's just the one most commonly requested by the entity. These pacts are provided as a guide to the Game Master.

• **Difficulty:** The value a character must surpass with his Summon Ability to use the Invocation.

• **Cost:** The Zeon points that the Invocation costs.

• Attack Ability: If this is an offensive Invocation, this is the Attack Ability it uses to attack. A "+" symbol after the amount means that the result of the invoker's Summoning check can raise the Attack Ability of the Invocation.

•Defense Ability: Like the Attack Ability, only this is used to defend the invoker.

• Effect: This describes the effect the Invocation produces.

• **Duration:** How long the Invocation or its effects stay active. All Invocations only last for the turn in which they manifest themselves – unless expressly specified otherwise.

• Usual Appearance: Like pacts, the Invocation's appearance isn't fixed. This is the most common form it takes on before mortals.

# MINOR POWERS

This section contains the majority of the Great Beasts and some of the Aeons with less spiritual strength – those which are considered by occultists to be "lesser powers."

# Hermod, the Messenger of the Gods

Hermod is a minor Great Beast who was used in ancient times as a messenger. He is said to be able to deliver any letter or item to anywhere.

**Pact:** Hermod chooses an individual who wishes to deliver a message to a person who is on another continent. He then tells the invoker where to pick up the message, where to deliver it, and the time limit for delivery. If the invoker fails to deliver the message or is delayed past the time limit, Hermod will not appear to him again.

#### Difficulty: 150 Attack Ability: N/A Action: Active

# **Cost:** 200 **Defense Ability:** N/A

**Effect:** When invoked, Hermod can carry any message or inorganic object to another part of the world instantly. He can "deliver" a maximum of 60 points of Presence to the person or place designated by the invoker, regardless of the distance that separates them. The amount of Presence deliverable may be increased by 5 points for each 10 points by which the invoker exceeds the Invocation's difficulty.

**Duration:** The amount of time it takes to deliver the message or package, typically less than one turn.

**Usual Appearance:** Hermod appears as a majestic horse with six legs and saddlebags filled with papyrus and messages. He manifests in front of the invoker to listen to the message or take the object to be delivered, storing it in his saddlebags regardless of its size. The message or package will immediately be delivered in an unusual way (for example, a person will find the package when turning a corner).

# Enamon

Enamon is a Great Beast who is usually associated with music. Not much is known about her, except that she has links to the Aeons who embody the Muses.

**Pact:** Enamon requires that at least a thousand people praise the invoker for his musical or poetic skills.

#### Difficulty: 220 Attack Ability: N/A Action: Active

**Cost:** 500 **Defense Ability:** N/A

**Effect:** The caster plays a song that captivates those who hear it and compels them to obey his orders. Everyone who listens to the song for at least one full turn and who is less than 1,500 feet from the character must pass a MR or PsR check against difficulty 100 or fall into a strange fascinated state. Affected people try to perform any actions described in the song, but they do so as if asleep and unaware of what is happening around them. The effect lasts as long as the subjects continue listening to the song, but if the song commands them to perform actions that would directly threaten their lives or that would be inimical to their natures, they can repeat the Resistance check with a +20 bonus to their roll. The difficulty of the Resistance check increases by 5 points for each 10 points by which the invoker exceeds the Invocation's difficulty. **Duration:** 1 turn for every 10 points by which the invoker exceeds the Invocation's difficulty.

**Usual Appearance:** Enamon usually appears as a metallic structure similar to an organ, full of metal pipes that dig into the ground. A moment afterward, her body becomes covered with runes and she begins to emit a delightful song that makes listeners giddy.

# Naaga, the Mother of Poisons

Also called the goddess of snakes or of a thousand poisons, Naaga is a violent Great Beast who loves both receiving compliments from mortals and watching them writhe in pain. She is quite amorous and throughout history has taken a fancy to a multitude of beings, although none of these liaisons have ever ended happily.

**Pact:** Naaga gives a drop of blood to the caster, a potent supernatural poison of Level 80 that never has the same effects twice. The character must drink it and survive, although for Naaga's amusement, he must also do so without any external help or supernatural powers.

Difficulty: 140 Attack Ability: 160+ Action: Active Cost: 200 Defense Ability: N/A

**Effect:** Naaga performs a physical attack using her Attack Ability. This attack uses the Thrust Attack Type and has a Base Damage of 50. If the target is damaged, the invoker may create a supernatural poison of Level 40 following the normal rules and automatically afflict the target with it. For every 20 points by which the invoker exceeds the Invocation's difficulty, the venom's potency is increased by 5 levels and Naaga's Attack Ability is increased by +5 (up to a maximum Attack Ability of 350). **Duration:** Instantaneous.

**Usual Appearance:** Naaga appears as a huge snake with a female torso, naked but for dozens of golden chains. She points at her target with one of her fingers, and suddenly one of her nails stretches and lashes out with blinding speed, impaling and poisoning the target.



# Huginn and Muninn, the Ravens of Eyes

Although some believe that they are different entities, the Ravens of Eyes are one creature divided into two parts. Although each has an independent consciousness and distinct personality, one cannot exist without the other, and they always work together to offer their services to those who satisfy their craving for delicacies.

Pact: To sign a pact, Huginn and Muninn demand that the invoker give them either one of his eyes or a thousand fresh human eyes as a sacrifice. **Usual Appearance:** They appear as spectral crows of different sizes. Each has only one eye, red as blood - Huginn the left and Muninn the right.

Difficulty of Initial Invocation: 180

Initial Cost: 200

# TRUE SEEING

Difficulty: 140 Attack Ability: N/A

**Cost:** 120 Defense Ability: N/A

#### Action: Active

Effect: Through Huginn, the invoker is able to see spirits, invisible creatures (of all kinds), psychic matrices, and magic.

Duration: 1 hour for every 10 points by which the invoker exceeds the required difficulty.

Description: Huginn perches on the shoulder of the invoker that corresponds to Huginn's missing eye. Only beings able to see spirits can detect him.

#### EYE OF THE WORLD Difficulty: 200

Attack Ability: N/A Action: Active

**Cost:** 240 Defense Ability: N/A

Effect: The invoker gains Extrasensorial Vision from Muninn and can observe any event occurring within 1,500 feet as if he had Notice and Search 240.

Duration: 1 hour for every 10 points by which the invoker exceeds the required difficulty.

Description: Both crows perch on the character's shoulders.

# Idea, "Muse" of Madness

This Aeon has caused major disasters for several civilizations in history by causing madness and depravity in their citizens. Many believe she is a reflection of the 17th Messenger, the First Chaos.

Pact: To make a pact with Idea, the invoker must lead a large group of people into utter madness.

Difficulty: 240 Attack Ability: 220

**Cost:** 400 Defense Ability: N/A

#### Action: Active

Effect: Idea makes an energy attack against a target within 800 feet. This attack is considered a Spiritual spell, and if it hits, the target must pass a MR or PsR 120 check. If he fails by less than 20, he suffers from a minor psychosis and gains either the Terror or Rage status. If he fails by an amount from 20 to 60, he is affected by a temporary insanity that can cause schizophrenia, mania, or paranoid delusions that will not fade until the next new moon. If he fails by more than 60, he loses contact with reality for the rest of his days. The difficulty of the Resistance check is increased by 5 points for each 10 points by which the invoker exceeds the Invocation's difficulty.

**Duration:** Instantaneous.

Usual Appearance: Idea appears in the form of dozens of Punchinello masks, spewing spectral chains from their mouths to bind the target.

# Galgaliel, Angel of Gifts

The Angel of Gifts is an Aeon of great power who represents an aspect of justice and honor. She will always protect those who are faithful and help them exterminate evil.

Pact: The invoker must promise that he will always do good. If at any time he breaks this pact, Galgaliel will not serve him again.

Difficulty: 260 **Cost:** 400 Attack Ability: N/A **Defense Ability:** N/A

Action: Active

Effect: Galgaliel creates a Quality +10 weapon of elemental light that deals double damage against evil or wicked creatures.

Duration: 1 hour for every 10 points by which the invoker exceeds the required difficulty.

Usual Appearance: Galgaliel appears as a humanoid body made of pure light that cannot be looked at directly who gives the invoker a beautiful white weapon.

# Líx Tetrax

The walker of the winds, this lesser Great Beast is cheerful, free, and always eager to share her freedom.

Pact: The character must free someone of Lix's choice from unjust captivity.

Difficulty: 180	<b>Cost:</b> 200
Attack Ability: N/A	Defense Ability: N/A
Action: Passive	

Effect: Lix Tetrax grants the caster wings, allowing him to move through the air with Natural Flight Value 12.

Duration: 1 turn for each point by which the invoker exceeds the required difficulty.

Usual Appearance: Lix Tetrax appears as a winged Sylvain woman of great beauty. She appears to the invoker and merges with him, causing two beautiful wings to burst from his back.

# Garuda, Wings of Fire

Garuda, King of the Birds, Devourer of Dragons, has been an Aeon associated with the Devah culture since the beginning of time. He is thought to have been born from the widespread belief that there must be something capable of destroying dragons. He is a violent entity with a nearly unlimited hunger, but he will always protect those who pay homage to him or beg his help to destroy a dragon.

Pact: Garuda will ask the invoker to slay a dragon and sacrifice its heart to him.

Difficulty: 220 Attack Ability: N/A Cost: 350 Defense Ability: N/A

Action: Active Effect: Garuda creates a layer of fire that protects the caster or those he chooses from harm. This is not a shield as such, but a dome made of solid flames that must be destroyed before the caster can be attacked (although similarly, the invoker must destroy it or cancel it in order to get out or attack something on the outside). He may choose the radius of the dome, up to a maximum of 30 feet; anyone inside it, whether friend or foe, is also protected by it. The dome has 2,000 Life Points, is a stationary object, and has Armor Type 8. It has no vulnerable points, is immune to attacks that cannot damage energy, and heat or electricity, whether natural or supernatural, cannot harm it. For every 10 points by which the invoker exceeds the required difficulty,

the shield gains 200 extra Life Points. Duration: 1 turn for each point by which the invoker exceeds the required difficulty.

Usual Appearance: Garuda appears as a bird-man with blue skin and huge wings of fire. He spreads his wings and creates a dome around the invoker with them.



# Raksasha

This cruel Aeon is the incarnation of torture. He is a master of inflicting pain and suffering and enjoys bringing hell to mortals.

**Pact:** There are two versions of this pact: the invoker must either endure being tortured by Raksasha, or give the person he loves the most to Raksasha to torture in his place. Either way, the person tortured must pass a PhR 160 check or suffer a penalty to All Actions equal to the degree of failure thanks to the pain, which recovers at a rate of 1 point per day. If he fails the Resistance check by more than 80 points, the pain is such that he dies from the torture. Beings that are immune to pain cannot make this pact.

Difficulty: 220 Attack Ability: 180 Action: Active

### **Cost:** 400 **Defense Ability:** N/A

**Effect:** Raksasha makes a Spiritual attack against the target. If the attack succeeds, the target is teleported to Raksasha's torture chamber, where he starts to spin the wheel of suffering and pain. The victim must pass a PhR 120 check or suffer a penalty to All Actions equal to the degree of failure from the pain. For every 10 points by which the caster surpasses the difficulty of the Invocation, the wheel spins one more time. Each spin requires a new PhR check at +5 difficulty. If the target fails any of the checks by more than 80 points, he dies from the pain. Beings that are immune to pain cannot be targeted by Raksasha.

# Duration: Instantaneous.

**Usual Appearance:** A metal coffin pops open on both sides of the target and closes, engulfing him. At that moment, the victim appears in a large torture chamber, where Raksasha tortures him. The torture may seem to last hours for the victim, but it takes barely a moment in the real world.



# **INTERMEDIATE POWERS**

Most Aeons and some very powerful Great Beasts are listed in this section; their power is similar to that of demigods or other entities with great spiritual power.

# Idun, Lady of Eternal Youth

Commonly and wrongfully associated with death, Idun is linked to life and the experiences that people have between their birth and death.

**Pact:** If he is human, the invoker must sacrifice 10 years of his life to Idun (and if he belongs to another race, the equivalent amount of his lifespan). If he cannot sacrifice a meaningful part of his lifespan to Idun (for example, if he is immortal), the pact cannot be made. If the invoker agrees to the pact, he ages immediately.

Usual Appearance: Idun takes the form of a beautiful woman in flowing priestess's robes who manifests accompanied by a huge tree full of apples. Difficulty of Initial Invocation: 280 Initial Cost: 500

#### REJUVENATE Difficulty: 240

Attack Ability: 200 Action: Active Cost: 400 Defense Ability: N/A

**Effect:** The Invocation makes an attack of the Energy Attack Type using the given Attack Ability. This is considered a Spiritual spell, and if it affects the target, he must pass a MR 120 check or grow younger by a number of years equal to the degree of failure. These effects fade at a rate of one year per hour. Rejuvenate cannot lower the age of the target under one year. The difficulty of the MR check increases by 5 points for each 10 points by which the invoker exceeds the required difficulty.

**Duration:** Instantaneous

**Description:** Idun kisses an apple and throws it at the target. If it hits, it explodes into a mass of light that absorbs the target's age.

#### Age

Difficulty: 280 Attack Ability: 240 Action: Active Cost: 500 Defense Ability: N/A

**Effect:** The Invocation makes an attack of the Energy Attack Type using the given Attack Ability. This is considered a Spiritual spell, and if it affects the target, he must pass a MR 140 check or grow older by a number of years equal to the degree of failure. These effects fade at a rate of one

year per hour. This aging will not directly cause death, but it can leave the subject terribly crippled or simply incompetent and old. The difficulty of the MR check increases by 5 points for each 10 points by which the invoker exceeds the required difficulty.

#### Duration: Instantaneous.

**Description:** Idun bites an apple and throws it at the target. If it hits, it explodes into a mass of darkness that ages the target.

# Ethelthryth, Lady of Names

This mysterious entity wanders from place to place gathering into her book the real names of all things. Many D'anjayni cultures consider her to be a kind of bogeyman, an Aeon that threatens to "steal" children's names. On the other hand, the Devah revere her as a being who possesses almost absolute knowledge.

**Pact:** Ethelthryth requires the invoker to find out the real names of an object, person, and place that have been lost to time to seal the pact. **Usual Appearance:** She has many forms, including an elderly woman or a cloud of fog full of words floating in the air, but the most common one is that of a huge flying book surrounded by floating pages.

Difficulty of Initial Invocation: 280

Initial Cost: 400

### IN Nomine Difficulty: 240 Attack Ability: 300 Action: Active

**Cost:** 350 **Defense Ability:** N/A

**Effect:** The caster can find out the true name of something he can see. This Invocation requires a Spiritual attack. If he obtains a result that would deal damage, the target must pass a MR 120 check or the invoker learns his true name. The difficulty of the MR check increases by 10 points for each 10 points by which the invoker exceeds the required difficulty, or instead the caster may choose an additional target for each extra 10 points.

#### **Duration:** Instantaneous.

**Description:** Ethelthryth's book opens, firing beams of light at the targets. If they hit, the light moves, writing the names of the targets on an empty page.

#### COMMAND

Difficulty: 320 Attack Ability: N/A Action: Active **Cost:** 450 **Defense Ability:** N/A

**Effect:** If the invoker knows a person's real name, he can give a verbal order that must be obeyed. This effect is considered an Automatic spell provided that the target hears the order and can understand it. If those requirements are met, the target must pass a MR 140 check or be required to obey the command (although if the order is completely inimical to the target's nature, he can add a +40 bonus to his MR roll). The difficulty of the MR check increases by +5 points for each 10 points by which the invoker exceeds the required difficulty. The order cannot force the target to die or compel him to obey for more than an hour. **Duration:** Instantaneous.

**Description:** The book of Ethelthryth appears in front of the invoker and she dictates the order aloud to the page that contains the target's name.



# Eir, the First Valkyrie

Eir is the paragon of the Valkyries, a creature who faces death head on and fights for fallen warriors.

**Pact:** Eir requires the invoker to save five people from certain death. **Usual Appearance:** Eir appears as a woman dressed in armor and white feathers who carries a spear in one hand and a sword in the other. She lacks her right eye, which is covered by a patch, because its socket is filled with a spiritual vortex that swallows nearby souls.

Difficulty of Initial Invocation: 280

Initial Cost: 400

# Eye of Death

Difficulty: 200 Attack Ability: N/A Action: Active Cost: 240 Defense Ability: N/A

**Effect:** Eir sets the invoker's Medicine Secondary Ability to 240. This allows him to diagnose injuries, heal wounds, and even perform medical operations like an expert. If a person is affected by a mystical condition, the invoker is considered to possess Occult 240 when figuring out how to treat the disease.

**Duration:** 1 hour for every 10 points by which the invoker exceeds the required difficulty.

**Description:** A brand appears around the invoker's right eye, a bright rune that allows him to see and understand the injuries and diseases of his patients.

# Einjear

Difficulty: 380 Attack Ability: N/A Action: Active Cost: 800 Defense Ability: N/A

**Effect:** Eir has the ability to return the souls of the dead to their bodies so they can continue to fight. The spirits must be close to the invoker (within 300 feet of him), retain their desire to fight, and still be waiting for the Call. If these conditions are met, the dead rise to help the invoker, although they are not under his command and will not fight against a former ally or do things they would have never done in life. If their bodies are still close and their souls still intact, they will rise with all their Life Points intact (although they will retain the same levels of Zeon, Ki, and Psychic Points that they had at the moment of death). If their bodies no longer exist, they will rise as immaterial spirits, immune to attacks not able to damage energy, but without any Zeon, Ki, or Psychic Points. The dead will remain in the material world for one hour for every 10 points that the invoker exceeded the required difficulty or until they are destroyed again.

**Duration:** 1 hour for every 10 points by which the invoker exceeds the required difficulty.

**Description:** Eir's spear falls from the sky, creating a supernatural fog that causes the fallen to rise again.

# Veles, the Power of Magic

It is believed that Veles, the Great Beast of Magic, came into existence when the magical powers released during the War of Darkness combined and gained consciousness. Although a single being, he has several personalities (one for each Path of magic) and usually reaches conclusions by a vote among all of them.

**Pact:** The invoker must have the Gift for Veles to even answer his call, and Veles will demand the gift of his next child as a token of his devotion to magic. If this is not possible (for example, because the invoker is unable or unwilling to have children), the Great Beast may instead ask for something else that is incredibly important to the invoker.

**Usual Appearance:** Veles appears as a physical representation of the Tree of Magic. When invoked, he merges with the character, forming two magical wings.

#### Difficulty: 240 Attack Ability: N/A Action: Passive

Cost: 350 Defense Ability: N/A

Effect: All spells cast by the invoker take effect at one level higher than that determined by his accumulated Zeon. Duration: 5 turns for every 10 points by which the invoker exceeds the required difficulty.

# Thanathos

Thanathos is the Aeon embodying death and the mortal fear of the end of existence. Some people consider him to be part of the Arcana as Death reversed, while others claim that he is independent, serving the three goddesses who control man's destiny as a messenger and executioner.

Pact: Oddly, the invoker who first summons Thanathos cannot benefit from making a pact with him. He must designate who will benefit from the pact in his place and then sacrifice his own life to the Aeon.

Usual Appearance: Thanathos appears as a huge shadow filled with dark eyes and floating scythes that is sometimes surrounded by six wings of bone dripping with blood. When invoked, he blends with the invoker's shadow and makes the invoker's eyes and shadow resemble his own.

Difficulty: 240 Attack Ability: N/A **Cost:** 400 Defense Ability: N/A

#### Action: Passive

Effect: Thanatos grants a +50 bonus to the Base Damage of all the invoker's attacks, whether physical, magical, or part of another Invocation. Similarly, all his attacks that hit produce an automatic Critical and apply a +50 bonus to calculating the Critical effect

(against a creature with Damage Resistance, its entire body is treated as a vulnerable point instead).

Duration: 1 minute for every 10 points by which the invoker exceeds the difficulty required.

# Charon, Puppeteer of Souls

Charon is a Great Beast who, like Forseti, serves the concept of the balance of life. He is dedicated to finding those souls that were lost while waiting for the Call and returning them to the Flow of Souls if they wish. Ironically, his obsession with "balance" means that he demands payment for his services as he tries to do nothing that might disrupt the status quo.

Pact: Charon requires three types of ancient coins from lost civilizations, or an equivalently rare and valuable payment.

**Usual Appearance:** Charon appears as a skinny old man with a profuse beard and wears tattered clothes and a hood.

Difficulty: 340 Attack Ability: 340 Action: Active

**Cost:** 700 Defense Ability: N/A

Effect: Charon makes an attack using the Energy Attack Type against two living targets. This attack is considered a Spiritual spell, and if it affects both individuals, it exchanges their souls. To avoid these effects, both may make a MR 140 check. If either passes the Resistance check, the power has no effect. If for any reason the body of one of them dies, the soul that was inside does not return to its original body and the transfer becomes permanent for the survivor. For each 10 points by which the caster surpasses the difficulty, the Resistance check increases in difficulty by +5 up to MR 200.

Duration: 1 hour for each point by which the caster exceeds the required difficulty.

# Pandora, the Divine Punishment

Thanathos

Pandora is the Aeon born from the concept of divine punishment, and she has been the cause of many catastrophes that were thought to be caused by deities. Some argue that she possesses the key that will trigger the destruction of the world, and others claim that if this happens, she will be the key to its salvation.

Pact: The invoker must unleash a terrible calamity which will inflict torment and suffering on a large number of people. Then he must stop it before it's too late.

Usual Appearance: A strange metal cube, similar to a puzzle for children but much more macabre, manifests and circles around the invoker's head. Moments later it opens, firing beams of light at everything within range. **Cost:** 500

Difficulty: 280 Attack Ability: 260 Action: Active

**Defense Ability: N/A** 

Effect: Pandora makes an attack against everyone within a 60 foot radius around the invoker; he cannot choose specific targets. For game purposes, this is a Spiritual spell that affects everyone within range, including the invoker. All targets struck must pass a MR 120 check or suffer a state as determined by Table II. However, if the invoker is struck, is affected, and does not like the result, he can make a second roll on Table II, but must keep the second result. For each 10 points by which the caster surpasses the difficulty, the Resistance check increases in difficulty by +5 up to MR 260 and the spell affects a 30-foot wider radius.

Duration: 1 turn for each point by which the caster exceeds the required difficulty.

# TABLE 11: PANDORA

Roll	Effect
1–5	Heal 200 Life Points
6–10	Fascination
11 – 15	+20 to All Actions
16–20	Pain
21–25	Damage
26-30	Rage
31–35	+40 to All Resistances
36–40	Blindness
41–45	Deafness
46-50	Euphoria
51-55	Mute
56-60	Unconscious
61–65	Coma
66–70	Ecstasy
71–75	Hallucinations
76-80	Weakness
81-85	Total Paralysis
86-90	Fear
91–95	Terror
96–99	+50 to All Actions
100	Death

# Kagutsuchí, Fírelord

Kagutsuchi, the Great Beast of Flames, is a creature tied to the Kami of Varja who in the past fought against the Dark Aeon Orochi together with Amaterasu. According to legend, his fire could purify and destroy everything for miles around.

**Pact:** Kagutsuchi requires the invoker to throw himself headlong into a large fire and crawl completely across it. If he manages to survive the burns, the pact is sealed.

**Usual Appearance:** He usually appears as an immense fire bird, whose feathers are said to give birth to phoenixes.

Difficulty of Initial Invocation: 220

Hi no Kodomo

Difficulty: 200 Attack Ability: 220 Action: Active **Cost:** 350 **Defense Ability:** N/A

Initial Cost: 450

**Effect:** Kagutsuchi makes an attack of the Energy Attack Type using his Attack Ability. The attack is considered a Spiritual spell, and if the combat result indicates the target suffers damage, that person catches on fire. He must then pass a PhR 140 check or suffer damage equal to the degree of failure. Hi no Kodomo only makes one attack per Invocation, but the Resistance check in subsequent turns to avoid damage for being on fire is automatic.

**Duration:** A character hit by the attack remains on fire for 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** Kagutsuchi does not physically appear to make this attack. Instead, runes of fire appear on the floor under the target's feet, and suddenly a huge pillar of fire bursts forth which continues to blaze until the target is consumed or the duration expires.

# Hi no Tsubasa

Difficulty: 360 Attack Ability: 340 Action: Active Cost: 650 Defense Ability: N/A

**Effect:** Kagutsuchi makes an attack with his Attack Ability in a line 150 feet wide and 300 feet long, plus 60 additional feet in length for every 10 points by which the invoker overcomes the required difficulty. The attack has a Base Damage of 200 points and is a fire attack, but the flames only burn those the invoker desires; he can choose people within the area to be unaffected. **Duration:** Instantaneous.

**Description:** The sky bursts into flames, and Kagutsuchi appears in the middle of a whirlwind of fire. He dives with outstretched wings, burning everything in his path and leaving behind only ashes and burnt soil.

# **GREAT POWERS**

This section refers to the most spiritually powerful beings on Gaïa, whose strength is nearly comparable to that of the gods.

# Forseti, Master of the Balance

Some believe that Forseti, Master of the Balance, is a different facet of the Arcana The Justice, but his markedly dispassionate personality belies that claim.

**Pact:** The invoker must restore balance to three places or specific situations where Forseti has requested his intervention.

**Usual Appearance:** Forseti has two forms: a young man wearing judge's robes or a big, empty courtroom with a huge scale in the place where a judge should sit.

Difficulty of Initial Invocation: 320

Initial Cost: 600

# Equilibirum

Difficulty: 280 Attack Ability: N/A Action: Passive Cost: 500 Defense Ability: N/A

**Effect:** Forseti must be invoked at the moment when an enemy deals damage to the invoker. The attacker must pass a MR 140 check or the damage is negated against the invoker and transferred to the attacker. There is no limit to the amount of damage that can be negated, but only 250 points can be transferred to the attacker. For every 10 points by which the invoker exceeds the required difficulty, the difficulty of the MR check increases by 5 points up to a maximum of 240.

Duration: Instantaneous.

**Description:** Forseti appears in the form of a scale at the moment the invoker suffers damage and declares the attacker guilty, making all the wounds the attacker just caused disappear from his target and appear in his own body.

# Equilibrium of the World

**Difficulty:** 340 **Attack Ability:** N/A

Action: Active

**Cost:** 700 **Defense Ability:** N/A

**Effect:** While this Invocation is active, Forseti transfers damage suffered by the invoker to the attacker. Any individual who deals damage to the invoker must immediately pass a MR 120 check or the damage is negated and transferred to the attacker. This check must be made after each successful attack, and although there is no limit to the amount of damage that can be negated, only 250 points of damage can be transferred per attack. For every 10 points by which the invoker exceeds the required difficulty, the difficulty of the MR check increases by 5 points up to a maximum of 240.

**Duration:** 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** Forseti manifests for the duration of the power as an immense courtroom surrounding the invoker and his opponents.

# Druaga

Little is known of Druaga, a mysterious entity who confers her gifts only to those who pay the most bizarre prices. She is relatively young for her immense level of power, only a few thousand years old, which is unusual among the Aeons. The only theory about her origins is that she represents a "living" supernatural system that the Devah developed to control the Aeons and Great Beasts as living weapons.

**Pact:** The pacts that Druaga asks for are completely unpredictable and chaotic. The invoker might have to gather 999 lotus flowers by hand or defeat 100 worthy opponents in combat and bathe in their blood.

Usual Appearance: Druaga appears as a colossal Devah woman dressed in Baho robes. She has eight arms and carries a different weapon in each. Difficulty of Initial Invocation: 320 Initial Cost: 550

### DESTROYER OF DEMONS

Difficulty: 280 Attack Ability: 240 Action: Active **Cost:** 400 **Defense Ability:** N/A

**Effect:** Druaga makes a ranged attack against an opponent located within 800 feet. The attack deals Base Damage 60 and attacks using the Thrust Attack Type. If the target is a Being Between Worlds with Gnosis 25 or greater, the Base Damage doubles to 120. For every 10 points by which the invoker exceeds the required difficulty, Druaga makes an additional attack, up to a maximum of 20 total attacks. Each one can be directed torwards the same target (up to a maximum of five attacks) or a different one.

#### **Duration:** Instantaneous.

**Description:** Druaga appears behind the invoker with her eyes closed and then fires a series of energy bursts from her central eye.



### Kali

Difficulty: 340 Attack Ability: 320+ Action: Active **Cost:** 700 **Defense Ability:** N/A

**Effect:** Druaga makes 10 consecutive attacks against a single opponent. These attacks have a Base Damage of 100, attack using the Cut Attack Type, and reduce the defender's Armor Type by 4 against them, and because they tear at the soul, any damage they deal heals at the speed of a Sacrifice. Druaga's Attack Ability increases by +5 for every 10 points by which the invoker overcomes the required difficulty, up to a maximum of 400. If the target dies and Druaga has attacks remaining, she will make them against the invoker.

#### **Duration:** Instantaneous.

**Description:** Druaga appears before the invoker's enemy with her eyes open and bloodshot. She opens her arms and weapons manifest in them, which she strikes the enemy with from all angles.

# The Trinity of Beasts

Among the Great Beasts, there are three that are considered by occultists to be superior beings and the most powerful Invocations, capable of dwarfing even the most important Aeons. Their names are Behemoth, Leviathan, and Ziz.

# Behemoth, Lord of the Earth

This entity of immense spiritual power is the first Great Beast known. He is linked to the element of earth and is one of the largest elementals in existence, practically equal to a deity. Behemoth is considered to be "The Great Beast," the ruler of all beings that walk on the world.

**Pact:** Behemoth requires the invoker to serve him in order to prove himself worthy of invoking the Beast's name.

**Usual Appearance:** Behemoth is shaped like a colossal beast, halfway between an ox, a rock dragon, and a lion. His proportions are unmatched, and fully manifested, he is several miles from head to toe.

Difficulty of Initial Invocation: 280

EARTH COMMUNIONDifficulty: 240Cost: 350Attack Ability: N/ADefense All

Cost: 350 Defense Ability: N/A

Initial Cost: 500

**Effect:** The invoker gains Damage Barrier 200 against physical attacks and, contrary to the general rules, Damage Barrier 80 against supernatural and Energy Attacks. Also, he gets a +50 to PhR and absolute immunity against spells from the Path of Earth (except those used by creatures with 40 or more Gnosis).

**Duration:** 5 turns for every 10 points by which the invoker exceeds the required difficulty.

**Description:** The jaws of Behemoth, much smaller in size than the whole beast, appear beneath the invoker and engulf him. Moments later the jaws fade, and the invoker reappears where he was before with his body covered in brightly glowing runes.

#### EARTH LORD

Action: Active

Difficulty: 380 Attack Ability: N/A Action: Active Effect: When summon Cost: 800 Defense Ability: N/A

**Effect:** When summoned in this way, Behemoth causes a catastrophe in three stages:

- First, an earthquake occurs within a radius of two miles, with the invoker at the epicenter, which destroys everything that has a Damage Barrier of 100 or less and knocks down anyone who fails an Agility check at difficulty 12 (or an Absurd (180) Acrobatics check).

- Then, on the following turn, the ground cracks open, and everything standing on the ground within 800 feet of the epicenter must pass a difficulty 15 Agility check (or an Almost Impossible (240) Acrobatics check) or fall 300 feet into a river of lava. Naturally, those who were knocked down in the previous turn find it more difficult to keep their balance, so the Agility check difficulty for them increases to 18 (and the Acrobatics check increases to Impossible (280)). Those who fail and fall into the lava immediately enter the Burning to Ashes state (**Table 73: In Flames** in **Anima: Beyond Fantasy**) with a final value of 400 on the table.

- Finally, in the third turn, columns of flames burst forth and flying rocks land everywhere. Anyone in the magma is spit out of the depths on a pillar of flame (although this flame does not cause further damage), and everyone still in the area, including those spit out, suffers an attack with a Final Attack of Inhuman (320) that deals 200 Base Damage using the Heat Attack Type.

The invoker is immune to any harmful effects caused by the Invocation, but cannot select targets within its area of effect. For every 10 points by which he overcomes the required difficulty, he can increase the radius of the earthquake by 1,500 feet and the radius of the cracks and the erupting fire by 150 feet.

#### Duration: 3 turns.

**Description:** Behemoth appears above the invoker and hits the ground with his huge claws, causing the earthquake that starts the catastrophe.

# Leviathan, Lord of the Oceans

Leviathan, the great lord of the oceans, was the second Great Beast to appear in the world and together with Behemoth and Ziz forms the Trinity of Beasts. He is the most powerful of the water elementals in existence, almost equal to a god.

**Pact:** Like Behemoth, he requires that the invoker serve him and prove worthy of invoking his name.

**Usual Appearance:** Leviathan takes the shape of a huge snake-dragon several miles in length. Sometimes his body is made of flesh, and other times it consists only of water.

Difficulty of Initial Invocation: 280

Initial Cost: 500

#### WATER COMMUNION

Difficulty: 240 Attack Ability: N/A Action: Active **Cost:** 350 **Defense Ability:** N/A

**Effect:** The invoker halves any damage suffered, including damage based on energy. In addition, he gains absolute immunity against spells from the Path of Water (except those used by creatures with 40 or more Gnosis). **Duration:** 5 turns for every 10 points by which the invoker exceeds the required difficulty.

**Description:** The jaws of Leviathan, much smaller in size than the whole beast, appear beneath the invoker and engulf him. Moments later the jaws fade, and the invoker reappears where he was before with his body covered in brightly glowing runes.

### WATER LORD

Difficulty: 380 Attack Ability: N/A Action: Active Cost: 800 Defense Ability: N/A

**Effect:** Leviathan causes a massive tsunami three miles wide and one mile high that advances in the direction specified by the invoker with Movement Value 10, sweeping away everything in its path. This tsunami can be created even in places where there is no water of any kind; it just appears out of nowhere. Anyone in its way must pass a Strength 18 check or be swept away by the wave. Those engulfed by the tsunami in this way suffer an attack each turn at a Final Attack of Inhuman (320) due to the crushing force and repeated blows of the water.



The Base Damage varies between 100 and 150 depending on the objects carried in the wave and those it hits and uses the Impact Attack Type. Because those affected are inside the wave, they face different consequences depending on the result of a Swim check. If they achieve a Difficult (120) result, they suffer Partial Paralysis; if they achieve an Absurd (180) result, they suffer Minor Paralysis; and if they achieve an Almost Impossible (240) result, they are not paralyzed. Each difficulty level obtained above that reduces the Final Attack by one level. Buildings that have a Damage Barrier less than 120 are shattered, and all others suffer serious damage. The caster is immune to the effects of this tsunami. **Duration:** 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** Leviathan manifests and with a flick of its tail creates a wave that expands into the tsunami.

# Ziz, Lord of the Skies

The third of the colossal creatures that with Behemoth and Leviathan are known as the Trinity of Beasts, Ziz is the largest being known and is said to be able to block out the sun with his wings. He is associated with the air, and there are those who see him as a kind of elemental god.

**Pact:** Like his brothers, he requires that the invoker directly serve him and prove worthy of invoking his name.

**Usual Appearance:** Ziz is probably the largest winged creature in existence. He takes the form of a majestic bird more than three miles across.

Difficulty of Initial Invocation: 280

Initial Cost: 500

### WIND COMMUNION

Difficulty: 240 Attack Ability: N/A Action: Active **Cost:** 350 **Defense Ability:** N/A

**Effect:** The invoker gains the ability to move through the air with Flight Value 12, and any attack made against him suffers a penalty of -40 if it is a ranged attack or -20 if it is a physical attack in melee. In addition, he gains absolute immunity against spells from the Path of Air (except those used by creatures with 40 or more Gnosis). **Duration:** 5 turns for every 10 points by which the invoker exceeds the required difficulty.

**Description:** The beak of Ziz, much smaller in size than the whole beast, appears beneath the invoker and engulfs him. Moments later the jaws fade, and the invoker reappears in the same place where he was, but his body is covered with brightly glowing runes.

#### WIND LORD

Difficulty: 380 Attack Ability: N/A Action: Active **Cost:** 800 **Defense Ability:** N/A

**Effect:** Ziz creates a cyclone that carries away everything in its path. The cyclone has a radius of one mile and moves in a direction chosen by the invoker with Movement Value 15. Everyone within its area must pass a Strength or Agility check at difficulty 14 to avoid being dragged into the heart of the storm, although those less than 300 feet from its epicenter have the difficulty increased to 16. Any individual picked up by the wind suffers from terrible air pressure that crushes him and causes him to burst open, so each turn he must pass a PhR 180 check or suffer damage equal to the degree of failure. Any creature with the ability to fly may try to escape the cyclone, but to do so he must pass a Strength check against difficulty 18. The caster suffers no damage from the effects of the cyclone.

**Duration:** 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** The sun is covered as Ziz descends from the heavens and, with a single wingbeat, triggers a terrible windstorm.

# CARDINAL BEASTS

While the Kami are affected by Summoning Abilities, there are four creatures that, despite their similar nature, reside within the Flow of Souls like the Aeons. They are the final guardians of the compass points, and their power is unmatched; on the eastern islands it is believed that the Kami are beneath them and that only Kotoamatsukami, Yagarema, and Tsukiyomi exceed them.

**Pact:** A character who has made a pact with one of the Cardinal Beasts cannot make a pact with any of the others. They refuse to respond to the same invoker.



# Seiryu, the Sky Dragon, Guardian of the East

The blue dragon Seiryu controls the torrential water and lightning that comes with storms. His wrath destroys everything; nothing can stop him. Among the many spirits in the world, Seiryu represents authority and the heavens.

**Pact:** Seiryu only responds to those who possess the proper lineage: an invoker must have the blood of a king or emperor in his veins if he wants to sign a pact with the Sky Dragon.

**Usual Appearance:** Seiryu appears as a huge blue oriental dragon whose serpentine body moves through storm clouds.

Difficulty of Initial Invocation: 400

**S**TORM

Difficulty: 220 Attack Ability: N/A Action: Active Cost: 300 Defense Ability: N/A

Initial Cost: 800

**Effect:** Seiryu calls upon his powers and creates a torrential storm centered on the invoker. The storm forms in about a minute and brings heavy rain, thunder, and high winds that can cause flooding, fire, and landslides on a grand scale.

**Duration:** The storm remains for a number of minutes equal to the amount by which the invoker exceeds the required difficulty.

**Description:** Seiryu does not manifest, but his eyes shine in the sky as he brings the storm.

#### THUNDERBOLT

Difficulty: 280 Attack Ability: 240 Action: Active **Cost:** 500 **Defense Ability:** N/A

**Effect:** At the end of each turn, Seiryu makes a ranged attack against a 15-foot area. The attack has Base Damage 80 and is an attack using the Electricity Attack Type. If there is an active storm in the area, the Base Damage increases to 120. This is considered an indirect attack, and it takes place independent of the invoker.

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.

**Description:** Seiryu bursts forth from a mystical wooden seal like lightning across the sky and creates a storm crackling with electricity that fires lightning bolts at the invoker's command.

#### LORD OF THE EAST

Difficulty: 340 Attack Ability: 300 Action: Active Cost: 660 Defense Ability: N/A

**Effect:** Seiryu grants control of electricity and storms to the invoker. The character can create storms at will in a one mile radius and can launch gales and thunder at any target he chooses. In game terms, the character gains the ability to cast up to two Innate spells each turn using Seiryu's Attack Ability instead of Magic Projection and at no cost in Zeon. The available spells are Lightning (Basic level), Raise Wind (Advanced level), Whirlwind (Basic level), or Electricity Control (Intermediate level).

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.

**Description:** Seiryu's eyes merge with those of the invoker, who appears to have the celestial dragon's eyes for the duration of the Invocation.

### FUBY OF THE ULTIMATE STORM

Difficulty: 400 Attack Ability: N/A Action: Passive Cost: 880 Defense Ability: 300

**Effect:** Seiryu grants some of his vast powers to the invoker, temporarily giving him almost divine capabilities. During the time that Fury of the Ultimate Storm is active, the invoker gains a +4 to Strength and Power, is capable of achieving Zen difficulty, can damage any kind of being regardless of its special immunities, gets a +50 to his Attack Ability (or the Attack Ability of any Invocation he uses in that period), and gets +50 damage on all attacks based

on electricity. In addition, he can defend with Seiryu's Defense Ability as if using an energy shield with 2,000 Life Points.

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.

**Description:** The caster is surrounded by an aura of energy that appears to soak into and change him. Each person looks a little different, but they always have the overall appearance of a creature of divine power.

# Genbu, the Black Turtle, Guardían of the North

Genbu is the Black Turtle, the Kami of the North and of life-giving water. He is a tortoise and a snake at the same time, for he is the essence of all dualities and represents wisdom and enlightenment.

**Pact:** Genbu will not make a pact with any person who has sinned. An invoker must mend any errors he has committed in his life and redeem himself in whatever way the Black Turtle commands. Even after the pact is sealed, if the invoker commits a sin, Genbu will immediately ignore him and no longer respond to his summons.

**Usual Appearance:** Genbu appears as a stone turtle covered with cherry trees.

Difficulty of Initial Invocation: 400

CLAIRVOYANCE

Difficulty: 220 Attack Ability: N/A Action: Active Cost: 300 Defense Ability: N/A

Initial Cost: 800

**Effect:** Genbu's eye is able to foresee future events and grants the invoker knowledge of the events that will happen in his vicinity within the next day. The events are always described cryptically and are only possible futures, as they may be changed by beings with high Gnosis or Natura. For every 10 points by which the character exceeded the required difficulty, he can choose to increase the prediction period by one day or obtain more concrete details about what will happen to a specific person or thing within the next hour.

Duration: Instantaneous

**Description:** The eye of Genbu appears in front of the invoker and gives him a vision of coming events.

### The Ultimate Shield

Difficulty: 280 Attack Ability: N/A Action: Active Cost: 500 Defense Ability: 300

**Effect:** The caster creates a supernatural shield that protects him against any kind of attack using Genbu's Defense Ability. The shield has 5,000 Life Points, and gains 200 more for each 10 points by which the invoker exceeds the required difficulty. The shield is so hard that weapons that strike it bounce off and must make a Fortitude check as if they had received a strike from a weapon with Breakage 18.

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.

**Description:** Fragments of Genbu's shell manifest before the invoker, moving from side to side on their own and stopping all incoming attacks.

# Lord of the North

Difficulty: 340 Attack Ability: 300 Action: Active Cost: 660 Defense Ability: 300

**Effect:** Genbu grants control of water and tides to the invoker. The character can create water or raise water levels at will. For game purposes, he has the ability to cast up to two Innate spells each turn using Genbu's Attack and Defense Abilities instead of Magic Projection and without any Zeon cost. The available spells are Water Impact (Intermediate level), Protection Bubble (Advanced level), Tide Control (Basic level), or Water Confinement (Basic level).

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.



**Description:** Genbu manifests as an enormous half-tortoise, half-snake. He then sinks underground, and his eyes meld with the invoker's.

### LORD OF THE DEPTHS OF THE EARTH

Difficulty: 400 Attack Ability: 280 Action: Passive Cost: 880 Defense Ability: 300

**Effect:** Genbu grants some of his vast powers to the invoker, temporarily giving him almost divine capabilities. During the time Lord of the Depths of the Earth remains active, the character gets a +4 to Intelligence and Power, is capable of achieving Zen difficulty, can damage any kind of being regardless of its special immunities, gets a +50 to Defense Ability (or the Defense Ability of any Invocation he uses in that period), and increases his Armor Type against all physical attacks by 5 points. In addition, he can defend using Genbu's Defense Ability as if using an energy shield with 2,000 Life Points.

**Duration:** 1 turn for each 10 points by which the invoker exceeds the required difficulty.

**Description:** Genbu appears in front of the invoker and merges with his body. Each person looks a little different, but they always have the overall appearance of a creature of divine power.

# Suzaku, the Phoenix, Guardian of the South

Suzaku is the Vermilion Phoenix, the Kami of the South, and the source of the flames that feed the world. Majestic and solemn, he is associated with both good and bad fortune. Some believe him to be the same as Kagutsuchi, although in actuality they are very different beings.

**Pact:** Loyalty is central to Suzaku. Only those who have never broken their word and have always remained loyal to their families may sign a pact with him. If the invoker later breaks a promise or lies, the pact will be broken and Suzaku will no longer answer his call.

**Usual Appearance:** Suzaku appears as a huge bird of fire with a colorful tail and a majestic crest.

Difficulty of Initial Invocation: 400

Initial Cost: 800

# Good Fortune

Difficulty: 220 Attack Ability: N/A Action: Active Cost: 300 Defense Ability: N/A

**Effect:** By changing the laws of chance, Suzaku grants the invoker good fortune, which decreases his Fumble range by 2 points to a minimum of 1 and increases the range of his Open Rolls by 5 points (i.e., the invoker can achieve an Open Roll on an 85 or higher).

**Duration:** 5 minutes for every 10 points by which the caster exceeds the required difficulty.

**Description:** A single phoenix feather falls on the shoulder of the invoker and merges with him in a burst of warmth and pleasant light.

#### CALAMITY Difficulty: 280 Attack Ability: 260 Action: Active

**Cost:** 400 **Defense Ability:** N/A

**Effect:** Suzaku makes a supernatural ranged attack each turn against a chosen target with a maximum range of 800 feet. The attack deals 80 Base Damage, uses Suzaku's Attack Ability, and uses the Energy Attack Type. If the attack damages the target, he must make a MR check with a base difficulty of 140 and with a +5 added to the difficulty for each 10 points by which the invoker exceeded the required difficulty of the Invocation. If the check is failed, the target automatically suffers from Bad Luck, which increases his Fumble range by 2 points (Fumble on a 1–5 if the ability he is using is not Mastered or 1–4 if it is Mastered) and only allows him to make an Open Roll on a 100. If the invoker chooses, he may cause no damage to an enemy hit with this attack and instead only cause Bad Luck.

**Duration:** 5 turns for every 10 points by which the invoker exceeds the required difficulty.

**Description:** A fiery phoenix bursts forth from the invoker and flies through the target, exploding in a supernatural fireball that temporarily consumes his good luck.

### Lord of the South

Difficulty: 340 Attack Ability: 300 Action: Active **Cost:** 660 **Defense Ability:** N/A

**Effect:** Suzaku gives control of fire and flames to the invoker. For game purposes, he has the ability to cast up to two Innate spells each turn using Suzaku's Attack and Defense Abilities instead of Magic Projection without any Zeon cost. The available spells are Fire Ball (Intermediate level), Fire Barrier (Intermediate level), Control Fire (Advanced level), or Consume Essence (Basic level).

**Duration:** 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** Suzaku appears when invoked in the form of a large red bird that flies about and leaves a trail of hot fragments behind himself. When the invoker uses the above-mentioned spells, they appear to be cast from the bird.

#### CHOSEN OF THE SUN

Difficulty: 400 Attack Ability: N/A Action: Passive Cost: 880 Defense Ability: 300

**Effect:** Suzaku gives some of his vast powers to the invoker, temporarily granting him almost divine capabilities. During the time that Chosen of the Sun is active, the character gains a +4 to Dexterity and Power, can achieve Zen difficulty, can damage any kind of being regardless of special immunities, may fly with Flight Value 12, gets a +50 to his Attack Ability (or that of any Invocation he uses in that period), and gains +50 damage on all heat-based attacks. Additionally, he can defend himself with Suzaku's Defense Ability as if using an energy shield with 2,000 Life Points.

**Duration:** 1 turn for every 10 points by which the invoker exceeds the required difficulty.

**Description:** The invoker's appearance changes suddenly, as two crimson wings envelop him and he bursts into brightly colored flames. Each person looks a little different, but they always have the overall appearance of a creature of divine power.

# Byakko, the White Tiger, Guardian of the West

The white light, the Kami of the West, and the strong wind, Byakko is the king of the beasts and only manifests in the world in times of prosperity. He represents power, courage, and harmony.

**Pact:** Byakko may only be summoned by a character who has never been defeated. If the invoker loses a conflict, the White Tiger will never again answer his call.

Usual Appearance: Byakko appears as a white tiger with black stripes and a brutal and ruthless appearance. Difficulty of Initial Invocation: 400 Initial Cost: 800

# PROTECTION

Difficulty: 220 Attack Ability: N/A Action: Passive Cost: 300 Defense Ability: N/A

**Effect:** Byakko creates a supernatural ward around the invoker, reducing the Base Damage of any attack against him by 20. This ability can also reduce energy damage, although the damage reduction is reduced by half. The damage reduction is increased by 10 points for each 20 points by which the invoker exceeds the difficulty, up to a –200 modifier to Base Damage.

**Duration:** 2 turns for every 10 points by which the caster exceeds the required difficulty.

**Description:** Black lines of energy looking like the stripes on a tiger cover the invoker and absorb attacks against him.

#### CLAW OF THE KING OF BEASTS

Difficulty: 280 Attack Ability: 300 Action: Active Cost: 500 Defense Ability: N/A

**Effect:** The caster performs a melee attack using Byakko's Attack Ability. The attack has a Base Damage of 120 points, attacks using the Cut Attack Type, and reduces the defender's Armor Type by 4 against it. For every 10 points by which the invoker exceeds the required difficulty, he may choose either to increase the attack's Base Damage by +5 or to reduce the defender's Armor Type by 1 additional point against it.

#### Duration: Instantaneous.

**Description:** Byakko's mark appears on the hand of the invoker, who makes a melee attack with three immense claws made of light.

### Lord of the West Difficulty: 340

Attack Ability: 300 Action: Active **Cost:** 660 **Defense Ability:** N/A

**Effect:** Byakko grants control of metal and light to the invoker. For game purposes, he has the ability to cast up to two Innate spells each turn using Byakko's Attack Ability instead of Magic Projection without any Zeon cost. The available spells are Light Beam (Intermediate level), Stone Barrier (Intermediate level), Mineral Control (Advanced level), or Blinding Flash (Advanced level).

**Duration:** 1 turn for every 10 points by which the caster exceeded the required difficulty.

**Description:** Byakko appears in the form of a large white tiger and merges with the invoker. The character's eyes become slitted, like a cat's, and his hair becomes as white as that of the King of Beasts.

#### The Ultimate Beast Difficulty: 400

Attack Ability: N/A Action: Passive Cost: 880 Defense Ability: 300

**Effect:** Byakko grants some of his vast powers to the invoker, temporarily giving him almost divine capabilities. During the time that the Ultimate Beast is active, the character gains a +4 to Dexterity and Power, can achieve Zen difficulty, can damage any kind of being regardless of special immunities, gets a +50 to his Attack and Defense Abilities (or those of any Invocation that he uses), and gets +6 Armor Type against all kinds of attacks. Additionally, he can defend himself with Byakko's Defense Ability as if using an energy shield with 2,000 Life Points.

**Duration:** 1 turn for every 10 points by which the caster exceeded the required difficulty.

**Description:** The invoker's appearance changes rapidly; his hair becomes pure white and his eyes as amber as a tiger's. Black spots of tiger's fur cover his skin.



# Kirin, the Center

The guardians of Varja protect the island from all evil and in times of crisis voluntarily grant their powers to those they consider worthy. Kirin is the union of all these guardians' essences and the embodiment of the perfect hero.

**Pact:** Kirin requires the invoker to meet the requirements to make pacts with Seiryu, Genbu, Suzaku, and Byakko (although he cannot make pacts with more than one of them, he nonetheless must meet their requirements).

**Usual Appearance:** Kirin is a strange beast with white fur, with similarities to both a dragon and a unicorn.

Difficulty of Initial Invocation: 440 Initial Cost: 800

FENG SHUI

Difficulty: 440 Attack Ability: N/A

### **Cost:** 1,000 **Defense Ability:** N/A

Action: Active

**Effect:** Kirin grants the invoker the ability to invoke the powers of any of the other four Cardinal Beasts. The invoker chooses what power he wants to invoke and uses the Feng Shui difficulty achieved to calculate the effects of that particular Invocation (e.g., if he were using the Ultimate Beast, with difficulty 400, and rolled a 450 when invoking Feng Shui, the Ultimate Beast would be cast as if the invoker exceeded the difficulty by 10 points because the difficulty of Feng Shui is 440).

Duration: As the Invocation emulated.

**Description:** Kirin appears behind the invoker and acts in the place of the guardian whose power is being used.

# The Seller

Nothing is known of the entity known as the Seller. He simply manifests in various places across existence as he pleases and travels between planes and realities. Apparently, he has many unique items that he obtained over the millennia in bizarre places. The prices he asks for them are strange, too, but are always his idea of an equal trade. He never attacks others, so no one knows the limits of his powers.

**Pact:** No pact is needed to invoke the Seller, but unlike other Invocations, he does not always manifest when called. When an invoker does not manage to call him successfully, there are many possibilities as to why. However, in general he does not like to be called too often and usually ignores invokers who call more than once in a short time.

**Usual Appearance:** The world around the invoker fills with shadows, and an old man of indefinite age appears who listens to the invoker's offers and requests.

Difficulty: 240 Attack Ability: N/A Action: Active Cost: 800 Defense Ability: N/A

**Effect:** The Seller appears and offers his goods for sale at prices that he considers appropriate.

**Duration:** The duration of the sale.

# Tawil At-U'mr, Lord of the Gates

The First and Final Aeon, the lord of time and space, a creature closer to a god than anything else in creation...all that and more is Tawil At-U'mr. This creature, who represents the connections between all points in existence, is a strange being, completely separate from the world and the flow of time.

**Pact:** Tawil At-U'mr asks the invoker to enter one of his portals, which can take him to any point in time and space. If he survives passing through the portal, he must build a huge clock tower. If the tower is ever destroyed, the Aeon will never respond to the invoker again.

**Usual Appearance:** Tawil At-U'mr never appears the same way twice; sometimes he is an old man with elegant clothes, other times a child with crystalline flesh, and still others a clock or an infinite number of doors and eyes covering the entire horizon.

Difficulty of Initial Invocation: 400

# TIME COMPRESSION Difficulty: 280

Attack Ability: N/A Action: Active Cost: 500 Defense Ability: N/A

Initial Cost: 800

**Effect:** Tawil At-U'mr freezes time for the invoker, giving him the duration of the power to do as he pleases without any interference. The invoker cannot alter or modify any part of his surroundings, nor can he take actions that affect anyone outside himself. After the Invocation ends, the normal flow of time returns to the point in the turn where it was originally.

**Duration:** 1 turn for every 20 points by which the invoker exceeds the required difficulty.

**Description:** Clockwork appears in front of the invoker and begins spinning at full speed while the color fades from the rest of the world, leaving it outlined in black and white.

*GATE* Difficulty: 400 Attack Ability: N/A Action: Active

Cost: 900 Defense Ability: 400

**Effect:** Tawil At-U'mr creates a gate for the duration of the power that allows the invoker to defend against any attack, whatever its nature, with Tawil At-U'mr's Defense Ability. If he manages a successful defense, the attack is stored in the gate for the duration of the power, and the invoker can launch the attack against a target of his choice at the same Final Attack that it was originally made with. Normally, he may attempt to block only one attack. For every 20 points by which the invoker exceeds the required difficulty, he can attempt to defend against one further attack.

**Duration:** 1 minute for every 10 points by which the invoker exceeds the required difficulty.

**Description:** A strange portal full of clockwork appears before the attack and swallows it.

### BEYOND TIME AND SPACE

Difficulty: 500 Attack Ability: N/A Action: Active Cost: 1,200 Defense Ability: N/A

**Effect:** The invoker chooses a target in his vicinity and requires him to make a MR check against difficulty 140, with a +5 bonus to the difficulty for every 10 points by which the invoker exceeded the required difficulty of the Invocation, up to a maximum of MR 260. If the target fails the check, he disappears and is "removed from the flow of time," trapped in a different timeline from the rest of the world. While in this state, time does not flow for the target and he cannot be affected by any other person. When the duration ends, he appears somewhere in the world in a completely random location and manner. If the MR check is failed by more than 60 points, the target is transported into absolute nothingness and is unable to return.

**Duration:** 1 century for each point by which the invoker exceeds the required difficulty.

**Description:** Thousands of portals appear around the target and open to reveal the infinite universe within. Suddenly, they swallow him, making him completely disappear from the face of the world.
# CHAPTER 6 INCARNATIONS

No one is a hero alone; sublime acts are always determined by the enthusiasm of many.

-Eliphas Lévi-

At the moment of death, certain special people are able to fuse their residual life energy with the Flow of Souls, becoming a tiny part of it and residing there as eternal concepts. These beings are called Incarnations, and they possess great power that can be accessed by summoners.

## THE ORIGIN OF INCARNATIONS

Incarnations are a strange concept. There are occultists who call them the "heroes of existence," the chosen of the world. In fact, they are concepts formed from special people who managed to leave such an indelible mark on history that their essences will last forever.

It is important to note that Incarnations are in no way transcended souls. Indeed, to say that they are the same people they were in life would be a complete misunderstanding. What gives them shape is the energy that the dead leave behind as the reflection of their lives. While their souls return to the flow as normal, their idealized natures, as seen through the eyes of others, remain as a representation of who they were. In this regard, it would be appropriate to compare them to Aeons and other beings born of ideas that reside in the outer layers of the Flow of Souls, with the key difference being that Incarnations are based on mortals who once walked the surface of Gaïa.

Not everyone who is merely powerful or important is able to give birth to an Incarnation. For someone to become an Incarnation, a number of special conditions need to be met. First, the person must be a natural creature and have a disproportionate importance to existence (in other words, he must have a very high Natura). Secondly, he must not die in a "normal" way; his end always has to be exceptionally traumatic and dramatic, so that his death causes a huge release of energy and produces a strong reflection in reality. Finally, a considerable number of people must believe that he is special and unique in history. Those who have done great deeds in the shadow of history never lead to Incarnations; there must be a widespread desire to immortalize someone as an "eternal concept."

Incarnations do not have independent plans or volition; they simply play the same roles they did in life. Their personalities are based on their mortal lives, but their memories are often fragmented, and they frequently are unable to remember things clearly. Interestingly, most are quite aware of their status as Incarnations, but that does not trouble them during the brief moments they visit the world through a summoner.

The power of Incarnations is very variable, depending both on their original level of power and on the strength of the societal belief in them. Therefore, although their abilities are often based on those they possessed during life, as they reside in the Flow of Souls, they will frequently gain completely new, unique supernatural abilities beyond the reach of men.

After the activation of the Machine of Rah, several centuries passed without the formation of any new Incarnations (possibly because of the spiritual disruption the machine caused), but within the last 200 years, some have begun to form again.



### How Incarnations Work

For game purposes, an Incarnation is similar to an Arcana or a Great Beast with the difference that when invoked its essence always manifests in the world through the summoner. In a way, one could say that it "possesses" the summoner, merging with him, altering his appearance, and granting him new abilities.

The first thing a character who wants to use an Incarnation must do is to declare the level of Affinity he plans to have – how closely he wants to synchronize with the Incarnation. That determines the difficulty level of the Invocation check he must perform. He must then decide how long he wants the Incarnation to remain active and apply the relevant modifier from **Table 12.** Finally, he applies modifiers to the Invocation check based on the degree of similarity between himself and the particular Incarnation he wants to invoke. If the check fails, the effects of the degree of failure are the same as if he had failed to invoke a conventional creature, as explained in **Anima: Beyond Fantasy.** If the check was successful, he pays the Zeon cost of the Incarnation and it merges with him. The summoner is still "in charge," but he can use the Incarnation's abilities and powers as if they were his own for the time period chosen on **Table 12**.

Contrary to what the Arcana and Aeons demand, a summoner does not need to make a pact with an Incarnation in order to invoke him. Instead, he needs detailed knowledge of the Incarnation's mortal life. If a summoner does not have sufficient information about the Incarnation's mortal life and personality, the difficulty of invoking him increases by +50.

#### TABLE 12: TIME MODIFIERS

Duration of Synchronization	Difficulty Modifier
5 Turns	-50
10 Turns	-25
1 Minute	+0
10 Minutes	+40
30 Minutes	+80
1 Hour	+120

## Levels of Affinity

Each Incarnation is divided into three different levels of Affinity. The greater the power of the invoker or the more he has in common with the Incarnation, the stronger the bond they form and the greater the abilities he receives. Minor Affinity represents a minor level of synchronization between the invoker and the entity, so the invoker can only use a tiny fraction of the Incarnation's powers. When the Affinity between the two grows, they can reach Intermediate Affinity, which greatly increases the powers transferred. Those who achieve Real Affinity are able to use the Incarnation's full powers and, as the name suggests, "really" become the individual.

### Level Requirement

Each level of Affinity has a minimum level requirement, since there has to be some similarity between the spiritual presence of the character and that of the Incarnation. Therefore, until the summoner has reached this level, he cannot try to invoke a particular Incarnation at that level of Affinity, regardless of whether his Summoning Ability would allow it.

Evangeline, Summoner level 4, could try to invoke Linx Kazte Hex at the Minor Affinity level, because the required level for it is 4, but could not invoke her at the Intermediate or Real level, because they require a level 8 or 12 character.

## Invocation Modifiers

All Incarnations have special modifiers to their summoning difficulty depending on how similar they are to each invoker. Naturally, the more features they have in common, the easier it is for a character to synchronize with a particular entity. Similarly, there are objects that were important in life to the individuals who became the Incarnations. These artifacts are called "keys" and give a bonus to any invoker who owns them.

### The Powers of an Incarnation

Each Incarnation provides certain powers and special abilities to the invoking character as explained in the description. The invoker maintains his own Characteristics, abilities, and powers, but can replace any of them with the Incarnation's if the latter's are superior. For example, the character may choose to use the Incarnation's Attack and Defense Abilities in place of his own, while retaining his Summoning Ability.

Many Incarnations can create weapons, supernatural representations of their favored weapons in life made of spiritual matter. In these cases, the damage indicated in the item description is always the final Base Damage and is already considered to include the item's Quality bonus, potential bonuses from the character's Strength, and other special powers that the Incarnation might have.

Incarnations grant greater powers if a higher level of Affinity is achieved. Moreover, higher levels of Affinity also provide all the powers of lower levels, even if they are not repeated in the description. However, Intermediate and Real versions of the same power supersede the lesser versions; they do not stack with them.

The only limitation is that it is impossible to combine the natural combat power granted by an Incarnation with a Ki Ability, a Legacy of Blood, or a Magnus to improve or modify the ability in any way (for more about Legacies of Blood or Magnus, see **Dominus Exxet: The Dominion of Ki**).

## Linx Kazte Hex, the Shadow Who Brings Death

Linx is a legendary heroine of the Togarini, a woman who during the darkest times confronted the Empire of Yehudah and became a nightmare for the wizard kings. Anyone who abused his power could be sure that he would soon feel her cold steel at his throat. For more than a decade, she battled the established order, always escaping without a scratch as good fortune seemed to be on her side. While her identity was never learned, legend says that she was a noble woman of exceptional beauty and unique charisma who used her public position to gain entry to guarded places where her alter ego as Linx could then strike. Her final accomplishment was to slay the First Lord of Yehudah in personal combat, although she apparently died during the confrontation.

Summoning Modifiers	
Be female	+10
Have Style 140 or greater	+10
Have at least Appearance 9	+20
Rebel against authority	+20
Do not get along with wizards	+30
Obtain one of Linx's possessions	+40
Own Linx's brooch	+120
Have the Gift	-30
Possess a physical defect	-40
Be sincere	-50
Oppress people	-100

#### **Generic Powers**

Charmed Life: The summoner is considered to possess the Charm and Good Luck Advantages.

**Jinx:** Everyone around the summoner is automatically considered to possess the Bad Luck Disadvantage.

MINOR AFFIN	NTY	10 C
Level: 4	Difficulty: 260	<b>Zeon:</b> 400
Basic Abiliti	es	
Attack Ability: 130		Dodge Ability: 170
Initiative: 12	0	
Weapon: Blo	oody Rose	

**Bloody Rose (Weapon):** This ability creates a Cestus. It is a Quality +5 weapon with Base Damage 50 that attacks using the Cut and Thrust Attack Types.

**Dirty Trick:** The summoner gains a +20 bonus when calculating Criticals caused by Bloody Rose.

**Master of Shadows (Minor):** The summoner gains a Final Ability of 140 in the following Secondary Abilities: Acrobatics, Hide, Style, Persuasion, Notice, Search, and Theft.

INTERMEDIATE AFFINITY		
Level: 8	Difficulty: 300	<b>Zeon:</b> 600
Basic Abili	ties	
Attack Abi	lity: 200	Dodge Ability: 250
Initiative 1	60	

Weapon: Bloody Rose & Bliss Rose

**Ambidextrous:** The summoner is considered to possess the Ambidextrous Advantage.

**Amplified Jinx:** People who already have the Bad Luck Disadvantage have its effects doubled.

**Bloody Rose (Weapon):** Bloody Rose becomes a Quality +10 weapon with Base Damage 60. It can damage energy.

**Bliss Rose (Weapon):** This ability creates a Whip. It is a Quality +10 weapon with Base Damage 60 that uses Thrust as the Primary Attack Type and Impact as the Secondary Attack Type.

**Electric Lash:** Once per minute, the summoner can transform Bliss Rose into living lightning for a turn, increasing its reach to 150 feet and its Base Damage to 100. Its attacks use the Electricity Attack Type.

**Blitz:** Once per turn, at the cost of a Fatigue Point, the summoner can move instantly to a chosen location within 300 feet.

**Expand Wounds:** The summoner gets a +40 bonus when calculating Criticals caused by Bloody Rose.

Master of Shadows (Intermediate): The summoner gains a Final Ability of 200 in the following Secondary Abilities: Acrobatics, Hide, Style, Persuasion, Notice, Search, and Theft.

REAL AFFINITY	r	
Level: 12	Difficulty: 380	<b>Zeon:</b> 900
Basic Abilitie	s	
Attack Abilit	<b>y:</b> 250	Dodge Ability: 300
Initiative: 200		
Weapon: Bloc	dy Rose & Bliss Rose	

**Bloody Rose (Weapon):** The Quality of Bloody Rose increases to +15 and its Base Damage to 70. In addition, all attacks made with it are considered to strike vulnerable points when determining whether or not they caused a Critical.

**Bliss Rose (Weapon):** Bliss Rose's Quality increases to +15 and its Base Damage to 70. Additionally, it attacks using the Electricity Attack Type.

**Seismic Attack:** By spending a point of Fatigue, the summoner can make additional attacks for one turn at only a -10 penalty rather than -25.

**Death Attack:** The summoner gets a +60 bonus when calculating Criticals caused by Bloody Rose.

**Master of Shadows (Real):** The summoner gains a Final Ability of 260 in the following Secondary Abilities: Acrobatics, Hide, Style, Persuasion, Notice, Search, and Theft.

## Nerval, Defender of the Lost

Nerval is one of the least known Incarnations because his origin dates from the early years of the Age of Chaos. Many summoners have used his powers throughout history, knowing little more than that he was the first of the Lim Sidhe whose name is remembered. The only fact that has actually endured about him is that none of the people he protected were ever killed by their foes.

Summoning Modifiers	
Protect the weak	+10
Be well-known	+20
Earn people's trust	+20
Suffer for others	+30
Obtain one of Nerval's possessions	+40
Own Claudius	+130
Lie	-30
Be greedy	-40
Break your word	-50
Be unable to save a life	-100

#### **Generic Powers**

**Absolute Alertness:** The summoner is considered to possess the Danger Sense Advantage.

**Nestor (Armor):** Invoking Nerval causes the summoner's body to become covered in dragon bone armor that provides Armor Type 5 against all physical attacks and Armor Type 3 against the Energy Attack Type. Unfortunately, he also suffers –40 to Initiative while the Incarnation is active.

**Defender of the Lost:** The summoner is considered to possess the Guardian Minor Ars Magnus (from **Dominus Exxet: The Dominion of Ki**).

30 <b>Zeon:</b> 350
Block Ability: 180

**Claudius (Weapon):** This ability creates a Quality +5 Bastard Sword with Base Damage 80 that attacks using the Cut and Cold Attack Types. It is capable of damaging any kind of creature.

Steel Skin (Minor): The summoner gains +100 Life Points.

INTERMEDIATE	E AFFINITY	
<b>Level:</b> 7	Difficulty: 340	<b>Zeon:</b> 700
Basic Abilitie Attack Abili		Block Ability: 240
Initiative: 70		
Weapon: Cla	udius	

**Steel Skin (Intermediate):** The summoner gains +200 Life Points. **Roth Zaxxon:** The summoner does not suffer penalties for making a second attack in a turn, and if he makes three attacks in a turn, he suffers only a –40 penalty to all attacks rather than the normal –50 penalty.

**Claudius (Weapon):** The Quality of Claudius increases to +10 and its Base Damage to 90.

**Outstanding Defense:** If the summoner, while wielding Claudius, is protecting someone who is below a quarter of his Life Points, the summoner gets a +50 to Defense Ability against attacks that target that individual. These defenses do not allow counterattacks.



<b>HEAL AFFINITY</b>		14.5 C
Level: 11	Difficulty: 400	<b>Zeon:</b> 900

**Basic Abilities** 

Attack Ability: 280 Initiative: 100 Weapon: Claudius Block Ability: 330

**Claudius (Weapon):** The Quality of Claudius increases to +20 and its Base Damage to 120.

Steel Skin (Real): The summoner gains +350 Life Points.

**Glorius Nestor:** The Armor Type granted by Nestor is not modifiable in any way.

**Cesarius:** Once every 10 turns, the summoner can apply a +100 bonus to his Block or Dodge Ability for that turn.

### Eíko, Oní Príncess

Eiko was the youngest daughter of a powerful daimyo of the Asakura clan whose blood was strong with the power of the Kami. Her incredible natural abilities, greater than those of all her brothers and sisters, hid the fact that her mother was actually one of the Oni queens. She combined divine and demonic powers in one body and became the greatest warrior of the Asakura family and the absolute ideal of all samurai maidens, who still revere her name. Nobody knows exactly how she died, since she disappeared mysteriously without a trace, but it is said that she was preventing the resurrection of the Dark Aeon Orochi, whom she stopped with her own hands before being fatally poisoned by his wicked blood.

Summoning Modifiers	
Belong to the Asakura clan	+10
Be female	+10
Have an irrepressible desire to achieve	+20
Have Oni blood in your veins	+50
Obtain one of Eiko's possessions	+40
Own Chinomi	+140
Conspire against your allies	-20
Abuse the weak	-20
Refuse to show compassion	-60
Behave without honor	-100

#### **Generic Powers**

**Eyes of the Night:** The summoner is considered to possess the Night Vision Advantage.

Jigoku Shoujo: The summoner can perform Inhuman physical actions.

MINOR AFFINI	ΤY		
Level: 3	Difficulty: 220	<b>Zeon:</b> 200	
<b>Basic Abilitie</b>	S		
Attack Abilit	<b>y:</b> 150	Block Ability: 100	

Attack Ability: 150 Initiative: 20 Weapon: Chinomi Tetsubo

**Oni Blood (Minor):** The summoner gains +30 Life Points and +25 to PhR. In addition, his Strength Characteristic is considered to be 11 when determining the weight he can carry.

**Chinomi (Weapon):** This ability creates a Quality +5 Tetsubo with Base Damage 100 that attacks using the Impact and Electricity Attack Types (for more about the Tetsubo weapon type, see **Dominus Exxet: The Dominion of Ki**).

**Funkei (Armor):** This ability creates a shield that covers the summoner's right arm. It acts as natural armor that provides mystical protection of Armor Type 3 against natural attacks and 6 against attacks of the Energy Attack Type.

**Unstoppable (Minor):** The summoner gains a Final Ability of 140 in the following Secondary Abilities: Composure, Feats of Strength, and Withstand Pain.

#### INTERMEDIATE AFFINITY

Level: 6	Difficulty: 300	<b>Zeon:</b> 480

#### **Basic Abilities**

Attack Ability: 200 Initiative: 35 Weapon: Chinomi Tetsubo Block Ability: 150

**Demon's Daughter:** The summoner is considered to possess the Disquieting Advantage.

**Oni Blood (Intermediate):** The summoner gains +100 Life Points and +50 to PhR. In addition, his Strength Characteristic is considered to be 12 when determining the weight he can carry.

**Chinomi (Weapon):** The Quality of Chinomi increases to +15 and the Base Damage to 120. It becomes capable of damaging energy.

**Inazuma:** Once per minute the summoner can call a column of electricity to attack an enemy within 600 feet. Inazuma deals 100 Base Damage and attacks using the Electricity Attack Type. This ability can only be used outdoors.

**Sukketsu:** Once per minute, the summoner can call the real form of Chinomi, gaining a +40 bonus to its Attack Ability and Base Damage and +20 on Criticals for a turn. On any successful attack, the summoner heals Life Points equal to half the damage dealt (in the case of a creature with Damage Resistance, this amount is divided by the Multiple of Damage Resistance).

**Unstoppable (Intermediate):** The summoner gains a Final Ability of 180 in the following Secondary Abilities: Composure, Feats of Strength, and Withstand Pain.

Y	
Difficulty: 360	<b>Zeon:</b> 600
s	
<b>:y:</b> 250	Block Ability: 200
nomi Tetsubo	
	Difficulty: 360 s y: 250

**Oni Blood (Real):** The summoner gains +200 Life Points and +75 to PhR. In addition, his Strength Characteristic is considered to be 14 when determining the weight he can carry.

**Unstoppable Fiend:** The summoner may spend a point of Fatigue before determining Initiative on any turn. If he does so, he cannot be put on the defensive that turn unless he suffers a Critical.

**Chinomi (Weapon):** The Quality of Chinomi increases to +20 and its Base Damage to 140.

**Inazuma Tenshou:** By spending a point of Fatigue and hitting the ground with his tetsubo, the summoner can project a shockwave with immense destructive power. The attack affects everything in a 30 foot straight line away from the blow. This attack has a Base Damage of 120 and attacks using the Impact Attack Type. Anyone who suffers damage from it also receives an impact of Strength 14.

**Unstoppable (Real):** The summoner gains a Final Ability of 240 in the following Secondary Abilities: Composure, Feats of Strength, and Withstand Pain.

#### **Additional Life Points**

Some Incarnations grants additional Life Points. These bonus Life Points are in addition to the summoner's normal Life Points. When the summoner suffers damage, it comes from these bonus Life Points first. These bonus Life Points can be healed like normal Life Points. Any remaining bonus Life Points are lost when the Incarnation ends, but the summoner otherwise suffers no additional loss of Life Points.



## Quezcatli, Son of the Sun

Izti tradition would not be complete without Quezcatli, the most admired and revered popular hero of his people. Legend says that, many centuries ago, man wandered from the path set for him by the gods so they, enraged, snatched away the sun. They locked its brilliance in a stone placed in the valley of the dead, thus condemning humanity to darkness. Through many sacrifices, the priests managed to find and open a road to the valley, but none of the warriors and champions who traveled there succeeded in retrieving the stone. Then a young warrior from the lower class called Quezcatli ventured into the depths of the dark valley and wandered within it for seven years. When he finally found the stone, he realized that only a great sacrifice would release the light within.

Without hesitating a moment, Quezcatli tore out his own heart, offering his life for his people. The gods' wrath was appeased, and the sun was released to rise again into the heavens. When the sun saw the dead body of the human who had freed it, it was overcome by grief. Its tears bathed the young man's body and ended the long night, so that every one of the world's people could see and know to whom they owed the gift of light.

#### **Summoning Modifiers**

Be human	+10
Behave with courage	+20
Disparage rewards	+20
Sacrifice for others	+30
Obtain one of Quezcatli's possessions	+40
Own Quezcatli's necklace	+150
Be selfish	-10
Possess many goods	-20
Ignore the needy	-50
Offend the gods	-100

#### **Generic Powers**

**Walker in Eternal Night:** The summoner is considered to possess the Night Vision Advantage.

Difficulty: 200

#### MINOR AFFINITY

Level: 2

**Zeon:** 150

Basic Abilities Attack Ability: 100 Initiative: 60 Weapon: Macahuitl & Atlatl

Dodge Ability: 120

**Robust:** The summoner gains +30 Life Points.

**Macahuitl (Weapon):** This ability creates a Club. This is a Quality +5 weapon with Base Damage 60 that attacks using the Impact Attack Type.

Atlatl (Weapon): This ability creates a Javelin. This is a Quality +5 weapon with Base Damage 50 that attacks using the Thrust Attack Type.

**Hunter (Minor):** The summoner gains a Final Ability of 120 in the following Secondary Abilities: Notice, Search, and Track.



INTERMEDIA	TE AFFINITY	
Level: 4	Difficulty: 240	<b>Zeon:</b> 300

#### **Basic Abilities**

Attack Ability: 140 Initiative: 70 Weapon: Macahuitl & Atlatl Dodge Ability: 140

In the Valley of Death: The summoner's attacks are capable of damaging energy.

Atlatl Ramudah: Once during the period in which the Incarnation remains active, the summoner can throw Atlatl with +40 to his Attack Ability. When making this attack, he can target any particular point on his enemy's body without applying any penalty to his Attack Ability for doing so.

**Mask of the Sun:** The summoner suffers half damage from attacks of the Heat Attack Type and is considered to possess the Advantage See the Supernatural.

**Hunter (Intermediate):** The summoner gains a Final Ability of 150 in the following Secondary Abilities: Notice, Search, and Track.

REAL AFFINI	ТҮ	
Level: 6	Difficulty: 260	<b>Zeon:</b> 450
Basic Abiliti	es	
Attack Abili	ity: 160	Dodge Ability: 180
Initiative: 80	)	
Weapon: Ma	acahuitl & Atlatl	

**Son of the Sun:** The summoner is considered to possess the To the Limit Advantage (from the **Game Master's Toolkit**).

**Blood of the Sun:** The summoner's blood is cursed and burns the souls of those who shed it. Anyone who strikes the summoner and causes him to lose at least 50 Life Points in one attack must immediately pass a PhR 140 check or suffer damage of the Heat Attack Type equal to twice the degree of failure. If the attack dealt more than 100 points of damage, the attacker must check against PhR 160.

**Hunter (Real):** The summoner gains a Final Ability of 180 in the following Secondary Abilities: Notice, Search, and Track.

## Gygjur, Slayer of Dragons

In ancient times, when dragons were the largest of the beasts and no one dared to challenge their power, Gygjur was the first warrior to bring an end to one of these monstrosities. Yet that was not his only feat. This Lim Sidhe hunter traveled anywhere a great beast could be found and killed all legendary creatures that terrorized his people, without ever knowing defeat.

Summoning Modifiers	
Have Feats of Strength 180 or higher	+20
Be Size 25 or larger	+20
Kill a dragon	+50
Obtain one of Gygjur's possessions	+40
Own a fragment of the fang of the first dragon Gygjur killed	+140
Work with a supernatural being	-30
Be smaller than Size 19	-40
Avoid a confrontation with a dragon	-50
Fear death	-100

#### **Generic Powers**

Weapon: Nothung

**Dragonslayer:** All the summoner's attacks against Enormous or larger creatures (Size 25 or greater) deal double damage.

**Eternal Blood:** The summoner is considered to have the Eternal Blood Legacy of Blood (from **Dominus Exxet: The Dominion of Ki**)... **Inhuman Force:** Gygjur grants the summoner Strength 13 and the ability to make Inhuman actions that depend on that Characteristic.

MINOR AFFINIT	ΓY	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
Level: 5	Difficulty: 270	<b>Zeon:</b> 390
Basic Abilitie		
Attack Ability	<b>y:</b> 170	Block Ability: 170
Initiative: 40		

**Nothung (Weapon):** This ability creates a Two-handed Axe. It is a Quality +10 weapon with Base Damage 120 that attacks using the Cut and Cold Attack Types.

**Dragon Skin (Minor):** Gygjur's skin has the capacity to absorb the power of any attack suffered. The summoner can reduce the Base Damage of any attack against him by 10 points.

**Unstoppable Force:** Gygjur can ignore the first time he is put on the defensive each turn. If more than one attack in one turn forces him to go on the defensive, this ability is no longer in effect for the rest of that turn.

#### INTERMEDIATE AFFINITY

Initiative: 60

Weapon: Nothung

Level: 9	Difficulty:	380	<b>Zeon:</b> 750
<b>Basic Abilities</b>			
Attack Ability: 2	250		Block Ability: 250

**Nothung (Weapon):** The Quality of Nothung increases to +15 and its Base Damage to 130.

**Dragon Skin (Intermediate):** The summoner's damage reduction increases to 20 points.

**Combat Form:** Once during the duration of the Incarnation, the summoner is able to connect to Gygjur's combat form and increase his muscle mass disproportionately. For 10 turns, he gains Strength 15, increases his Base Damage by +20 points, and gets Armor Type 6 against any kind of attack. Unfortunately, while in this state he suffers a -30 penalty to Initiative and reduces his Movement Value by 2.

Real Affinity		
<b>Level:</b> 13	Difficulty: 490	<b>Zeon:</b> 1,400
Basic Abilities Attack Ability Initiative: 80 Weapon: Noth	<b>7:</b> 320	Block Ability: 320

**Nothung (Weapon):** The Quality of Nothung increases to +20 and its Base Damage to 140.

**Insensitive:** The summoner ignores any penalty to his actions caused by physical or supernatural effects.

**Shadow of Destruction:** Once every 10 turns, before determining Initiative, the summoner may declare that he wants to activate Shadow of Destruction. During the subsequent turn, he may make five attacks using his full Attack Ability.



## Arturia, the White Lion

Arturia is a creature like no other. He is the only animal in history that has incarnated. He was the inseparable companion of the first emperor Zhorne Giovanni and fought at his side against creatures and nightmares that terrified even the gods. His greatest act of heroism was to sacrifice himself to save the life of his friend and to save the world from the greatest crisis it had ever faced.

Summoning Modifiers	
Spend long periods in the wilderness	+10
Have a rapport with animals	+20
Possess a hair from Arturia	+40
Be willing to sacrifice for a friend	+50
Own a former possession of Zhorne's	+100
Spend long periods in cities	-20
Have no friends	-50
Be an unnatural being	-100

#### **Generic Powers**

**Animal Nature:** The summoner is considered to possess the Animal Affinity Advantage.

**Beast Skin:** The summoner gains Armor Type 4 against all attacks except those of the Energy Attack Type.

MINOR AFFIN	IITY	
Level: 1	Difficulty: 160	<b>Zeon:</b> 180
Basic Abiliti	es	
Attack Abili	<b>ty:</b> 80	Dodge Ability: 80
Initiative: 70		
Weapon: Be	stial Jaws and Claws	

**Bestial Jaws and Claws (Weapon):** The summoner gains natural weapons. These have Base Damage 50, attack using the Cut and Thrust Attack Types, and ignore 1 point of the defender's Armor Type.

**Bestial Characteristics (Minor):** The summoner increases his Strength, Agility, and Constitution Characteristics to 10.

**Beast (Minor):** The summoner gains a Final Ability of 120 in the following Secondary Abilities: Intimidate, Swim, Athleticism, Jump, Climb, and Withstand Pain.

INTERMEDIATI	e Affinity	
Level: 3	Difficulty: 200	<b>Zeon:</b> 300
Basic Abiliti	es	
Attack Abili	<b>ty:</b> 110	Dodge Ability: 110

Attack Ability: 110 Initiative: 100 Weapon: Bestial Jaws and Claws

**Bestial Jaws and Claws (Weapon):** The summoner's natural weapons improve, increasing their Base Damage to 80 and ignoring 3 points of the defender's Armor Type.

**Bestial Characteristics (Intermediate):** The summoner increases his Strength, Agility, and Constitution Characteristics to 12, and he is able to perform Inhuman actions.

**Animal Senses:** The summoner is considered to possess the Night Vision and Acute Senses Advantages.

**Beast (Intermediate):** The summoner gains a Final Ability of 150 in the following Secondary Abilities: Intimidate, Swim, Athleticism, Jump, Climb, and Withstand Pain.

HE.	AL $A$ FFIN	ITY
		-

Level: 6 Difficulty: 280

**Zeon:** 400

Dodge Ability: 170

#### **Basic Abilities**

Attack Ability: 170 Initiative: 130 Weapon: Bestial Jaws and Claws

Bestial Jaws and Claws (Weapon): The summoner's natural weapons improve, increasing their Base Damage to 100 and ignoring 5

points of the defender's Armor Type. **Bestial Characteristics (Real):** The summoner increases his Strength, Agility, and Constitution Characteristics to 13, and he is able to perform Inhuman actions.

**Beast (Real):** The summoner gains a Final Ability of 200 in the following Secondary Abilities: Intimidate, Swim, Athleticism, Jump, Climb, and Withstand Pain.

## Kha-nefer, the Unholy Priest

Even today, the people of Stygia speak the name of Kha-nefer with fear and suspicion. Living god to some, unnamable tyrant to others, the one called the Unholy Priest was the personal advisor to the young Pharaoh Mikheth, whom he used as a puppet to rule the country with an iron fist. Under his leadership, Stygia's people became prosperous at the cost of living in constant fear. Kha-nefer was endowed with unimaginable powers, and his followers considered him the greatest hero in history for defending their borders from other nightmares...yet he himself was a far greater monster. Finally, like all tyrants, he died at the hands of his own people, who buried him in the depths of the Necropolis.

Summoning Modifiers	
Cause terror	+10
Manipulate people	+20
Abuse the weak	+40
Idolize your own power	+50
Obtain one of Kha-nefer's possessions	+40
Own the Staff of the Unholy Priest	
Be female	-20
Faithfully serve a god	-60
Show piety	-60

#### **Generic Powers**

Aura of Superiority: The summoner is considered to possess the Disquieting Advantage.

MINOR AFFIN	IITY	
Level: 3	Difficulty: 230	<b>Zeon:</b> 200
<b>Basic Abiliti</b>	es	
Attack Abili	<b>ty:</b> 120	Block Ability: 120
Magic Proje	ction: 120	
Initiative: 50		
Weapon: Kop	ohesh	

**Khopesh (Weapon):** This ability creates a Long Sword. It is a Quality +5 weapon with Base Damage 60 that attacks using the Cut Attack Type.

**Unholy Beam:** Each turn, whether or not he attacks physically, the summoner may launch a supernatural beam with Base Damage 60 that attacks using the Energy Attack Type. This ability is equivalent to a spell with a Zeonic Value of 50. If it damages a target, the target must pass a DR 100 check or suffer from nausea and general malaise that causes a –20 penalty to All Actions.

**Sharp Tongue (Minor):** The summoner gains a Final Ability of 120 in the following Secondary Abilities: Persuasion, Intimidate, and Leadership.



#### INTERMEDIATE AFFINITY

Level: 6 Difficulty: 280

**Basic Abilities** Attack Ability: 150 Magic Projection: 150 Initiative: 65 Weapon: Kophesh

Block Ability: 150

**Zeon:** 450

Sand Blast: Once per minute, the summoner can unleash a powerful blast of hot sand capable of searing anything; the attack has Base Damage 80 and uses the Heat Attack Type.

Shield of Beetles: Once per minute, the summoner can create a supernatural shield made of beetles with 600 Life Points. This ability is equivalent to a spell with a Zeonic Value of 80 points. Any organic being who tries to physically attack the summoner while he is surrounded by the beetles must pass a VR 120 check or suffer damage equal to twice the degree of failure. The shield remains active until it is destroyed.

Eternal Body: The summoner is considered to possess the Use of Necessary Energy Ki Ability.

Heat Resistance: The summoner suffers only half damage from attacks of the Heat Attack Type.

Sharp Tongue (Intermediate): The summoner gains a Final Ability of 160 in the following Secondary Abilities: Persuasion, Intimidate, and Leadership.

REAL AFFINIT	Y	
Level: 9	Difficulty: 320	<b>Zeon:</b> 550
Basic Abiliti	es	
Attack Ability: 200		Block Ability: 200
Magic Proje	ction: 200	
Initiative: 80		
Weapon: Kop	ohesh	
1945 19 19		

Tormented Existence: The summoner is immune to fire damage and ignores any Critical or penalty caused by injury or physical needs. For the purposes of spell effects, he is considered an Undead being.

Scourge of the Desert: Everyone who touches the body of the summoner is automatically affected by the Dry spell cast at the Intermediate level (touchers must pass an MR 120 check or suffer damage equal to half their level of failure). Inanimate objects must pass a MR 120 check or melt in a few turns.

Swarm of Unholy Fire: Once per minute, the summoner is able to create a swarm of fiery insects, which swarm around him in an 80 foot radius and burn everything around him without any ability to select targets. This ability is equivalent to a spell with a Zeonic Value of 150 points, has Base Damage 80, attacks using the Heat Attack Type, and is capable of damaging immaterial beings.

Inevitable Vengeance: Khopesh increases to Quality +15, its Base Damage increases to 80, and it attacks using the Heat Attack Type. Once per minute, at will, the summoner can make a person who has previously suffered damage from a Khopesh attack (not necessarily at that very moment) automatically catch on fire, entering the In Flames state.

Sharp Tongue (Real): The summoner gains a Final Ability of 200 in the following Secondary Abilities: Persuasion, Intimidate, and Leadership.



## Anassilish, the Faceless

Anassilish was the best known D'anjayni of its time. Nobody knows for sure whether it was a man or a woman. The only certainty about its life is that throughout its existence it stole hundreds of identities, including those of some of the most important individuals in history. However, the really strange thing is that nobody knows exactly how it succeeded in becoming an Incarnation, or at least no one remembers...

Summoning Modifiers	
Be a D'anjayni or a D'anjayni Nephilim	
Use multiple different combat styles	
Have a Disguise Ability of 180 or higher	
Have a personality that makes you go unnoticed	
Obtain one of Anassilish's possessions	
Not having a name	+150
Tell anyone your true name	-10
Be unable to adapt and change	-20
Have a strong personality	-20
Have your identity known	-60

#### **Generic Powers**

Masks: Depending on the mask that it uses, this Incarnation provides different abilities. The summoner's mask can be changed once per turn at the beginning of the turn as a Passive Action by passing his hand in front of his face.

#### MINOR AFFINITY

В

Difficulty: 180 Level: 2

asic A	bilities	
ttack	Ability 100	

Attack Ability: 100	Dodge Ability: 100
Magic Projection: 90	
Initiative: 40	
Masks Available: Clay, Wood	

#### Clay Mask (Impurity)

Attack Ability: +20	<b>Dodge Ability:</b> -10
Initiative: —10	Weapon: Kalidus

Kalidus (Weapon): This ability creates a Scythe. It is a Quality +5 weapon with 60 Base Damage that attacks using the Cut Attack Type. Amplify Pain: Any penalties caused by Criticals inflicted by the summoner are doubled.

Reaper: If the summoner kills someone, he gains twice the Zeon points that his victim had left at the time.

Bleeding: All attacks from Kalidus cause bleeding (if, of course, the target can bleed).

Wooden Mask (Stability)	
Attack Ability: +0	Doc
Initiative: +0	We

dge Ability: +0 Weapon: Daldevar

**Zeon:** 150

Daldevar (Weapon): This ability creates a Quarterstaff. It is a Quality +5 weapon with Base Damage 40 that attacks using the Impact Attack Type. Defensive Style: The summoner gets a +50 bonus instead of +30

when he performs the Pure Defense maneuver. Multiple Defenses: The summoner does not begin to suffer the penalties

for Additional Defenses until he has suffered a third attack. The penalty for defending against the third attack is -30 (as if it were the second attack for a character without this ability), and it increases as normal.

Strength of Wood: The summoner gets a +20 to his Life Points and +10 to his PhR.



Intermediate Affinity		
Level: 5	Difficulty: 280	<b>Zeon:</b> 400
<b>Basic Abilities</b>		
Attack Ability:	150	Dodge Ability: 150
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Magic Projection: 130 Initiative: 60 Masks Available: Clay, Wood, Iron, Ivory, Gold

#### Iron Mask (Tyranny)

Attack Ability: +10 Initiative: +0 Dodge Ability: -10 Weapon: Hades

**Hades (Weapon):** This ability creates a Chain. It is a Quality +10 weapon with Base Damage 50 that attacks using the Impact Attack Type. It has the ability to Trap as if the wielder had Strength 10. It can damage energy.

**Oppressive Chains:** If the summoner performs a Trapping maneuver on an enemy, he only applies a penalty of -20 to his Attack Ability for doing so. If he succeeds (regardless of the level of success), Hades increases the Strength of the Trap by 1 point each turn, up to a maximum of 16.

**Transmit Agony:** If he catches someone with a Trapping maneuver with at least one level of success, the summoner can spend a point of Fatigue to force the enemy to make a PhR check at a difficulty of 100 +1 for each point of life lost in total to the summoner's attacks. The target suffers damage equal to the degree of failure.

**Iron Mask:** The summoner gets +40 to his PhR, Damage Barrier 80, and can achieve Inhuman results on all his physical actions.

Ivory Mask (Purity) Attack Ability: +0 Initiative: -20

**Dodge Ability:** +0 **Weapon:** Olympus

**Olympus (Weapon):** This ability creates a Longbow with unlimited ammunition. This is a Quality +10 weapon with Base Damage 60 that attacks using the Thrust Attack Type. It can damage energy.

**Sigma:** If an arrow deals damage, the enemy struck must pass a MR 140 check or enter a state of Fascination for 10 turns, during which he cannot perform Active Actions.

Golden Mask (Authority) Attack Ability: +10 Initiative: -10

**Dodge Ability:** +10 **Weapon:** Staff of Kings

**Staff of Kings (Weapon):** This ability creates a Club. It is a Quality +10 weapon with Base Damage 60 that attacks using the Impact Attack Type. It is capable of damaging energy.

**King:** All who look at the summoner for at least two consecutive turns while he is wearing this mask must beat MR 100 or be Fascinated by him until they look away for a full turn or pass the MR check. For each consecutive turn that an enemy observes the mask and passes the check, the difficulty of the check increases by +5 up to to a maximum of 140.

**Golden Mask:** The summoner gets +50 to all Resistance checks to avoid being controlled or manipulated.

**Monarch:** The summoner gains a Final Ability of 180 in the following Secondary Abilities: Leadership, Intimidate, and Style.



REAL AFFINITY	
Level: 8 Difficulty: 300	<b>Zeon:</b> 600
Basic Abilities	
Attack Ability: 200	Dodge Ability: 190
Magic Projection: 160	
Initiative: 80	
Masks Available: Clay, Wood, Iron, Ivo	ory, Gold, Platinum
Platinum Mask (Heroism)	

Attack Ability: +0 Dodge Ability: +0 Initiative: +10 Weapon: Ashurian

**Ashurian (Weapon):** This ability creates a Long Sword. It is a Quality +15 weapon with Base Damage 70 that attacks using the Cut Attack Type and has the Precision trait.

**He Who Always Rises:** At the end of a turn in which he suffers a penalty, the summoner removes any penalty to his actions, regardless of its origin or nature. This ability has no effect on penalties that were inflicted before he donned the Platinum Mask.

**Invincible:** Every turn, the character recovers 25 Life Points and a point of Fatigue that he lost while wearing the Platinum Mask.

## Ambrose Magus, the Wizard

Archmage Ambrose Magus is one of the most recent Incarnations. Formerly Azathoth of Yehudah, who became the founder of the order that bears his name, he was a wizard who revolutionized the principles of magic and is seen as a hero by many occultists. He died fighting alongside Emperor Joshiah Giovanni during one of the secret wars, but his enormous supernatural presence formed his energies into an Incarnation.

Summoning Modifiers	
Possess the Gift	+10
Have a rating of 140 or higher in Occult and Magic Appraisal	+20
Dedicate your life to magic	+40
Be an inspiration for the use of magic	
Obtain a possession of Magus's	+40
Obtain Magus's book of spells	
Consider yourself superior to others	
Inspire fear of the supernatural	-60
Be a tyrant	-100

#### **Generic Powers**

Weapon: None

**Magic Eye:** The summoner gains the ability to see magic and spirits. **Supernatural Resistance:** The summoner gets a +40 bonus to his MR.

MINOR AFFIN	IITY	
Level: 4	Difficulty: 240	<b>Zeon:</b> 200
Basic Abiliti	es	
Magic Proje	<b>ction:</b> 140	
Initiative: 80	)	

**Archmage (Minor):** Each turn, the summoner can use two of Magus's special abilities with the descriptor "Magic" in their title. He can use the same ability twice or two different abilities.

**Mystical Lightning (Magic):** The summoner can launch a supernatural bolt of energy with Base Damage 50 that attacks using the Energy Attack Type. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Mystic Shield (Magic):** The summoner can create a shield made of magical power that can stop any kind of attack with 300 Life Points. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Mystic Seal (Magic):** The summoner creates an effect equivalent to a Spiritual spell that, if it hits, requires the target to check against MR 120. If the MR check is failed, the target cannot use any mystical abilities for a number of hours equal to the degree of failure. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Mystic Transportation (Magic):** The summoner is teleported a distance of 150 feet. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Mysticism (Minor):** The summoner gains a Final Ability of 120 in the following Secondary Abilities: Magic Appraisal, Occult, and Style.

INTERMEDIATE	AFFINITY	
Level: 6	Difficulty: 260	<b>Zeon:</b> 350

Basic Abilities Magic Projection: 160 Initiative: 90 Weapon: None

**Flying Wizard:** The summoner has the ability to move through the air with Flight Value 8.

**Magic Breaker (Magic):** As a Passive Action once per turn, the summoner can counter a spell with a Zeonic Value of 50 or less. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Matrix Breaker (Magic):** As a Passive Action once per turn, the summoner can counter a Psychic Power with Psychic Potential 140 or less. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Energizer (Magic):** A person chosen by the summoner gets a +10 bonus to All Actions and his attacks are capable of damaging energy. This ability is equivalent to a spell with a Zeonic Value of 50 points.

**Mystical Empowerment (Magic):** The summoner gets a +20 bonus to Magic Projection until the end of the turn.

**Mysticism (Intermediate):** The summoner gains a Final Ability of 180 in the following Secondary Abilities: Magic Appraisal, Occult, and Style.

Difficulty: 280

#### REAL AFFINITY

Level: 8

**Zeon: 500** 

Basic Abilities Magic Projection: 190 Initiative: 110 Weapon: None

Archmage (Real): The summoner can use three of Magus's abilities marked with the descriptor "Magic" or one of those marked as "Major Magic" every turn.

Wave of Magic (Major Magic): The summoner releases a wave of magic that attacks everyone in an 80 foot radius around him with Base Damage 100 using the Energy Attack Type. This ability is equivalent to a spell with a Zeonic Value of 120 points.

**Power Barrier (Magic Major):** The summoner can create a shield of magical energy capable of stopping any kind of attack with 1,500 Life Points. This ability is equivalent to a spell with a Zeonic Value of 120 points.

**Mysticism (Real):** The summoner gains a Final Ability of 240 in the following Secondary Abilities: Magic Appraisal, Occult, and Style.

### Ruatha Synn

Ruatha Synn is one of the most well-known Sidhe, since he led his people against the invasion of the great beasts. He is also known for bearing one of the weapons of legend, Mjolnir, and for having lost both hands in a fight against the ancient dragon Hatherell, after which the great spirits blessed him with two silver hands as a reward. Ironically, he lost his life because of the woman he loved, who was none other than the daughter of his enemy Hatherell and who took human form and cajoled him to his destruction.

Summoning Modifiers	
Has Style 140 or greater	+10
Be brave	+10
Save the weak	+20
Have defeated great monsters	+30
Be hurt badly helping others	+30
Obtain one of Ruatha Synn's possessions	+40
Own a piece of the silver hands	+50
Possess Mjolnir	+100
Have less than Strength 9	-20
Act with caution	-40
Refuse to help a woman	-60
Disparage the spirits	-80

#### **Generic Powers**

Hero's Light: The summoner is considered to possess the Seducer, Survivor, and Touched by Destiny Advantages (from the Game Master's Toolkit).

MINOR AFFINI	TY	
Level: 4	Difficulty: 280	<b>Zeon:</b> 450
Basic Abilitie Attack Abilit		<b>Block Ability:</b> 160
Initiative: 30		
Weapon: Mjo	Inir	

**Mjolnir (Weapon):** This ability creates a Warhammer made of silver metal. It is a Quality +10 weapon with Base Damage 80 that attacks using the Impact Attack Type. Additionally, any enemy struck by Mjolnir automatically suffers a Strength 12 impact. This weapon can only be held by the summoner.

**Silver Hand:** All of the summoner's attacks are able to damage any kind of creatures, and he may touch supernatural things and beings with his bare hands.

**Lillium Knowledge (Minor):** The summoner gains a Final Ability of 140 in the following Secondary Abilities: Animals, Herbal Lore, Medicine, and Track.

INTERMEDIAT	e Affinity	
Level: 8	Difficulty: 360	<b>Zeon:</b> 750
Basic Abiliti	es	
Attack Abili	<b>ty:</b> 230	Block Ability: 230
Initiative: 60		
Weapon: Mj	olnir	

**Mjolnir (Weapon):** The Quality of Mjolnir increases to +15, its Base Damage to 100, and its impacts to Strength 14.

**Light of Life:** At will, the summoner can touch a wounded person and heal him 50 Life Points. This ability only works once per day per person.

**Earthquake:** Once per minute, instead of making an attack, the summoner can strike the ground with Mjolnir to cause a tremendous earthquake. Any character within 150 feet must pass an Agility 14 check or be unable to maintain his balance and fall to the ground for three turns. Any building with a Damage Barrier less than 80 is destroyed immediately.

**Lillium Knowledge (Intermediate):** The summoner gains a Final Ability of 180 in the following Secondary Abilities: Animals, Herbal Lore, Medicine, and Track.

REAL AFFINITY		
<b>Level:</b> 12	Difficulty: 460	<b>Zeon:</b> 1,000
Basic Abilities Attack Ability Initiative: 100 Weapon: Mjoln	: 300	Block Ability: 290

**Mjolnir (Weapon):** The Quality of Mjolnir increases to +20, its Base Damage to 120, and its impacts to Strength 15. Any being with Gnosis greater than 25 suffers double damage from attacks using Mjolnir.

**Giver of Life:** The summoner can lay hands on a person who died less than a minute ago and try to bring him back to life. The target must pass a PhR 140 check in order to return to life, although he will remain in a critical state (0 Life Points) and will not wake up for at least a week. Every time he uses this ability, the summoner must sacrifice half of his current Life Points.

**Cry of the Lim Sidhe:** Once per minute, the summoner can cry out, prompting his comrades to fight and giving them the energy and courage to face any challenge. All his allies who are close enough to hear him shout get a +10 to All Actions for a full minute and can ignore the negative effects of any psychological state.

**Lillium Knowledge (Real):** The summoner gains a Final Ability of 240 in the following Secondary Abilities: Animals, Herbal Lore, Medicine, and Track.

## Kristoff, the Pirate King

Feared by those who hide behind laws and revered by those seeking freedom without rules, Alexander Bartholomew Samuel Kristoff was the first and greatest Pirate King of the Inner Sea. Founder of the island Eye of the Hurricane and the credo "everything is permitted if you are able to win it yourself," this terrible man disappeared from the seas almost a millennium ago, but his power and influence are still visible in the summoners who call him.

Summoning Modifiers	
Be seeking vengeance	+10
Be a sailor	+10
Be wanted by the authorities	+20
Have suffered a betrayal	+30
Obtain one of Kristoff's possessions	+40
Own a fragment of Kristoff's boat	+120
Fail to keep your word	-30
Betray someone	-40
Fail to be greedy	-50
Be poor	-50
Fail to follow the Pirate's Code	-100

#### **Generic Powers**

Fearsome Reputation: The summoner is considered to possess the Disquieting Advantage.

**Dark Fog:** The summoner is surrounded by a dark haze extending in a 150 foot radius, which remains fixed in place where the Incarnation was originally summoned.

#### MINOR AFFINITY Difficulty: 250 Level: 4

**Zeon:** 350

Block Ability: 130

#### **Basic Abilities**

Attack Ability: 170 Initiative: 80 / -40 Weapon: Rusty Anchor & Archana

Rusty Anchor (Weapon): This ability creates a huge Anchor attached to the summoner's wrist by a long chain. It is a Quality +5 weapon with Base Damage 160 that attacks using the Cut and Impact Attack Types. The summoner can use it either as a melee weapon or as a thrown weapon with a maximum range of 60 feet (the length of the chain). In the latter case, he cannot make further attacks with it that turn. If he uses Rusty Anchor to fight, his Initiative modifier is reduced to -40 and he cannot fight with Archana.

Archana (Weapon): This ability creates a Saber. It is a Quality +5 weapon with Base Damage 60 that attacks using the Cut and Thrust Attack Types. If Archana is used to fight, the summoner's Initiative modifier is 80 but he cannot fight with Rusty Anchor that turn.

Tiger Shark (Minor): Once every five turns, the summoner can thrust his fist forward and concentrate water into the form of a huge blue shark that speeds outward to strike his enemies. It has Base Damage 80 and causes a Strength 8 impact. It has a range of 150 feet.

Pirate King (Minor): The summoner gains a Final Ability of 140 in the following Secondary Abilities: Leadership, Navigation, Stealth, Acrobatics, and Notice.

#### INTERMEDIATE AFFINITY

Difficulty: 300 Level: 8 **Zeon:** 500

#### **Basic Abilities**

Attack Ability: 250 **Initiative:** 90 / -30 Weapon: Rusty Anchor & Archana

Anchors Down !: Once every time he has been invoked, Kristoff can make hundreds of ghostly anchors fall within the area of the Dark Fog effect. Anyone within that area except the summoner suffers an attack with a Final Attack of 240 and Base Damage 120 that uses the Impact Attack Type. Afterwards, the anchors and chains remain stuck in the ground, making movement very difficult within the area of the fog. Anyone trying to move or fight within that space except the summoner suffers the penalty for fighting in a Crowded Space.

Block Ability: 200

Pirate King (Intermediate): The summoner gains a Final Ability of 180 in the following Secondary Abilities: Leadership, Navigation, Stealth, Acrobatics, and Notice.



REAL AFFINITY	,	20 C
Level: 11	Difficulty: 380	<b>Zeon:</b> 800
Basic Abilitie	s	
Attack Abilit	<b>y:</b> 280	Block Ability: 240
Initiative: 110	/10	

Weapon: Rusty Anchor & Archana

Tiger Shark (Real): Once every five turns, the summoner can thrust his fist forward and concentrate water into the form of a huge blue shark that speeds outward to strike his enemies. It has Base Damage 120 and causes a Strength 12 impact. It has a range of 150 feet.

**Phantom Motion:** Once per turn, at the cost of a point of Fatigue. the summoner can instantly move from one location in the Dark Fog to another of his choice within the Dark Fog.

Pirate King (Real): The summoner gains a Final Ability of 240 in the following Secondary Abilities: Leadership, Navigation, Stealth, Acrobatics, and Notice.

### Lolv Ann

Loly Ann, a puppet master, was famous not only for her particular combat style, but also for her bizarre appearance. Apparently, she was cursed never to grow old while still a child, so many knew her as the eternal child.

Summoning Modifiers	
Be a source of joy for people	+10
Believe in fairy tales	+20
Look adorable	+30
Be less than 15 years old	+50
Obtain one of Loly Ann's possessions	+40
Own one of Loly Ann's original dolls	+150
Be male	-20
Lose hope	-20
Be 18 years old or older	-50
Look disturbing or modern	-100

#### **Generic Powers**

Puppet: The summoner is transformed into one of Loly's puppets and gains certain special abilities as a result. At the beginning of each turn, before determining Initiative, he may declare that he wants to transform into any one of the other puppets, changing his form and powers completely. He suffers a -40 penalty to All Actions for that turn as he gets used to his new form and abilities.

**Puppet Queen:** If the summoner chooses, he can designate other people who voluntarily agree to be affected by the Incarnation to become Loly's puppets. If he does so, he does not gain any special abilities; instead of embodying one of the dolls, he becomes Loly Ann, who manages her "little ones" from a distance with a string of energy. Because there are only three dolls, he can only affect three people. One will be Ren, another Dash, and the last Motobu.

Difficulty: 180

#### MINOR AFFINITY

Level: 1

**Zeon: 150** 

#### **Basic Abilities**

Ren Attack Ability: 100 Initiative: 80 Ren

Dodge Ability: 100

Weapon: The Puppet Ren

Ren (a white cat with a pink bow on her head)

Paws (Weapon): Ren attacks with her retractable claws. These are a natural weapon with Base Damage 60 that attacks using the Cut Attack Type.

Seven Lives: Instead of rolling the dice to defend, Ren may automatically dodge an attack at the cost of 1 point of Fatigue for every 50 points (or fraction thereof) in the Final Attack Ability. Tireless beings cannot use this ability.

Agile as a Cat: The summoner increases his Agility Characteristic to 10. Plush Cat: The summoner gains a Final Ability of 120 in the following Secondary Abilities: Acrobatics, Athletics, Climb, and Jump.

#### INTERMEDIATE AFFINITY

Level: 3	Difficulty: 220	<b>Zeon:</b> 250

#### **Basic Abilities**

Ren	Dash
Attack Ability: 120	Attack Ability: 150
Dodge Ability: 120	Block Ability: 100
Initiative: 100	Initiative: 50

Weapon: The Puppets Ren and Dash

#### Dash (a crocodile wearing a suit and hat)

Bite (Weapon): Dash attacks with his powerful jaws. These are a Quality +5 natural weapon with Base Damage 80 that attacks using the Cut Attack Type.

Armored Skin: Dash has Armor Type 4 against all attacks.

Lash: At the cost of a point of Fatigue, Dash turns around in a comical way and whacks his opponent with his reptilian tail. This attack has a Base Damage of 120, attacks using the Impact Attack Type, and causes an impact of Strength 8.

Real Affinity		100	
Level: 5	Difficulty: 280	<b>Zeon:</b> 400	
<b>Basic Abilities</b>			

Ren Attack Ability: 140 Dodge Ability: 170 Initiative: 120

Dash Attack Ability: 180 Block Ability: 130 Initiative: 60

#### Motobu

Attack Ability: 170 Block Ability: 160 Initiative: 70

Weapon: The Puppets Ren, Dash, and Motobu

#### Motobu (a panda dressed as a Buddhist monk)

Invincible Self-taught Style of a Thousand Agonies (Weapon): Motobu fights with a combination of various martial arts in a flashy style that has a Base Damage of 50 and uses the Impact Attack Type.

Martial Master: Each turn, Motobu can use one of the abilities marked with the word "Technique."

Sublime Flying Sparrow Kick (Technique): Motobu jumps up to 150 feet and strikes his target with a powerful roundhouse kick that deals Base Damage 100 using the Electricity Attack Type.

Sixty Hands of Hell (Technique): Motobu moves his hands at high speed, creating a ball of hot air that he launches at a target. It is considered a ranged attack with Base Damage 80 and attacks using the Heat Attack Type. It can damage immaterial beings.

Sated Dragon Belly (Technique): Motobu hits his opponent with his belly, causing Base Damage 100 and a Strength 12 impact to the target.

Strike of the Four Lotus Petals (Technique): Motobu attacks with his index and middle fingers, imbued with Ki. This attack has Base Damage 50 and uses the Energy Attack Type. If it causes damage, the target automatically reduces all his Ki Accumulations by 1 point for 10 turns.

**Serenity of the God of Jade (Technique):** Motobu receives a +20 bonus to all Resistances until the end of the turn.

## Aeriel, the Argent Knight

Aeriel of Sylvanus, the Argent King, was once a great ruler. He was the most powerful of the seven Sylvain monarchs of his era and the first to ride one of the llona, and he led his people against the Duk'zarist during the War of Darkness. His greatest and final feat was to strike the dark emperor Ghestalt Noah Orbatos in the arm, giving rise to the phrase "There is nothing to fear... You see? He bleeds just like me."

#### Summoning Modifiers

Be a Sylvain or a Sylvain Nephilim	+10
Participate in a war and be on the winning side	+20
Possess Ride 180 or greater	+20
Be the leader of a group of soldiers	+30
Obtain one of Aeriel's possessions	+40
Own the crown of Aeriel	+140
Act alone	-30
Be pessimistic	-40
Have connections to evil beings	-50
Be a Duk'zarist or a Duk'zarist Nephilim	-100

#### **Generic Powers**

**Amber:** The character who summons Aeriel automatically mounts Amber, the king of the Ilona. Amber is part of the Incarnation and cannot be separated from or dismounted. Amber is a supernatural mount who has 14 in all his Physical Characteristics, Damage Resistance with 2,000 Life Points, and Armor Type 4 against all attacks.

**Supernatural Protection:** Both Amber and the summoner have Damage Barrier 80.

**Master Rider:** While riding Amber, the summoner and the llona fight as one being. Therefore, the character does not suffer any penalties to his fighting abilities as a result of being mounted and automatically passes any Ride check up to Almost Impossible (240) difficulty.

Difficulty: 290

Level: 6

**Zeon:** 450

Basic Abilities Attack Ability: 190 Initiative: 100 Weapon: Silfur

Block Ability: 190

**Silfur (Weapon):** This ability creates a Lance. This is a Quality +10 weapon with Base Damage 100 that attacks using the Cut and Cold Attack Types, although if it is used in a charge, its Base Damage increases to 150. It is capable of damaging all kinds of creatures, regardless of their special immunities.

**Arc Attack:** The summoner can alter the shape of Silfur to take the appearance of a circular scythe. When it is in that shape, the summoner's attacks affect all opponents within 15 feet.

**Essence of Light:** The summoner causes double damage to creatures based on darkness or negative emotions.

INTERMEDIATE AFFINITY
Level: 9 Difficulty: 380

**Zeon:** 750

Basic Abilities Attack Ability: 250 Initiative: 120 Weapon: Silfur & Srebro

Block Ability: 250

**Silfur (Weapon):** The Quality of Silfur increases to +15 and its Base Damage to 120. If it is used in a charge, its Base Damage increases to 170.

**Srebro (Weapon):** This ability creates a Longbow with an infinite number of arrows. It is a Quality +20 weapon with Base Damage 100 that attacks using the Thrust Attack Type. These arrows have a range of one mile and do not apply any penalty for shooting targets over half range. The arrows are capable of damaging all kinds of creatures, regardless of their special immunities.

**Argent Light:** Once per minute, the summoner can make a special charge attack. To do so, he must ride in a straight line for at least a full turn. Then, he gains a +100 to his Attack Ability with Silfur and moves 500 feet forward in a straight line (in the direction he was going in the previous turn), attacking everyone along his path with his full Attack Ability.

#### REAL AFFINITY

<b>Level:</b> 12 <b>Difficulty:</b> 460 <b>Zeon:</b> 1,250	
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#### Basic Abilities Attack Ability: 300 Initiative: 140

Weapon: Silfur, Srebro & Zelber

Block Ability: 300

**Aura of Kings:** Anyone who tries to attack the summoner must pass a difficulty 180 Composure check or suffer a –60 penalty to Attack Ability for that attack. Beings that are immune to psychological states do not need to make this check.

**Silfur (Weapon):** The Quality of Silfur increases to +20 and its Base Damage to 130. If it is used in a charge, its Base Damage increases to 180. **Zelba (Weapon):** This ability creates a Long Sword. Also known as Final Cut, it is a Quality +20 weapon with Base Damage 120 that attacks using the Cut Attack Type. Its attacks completely ignore the defender's armor and produce an automatic Critical (except against creatures with Damage Resistance, against which Zelba strikes as if their whole body was a vulnerable point). It is capable of damaging all kinds of creatures, regardless of their special immunities.

## Wang Shou Bo

The ancient Wang Shou Bo was the teacher who developed the majority of oriental martial arts. Although he was merely a human, he was so skilled that even the Kami themselves respected his abilities, and he twice helped the emperor's forces repel attacks from the insidious evil gods. It is said that he was the first mortal ever to personally confront Yagarema without injury. Although Wang Shou Bo died in combat, the dark Kami held him in such high regard that they voluntarily retreated for seven days so that his companions would have sufficient time to bury him with due honor.

Summoning Modifiers	
Behave with dignity	+10
Be humble	+10
Do not meddle in foreign affairs	+20
Learn new styles of combat	+30
Maintain a frugal lifestyle	+30
Obtain one of Wang Shou Bo's possessions	+80
Behave with presumption	-40
Meddle in the affairs of others	-40
Enjoy unnecessary luxuries	-40
Live in a place of luxury and leisure	-100

#### **Generic Powers**

**Concentration of the Mantis Queen:** The summoner has a +25 bonus to his Resistance check against any kind of power that affects his mind or senses.

Grace of the White Crane: The summoner possesses Movement Value 12.

MINOR AFFINITY		
Level: 5	Difficulty: 260	<b>Zeon:</b> 400
Basic Abilities Attack Ability:	150	<b>Dodge Ability:</b> 140

Initiative: 100 Weapon: Caress of the Lotus Blossom (Martial Arts)

**Caress of the Lotus Blossom (Weapon):** The summoner fights with a combination of different martial arts known as the Caress of the Lotus Blossom style. With it, he has Base Damage 60 and attacks using the Energy Attack Type.

Wind Rocks the Reeds: By spending a point of Fatigue, the summoner can make one of his melee attacks at a distance of 150 feet. Since the attack is based on manipulating the air to strike, it uses the Impact Attack Type and is invisible to anyone who does not pass a Very Difficult (140) Notice check.

**Golden Monkey's Cunning (Minor):** The summoner gets a +10 bonus to one of his attack or defense rolls each turn. He must declare which roll he is using it for before Initiative is rolled.

**Martial Knowledge:** The summoner is considered to possess the following Ki Abilities: Ki Control, Ki Detection (200), Erudition, Weight Elimination, Presence Extrusion, and Use of Necessary Energy.

INTERMEDIATE A	AFFINITY	
Level: 9	Difficulty: 300	<b>Zeon:</b> 600
Basic Abilities		
Attack Ability	: 200	Dodge Ability: 190
Initiative: 140		

Weapon: Caress of the Lotus Blossom & Fist of a Hundred Storms

**Fist of a Hundred Storms (Weapon):** If desired, the summoner can replace Caress of the Lotus Blossom with the Fist of a Hundred Storms style, which causes Base Damage 100, attacks using the Impact Attack Type, and causes any Criticals it inflicts to be increased by +20.

**Golden Monkey's Cunning (Intermediate):** The summoner gets a +40 bonus to one of his attack or defense rolls each turn or a +20 bonus to two different rolls. He must declare which rolls and which bonus he is using before Initiative is rolled.

**Strike of a Hundred Broken Bones:** Once per minute, the summoner can concentrate his Ki to unleash a devastating attack; if it causes damage, it causes an automatic Critical with a +50 bonus to the result.

**Martial Mastery:** The summoner is considered to possess the following Ki Abilities besides those previously mentioned: Levitation, Energy Armor, Ki Transmission, Ki Healing, and Zen.

<b>R</b> EAL AFFINITY		
Level: 13	Difficulty: 500	<b>Zeon:</b> 1,200
Basic Abilities Attack Ability: Initiative: 165	260	Dodge Ability: 260

Weapon: Caress of the Lotus Blossom & Fist of a Hundred Storms

**God of Martial Arts:** The summoner increases the damage of both combat styles/weapons by +20.

**Golden Monkey's Cunning (Real):** The summoner gets a +60 bonus to one of his attack or defense rolls each turn or a +20 bonus to three different rolls. He must declare which rolls and which bonus he is using before Initiative is rolled.

**Faster than the Wind:** The summoner can make up to three attacks each turn without any penalty.

Martial Omniscience: The summoner is considered to possess all Ki Abilities.

## Holst, King of Heroes

Holst, who ought never to have been born, founder and king of the kingdom of Haufmarsormen, who defied even his own destiny, has been to many the greatest hero of all time. He is more myth than reality, and so many stories have been told of this man who rubbed shoulders with gods that his legend transcends borders and ages. An unequalled warrior, a natural leader and a thinker, Holst is thought by many summoners to be the most powerful of all known Incarnations, comparable in power to a real demigod.

Summoning Modifiers	
Speak Ultwe'alariel	+10
Have a Track Ability of 180 or higher	+10
Recover from the Between Life and Death state unaided	+20
Be an orphan	+20
Be proclaimed king on your own merits	+50
Obtain one of Holst's possessions	+40
Own Mournehäven	+150
Refuse to help the needy	-30
Betray your allies	-40
Disrespect others	-50

#### **Generic Powers**

**Charisma:** The summoner is considered to possess the Charming Advantage.

Dragon's Blood: The summoner gets a +50 bonus to PhR and MR.

**More than Human:** All the summoner's physical Characteristics are considered to be 13 and he can make Inhuman actions.

MINOR AFFINITY		
Level: 8	Difficulty: 360	<b>Zeon:</b> 750
<b>Basic Abilities</b>		

Attack Ability: 230 Initiative: 90 Weapon: Mournehäven & Uruz's Gift

Block Ability: 230

**Mournehäven (Weapon):** This ability creates a Bastard Sword. It is a Quality +15 weapon with Base Damage 120 that attacks using the Impact and Cut Attack Types. It can damage any kind of creature, regardless of its special immunities.

**Uruz's Gift (Weapon):** This ability creates a Longbow and nine arrows. It is a Quality +20 weapon with Base Damage 100 that attacks using the Thrust Attack Type. The bow can only shoot one arrow per turn, but the arrows follow the rules for having the Perfect Target spell cast on them at the Intermediate level. This weapon can damage any kind of creature.

The World's Choice: The summoner can reroll one die each turn.

The Perfect Hero (Minor): The summoner gains a Final Ability of 140 in all Secondary Abilities.

#### INTERMEDIATE AFFINITY

**Level:** 12 **Difficulty:** 440 **Zeon:** 1,200

#### **Basic Abilities**

Attack Ability: 310 Initiative: 120 Weapon: Mournehäven & Uruz's Gift Block Ability: 310



**Understand the Supernatural:** If the summoner is hit twice by the same enemy in melee combat, he gains a +40 to his ability to defend against that enemy's attacks thereafter.

**Transcend Destiny:** Once every 10 turns, before rolling the dice, the summoner can make one of his attack or defense rolls automatically be an Open Roll, regardless of the outcome.

**Dainself:** Once every 10 turns, the summoner can make an attack with a bonus of +50 to his Attack Ability. If the attack deals damage, the target must pass a MR 140 check; if he fails, he cannot use any supernatural abilities for an entire day.

**The Perfect Hero (Intermediate):** The summoner gains a Final Ability of 200 in all Secondary Abilities.

<b>BEAL AFFINITY</b>		
<b>Level:</b> 15	Difficulty: 520	<b>Zeon:</b> 1,500

Basic Abilities Attack Ability: 330 Initiative: 140 Weapon: Mournehäven & Uruz's Gift

Block Ability: 330

**Avalon:** Avalon is the name given to Holst's final attack, which allowed him to destroy an enemy completely and reduce it to nothing. This ability allows the summoner to make a single attack, doubling his Base Damage and applying a +200 bonus to his Attack Ability. This attack ignores any armor or other protection and causes an automatic Critical. After using this attack, the Incarnation ends, no matter how much time remains on its duration.

**The Perfect Hero (Real):** The summoner gains a Final Ability of 280 in all Secondary Abilities.

# CHAPTER 7 SHEELE, SPIRITS OF THE SOUL

The soul is like the fairies, as pure fantasy; A reflection of all we believe.

## -Daedalus-

The Sheele, also called reflections of the soul, are one of the greatest powers that both summoners and wizards have at their disposal. They are elementals of pure magic, manifestations of supernatural power that gained an identity when they came in contact with the soul of a living being.

Their usual shape is similar to that of a small fairy, no more than a foot tall. The vast majority are female, because they represent the Animus or the feminine side of life. However, in rare cases, male or even asexual Sheele have been observed.

Usually, the existence of these creatures is linked to a single person and his particular kind of magic. In fact, except for Necromancy, Creation, and Destruction, which by their nature do not support the creation of Sheele, all the Paths of magic can give birth to their own kinds of elementals.

An expert summoner can try to gather enough supernatural power to attract a Sheele and tie it to his soul. In this way, a summoner can make up for his lack of magical understanding by letting the elemental cast spells for him. However, wizards and fighters can also use them, since their capabilities are diverse enough to enhance anyone's skills.

## Summoning and Binding

Summoning a Sheele has the same requirements as summoning a being of the summoner's level +1 and costs 10 times the normal amount of Zeon. If the summoner is trying to call it for another individual, the difficulty is that person's level +2 and the cost must be fully paid by both the summoner and the other person, since the summoner needs to attract the Sheele and then the other person must create its essence.

A level 3 summoner who wants to summon a Sheele would have to do so as if it were a level 4 being and pay 800 Zeon (80 Zeon times 10). Similarly, invoking a Sheele for another character of level 2 would be equal to calling a being of level 4, although in this case 800 points of Zeon must be spent by both the summoner and the individual he is calling it for.

Immediately afterwards, the summoner must bind the Sheele, making the Bind check at the same difficulty as before (as if it were a being of level +1, or level +2 if it is for another individual). If successful, the one who wishes to become the Sheele's master (either the summoner or another individual) has to spend a point of Power to bind it to his soul. This expenditure completes the ritual, and the Sheele will be entirely his from that moment on.

To determine what type of Sheele is called, the summoner can roll on **Table 13** and use the result.

### TABLE 13: TYPE OF SHEELE

Roll	Sheele
1–10	Light
11–20	Air
21-40	Essence
41-50	Earth
51-60	Fire
61–70	Illusion
71–80	Water
81–90	Darkness
91-100	Player's Choice

## sheele as Familiars

Like any other supernatural creature, a Sheele may be bound as a Familiar. In this case, add the levels of difficulty for summoning and binding a Sheele explained in the previous section to the difficulty of binding a Familiar (two additional levels). That is, binding a Sheele is done as if it had three additional levels if it is intended for the summoner or four if it is for another person. The Zeon cost does not increase beyond the normal cost for summoning a Sheele.

Having a Sheele as a Familiar gives the elemental certain special powers, as explained in the "Supernatural Improvements" section.

### Maintaining a Sheele

Keeping a Sheele follows the same rules as keeping a Familiar for calculating the amount of Zeon that the master must spend daily. If the character is unable to pay the cost, the elemental begins to weaken, suffering a penalty of -10 to Presence and All Actions for each day that the cost is not paid. If its Presence falls to 0, it dies irreversibly. If the character starts to pay the cost again before the Sheele dies, the penalties are reduced at the same rate they were gained.

In contrast to a Familiar, it is not possible to delay the development of a Sheele, so if its power increases beyond the point where the character can afford to maintain the bond, that bond is broken and a point of Power is lost just as if it were a Familiar (only 1 point is lost, even if the Sheele is also a Familiar). This loss is in addition to the loss of the Power point spent to acquire the Sheele in the first place.

## **GENERAL RULES**

It is important to note that Sheele are not natural, autonomous creatures, but instead are tied to magic and their masters, and so they do not follow the same rules for creatures. In a way, a Sheele is a reflection of the soul of the summoner who gave it an independent existence. Therefore, despite having a level and Characteristics like any creature, Sheele do not use the usual rules; they do not get Development Points or develop their skills normally. Instead, they can only use the rules laid out in this section.

**Characteristics:** Sheele have different Characteristics depending on the element they are linked to. The description of each has the base values. Each time its master levels up, he may choose to add +1 to one of its Characteristics (rather than +1 every two levels).

**Life Points:** The Life Points of a Sheele are not calculated using its Constitution Characteristic. Rather, they are always equal to twice its master's Presence.

**Initiative:** Every Sheele has an Initiative equal to that of its master without weapons.

**Resistance:** A Sheele has the same Resistances (PhR, MR, PsR, VR, DR) as its master.

**Magic Projection:** A Sheele has Magic Projection equal to twice its master's base Presence. In contrast to the general rules, it does not add its Dexterity bonus to this.

**Spells:** Each Sheele has a Magic Level in certain Paths that allows its master to use spells through it. To calculate the maximum level of its spells, a Sheele can use either Intelligence or Power.

**Other Powers:** Each type of Sheele also has different unique powers as described in the respective sections.

**Secondary Abilities:** As with Characteristics, a Sheele has values in its Secondary Abilities depending on what kind of elemental it is. However, it can never have a higher rank in a knowledge-related ability than its master has. Each time its master levels up, it gains a +10 bonus to five different Secondary Abilities of his choice. Sheele never add their bonuses from Characteristics to their Secondary Abilities.

## Spellcasting Through a Sheele

A character can channel his supernatural powers through a Sheele in the form of spells. Therefore, he may transfer part or all of his MA so the Sheele can accumulate Zeon and cast the spells it knows. This "transfer" temporarily reduces the character's own accumulation. It is important to note that the Sheele is the one who casts the spells, while its master only donates his power. Therefore, the elemental cannot use spells that it does not know and always uses its own Magic Projection when casting them, even if its master knows different spells or has a better Magic Projection.

A wizard with MA 60 gives 20 points of MA to his Sheele to prepare a spell. Consequently, he can continue to accumulate 40 points each turn, while the elemental accumulates 20. Naturally, at any time afterwards, he can transfer a different amount of MA as he sees fit.

## Mystical Empowerment

A character can enhance the actions of his Sheele with large amounts of supernatural power. Therefore, he can give it a bonus to any particular action equal to the amount of Zeon he chooses to spend for that purpose, up to a maximum determined by the Control Ability of the master (**Table 14**). If the Sheele is in Soul Form, this improvement is reduced to half the Zeon spent (rounded down to the nearest 5).

A Summoner with Control 120 could declare that he spends 40 points of Zeon to grant his Sheele +40 to his next Magic Projection roll, but if the Sheele was in Soul Form, it would only receive +20.

#### TABLE 14: MYSTICAL EMPOWERMENT OF A SHEELE

Control Ability	Maximum Zeon
0-49	20
50-99	30
100–149	40
150–199	50
200–249	60
250–299	70
300-349	80
350-399	90
400+	100

### Distance Limit

Since a Sheele is linked so strongly to its master, it cannot be separated from him by over 300 feet. If it is forced to exceed this distance, it loses consciousness and slowly weakens until it dies. This period varies depending on how powerful the Sheele is, but usually takes between a couple days and a month.

## Death of a Sheele or its Master

The death of a Sheele has serious implications for its master. First, because part of his soul was just destroyed, he irreversibly loses the point of Power he spent during the summoning. It is not possible to recover or regenerate this loss with spells. Secondly, if the character has the Gift, his magical powers are reduced temporarily. He suffers a -50 penalty to his MA that recovers at a rate of 5 points per day. If the Sheele is also the character's Familiar, he suffers the usual consequences of a Familiar's death, in addition to those described above.

When the master dies, usually the Sheele is destroyed as well. However, in very unusual cases, the elemental goes on to establish an independent existence.

### Combat

Generally, Sheele fight with spells or special powers using their Magic Projection. However, they are governed by special rules for defense. Since Sheele are linked to their masters, if a Sheele and its master are very close to each other, they can use a joint defense. This means that instead of each rolling its own defense, the master can choose who will defend them both. For example, a fighter might choose to block a strike himself or let his Sheele raise a supernatural shield. Naturally, because they are linked, neither suffers any penalties to their Defense Ability when making a joint defense.

If either suffers damage during a joint defense, the Sheele's master suffers the full damage, while the elemental suffers half that amount.

### Personality

The behavior of these creatures is variable, as some are little more than faceless, silent beings accompanying their masters while others have strong personalities. Thus, a Sheele may be a simple tool in the hands of its master or a creature with its own identity. The Game Master must decide the nature of any particular Sheele depending on what would be best for the style of the game.



## SUPERNATURAL IMPROVEMENTS

The real power of a Sheele lies in the supernatural powers it obtains as a reflection of its master's spiritual power. Consequently, a Sheele gets one improvement point for each level its master has when it is summoned and then one more each time his level increases. If a Sheele is bound to its master as a Familiar, it automatically gets two additional improvement points, independent of its master's level.

A Sheele with a level 4 master has four improvement points or six if it is a Familiar.

Below is a list of the various general improvements that all Sheele have access to, regardless of their nature. Besides these, each particular type of Sheele has a list of improvements available to it, as described in its description.

#### ESOTERIC IMPROVEMENTS

**Spiritual Nature:** The Sheele gains the ability to become intangible and invisible at will, using the same rules as a spirit with the Incarnation power.

**Linked Senses:** The Sheele's master can see, hear, and speak through it as if he were present alongside it at all times.

**Spatially Dissociated:** The Sheele may be any distance from its master without ill effects.

**Life Link:** The Sheele's master can transfer to it any amount of damage he suffers and vice versa. For example, if a Sheele suffers an attack that causes 100 points of damage, its master could take any amount of that damage in its place.

**Elementalist:** The Sheele becomes completely immune to the effects of the element that it is related to and gets a +50 to all MR checks against spells from its Path. While the Sheele is in contact with its master, he also acquires the same elemental immunity and bonus to his MR. This ability has no effect against the Supernatural Attack power, even if it uses the Sheele's element.

#### Soul Form Improvements

**Soul Form:** Soul Form is a major Sheele power. This ability allows it to use its master's supernatural power for a limited time to change its nature and adopt a much more powerful form. Generally, this entails a complete transformation of the Sheele's body to reflect the powers it gains, hence the name Soul Form.

Upon taking this power, the Sheele's master must create a supernatural creature using the rules described in **Chapter 26** of **Anima: Beyond Fantasy**. This creature has a level equal to its master's and gains powers as a Between Worlds Elemental with Gnosis 20.

At any time, the Sheele's master can cause it to adopt its Soul Form by spending 150 Zeon. Each turn the transformation remains active, there is an additional cost equal to the Sheele's new Presence in Zeon points. That is, a level 3 Sheele in Soul Form would cost 40 points of Zeon per turn. When the Sheele gains a level, it also gains Development Points to acquire new abilities and powers for its Soul Form like a conventional elemental. Consequently, its Soul Form will improve in strength alongside the powers of the Sheele's master. The transformation is automatic and passive, although the creature has a penalty of -25 to All Actions in the turn it changes to its Soul Form. Naturally, while it is transformed, it loses all the qualities and Improvements it has as a Sheele. A Sheele recovers from injuries suffered in Soul Form and regenerates Ki points and PPs used in Soul Form as if it were still transformed, even after it returns to its normal form.

Improved Transformation (Requires Soul Form): The Sheele can stay in its Soul Form more easily; its master has to pay 10 Zeon points less per turn to maintain the transformation. A level 3 Sheele with this Advantage would require 30 Zeon points per turn to maintain the Soul Form transformation. Improved Transformation can be taken several times, although the cost cannot be reduced below 10 Zeon points per turn.

**Improved Powers (Requires Soul Form):** The Sheele is considered to have Gnosis 30 when choosing powers to use in its Soul Form. However, it cannot use High Magic spells.

**Greater Form (Requires Soul Form):** The Sheele is far more powerful in its Soul Form. It is considered to be one level higher than its master when transformed. A Sheele belonging to a level 4 character and possessing this ability would be considered level 5 in its Soul Form. Naturally, this increases the Sheele's Presence and thus also increases the Zeon cost per turn to maintain the transformation. This Advantage can be taken up to three times, cumulatively increasing the Sheele to its master's level +3.

#### MAGIC ENHANCEMENTS

**Improved Projection:** The Sheele gets a +20 to its Magic Projection. There is no limit to the number of times it is possible to choose this Advantage, but if taking it would increase the Sheele's Magic Projection to over 200, the bonus it grants is reduced to +10.

**Improved Spells:** The Sheele gets a +10 to its Path Level. There is no limit to the number of times it is possible to choose this Advantage, but if taking it would increase the level to above 50, the bonus it grants is reduced to +5.

**Enhanced Accumulation:** When channeling a spell through his Sheele, his master increases its MA by 5 points.

A wizard who chose Enhanced Accumulation three times decides to give 20 points of MA to his Sheele. The Sheele will accumulate Zeon at a rate of 35 points per turn, thanks to the +15 from this Advantage.

#### EMPOWERMENT IMPROVEMENTS

**Enhanced Stamina:** The Sheele's Life Points increase to four times its master's Presence.

**Enhanced Empowerment:** The Sheele's master can spend up to 25 additional points of Zeon per turn in order to enhance its actions. This Advantage can be chosen up to four times, thus allowing a maximum expenditure of 100 additional points of Zeon.

**Powerful Characteristic:** The Sheele gets a +1 to one Characteristic.



## AIR (HALEY)

Haley is the name usually given to those Sheele based on air. Physically, they appear as adolescent elves with hair the color of the blue sky or of brilliant electricity. They do not have wings, but are surrounded by small currents of wind that simulate wings when they fly. Their personalities tend to be arrogant but fickle. They usually care a great deal about their masters, but hide their feelings behind a closed and aggressive facade.

#### **BASE FEATURES**

**Characteristics:** Strength 2, Dexterity 8, Agility 8, Constitution 2, Intelligence 8, Power 8, Willpower 6, Perception 6.

Secondary Abilities: Acrobatics 60, Notice 30, Search 10, Theft 40, Magic Appraisal 80, Dance 40, Music 40, Sleight of Hand 20. Path Level: Air 20.

#### **INNATE POWERS**

**Defensive Movement:** A Haley can use its Magic Projection to dodge. This ability does not allow its master to do so as well.

**Mystical Flight:** A Haley can move freely through the air with Flight Value 10.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Haley can take. Unless stated otherwise, each can only be chosen once.

#### Soul Thunder

The Haley launches a powerful beam of supernatural power that attacks with Magic Projection +50 using the Electricity Attack Type. This beam has Base Damage equal to twice the elemental's Presence and can affect supernatural beings. The beam is so broad that it affects all within 15 feet of the line drawn for the attack. This attack costs the master 250 points of Zeon.

#### **Cutting Wind**

The Haley hardens dozens of air currents and gusts that slash everything around. This ability makes an Area Attack with Base Damage 60 on everything within an 80 foot radius. Only those in direct contact with the Haley are not affected by the attack; everything else is attacked. This attack costs the master 100 points of Zeon.

#### **Absolute Speed**

For five turns, the Haley gets a +50 bonus to Initiative and doubles the MA its master grants it. At the end of this period, it suffers a penalty of -50 to All Actions, which recovers at a rate of 10 points per turn. This ability costs the master 100 points of Zeon.

#### **Air Hands**

By condensing wind currents, a Haley can manipulate objects without touching them. In game terms, the elemental can move as many objects as it wishes that weigh less than 50 pounds and are all less than 150 feet away. Similarly, this ability allows it to launch objects as a means of attack, using its Magic Projection as the Attack Ability and its Power as the Strength. Every time the elemental activates this power, the master must spend 20 points of Zeon per object moved or thrown.

#### Teleport

The elemental can teleport up to 300 feet at will. There is no limit to the number of times it can do this per day, but it must wait five turns between uses.

#### **Improved Flight**

The Haley can move through the air with Magic Flight Value 14.

#### **Enhanced Projectiles**

A person touching a Haley gains a +2 bonus to his Strength when calculating the range of a Fired or Thrown projectile as long as he remains in contact with the Haley. Additionally, all such Fired or Thrown projectiles gain a bonus to their Base Damage equal to the Haley's Power.

#### **Improved Abilities**

The Haley gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Electricity Form**

The Haley becomes a mass of pure electricity, and anything that comes into physical contact with it must pass a PhR check against double the Haley's Presence plus its Power bonus or suffer damage equal to the degree of failure. While in this form, the Haley becomes immune to all attacks that are not capable of damaging energy. Its master must spend 25 points of Zeon to begin the transformation and an additional 5 points each turn to maintain it.

#### Fast Reactions

The Haley gets +50 to Initiative.



## WATER (CORAL)

Water Sheele are often called Corals by mystics and occultists. They are the Sheele with the most varied forms, but the most common is that of a little mermaid with butterfly wings made of water. However, there is also a fairly common variation in which it has a humanoid form made completely of ice. They are generally quiet and pleasant, always ready with a kind word and devoted to their masters.

#### BASE FEATURES

**Characteristics:** Strength 3, Dexterity 6, Agility 8, Constitution 3, Intelligence 8, Power 8, Willpower 6, Perception 6.

**Secondary Abilities:** Persuasion 40, Notice 40, Search 20, Poisons 20, Navigation 60, Magic Appraisal 80, Composure 40.

Path Level: Water 20.

#### **INNATE POWERS**

**Mystical Flight:** A Coral can move freely through the air with Flight Value 4.

Water Movement: A Coral can move freely through water with Movement Value 10.

Water Breathing: A Coral can breathe underwater as if it were a sea creature.

**Physical Resistance:** A Coral suffers only half damage from any attack that is not supernatural in nature.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Coral can gain. Unless stated otherwise, each can only be chosen once.

#### **Ice Needles**

The elemental creates needles of ice and fires them at a target. It makes an attack using its Magic Projection with Base Damage 50 that attacks using the Thrust and Cold Attack Types. The elemental can maintain the rain of needles against the same target in later turns. If it does so, it makes an automatic attack at the beginning of the turn before anyone can act. Only if the defender gets a result of Surprise against the Coral may the defender act before having to defend itself. The Coral can launch needles continuously as long as it is not put on the defensive. This ability costs the master 100 points of Zeon plus 20 points for each turn it is maintained. The Coral must end the rain of needles before using the power on a different target. If the rain is maintained, it must continue on the same target. It counts as a supernatural attack.

#### Wave of Power

The Coral creates a wave of supernatural water that swirls about it and repeatedly slams into everyone close by. Any object or person that is not directly in contact with the elemental and that is within a distance equal to three times its Presence in feet suffers a supernatural attack using the Impact Attack Type with Base Damage equal to its Presence. In addition, everyone who is hit by the attack suffers an impact with force equal to the Coral's Power. This ability costs the master 100 points of Zeon plus 20 points for each turn it is maintained.

#### **Absolute Defense**

The Coral may declare this ability before determining Initiative. If it does so, it gets a +50 bonus to its defensive Magic Projection for that turn. This ability costs the master 30 points of Zeon.

#### Aurora Crystal

A target chosen by the Coral must make an automatic MR or PhR check against a difficulty equal to twice the elemental's Presence plus its Power. The target may add a +5 bonus to his check for each point of Armor Type he has against Cold. If he fails, the target individual is frozen and suffers Partial Paralysis if he failed by less than 40, or Total Paralysis if he failed by 40 or more. This power only requires that the target be in the elemental's vicinity and less than 150 feet away. This ability costs the master 100 points of Zeon.

#### **Crystal Shield**

The Coral creates a supernatural shield with 500 Life Points using its Magic Projection +50. This ability costs the master 150 points of Zeon.

#### Improved Water Movement

The Coral can move through water with Movement Value 15.

#### **Empowered Defense**

While the Coral is in physical contact with a person, that individual gains a bonus to his defense equal to the elemental's Agility bonus.

#### **Improved Abilities**

The Coral gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Crystal Form**

Attacks based on Light or Darkness cannot damage the Coral during the current turn. This ability costs the master 10 points of Zeon.

#### Regeneration

The Coral automatically heals 10 Life Points per turn without any need to determine its level of Regeneration.





## FIRE (FAREN)

The fire Sheele are often called Faren. Their form is that of a young woman with elven features surrounded by varicolored, perpetual flames. Interestingly, the fire engulfing their bodies does not burn things; it is merely warm and inviting. The Faren are extremely active and boastful and love action; getting them to stand still is a great achievement even for their masters.

#### BASE FEATURES

**Characteristics:** Strength 4, Dexterity 5, Agility 6, Constitution 4, Intelligence 7, Power 8, Willpower 5, Perception 5.

**Secondary Abilities:** Acrobatics 20, Notice 40, Search 20, Magic Appraisal 80, Feats of Strength 20, Withstand Pain 20, Forging 20. **Path Level:** Fire 20.

Path Level: Fire 20.

#### INNATE POWERS

**Mystical Flight:** A Faren can move freely through the air with Flight Value 6.

**Flame Control:** A Faren is able to control any fire with an Intensity not exceeding half its Power Characteristic. This ability allows it to attack with the fire at will using its Magic Projection.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Faren can gain. Unless stated otherwise, each can only be chosen once.

#### **Phoenix**

The Faren unleashes a huge tongue of flame that completely burns its target. This ability allows the elemental to make an attack using its Magic Projection +50 using the Heat Attack Type. It has Base Damage equal to twice its Presence and can affect supernatural beings. Any creature damaged must pass a PhR check against a difficulty equal to double the damage suffered or suffer additional damage equal to the degree of failure. This ability costs the master 100 points of Zeon.

#### **Soul Fire**

A target designated by the Faren automatically starts burning, making an immediate roll on **Table 73: In Flames** in *Anima: Beyond Fantasy* and adding twice the elemental's Presence and its Power bonus to the roll. This ability hits automatically; the target only needs to be in the elemental's presence and less than 150 feet away. This ability costs the master 100 points of Zeon.

#### Sheol

For five turns, the Faren gets a +30 bonus to damage with all its spells, attack powers, and offensive Magic Projection. This ability costs the Faren 50 Life Points and its master 50 points of Zeon.

#### Flames of Gehenna

The Faren focuses its energy to cause a chain of devastating explosions. It makes an Area Attack with a radius equal to its Willpower times three in feet and Base Damage equal to its Presence using the Heat Attack Type. Each consecutive turn the Faren repeats this attack, the area is doubled and the Base Damage increases by 10 points. That is, a level 1 Sheele with Willpower 5 will cause an explosion in a 15 foot radius with Base Damage 30 in the first turn, 30 foot radius with Base Damage 40 in the second, 60 foot radius with Base Damage 50 in the third, and so on. Gehenna costs the master 50 points of Zeon each turn that the attack is used.

#### **Destructive Force**

The Faren gets +20 Base Damage on all its Attack spells.

#### Ignis

The Faren increases its control over fires; it can control fires with Intensities up to its Power.

#### **Improved Abilities**

The Faren gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Igneous Weapons**

While the Faren is in physical contact with a person, that person's weapons use Heat as their Secondary Attack Type and add the Sheele's Power bonus to their Base Damage. This ability has no effect on projectiles used at a distance.

#### **Fiery Form**

The Faren increases the intensity of the flames surrounding its body, scorching anything that comes into contact with it. While in this state, only attacks capable of damaging energy, that are water-based, or that deal cold damage can hurt it. Everything that touches it must pass a PhR check against double its Presence plus its Power bonus or suffer damage equal to the degree of failure. Its master must spend 25 points of Zeon to begin the transformation and an additional 5 points each turn to maintain it.

#### Spirited

The Faren gets +2 Strength, +2 Agility, and +2 Dexterity.



## EARTH (EMERALD)

The "jeweled girls" or Emeralds are Sheele linked to the magic of the earth. They are plump girls whose tiny bodies are covered in gems and clear crystals. They have hair the color of the earth and skin as rough as a rock. These Sheele are generally exceptionally stubborn, full of simple ideas, and easy to anger, although they are also the most dedicated to their masters.

#### **BASE FEATURES**

**Characteristics:** Strength 6, Dexterity 6, Agility 6, Constitution 5, Intelligence 6, Power 8, Willpower 6, Perception 6.

**Secondary Abilities:** Lock Picking 20, Notice 30, Search 10, Track 10, Science (Geology) 80, Memorize 20, Appraisal 20, Magic Appraisal 60, Feats of Strength 60, Withstand Pain 40, Forging 20.

Path Level: Earth 20.

#### **INNATE POWERS**

**Mystical Flight:** A Emerald can move freely through the air with Flight Value 4.

**Resistance:** Emeralds have Damage Barrier 60.

#### IMPROVEMENTS

Below is a list of possible improvements that an Emerald can gain. Unless stated otherwise, each can only be chosen once.

#### Meteor

The Emerald creates a huge meteor that falls to the ground and crushes everything within a 30-foot radius. The attack causes damage equal to three times the elemental's Presence rounded up to the nearest 10. After it is used, this attack takes a full turn to reach its target. It has no effect on immaterial beings. This ability costs the master 150 points of Zeon.

#### **Absolute Gravity**

The Emerald increases the gravity affecting the people and things around it. Everything except those who are in direct contact with it moves more slowly. Any individual within 80 feet of the Emerald must pass a MR check with difficulty equal to twice the elemental's Presence plus its Power bonus or, at the beginning of the next turn, suffer a -50 penalty to Initiative and move at half speed for 1 turn for every 1 point of Power the elemental has. Everyone within the radius and within the elemental's line of sight is affected. This ability costs the master 150 points of Zeon.

#### Indestructible

For five turns, the Emerald has an absolute immunity to physical damage, regardless of whether it is from a natural or supernatural source. While in this state, it can only be damaged by effects that call for Resistance checks. At the end of this period, it must wait at least one minute before re-activating this ability. This ability costs the master 150 points of Zeon.

#### **Rupture of Gaïa**

The Emerald hits the ground, causing a powerful earthquake. All buildings with a Damage Barrier less than 80 collapse immediately, while those individuals who are on the ground and not in direct contact with the elemental must pass an Agility check against a difficulty equal to twice the Emerald's Strength or immediately fall prone. This ability has a radius equal to three times the elemental's Presence in feet. This ability costs the master 80 points of Zeon.

#### Stamina

The Emerald gains 250 Life Points.

#### **Physical Empowerment**

Any person in contact with the elemental gains a +2 bonus to Strength and can make Inhuman actions based on the Strength Characteristic.

#### **Earth's Fury**

The Emerald creates an enormous stone hand that emerges from the ground and crushes its target. To use this ability, it must make a normal attack with a maximum distance of 300 feet using its Magic Projection +50. If the Emerald achieves a result that would deal damage, the target must make a Strength check with a difficulty equal to the sum of the Emerald's Strength, Power, and Willpower (although the target may add the number of points it has in the Impact Armor Type to the final result). For each point by which the target fails the check, he suffers 10 points of damage (50 if he is a creature with Damage Resistance). This ability costs the master 150 points of Zeon.

#### **Improved Abilities**

The Emerald gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Underground Movement**

The Emerald can move through the depths of the earth at a speed equal to its Movement Value.

#### **Diamond Stamina**

The Emerald gains Damage Barrier 120 and Armor Type 6 against all non-Energy attacks.



## LIGHT (SHINA)

The Sheele of light are called Shina and look the closest of any of the elementals to a traditional fairy; they are tiny girls with butterfly wings. They often dress like little princesses from a story, with lavish costumes and wreaths of light. Their personalities tend to be pleasant, polite, and quiet, and they especially like to relax and to learn interesting things.

#### BASE FEATURES

**Characteristics:** Strength 2, Dexterity 6, Agility 5, Constitution 2, Intelligence 9, Power 9, Willpower 8, Perception 7.

**Secondary Abilities:** Style 20, Persuasion 20, Notice 80, Search 60, Animals 20, Magic Appraisal 100, Art 20, Music 20.

Path Level: Light 20.

#### **INNATE POWERS**

**Mystical Flight:** A Shina can move freely through the air with Flight Value 6.

**Light Vision:** While in a lighted area, a Shina is able to feel everything around it as if it had Extrasensorial Vision.

Light: Shina shine with a dim light that illuminates a 15 foot radius.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Shina can gain. Unless stated otherwise, each can only be chosen once.

#### Spheres of Light

The Shina summons small supernatural balls of light that it can throw as projectiles. By activating this ability, it creates one sphere for each point of Power it has, and the spheres remain for one turn for every point of Willpower it has. Each turn, the Shina can throw as many spheres as it wants, up to half its Dexterity rounded down, using its Magic Projection. Each sphere has Base Damage 40 and attacks using the Energy Attack Type. This ability costs the master 250 points of Zeon.

#### **Final Flare**

The Shina starts to build up energy to unleash a powerful beam of light that attacks using the Energy Attack Type. The beam has a Base Damage equal to twice the elemental's Presence, and it uses the Shina's Magic Projection with a +15 bonus for each turn the Shina prepares. The maximum number of turns the Shina may spend accumulating energy is equal to its Power. This ability costs the master 250 points of Zeon.

#### Ascension

For five turns, the Shina gets a bonus to All Actions and to the MA its master transfers equal to twice its Power Bonus. At the end of this period, it suffers a -50 penalty to All Actions, which it recovers at a rate of 10 points per turn. This ability costs the master 250 points of Zeon.

#### Light of Life

The Shina can heal a number of Life Points equal to its Presence or cure a supernatural penalty of up to the same value. This ability can only be used once per day per person. This ability costs the master 10 points of Zeon per use.

#### **Guardian of Dreams**

The Shina's mere presence keeps those around it from suffering nightmares. In addition, if the elemental enters the Wake, it is considered to be one level higher when calculating the effects of its powers and transformations.

#### Detection

The Shina gets +100 to Notice and Search.

#### Aura

Any individual in contact with the Shina gets a +20 bonus to all Resistances.

#### **Improved Abilities**

The Shina gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Light Form**

The elemental can become pure light, becoming immaterial and immune to attacks incapable of damaging energy. At will, while it is in this state, it can emit a strong glow that blinds anyone who looks directly at it. All those who do so must pass a PhR check at a difficulty equal to twice the elemental's Presence plus its Power Bonus or suffer Blindness for one turn for every 10 points by which they failed to overcome the difficulty. Light Form lasts for five turns. Activating this form costs the master 20 points of Zeon.

#### Resistance

The Shina gets +50 to all Resistances.



## DARKNESS (XIANNE)

The Sheele who are born of dark magic are called Xianne or "flashes of shadow." Like their sisters, they are tiny girls, although their skin is blue or white and they have black feathers on their backs. They dress in dark gothic costumes, often involving black cloth or leather straps. They are not evil by nature, but they are often malicious, rough-edged, or even cruel. They behave in a distant and cold way with everyone, except their masters, for whom they have great respect.

#### BASE FEATURES

**Characteristics:** Strength 2, Dexterity 6, Agility 5, Constitution 2, Intelligence 9, Power 9, Willpower 8, Perception 7.

Secondary Abilities: Intimidate 20, Hide 20, Theft 60, Stealth 60, Notice 60, Search 40, Magic Appraisal 100, Sleight of Hand 20. Path Level: Darkness 20.

Fain Level: Darkness 20

#### **INNATE POWERS**

**Mystical Flight:** A Xianne can move freely through the air at Flight Value 8.

**Dark Vision:** A Xianne can see normally in complete darkness. **Invisible Shadow:** While concealed in the shadows and moving slowly, a Xianne is invisible to everyone unable to see spirits.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Xianne can gain. Unless stated otherwise, each can only be chosen once.

#### **Shadow Master**

The Xianne gains +100 to Stealth and Hide.

#### **Delta Obscuritas**

The Xianne unleashes a powerful beam of darkness with a Base Damage equal to twice its Presence using its Magic Projection +100. If this attack deals damage, the target must pass a MR check with a difficulty equal to double the damage dealt or suffer a penalty to All Actions equal to the degree of failure. This ability costs the master 300 points of Zeon.

#### **Shadow Wings**

This ability allows the Xianne to become a mass of darkness when attacked that envelops its opponent and cripples him with shadowy energy. The elemental may defend against an attack using its Magic Projection. On a successful defense by the Xianne, the attacker must pass a MR check with a difficulty equal to double the elemental's Presence plus its Power bonus or suffer a -50 penalty to All Actions, which recovers at a rate of 10 per turn. This ability costs the master 250 points of Zeon.

#### **Darkness Form**

At will, the elemental can become darkness and immune to all attacks incapable of damaging energy. While in this state, the Xianne can create a dome of supernatural shadow that conceals everything inside it. Anyone who uses the Notice or Search ability to try to look inside the dome has his result reduced by one level. Darkness Form lasts for five turns. This ability costs the master 20 points of Zeon.

#### **Ruin of Souls**

One target chosen by the Xianne suffers a terrible curse that inflicts a penalty to All Actions equal to double the elemental's Power bonus. This ability automatically hits, with no requirements other than that the target be in the Xianne's presence and less than 150 feet away. The target can resist the effect by passing a MR check with a difficulty equal to twice the Xianne's Presence. This ability costs the master 200 points of Zeon.

#### **Dark Ascension**

For five turns, the Xianne gets a bonus to All Actions and the MA that its master transfers equal to twice its Power Bonus. At the end of this period, it suffers a -50 penalty to All Actions, which recovers at a rate of 10 points per turn. This ability costs the master 250 points of Zeon.

#### Lady of Nightmares

A Xianne can automatically cause nightmares in nearby people at will. Anyone sleeping near it must pass a MR check with a difficulty equal to twice the Xianne's Presence plus its Power bonus or suffer bad dreams. If it enters the Wake in a shadowy place, it is considered to be one level higher when calculating the effects of its powers and transformations.

#### Wrap in Shadow

Any person in contact with a Xianne gets a +40 bonus to Stealth and Hide and gains the Ki Concealment ability if he doesn't already possess it.

#### **Improved Abilities**

The Xianne gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### Demon

The Xianne can physically attack and defend using its Magic Projection, and its blows have Base Damage equal to its Presence plus its Strength bonus.



## ESSENCE (QUINN)

The flower girls, also called Quinn, are based on essence or nature magic. They are tiny girls with bodies covered with plants and petals and are characterized by their greenish hair. Quinn usually respect life and have calm and pleasant personalities, but they can lose their nerve extremely easily.

#### BASE FEATURES

**Characteristics:** Strength 4, Dexterity 6, Agility 7, Constitution 3, Intelligence 7, Power 8, Willpower 6, Perception 8.

Secondary Abilities: Style 20, Persuasion 20, Poisons 80, Notice 40, Search 20, Animals 40, Herbal Lore 80, Medicine 20, Magic Appraisal 80. Path Level: Essence 20.

#### INNATE POWERS

**Mystical Flight:** A Quinn can move freely through the air at Flight Value 6.

**Natural Healing:** A Quinn regains 5 Life Points per turn, regardless of its level of Regeneration.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Quinn can gain. Unless stated otherwise, each can only be chosen once.

#### **Bonds of Life**

The Quinn creates bonds of vines and roots that surround an opponent and prevent him from moving. The elemental makes a Trapping attack using its Magic Projection +50 and using its Power for the opposed check. This ability costs the master 100 points of Zeon, plus 10 points for each turn the Trap is maintained.

#### **Soul Shield**

The Quinn creates a spiritual shield that protects it from any type of attack using its Magic Projection +50. The shield has Life Points equal to the Quinn's Presence times 10 and remains active until broken or until a number of turns have passed equal to the Quinn's Willpower. This ability costs the master 150 points of Zeon.

#### Exaltation

For five turns, the Quinn enters a state of spiritual exaltation that increases its Essence Magic Level by 20 and causes all its spells to take effect as if they were one power level higher than normal. At the end of this period, the Quinn must wait five turns before casting further spells. This ability costs the master 50 points of Zeon.

#### **Dust of Life**

A Quinn can cure a number of Life Points equal to twice its Presence. This ability can only be used once per day per person. This ability costs the master 10 points of Zeon.

#### Wave of Power

The elemental triggers a wave of spiritual energy that strikes everything in a 60 foot radius except for itself and people touching it. This is a supernatural attack of the Energy Attack Type that only affects creatures with souls, passing harmlessly through buildings and objects. By its nature, it can only be seen by those able to see magic or spirits, while all others apply the penalties for Blindness to their defense. The attack has Base Damage equal to the elemental's Presence. This ability costs the master 150 points of Zeon.

#### **Enhanced Influence**

All spells the Quinn casts have the difficulty of the MR check to overcome them increased by 20 points.

#### Soul

Any person in contact with the Quinn increases his Regeneration level by 4 points and can see spirits.

#### **Improved Abilities**

The Quinn gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### **Natural Form**

A Quinn is able to become any type of animal or plant at will, adopting their Characteristics, skills, and abilities. This ability only allows it to take the form of beings that have at most one level more than it, and it can only transform into natural beings (eagles, wolves, squirrels, bears, etc.). This ability costs the master 20 points of Zeon for each new form adopted, but remaining transformed does not consume magic.

#### Defender

The Quinn gets a +40 to its defensive Magic Projection.



## ILLUSION (MESMERIA)

Fairies of mirrors and of many eyes – these and more names are given to Mesmerias, the Sheele of illusions. These small creatures have wings full of eyes and long white hair covering their faces. They are playful, deceitful, and mischievous and enjoy playing harmless pranks on people, even occasionally their masters. Above all, they are very unpredictable, and no one knows for sure what they will do next.

#### BASE FEATURES

**Characteristics:** Strength 2, Dexterity 8, Agility 6, Constitution 2, Intelligence 9, Power 8, Willpower 7, Perception 10.

**Secondary Abilities:** Persuasion 80, Disguise 20, Hide 20, Theft 20, Stealth 20, Notice 40, Search 20, Magic Appraisal 80.

Path Level: Illusion 20.

#### INNATE POWERS

**Mystical Flight:** A Mesmeria can move freely through the air with Flight Value 6.

**The All-Seeing:** A Mesmeria's eyes can see both magic and spiritual beings.

**Flashes of Illusion:** Any physical attack or ranged attack against a Mesmeria automatically applies a -30 penalty to its final result. This ability has no effect against powers that directly target the Mesmeria's Resistances.

#### **IMPROVEMENTS**

Below is a list of possible improvements that a Mesmeria can gain. Unless stated otherwise, each can only be chosen once.

#### Hypnos Ragna

The Mesmeria casts a powerful illusionary beam using its Magic Projection +50. The beam has Base Damage equal to double the elemental's Presence and can affect supernatural beings. Although the damage produced is not real, Hypnos Ragna applies the rules for Ghostly Spells. This ability costs the master 100 points of Zeon.

#### **Gemini Mirror**

The Mesmeria divides into two for five turns, both forms possessing all of the Mesmeria's abilities (and any effects on the Mesmeria at the time it splits) as well as the ability to act as if they were two different Sheele linked to the same person. In addition, if the master gives Zeon to one of them, both receive the same amount of Zeon, and they can cast different spells with the MA that they have been granted. If one of the Mesmerias is destroyed, the survivor is always the real one. The only limitation of this power is that only one of the forms is able to enter Soul Form at a time. This ability costs the master 200 points of Zeon.

#### **Break Mirror**

At will, a Mesmeria can pass through one mirror to another that it knows of, teleporting automatically between the two as long as they are less than 10 miles apart. After the teleport, the Mesmeria must wait at least one turn before again teleporting between mirrors.

#### Wings of Confusion

By altering its opponents' senses and perceptions of reality, a Mesmeria can confuse its foes at will. All individuals within 80 feet of it (except those physically in contact with it) must pass a MR check against a difficulty equal to twice the elemental's Presence plus its Power bonus or suffer a penalty to all Perception-related abilities equal to their degree of failure and to all other actions equal to half their degree of failure. This ability costs the master 100 points of Zeon.

#### **Fantasy or Reality**

A Mesmeria can reroll one roll every day after seeing the result.

#### **Master Illusionist**

All spells the Mesmeria casts have the difficulty of the MR check to overcome them increased by 20 points.

#### **Thousand Illusions**

A Mesmeria can use this ability to defend against any type of attack. When this ability is used, the Mesmeria creates illusory copies of itself that continuously move around. The number of illusions created is equal to the Mesmeria's Power Characteristic, and at the end of each turn that they are used to defend against an attack (whether successfully or not), one of them vanishes. When using Thousand Illusions, the Mesmeria can defend using its Magic Projection +10 for each copy still in existence. For example, if seven copies remain, it would get +70 to its defense for that turn. However, if it suffers an Area Attack, all copies are destroyed immediately. This ability costs the master 200 points of Zeon.

#### Duality

Any person in contact with the Mesmeria also benefits from the Flashes of Illusion ability against the first attack each opponent makes against him.

#### **Improved Abilities**

The Mesmeria gets a +40 bonus to all its Secondary Abilities. This improvement can be selected more than once, but after the first time the bonus is reduced to +20.

#### Illusionary Body

The Mesmeria can become a real illusion, leaving a figment of its body behind in reality. While in this state, it is considered a living spell for all purposes, not a supernatural creature, and therefore is completely indestructible except to effects that destroy or remove spells. While using Illusionary Body, the Mesmeria is equal to a spell with a Zeonic Value equal to its Life Points. This ability costs the master 50 points of Zeon to activate and 10 additional points for each turn he maintains it.



## CHAPTER 8 PSYCHIC POWERS

The mind is the gate of insanity.

-Adolf Smith-

There are many powers beyond the supernatural. In addition to users of magic, summoning, and other powers dependent on the soul, there are also people endowed with the capacity to generate energy with their thoughts. This force is called a "matrix," a type of energy that affects the physical world at the whim of those who use Psychic Powers.

## MENTAL PATTERNS

The core of a mentalist's power is his mind. It is where he forms and intertwines the complex matrices that allow him to extend his will to the outside world and shape it according to his wishes. However, this is not the only dependency that exists between the matrices, the mentalist, and the world around him. Depending on his disposition and way of thinking, a person may be able to develop some disciplines more easily than others, while other people may never be able to create certain matrices because the necessary thought patterns are so opposite to their natures. Consequently, it is not wrong to say that the nature of the "mind" defines and affects the powers that a mentalist can use. These peculiarities are called Mental Patterns.

A Mental Pattern is a particular mindset that influences a character's psychic abilities and his personality. It not only affects his Powers, it affects his identity. Each pattern affects the way that he thinks and behaves.

## Selecting Mental Patterns

A Mental Pattern is acquired by spending a certain amount of Development Points on a group of Primary Psychic Abilities. By doing so, the character gains the advantages and disadvantages described herein and certain patterns of behavior. Obviously, a player will always choose a Mental Pattern that fits the personality he wants his character to have. It is important to note that the reverse does not occur. Not all cowardly mentalists, for example, must have the Cowardice Mental Pattern. The only characters who should select a Mental Pattern are those whose personality significantly affects their ability to use their Powers.

A character may choose up to two patterns, but the second is more expensive to gain. In addition, many Mental Patterns have an opposite pattern that reflects a radically different type of behavior. It is not possible to choose an opposite pattern as a second pattern.

It is possible to remove a Mental Pattern from a character by paying the Cancellation Cost if the player believes that it is no longer suitable for his character.

### Patterns

Following is a list of the most common Mental Patterns a character might have, but this list is by no means exhaustive. Game Masters should feel free to create their own Mental Patterns that present appropriate abilities and personalities. All patterns have the following qualities:





**Bonuses:** Lists the special advantages that the character gains from this pattern.

Penalties: Lists the problems that this pattern causes for the character.

**Opposite Mental Pattern:** Indicates the opposite pattern. If the character already has the opposite pattern, he cannot choose the listed pattern.

**Cost:** Indicates the Development Points that must be spent in order to develop the pattern. If the pattern is the first one chosen by a character, the first value is used; if it is the second pattern, the second value is used. A character cannot choose more than two patterns.

**Cancellation Cost:** The Development Point cost of removing the pattern and all its effects from the character.

#### MENTAL PATTERN: INTROVERSION

The mentalists who develop this pattern find it easy to use their mental powers to affect themselves. However, it becomes more difficult for them to use their powers on the outside world because their focus is inward rather than outward.

A mentalist with Mental Pattern: Introversion is quiet, shy, and keeps his thoughts and emotions to himself. He is not very sociable and prefers to be alone or with a small group of friends. His matrices have the appearance of a convex spiral pointing toward the interior of his mind.

**Bonuses:** When the mentalist uses one of his Psychic Powers on himself he gets a +40 bonus to Psychic Potential and does not require a Psychic Projection check; he automatically scores a hit. These benefits do not apply to Powers that target both the mentalist and other individuals. In addition, if he wishes to maintain an Innate Power that only affects himself, he may do so at one level of Psychic Potential above normal (for example, Medium level would become Difficult).

**Penalties:** The character suffers a –20 penalty to Psychic Projection when using any Powers against others. In addition, he suffers a –40 penalty to any Social Ability check roll to express himself in front of a crowd or persuade a group of individuals he does not know. If he has to fight against people he does not know or in front of an audience, he suffers a –40 penalty to All Actions for the first turn of combat due to nervousness; afterwards, adrenaline will clear his mind and remove this penalty. These penalties can be ignored when he is merely with a small group of friends.

**Opposite Mental Pattern:** Extroverted

**Cost:** 30 Development Points / 40 Development Points **Cancellation Cost:** 10 Development Points

#### MENTAL PATTERN: EXTROVERSION

Normally, the mentalists who develop this Mental Pattern enjoy groups of people. They love emotions and the sound of their own voices. However, once they develop this pattern, these features are magnified to excess.

An extroverted mentalist is gregarious, assertive, and seeks out emotional experiences. He enjoys being surrounded by people and responds to loneliness very negatively. His matrices are grand, spacious, and spectacular, like a very showy signature.

**Bonuses:** When the mentalist targets another person with a Psychic Power, he gets a +20 bonus to his Psychic Potential and +20 to Psychic Projection. This applies to any Power which does not directly and exclusively affect the mentalist.

**Penalties:** The Mentalist doubles his chance of Fumbling when casting a Psychic Power directly and exclusively on himself. Furthermore, all his Psychic Powers are clearly visible to everyone (whether or not they are able to see matrices), even those which normally would be invisible, such as Telepathy or Telemetry. Finally, when the character is alone and without people to speak to or be admired by, he takes a -40 penalty to All Actions.

**Opposite Mental Pattern:** Introversion

**Cost:** 30 Development Points / 40 Development Points **Cancellation Cost:** 10 Development Points

#### MENTAL PATTERN: MADNESS

While "madness" is a very generic term, the mentalists who develop this pattern are a very particular kind of mad: mad as a hatter. They are unpredictable and act seemingly without reason because they live in their own world, detached from reality.

A mentalist with this Pattern has matrices that are always changing and have a disjointed appearance. They never look the same twice.

**Bonuses:** Because of his unpredictability, each time the character wishes to use an active Psychic Power, he must roll a d10 and apply the modifier listed in **Table 15** to his Psychic Potential. He is also immune to any effect that causes madness. After all, he is already crazy.

**Penalties:** If the rules for Mental Health from the **Game Master's Toolkit** are in use, the character is considered to have 0 points of Mental Health.

**Opposite Mental Pattern:** Any. None. Who knows? When attempting to develop a new pattern, roll a d10. If the result is even, the pattern is opposite to the character's current mental morphology and he cannot develop it.

**Cost:** 20 Development Points / 30 Development Points **Cancellation Cost:** 10 Development Points

#### TABLE 15: MENTAL PATTERN: MADNESS

D10	Psychic Potential Modifier
1	-40
2	-30
3	-20
4	-10
5	+0
6	+10
7	+20
8	+30
9	+40
10	+50

#### Mental Pattern: Psychopath

If for mentalists the mind is a tool, for those who develop Mental Pattern: Psychopath, it is a tool to be used and broken. These people are incapable of feeling guilt, grief, or sadness and have completely lost all ability to empathize with others or to connect with those around them.

It is important to note that a psychopath is not necessarily a murderer. He can be sympathetic and appear sensible, but he will not hesitate to commit a crime when it suits him, without feeling the slightest guilt. His principal characteristic is his inability to understand others. His matrices are very angular and full of peaks and corners

**Bonuses:** A character with this pattern has psychic matrices that are particularly effective when affecting others in any way that could be described as cruel. He gets a +20 bonus to Psychic Projection and +30 to Psychic Potential when trying to inflict a harmful Psychic Power effect on another person. In addition, any attack he makes using a Psychic Power gets a +10 bonus to its Base Damage. Moreover, his lack of feelings of guilt or fear of the consequences of his actions means that he can face horrible situations more calmly, so he gets a +40 to Composure.

**Penalties:** All the Powers that allow the character to connect to the minds or the feelings of others (such as Sentience Powers or the majority of Telepathy Powers) suffer a -80 to their Psychic Potential, while those which are not intended to harm or manipulate others suffer a -20 penalty. Moreover, because of his lack of empathy, he applies a -100 penalty to all Social Ability checks.

Opposite Mental Pattern: Compassion

**Cost:** 30 Development Points / 40 Development Points **Cancellation Cost:** 10 Development Points

#### MENTAL PATTERN: COMPASSION

This pattern represents those individuals who are more concerned with others than themselves, so their minds work best when helping people.

A mentalist with this pattern is always getting in other people's skins, even those of his enemies, and cannot help but worry about and empathize with those around him. He hates to cause harm to others and avoids it whenever possible. His matrices are rounded and filled with warm colors.

**Bonuses:** When using his Powers to help others, he automatically increases the difficulty level achieved by one (this increase can avoid a Fatigue result). Also, he does not suffer penalties to Psychic Projection when protecting others with a shield.

**Penalties:** Any attempt to harm another living being gives the mentalist a penalty of -20 to All Actions related to the attempt to harm. Similarly, the character must pass a Willpower check at difficulty 19 if he wishes to try to kill someone; if he fails, any attack he makes that might kill the other person merely knocks the target unconscious.

**Opposite Mental Pattern:** Psychopath **Cost:** 30 Development Points / 40 Development Points **Cancellation Cost:** 10 Development Points

#### Mental Pattern: Cowardice

Characters with this pattern are afraid of nearly everything. They feel vulnerable and fragile, and they believe that protecting their own lives is the most important thing.

A mentalist with this pattern has matrices that are small and very fine, as if he is trying to avoid drawing attention.

**Bonuses:** Because of his obsession with defense, the character gets a +30 bonus to his defensive Psychic Projection and automatically increases the difficulty level achieved by one (this increase can avoid a Fatigue result) when creating shields or using Powers that increase endurance.

**Penalties:** When the character engages in a battle that he isn't entirely sure that he will win (even a small doubt is enough to trigger this penalty), he suffers a -40 penalty to his Psychic Potential. In addition, if the character actually considers himself to be endangered, he suffers from the Fear status when taking any action other than trying to escape combat.

**Opposite Mental Pattern:** Courage

**Cost:** 30 Development Points / 40 Development Points **Cost of Cancellation:** 10 Development Points

#### MENTAL PATTERN: COURAGE

Mentalists who develop the Courage pattern have no sense of personal danger. They consider themselves invincible, able to do anything and overcome any challenge. Consequently, their matrices have greater power when they are faced with risks or impossible tasks.

A mentalist with this pattern has matrices that are large and made up of straight lines.

**Bonuses:** The character gains a +30 bonus to his offensive Psychic Projection and automatically increases the difficulty level by one (this increase can avoid a Fatigue result) when using attack Powers.

**Penalties:** The character applies a penalty of -20 to his defensive Psychic Projection. In addition, he suffers a -40 to All Actions aimed at escaping a fight or a challenge.

**Opposite Mental Pattern:** Cowardice

**Cost:** 30 Development Points / 40 Development Points **Cancellation Cost:** 10 Development Points

## **PSYCHIC DISCIPLINES**

This section contains a list of new Psychic Disciplines with the following descriptions:

Level: Indicates the level of the Power.

Action: Indicates whether using the Power is a Passive or Active Action. **Maintenance:** Indicates whether or not the Power can be maintained innately.

**Description:** This describes the effect of the Power.

**Effects:** Indicates how a Power improves depending on the difficulty achieved on the Psychic Potential check.

### Causality

Also known as Chaos and Order, this Discipline plays with causality and the forces that generate the primordial chaos that moves reality. These Powers increase and decrease the effects of chaos, causing limited changes in the world. These effects usually require a great deal of effort from the psychic, since his matrix is trying to adjust the basic forces of the universe.

#### CREATE CHAOS

#### Level: 1 Action: Active

**Description:** This Power grants the psychic the ability to speed up causality, exponentially accelerating any process taking its course in the affected area. The psychic cannot control the resulting events, but for example, if an area is a dormant volcano, there is a strong chance that it will erupt, or that something equally unlikely but natural will happen. This Power affects an area determined by the difficulty of the Power.

#### Maintenance: Yes

Effects:
----------

Lince		
20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	150 feet
240	Almost Impossible	1,500 feet
280	Impossible	1 mile
320	Inhuman	2 miles
440	Zen	3 miles

#### Delete Law of Causality

Level: 2 Action: Active

**Description:** This Power allows the psychic to align his mind with the small fluctuations of causation and eliminate certain probabilities, removing events from the effects of chance. Depending on the strength of the Power, it can make the psychic's actions consistently approach the optimal outcome. The psychic may choose not to roll dice for any ability check or Characteristic check and instead get a value determined by the difficulty achieved on the Power. This Power cannot replace the die rolls in Resistance checks or those related to supernatural things.

#### Maintenance: Yes

Effect	s:	
20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	3 for Charac. checks/30 for Ability checks
240	Almost Impossible	4 for Charac. checks/40 for Ability checks
280	Impossible	5 for Charac. checks/50 for Ability checks
320	Inhuman	6 for Charac. checks/60 for Ability checks
440	Zen	8 for Charac. checks/80 for Ability checks

#### Alter Climate

Level: 2 Action: Active

**Description**: This Power alters certain parts of the atmosphere and can cause a change in the weather on a moderate scale. Usually these changes do not happen immediately and require at least a few minutes (sometimes even hours) for their effects to become apparent. This Power requires no maintenance, since its effects happen at the moment that the psychic activates it and they merely need time to propagate throughout the atmosphere and create the desired weather.

#### Maintenance: No

_	Effects	:	
	20	Routine	Fatigue 6
	40	Easy	Fatigue 4
	80	Medium	Fatigue 2
	120	Difficult	Fatigue 1
	140	Very Difficult	Produces minor changes, such as slightly altering the ambient temperature, clearing up a cloudy day, or producing a light, temperate rain / 1 mile
	180	Absurd	Causes minor but unusual changes in the weather, such as causing a storm or bringing a strong, gusty wind / 2 miles
	240	Almost Impossible	Causes intermediate changes or weather patterns that are not common to the area / 3 miles
	280	Impossible	Causes major changes such as a summer storm in a desert area / 6 miles
	320	Inhuman	Causes radical changes, such as making it snow in summer / 10 miles
	440	Zen	Completely changes the area's climate, such as causing a snowstorm in a desert / 15 miles

#### CREATE ORDER

#### Level: 3 Action: Active

**Description**: The opposite of Create Chaos, this Power reduces the chance of significant changes within an area so that life goes on from day to day without major supernatural events. This Power does not affect people's behavior; it simply removes random events from life so that things are always uneventful and repetitive. At higher levels, this Power can interfere with the unnatural effects of magic and summoning, so all those within the area affected by this Power automatically suffer penalties to their magical abilities determined by the difficulty achieved.

Effects		
20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	150 feet
240	Almost Impossible	1,500 feet
280	Impossible	–10 to MA / –20 to Summoning / 1 mile
320	Inhuman	-20 to MA / -40 to Summoning / 2 miles
440	Zen	-40 to MA / -80 to Summoning / 3 miles

#### CONTROL CAUSALITY

#### Level: 3 Action: Active

**Description:** This Power allows a mentalist to try to cause an unlikely event of his choice to happen through the psychic control of chance. The more likely it is for something to happen on its own, the easier it is for the mentalist to make it happen.

#### Maintenance: No

#### Effects:

_			
	20	Routine	Fatigue 16
	40	Easy	Fatigue 12
	80	Medium	Fatigue 8
	120	Difficult	Fatigue 6
	140	Very Difficult	Fatigue 4
	180	Absurd	Fatigue 2
2	240	Almost Impossible	Minor events within the realm of possibility, such as making a worn chair suddenly break
2	280	Impossible	Intermediate events and more unusual ones, such as a half-full well becoming dry
	320	Inhuman	Major, strange events, such as an old but solid dam suddenly collapsing from water pressure
4	140	Zen	Completely amazing events, such as a completely inactive volcano erupting

## Electromagnetism

This Discipline controls magnetism and electricity. **Modifier:** In electrically charged areas, the mentalist gets +20 to his Psychic Potential, while in areas without magnetic force, he suffers a –20 penalty.

#### PERCEIVE ELECTRICITY

#### Level: 1 Action: Active

**Description:** This Power detects any electricity within the given area. The character can see it through walls and obstacles, but not through electricityinsulating materials. At higher levels, he can even detect sources of life that use electrical impulses in their bodies, but he can only determine their approximate size. A creature can avoid detection by passing a PhR check against the listed difficulty.

### Maintenance: No

Effects:				
	20	Routine	Fatigue 4	
	40	Easy	Fatigue 2	
	80	Medium	Fatigue 1	
	120	Difficult	30 foot radius	
	140	Very Difficult	80 foot radius	
	180	Absurd	150 foot radius	
	240	Almost Impossible	PhR 120 / 300 foot radius	
	280	Impossible	PhR 140 / 1,500 foot radius	
	320	Inhuman	PhR 160 / 1 mile radius	
	440	Zen	PhR 180 / 3 mile radius	



#### CREATE ELECTRICITY

Level: 1 Action: Active
Description: This Power creates intense electricity.
Maintenance: Yes

#### Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	1 Intensity
120	Difficult	3 Intensities
140	Very Difficult	5 Intensities
180	Absurd	7 Intensities
240	Almost Impossible	10 Intensities
280	Impossible	13 Intensities
320	Inhuman	16 Intensities
440	Zen	20 Intensities

#### ELECTRICITY CONTROL

Level: 1 Action: Active

**Description:** This Power controls the direction and behavior of the given number of electrical Intensities. This could cause electricity to jump to an object and avoid dissipating, or alter it into a beam controlled with Psychic Projection and directed towards a target. If this Power is used on an electricity elemental, the creature can resist by passing a PhR check against the listed difficulty.

### Maintenance: Yes

Effects:		
20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	PhR 80 / 4 Intensities
120	Difficult	PhR 100 / 6 Intensities
140	Very Difficult	PhR 120 / 8 Intensities
180	Absurd	PhR 140 / 12 Intensities
240	Almost Impossible	PhR 160 / 16 Intensities
280	Impossible	PhR 180 / 20 Intensities
320	Inhuman	PhR 200 / 25 Intensities
440	Zen	PhR 240 / 30 Intensities

#### MAGNETIC MANIPULATION

#### Level: 1 Action: Active

**Description:** This Power grants the psychic the ability to manipulate magnetic forces in objects and drag them around at will. The maximum weight is determined by the difficulty achieved. The psychic can also move objects through the air, but in this case, the weight that he can move is halved.

Effects:					
20	Routine	_	Fatigue 4		12
40	Easy		Fatigue 2		
80	Medium		Fatigue 1		
120	Difficult		5 lbs		
140	Very Difficult		10 lbs		
180	Absurd		25 lbs		
240	Almost Impossible		50 lbs		
280	Impossible		100 lbs		
320	Inhuman		200 lbs		
440	Zen		1,000 lbs	10	

#### MAGNETIC SHIELD

#### Level: 2 Action: Passive

**Description:** This Power creates a magnetic shield that defends its creator against metal objects and electrical attacks. Any attack with a completely metal object or using the Electricity Attack Type applies a –20 penalty to the wielder's Attack Ability in addition to the shield's normal protection. At high levels, the shield can stop any physical object, even if it isn't metal. **Maintenance:** Yes

#### Effects:

Lincee		
20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	600 Life Points
140	Very Difficult	800 Life Points
180	Absurd	1,200 Life Points
240	Almost Impossible	1,800 Life Points / Can block any kind of physical attack
280	Impossible	2,500 Life Points / Can block any kind of physical attack
320	Inhuman	4,000 Life Points / Can block any kind of physical attack
440	Zen	6,000 Life Points / Can block any kind of physical attack

### Read Electrical Impulses

Level: 2 Action: Active

**Description:** This Power allows the psychic to notice small changes in electric fields, even the impulses in the muscles of living beings, and to predict their movements. Thus, he gets a +30 bonus to all physical actions opposed by an enemy within the Power's area of effect (in the case of an electricity-based creature, this bonus increases to +60). Creatures can resist this Power by passing a PhR check at the listed difficulty.

Effect	s:	
20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	PhR 100 / 30 foot radius
140	Very Difficult	PhR 120 / 80 foot radius
180	Absurd	PhR 140 / 150 foot radius
240	Almost Impossible	PhR 160 / 300 foot radius
280	Impossible	PhR 180 / 500 foot radius
320	Inhuman	PhR 200 / 800 foot radius
440	Zen	PhR 220 / 1 mile radius



#### ELECTRICITY ARC

#### Level: 2 Action: Active

**Description:** The psychic fires off an electrical bolt using his Psychic Projection. This Power attacks using the Electricity Attack Type and its Base Damage is determined by the difficulty achieved. The attack is clearly visible, even to those unable to see matrices.

#### Maintenance: No

#### Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	60 Base Damage
140	Very Difficult	80 Base Damage
180	Absurd	120 Base Damage
240	Almost Impossible	140 Base Damage
280	Impossible	160 Base Damage
320	Inhuman	180 Base Damage
440	Zen	200 Base Damage

#### MAGNETIC ACCELERATION ATTACK

Level: 3 Action: Active

**Description:** The psychic manipulates gravitational fields to create an accelerator tunnel that fires metal objects with disproportionate force. The attack's damage is double the Base Damage of the object used, plus a bonus determined by the Psychic Potential achieved. The attack does not stop when it reaches its target, but continues in a line up to its maximum distance, making the same attack against all targets in its path. This line attack turns its ammunition red hot from the heat of air friction caused by its speed, so the ammunition is destroyed in the process if it does not pass a Fortitude check. This Power attacks using the Thrust and Heat Attack Types and reduces the defender's Armor Type by 2 points against it.

#### Maintenance: No

Effect	s:	
20	Routine	Fatigue 12
40	Easy	Fatigue 10
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Fatigue 2
240	Almost Impossible	+20 Base Damage / Breakage 14 / 1 lb maximum / 150 foot line
280	Impossible	+40 Base Damage / Breakage 18 / 5 lb maximum / 300 foot line
320	Inhuman	+60 Base Damage / Breakage 26 / 25 lb maximum / 450 foot line
440	Zen	+120 Base Damage / Breakage 30 / 250 lb maximum / 1,000 foot line

#### CONTROL ELECTRICAL IMPULSES

Level: 3 Action: Active

**Description:** The psychic's control over electricity is so great that he can control and direct electrical impulses accurately, disrupting the movement of other beings or even gaining control of their actions at higher levels. Creatures can resist this Power by passing a PhR check at the listed difficulty. Of course, this affects only physical beings.

Maintenance: No

#### Effects:

	Lilects	•	
1	20	Routine	Fatigue 12
	40	Easy	Fatigue 10
	80	Medium	Fatigue 8
	120	Difficult	Fatigue 6
	140	Very Difficult	Fatigue 4
	180	Absurd	Fatigue 2
	240	Almost Impossible	PhR 120 $/ -40$ to All Actions
	280	Impossible	PhR 140 $/$ –80 to All Actions
	320	Inhuman	PhR 160 / Partial control of the target's body
	440	Zen	PhR 180 / Full control of the target's body

## Teleportation

This Discipline deals with space and the mentalist's understanding of how to manipulate it

#### Relocate Object

#### Level: 1 Action: Active

**Description:** This Power changes the location of an inorganic object, making it appear elsewhere. The psychic must know where he wants to move it, and it cannot appear within solid matter (if it would appear in solid matter, it appears in a random location close to the destination location instead, as determined by the Game Master). If the object is held by a living creature, that creature can pass a PhR check to avoid losing it. Both the weight and the maximum distance that an object can be transported are determined by the level of difficulty achieved.

## Maintenance: No

Effects:		
20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	PhR 60 / 2 lbs / 3 feet
120	Difficult	PhR 80 / 5 lbs / 15 feet
140	Very Difficult	PhR 100 / 10 lbs / 300 feet
180	Absurd	PhR 120 / 25 lbs / 1,500 feet
240	Almost Impossible	PhR 140 / 50 lbs / 1 mile
280	Impossible	PhR 160 / 100 lbs / 2 miles
320	Inhuman	PhR 180 / 200 lbs / 3 miles
440	Zen	PhR 200 / 1,000 lbs / 6 miles

#### Teleport Self

Level: 1 Action: Active

**Description:** This Power teleports the psychic to a different location in the world. He must know the place he wants to teleport to and cannot appear within solid matter (if he would appear in solid matter, he appears unconscious in a random location close to his destination instead, as determined by the Game Master).

#### Maintenance: No

Effects:		
20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	3 feet
140	Very Difficult	15 feet
180	Absurd	30 feet
240	Almost Impossible	80 feet
280	Impossible	150 feet
320	Inhuman	300 feet
440	Zen	800 feet





## DEFENSIVE TELEPORTATION Level: 1 Action: Passive

**Description:** The psychic uses his mental abilities to teleport constantly, making small jumps from one place to another, to defend against attacks. This Power allows the character to use his Psychic Projection in place of his Dodge Ability. The maximum number of times the character can dodge per turn and the distance he can move to dodge an Area Attack (he always moves just outside the attack's area, if he has sufficient range) are both determined by the level of difficulty achieved.

#### Maintenance: Yes

Effects:			
	20	Routine	Fatigue 6
	40	Easy	Fatigue 4
	80	Medium	Fatigue 2
	120	Difficult	1 Dodge / 15 feet
	140	Very Difficult	2 Dodges / 30 feet
	180	Absurd	3 Dodges / 50 feet
	240	Almost Impossible	4 Dodges / 80 feet
	280	Impossible	6 Dodges / 150 feet
	320	Inhuman	8 Dodges / 300 feet
	440	Zen	Unlimited Dodges / Unlimited Distance

#### Major Teleport Self

Level: 2 Action: Active

**Description:** A stronger version of Teleport Self, this Power allows the psychic to teleport long distances. He must know the place he wants to teleport to and cannot appear within solid matter (if he would appear in solid matter, he appears unconscious in a random location close to his destination instead, as determined by the Game Master).

## Maintenance: No

Lilects	•	
20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	1 mile
240	Almost Impossible	6 miles
280	Impossible	60 miles
320	Inhuman	600 miles
440	Zen	Anywhere in the world

#### Aleph

#### Level: 3 Action: Active

**Description:** This Power allows the psychic to see the whole universe from every angle at once. This is an extremely dangerous Power for a mentalist – only powerful and resilient psyches can assimilate even some the information provided by Aleph without suffering severe damage. Each turn he may pass a Perception check to perceive a particular place, object, or person. This roll has a difficulty set by the result of the Psychic Potential check made when activating Aleph. No matter where the thing he seeks is, as long as it is within the range of the Power and he passes the Perception check, he can find it.

Each turn that the character continues to maintain the same Aleph Power, the difficulty of the Perception check decreases by 1 point. However, each turn after the first, he must also make a PhR check against the listed difficulty. If he fails, he suffers a penalty to All Actions equal to his degree of failure that recovers at a rate of 5 per day. He also permanently loses a point of Intelligence and Willpower for each full 40 points by which he fails the check. If the optional rules for Mental Health are in use (from the **Game Master's Toolkit**), the Game Master can change the PhR check to a Shock check with the listed modifier.

Effects	5:	
20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	PhR 140 or Shock –2 / Perception 20 / 6 miles
240	Almost Impossible	PhR 160 or Shock –4 / Perception 18 / 60 miles
280	Impossible	PhR 180 or Shock –6 / Perception 16 / 600 miles
320	Inhuman	PhR 200 or Shock –10 / Perception 14 / 6,000 miles
440	Zen	PhR 240 or Shock –14 / Perception 12 / Any Distance
### MAJOR RELOCATE OBJECT

### Level: 3 Action: Active

**Description:** This Power is a more powerful version of Relocate Object. This Power changes the location of an inorganic object, making it appear elsewhere. The psychic must know where he wants to move it, and it cannot appear within solid matter (if it would appear in solid matter, it appears in a random location close to the destination location instead, as determined by the Game Master). If the object is held by a living creature, that creature can pass a PhR check to avoid losing it. Both the weight and the maximum distance that an object can be transported are determined by the level of difficulty achieved.

### Maintenance: No

### Effects:

20	Routine	Fatigue 24
40	Easy	Fatigue 20
80	Medium	Fatigue 16
120	Difficult	Fatigue 12
140	Very Difficult	Fatigue 8
180	Absurd	Fatigue 4
240	Almost Impossible	PhR 140 / 100 tons / 1 mile
280	Impossible	PhR 160 / 10,000 tons / 6 miles
320	Inhuman	PhR 180 / 100,000 tons / 60 miles
440	Zen	PhR 200 / 1,000,000 tons / Anywhere in the world

# TELEPORT

### Action: Active

**Description:** This Power allows the psychic to teleport anything, organic or inorganic, over long distances. The psychic must know where he wants to move it, and it cannot appear within solid matter (if it would appear in solid matter, it appears unconscious in a random location close to the destination instead, as determined by the Game Master). If the object is held by a living creature or if a living creature is being transported, that creature can pass a PhR check to avoid losing the object or being transported. Both the weight and the maximum distance that an object can be transported are determined by the level of difficulty achieved.

### Maintenance: No

### Effects:

Enec	651	
20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	PhR 120 / 250 lbs / 1 mile
240	Almost Impossible	PhR 140 / 1,000 lbs / 6 miles
280	Impossible	PhR 160 / 1 ton / 60 miles
320	Inhuman	PhR 180 / 10 tons / 600 miles
440	Zen	PhR 200 / 100 tons / 6,000 miles

### Líght

This Discipline allows the psychic to control light and reflective materials.

### MANIPULATE LIGHT

### Level: 1 Action: Active

**Description**: This Power grants the psychic the ability to control the intensity and color of light. If it is of supernatural origin, he also gains the ability to move and shape it at will. If he uses this Power on a creature of elemental light, he can control its physical actions if it does not pass the listed PhR check.

Maintenance: Yes

### **Effects:**

Effects:		
20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	PhR 100 / 3 foot radius
140	Very Difficult	PhR 120 / 15 foot radius
180	Absurd	PhR 140 / 30 foot radius
240	Almost Impossible	PhR 160 / 80 foot radius
280	Impossible	PhR 180 / 150 foot radius
320	Inhuman	PhR 200 / 800 foot radius
440	Zen	PhR 240 / 1,500 foot radius

### CREATE LIGHT

Level: 1 Action: Active

**Description:** This Power gives the psychic the ability to create light at will within the Power's radius. **Maintenance:** Yes

### Efforts.

Effect	.5:	
20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	3 foot radius
120	Difficult	15 foot radius
140	Very Difficult	30 foot radius
180	Absurd	80 foot radius
240	Almost Impossible	150 foot radius
280	Impossible	300 foot radius
320	Inhuman	800 foot radius
440	Zen	1,500 foot radius

### FLASH OF LIGHT

### Level: 1 Action: Active

**Description:** This Power creates an intense flash of light in an area, blinding those who see it. It is not possible to designate targets within the radius, and everyone within the area who needs to see, except the psychic, must automatically pass a PhR check or suffer Blindness for one turn for each 10 points by which they failed the check. A target may add a +30 bonus to his roll if he anticipates the Flash of Light and covers or otherwise protects his eyes.

### Maintenance: No

Effects	5:	
20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	PhR 80 / 15 foot radius
120	Difficult	PhR 100 / 30 foot radius
140	Very Difficult	PhR 120 / 50 foot radius
180	Absurd	PhR 140 / 80 foot radius
240	Almost Impossible	PhR 160 / 150 foot radius
280	Impossible	PhR 180 / 225 foot radius
320	Inhuman	PhR 200 / 300 foot radius
440	Zen	PhR 220 / 500 foot radius

### Screen of Light

### Level: 2 Action: Passive

**Description:** By altering the composition of light, the psychic creates a shield of solid light that allows him to stop any kind of attack, including those of supernatural origin. Light–based attacks do not decrease the shield's Life Points, but those based on darkness deal double damage to it. The screen is created with the listed amount of Life Points and loses 10 points per turn until it reaches the number of Life Points that the psychic is able to maintain.

Maintenance: Yes

### **Effects:**

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Fatigue 1
140	Very Difficult	500 Life Points
180	Absurd	800 Life Points
240	Almost Impossible	1,000 Life Points
280	Impossible	1,500 Life Points
320	Inhuman	2,000 Life Points
440	Zen	3,000 Life Points

### HOLOGRAM

### Level: 2 Action: Active

**Description:** This Power allows the psychic to manipulate light to create holographic images of anything he can imagine. If he creates an animated image, he may move it freely using his Psychic Projection. Anyone looking at a hologram who passes an Almost Impossible (240) Notice check or a Very Difficult (140) Search check will realize that it is not real. If the hologram is in motion, the difficulties of both checks are two levels lower.

### Maintenance: Yes

	Effect	:S:	
-	20	Routine	Fatigue 8
	40	Easy	Fatigue 6
	80	Medium	Fatigue 4
	120	Difficult	Fatigue 2
	140	Very Difficult	Fatigue 1
	180	Absurd	3 foot radius hologram
	240	Almost Impossible	15 foot radius hologram
	280	Impossible	30 foot radius hologram
	320	Inhuman	80 foot radius hologram
	440	Zen	150 foot radius hologram

### LASER Level: 3

### Action: Active

**Description:** This Power compresses light, creating a narrow, destructive beam. The beam uses the Heat Attack Type due to the high temperature of the light, and since armor melts away at its touch, it reduces the defender's Armor Type against it by the amount listed.

If the psychic wishes, he can sweep the beam to attack everyone in a 15foot wide line. However, when Laser is used in this way, its Base Damage and Armor Type modifier are both halved.

### Maintenance: No Effects:

Lilect	.3.	
20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Base Damage 160 / –2 Armor Type
240	Almost Impossible	Base Damage 180 / –4 Armor Type
280	Impossible	Base Damage 200 / –6 Armor Type
320	Inhuman	Base Damage 220 / –8 Armor Type
440	Zen	Base Damage 240 / –10 Armor Type

### Hypersensitivity

This Discipline encompasses ways to use the power of the mind to improve one's basic senses to impossible levels.

**Modifier:** Unless otherwise indicated, apply the same ability modifiers as would be applied to any Perception Secondary Ability.

### FILTER SENSES

Level: 1 Action: Passive

**Description:** This Power filters sensory input, allowing the psychic to avoid overloads (e.g., he will not be blinded by Flash of Light) or isolate specific perceptions (to hear a particular conversation in a crowd, to distinguish all ingredients of a food, etc.). For game purposes, it also reduces penalties to the sense chosen by the psychic by a given amount.

### Maintenance: Yes

Effects	•		
20	Routine	Fatigue 1	
40	Easy	Up to $-10$ / One sense	
80	Medium	Up to -20 / One sense	
120	Difficult	Up to -30 / One sense	
140	Very Difficult	Up to -40 / Two senses	
180	Absurd	Up to –50 / Two senses	
240	Almost Impossible	Up to $-60 / Three senses$	
280	Impossible	Up to $-70 / Three senses$	
320	Inhuman	Up to $-80 / Four senses$	
440	Zen	Up to $-100 / All senses$	1

### Move Sense

### Level: 2 Action: Active

**Description:** This Power allows the psychic to gain sensory input from one of his senses from a different place than usual, up to the distance indicated by the difficulty achieved. For example, he could "move" his sense of hearing, allowing him to hear as if his ears were located at a remote door. **Maintenance:** Yes

### Effocts

Effect	s:	
20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	3 feet
120	Difficult	15 feet
140	Very Difficult	30 feet
180	Absurd	80 feet
240	Almost Impossible	150 feet
280	Impossible	300 feet
320	Inhuman	800 feet
440	Zen	1,500 feet

### SUPERIOR SENSE

Level: 3 Action: Active

**Description:** The psychic creates a new kind of sense that allows him to detect something new, beyond his five basic senses. **Maintenance:** Yes

### Effects

Effects		
20	Routine	Fatigue 12
40	Easy	Fatigue 10
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Sense Electromagnetism
240	Almost Impossible	Sense Matrices
280	Impossible	Sense Magic
320	Inhuman	Sense Ki
440	Zen	Sense Everything

# CHAPTER 9 **R**ITUALS AND **G**RIMOIRES

# Believe and understand.

-Mario Capel-

# **MYSTICAL RITUALS**

Since the beginning of history, the power of magic has been at the command of those possessing the Gift. Those without it sought to gain such power as well and developed many different formulas and rituals to attempt to mimic its effects. The best known method has always been summoning, although it is certainly not the only one in existence. By completing long and complex rituals following specific formulas, a character can produce supernatural effects without the Gift. These formulas are called mystical rituals.

A mystical ritual is nothing more than a command to reality to alter itself, a command so loud that supernatural forces feel the need to accommodate it. Unfortunately, while the resulting magic takes effect almost immediately, rituals are usually long and tedious processes. In addition, their results are not as spectacular as those of spells.

Performing a Ritual Performing a ritual is both easier and harder than it seems because, unlike spells, rituals are pre-written formulas that the character just needs to follow. Thus, a character must only meet a few minimum requirements in Secondary Abilities to perform them; if these requirements are met, he can perform the ritual successfully. Of course, do not forget that being trained in a ritual and "understanding" it are completely different things. A true master of the occult may be unable to use a single ritual, despite knowing about them in theory, because during his life he never had the opportunity to learn and practice them.

# The Cost of Rítuals

Since they require magical strength, all rituals have a Zeon cost that must be paid each time they are used. If a character does not have enough points to pay, even if he succeeds in the ritual, it does not have enough spiritual energy to activate and it has no effect (this is the reason that, in most cases, performing a ritual formula does not have the same results for everyone). If the ritual can or must be performed by multiple individuals, the total cost in Zeon points may be paid by all of them in any combination; as long as the total value is enough to activate the power, it does not matter how much each person spends.

# **RITUALS OF GAÏA**

This section lists some rituals of Gaïa. Naturally, this is not even close to a complete list of all the mystical rituals in existence. It is simply a collection of some of the most commonly known. Of course, any Game Master can create his own rituals and invent his own rules, costs, and effects.



### All rituals consist of:

• **Fulfillment:** Describes the steps that must be completed for the ritual to be successful.

• Effect: Describes the effect caused by the ritual.

• **Members Needed:** The number of members required to perform the ritual. If this figure appears accompanied by a "+" symbol, more members may be involved if they wish.

• Time Required: Indicates how long it takes to perform the ritual.

• **Variations:** Some rituals have variable steps or effects. This section explains those options and the powers they grant.

• **Requirements:** Indicates the Secondary Abilities that at least one person must have in order to learn the ritual. Abilities can be divided among ritualists; one ritualist with Occult 80 and another with Memorize 120 would satisfy the requirements of a ritual requiring Occult 80 and Memorize 120.

• Cost: The amount of Zeon it takes to activate the ritual.

### ANTIM SANSKAR (SECURE THE PATH)

This ritual was created by ancient religions to reassure believers that after their deaths, they would go straight to the afterlife. Today, some religious sects as well as certain parts of the Church of Abel (in particular the members of Nathaniel) and even some of the orders of magic use this ritual.

• **Fulfillment:** The body of the deceased must be properly embalmed and dressed in appropriate ceremonial clothing (every religion has its own rituals for this). Then, symbols must be drawn on the deceased's body in black ink and a characteristic prayer song sung.

• **Effect:** This ritual ensures that the soul of the deceased goes directly to the Flow of Souls (though this does not ensure that it will be absorbed faster), preventing his body and spirit from being manipulated by the necromantic arts or powers that consume the soul.

• Members Needed: 1+

• Time Required: 1 hour

• **Variations:** If the ritual is performed in a sacred place, the time required decreases to 5 minutes.

• **Requirements:** Occult 160 (if the character is a specialist in Ancient Religions, just Occult 80)

• Cost: 150

### LUGNADH FRAED (BLESSING OF THE HARVEST)

Since ancient times, many creeds currently considered to be pagan have claimed that a certain blessing could make crops more prosperous. Although the current blessings are only powerless customs, they are based on a true ritual of Lillium origin, which asks the spirits to help the plants grow tall and strong.

• **Fulfillment:** A member of the ritual must bury one of his hands in the earth. He must recite a series of ritual verses without a single mistake while the rest of the ritualists make a circle with salt and incense around the area that they would like to grow good crops. This ritual can only be done the night before the crops are planted.

• **Effect:** This ritual ensures that the crops are abundant this year in an area not exceeding one square mile. In times of drought, this ritual ensures at least some harvest and revitalizes and nourishes the land.

• Members Needed: 7+

• Time Required: 3 hours

• Variations: If a living creature is sacrificed during the ritual, the abundance and quality of the crop is increased depending on the Presence of the sacrifice.

• **Requirements:** Occult 180, Herbal Lore 80, and Memorize 60 (the ritualist who recites the verses must have this last ability)

• Cost: 300 per square mile

### Illean (Enchant)

Illean is one of the best known rituals in the world, as hundreds of variants have been developed in all cultures throughout history. It is believed to have originated when the Duk'zarist developed a process that allowed them to create supernatural matter.

• **Fulfillment:** The ritualist must make inscriptions and engravings on an object or place while reciting verses and incantations. Finally, he must draw a central rune and seal the ritual with a drop of his own blood.

• **Effect:** This ritual makes an object or place be considered supernatural, making it "material" to and able to interact with all kinds of intangible beings and mystical powers. Unfortunately, if the central rune is damaged or destroyed, the ritual is broken and the object loses this power. The effects of this ritual must be renewed annually, but the renewal only requires a day of preparation, regardless of the object's Presence.

### • Members Needed: 2

• **Time Required:** 1 hour per point of Presence possessed by the object or place to be enchanted.

• **Variations:** If a ritualist permanently sacrifices a point of Power during the ritual and uses his blood for the runes, he can shorten the time to half a minute for each point of Presence that the object has.

• **Requirements:** Art 80, Occult 100 plus twice the Presence of the chosen object. In other words, an object with Presence 70 would require Occult 240.

• Cost: Five times the object's Presence

### ERIALKATHES (LOVE PHILTER)

This ritual is the truth behind the large number of tales and stories told about people creating love potions.

• **Fulfillment:** To make the tonic, the ritualist must combine fairy dust, the blood of a dryad, the tear of a nymph, and a hair of the person the potion is intended for. These must be mixed under the light of a new moon while reciting verses calling on different spirits related to the moon.

• **Effect:** This ritual creates a substance that makes the drinker feel love towards the ritualist if the drinker fails a MR 140 check. The effect lasts one day for every 10 points by which the drinker failed the Resistance check or until the next new moon (whichever comes first).

- Members Needed: 1
- Time Required: 6 hours
- Requirements: Occult 200, Science 80
- Variations: None
- Cost: 300

### RITE OF EREBUS (DREAM PROTECTION)

The Rite of Erebus is an ancient tradition of uncertain origin that many cultures use in order to protect a person's dreams.

• **Fulfillment:** The ritualist must put three objects on a bed: a little sand under the pillow, a dream catcher hanging over the sleeper's head, and a medal with a mystical symbol at the foot. Lastly, he must utter some incantations while burning incense.

• Effect: No supernatural creature may bother the person sleeping in the bed protected by this ritual through the person's dreams. If a spell related to dreams might affect him, he gets a +50 bonus to his MR check. Unfortunately, the power of this ritual is limited, so beings with Gnosis 25 or greater can ignore this protection.

- Members Needed: 1
- Time Required: 10 minutes
- Variations: None
- Requirements: Occult 160
- Cost: 50

### CURSE OF QUEZAIL (EXTRACT THE GIFT)

For many, the Curse of Quezail is the worst fate a wizard can suffer. This ritual destroys the part of a person's soul that allows him to manipulate Zeon, permanently removing his Gift.

• **Fulfillment:** First the person to be cursed must be placed in a stone area prepared for the ritual. Then the ritualists gather around him in a circle, chanting and drawing symbols on his skin. Finally, they make a cross-shaped cut on his neck with a silver blade, causing a single drop of blood to fall to the floor.

• **Effect:** A wizard who is targeted by this ritual must make a MR 160 check; if he fails, he loses the Gift forever.

• Members Needed: 1 per level of the target

Time Required: 1 hour

• **Variations:** If the ritual is performed in an ancient temple where magic is exceptionally weak (usually a Sealed Area), the difficulty of the MR check increases to 200.

- **Requirements:** Occult 280, Art 80, Memorize 80
- **Cost:** 200 per level of the target

### IRTH (TEAR ESSENCE)

This terrible ritual was created by the tyrants of the ancient Empire of Yehudah as a means to punish their supernatural servants. It is intended to terribly damage the essence of a mystical creature, weakening it and making it suffer for years.

• **Fulfillment:** The ritualist must create a talisman of metal (usually pure silver) and make a complex symbol representing a word on it. Then he must insert it into the creature's body and place a drop of his own blood into the wound thus created.

• Effect: The creature affected by this ritual temporarily loses two levels and suffers the state of Pain if the ritualist who created the object says the word written on it. The ritual begins to lose power after a year, so after that time the creature begins to recover its lost levels and stops feeling the same level of pain. The creature is completely unable to remove the object on its own, but nothing prevents a third party from doing so.

- Members Needed: 1+
- Time Required: 3 hours to prepare the ritual object
- **Requirements:** Occult 240, Art 20, Medicine 40

• Variations: If the talisman is made of Indigo Stone (see Gaïa: Beyond the Dreams), it lasts a decade before beginning to lose power.

• Cost: 300

### MAGNA LUMINA (PROTECTION FROM EVIL)

This ritual of Sylvain origin is designed to protect a location or object from any harm that might be caused by minor spirits. At present, it is used by many priests of the Church of Abel to perform exorcisms or protect sacred sites.

• **Fulfillment:** The ritualist must recite incantations, draw seals, and anoint the entrance of the place with blessed water (if it is an object, he must soak it in blessed water for several hours, or just anoint it lightly if such a soaking would damage the object).

• Effect: The location protected by this ritual cannot be entered by minor spirits or negative supernatural creatures of low power. If they enter, they feel as if their bodies are being burned and are forced to flee. Similarly, such creatures cannot stand to be in the presence of or touch objects protected by this ritual.

• Members Needed: 1+

• Time Required: 3 hours

• Variations: If the place or object protected is considered sacred and many people believe strongly in it, evil creatures of intermediate power also cannot enter or remain in its presence.

• Requirements: Occult 200

• Cost: 350

### VERAS (BREAK TIES)

Although Veras's true origins have been lost to time, many occultists believe that it is a ritual created by the D'anjayni to break the spiritual links between people and the objects and places around them. This ritual also cleanses the soul and gets rid of any Vodoun curses.

• **Fulfillment:** The ritualist must bathe in a clear flowing stream and make cuts on both hands while singing a ritual song. When his wounds close, the ritual is complete. This is an especially stressful process for the soul, so the character who performs it immediately loses 5 points of Fatigue.

• **Effect:** The character completely loses any connection he has to any supernatural objects or places.

- Members Needed: 1
- Time Required: 1 hour
- Variations: None
- Requirements: Occult 250, Music 100
- Cost: 500

### SANIWA NO KAGAMI (SEE SPIRITS)

Used by the monks of Varja to try to see the spirits of the dead, this ritual enables a mirror to reflect lost souls.

• **Fulfillment:** The ritualist must take a mirror and write the names of the seven Kami who have authority over the souls of the dead on it while whispering several prayers.

• **Effect:** The mirror's reflection shows the blurred, shadowy figure of any spirit who the ritualist knows or knew well.

- Members Needed: 1
- Time Required: 10 minutes

• **Variations:** If the mirror belonged to the spirit to be reflected in it, the image displayed on its surface is clear and sharp.

- Requirements: Occult 140
- Cost: 50

### All that Endures (Maintenance)

Sometimes, the builders of past empires used this ritual to ensure that their buildings stood the test of time. Unfortunately, the rite requires the life force of a special person to sustain its energies.

• **Fulfillment:** The ritualists must choose a person endowed with special qualities (usually, an individual with Natura +5 or higher) and prepare him for sacrifice. They must lock him in a place where he will see no sunlight for a year and cover his body with ritual markings. Finally, he must be chained in an underground chamber and stand there until he dies from lack of air or thirst as the ritualists chant special songs.

• Effect: The ritual allows a building or group of minor buildings to increase its Damage Barrier by 20 points and ignore the effects of time. For example, an old palace abandoned over a thousand years ago would not suffer any minor decay thanks to this rite. However, if the sacrifice was made against the victim's will, the place will also be steeped in dark and gloomy shadows. If the chamber is opened at any later time and the body desecrated, the place loses its protection against time and the increase to its Damage Barrier.

- Members Needed: 9+
- Time Required: 1 week

• Variations: More people can be killed to enhance the ritual's effects. If the combined Presence total of the sacrifices is twice that of the construction to be preserved, the ritual doubles the construction's Damage Barrier and the construction acquires the supernatural quality.

- Requirements: Occult 240, Architecture 100, Art 40, Music 40
- Cost: 3,000



### RITE OF EPHESUS (CREATE LINK)

In the ancient Ephesian culture, there was a marriage rite that allowed partners to know each other's location at all times. The purpose of this ritual is to create a bond between two people (a husband and his wife, two brothers, a knight and his master, etc.) that will not disappear until one of them dies.

• **Fulfillment:** Both parties must take a ritual oath and exchange an object and a drop of blood. This ritual can only be performed on the first day of a month.

• **Effect:** The ritual binds two people spiritually. From that point on, each person can always feel the rough direction the other is in and whether he is alive or dead.

- Members Needed: 2
- Time Required: 5 minutes
- Variations: None
- Requirements: Memorize 20, Occult 200
- **Cost:** Equal to twice the combined Presence of the individuals.

### AKASHA (GUARDIAN)

This ancient rite is a mystical Devah formula with which those master summoners could force a supernatural being they controlled and bound to be a guardian. Thanks to its usefulness, many occultists quickly developed their own versions, but Akasha is the original formula. • **Fulfillment:** First, the ritualist needs access to a supernatural creature that he has controlled and bound to the place where it is intended to be a guardian. Without that, this is a meaningless ritual. He must then inscribe circles and magical seals in the area that the creature is to guard (though, of course, they need not be visible). He must also inscribe the orders that the creature must follow. Finally, he must create a source of magical power to maintain the ties that bind the creature to the site.

• Effect: One creature already controlled and bound is converted to a guardian for a specific location. Every time a person other than those allowed by the orders set during the ritual approaches the area, the creature manifests and acts according to its orders. It is important to note that the summoner no longer has any connection to the creature; it has become an autonomous being that will observe the rules given in the ritual, even if that means attacking its former master.

- Members Needed: 1+
- Time Required: 1 week per level of the creature
- Variations: None
- Requirements: Occult 240, Architecture 40
- **Cost:** 250 per level of the creature

### RITE OF NEMESIS (LAST COMMAND)

Created by the Empire of Yehudah as a means of obtaining revenge even after death, this ritual allows a summoner to give a final order to one of his bound creatures.

• Fulfillment: The ritual must inscribe a written order on the container of a creature that he has controlled and bound. He must then bathe in his own blood mixed with a drop of Valkyrie or Shinigami blood for several hours.

• **Effect:** One creature controlled and bound by the caller must comply with the order inscribed on its container after his death and is not free until this last command is completed.

- Members Needed: 1
- Time Required: 1 day

• **Variations:** If the blood used is all Valkyrie or Shinigami, the being given the order increases its power by two levels until it achieves its objective.

- Requirements: Occult 200
- Cost: 100 per level of the creature

### IN VOX MORTIS (SPEAK WITH THE DEAD)

This is an ancient necromantic ritual from before the time of Holst. It is a strange ritual that forms a forbidden link to the dead, allowing a person to briefly speak to them.

• **Fulfillment:** A gold coin is placed in the target's mouth, and his eyes are covered with sand. Then the ritualist cuts his finger and drips seven drops of blood into the target's mouth while reciting the ritual.

• Effect: The target dead, unconscious, or comatose person (including those affected by sleep spells and the like) will briefly relate the last thing he saw (within a time period of up to 20 seconds) before dying or falling unconscious or comatose. For this ritual to function, the target body must have the ability to speak (and will use its native language, whether or not the ritualist understands it).

- Members Needed: 1
- Time Required: 10 minutes

• Variations: If a coin imbued with spiritual power is used, the person can describe events up to a minute before the moment that he died or fell unconscious or comatose.

• **Requirements:** Occult 260 (if the character is specialized in Funeral Rites, only Occult 120 is needed)

• Cost: 300

### LINK STONE (DETECTION)

Designed to track and locate both enemies and friends, this ritual provides a very sneaky way for the ritualist to determine the location of an enchanted gemstone.

• Fulfillment: The ritualist must put a sapphire or a gemstone of great value in a place where it can soak up the sun for seven days. Then he must sing a ritual song for several hours so that the gem absorbs the light along with his power.

• Effect: The enchanted gemstone can be located by the ritualist merely by focusing for a few minutes. In this way, he can learn the direction the object is in and the distance that separates them at any time. The nature of the ritual makes it difficult to detect the magic in the gem, so it requires an Absurd (180) Magic Appraisal check to determine the gem's true nature. The stone loses its qualities after a year.

- Members Needed: 1
- Time Required: 10 minutes
- Variations: None
- Requirements: Occult 180
- Cost: 400

### Thirguzil (Track Magic)

Thirguzil is a ritual created at the time of Yehudah to track sources of magic.

• Fulfillment: The ritualist must recite several verses without any mistakes and throw some sand near an object or area steeped in magic.

• Effect: The ritual soaks the sand in magic and causes it to emit a faint glow and float through the air towards sources of supernatural energy in the area. For the purpose of play, this ritual allows all present to see traces of magic and follow them to their sources as if they had Magic Appraisal 200 and See the Supernatural.

- Members Needed: 1
- Time Required: 1 minute

• Variations: If the ritualist uses powder made from the bones of a dragon or a demon of intermediate level, the Magic Appraisal ability is 300.

• **Requirements:** Occult 180, Memorize 40

• Cost: 100

# GRIMOIRES

Grimoires are valuable to anyone who can use supernatural powers, whether they use magic, summoning, or rituals. This section has a list of some of the best known grimoires on Gaïa and a list of their qualities and characteristics. Each contains the following elements:

• Language: Indicates the language that the book is written in.

• **Spells:** Indicates the spells in the book and what power level option they are written at.

• Rituals: The mystical rituals described in the book.

• **Invocations:** The Invocations and Incarnations the book gives detailed information on.

• Creatures: The major mystical creatures described in the book.

• **Magical Theory:** The book counts as a relevant text for characters trying to learn spells of up to the listed Path Level.

• **Knowledge:** This section describes the bonus that the character receives to his Secondary Abilities when looking up information on the topics discussed in the book.

• **Special:** Any special abilities that the grimoire provides that are not covered in other sections.

### SAPTA VEDAS

Also known among occultists as the *Book of Absolute Knowledge* or simply "Veda," this book is the largest compendium of Devah art that has survived and, by extension, the most important book that a summoner might have. Everything in it is explained in a methodical and scientific way, something very unusual in other supernatural volumes. The three *Sapta Vedas* whose whereabouts are known are in the possession of Tol Rauko, the Order of Yehudah, and the Dhanyata Samael family, although it is believed that seven more are still missing. Apparently, all these manuscripts are protected by powerful supernatural measures to prevent them from falling into the wrong hands.

- Language: Devah.
- Rituals: Akasha (Guardian).

• **Invocations:** All the Arcana (both Pure and Reversed) and Invocations of Minor and Intermediate level.

• **Creatures:** Spectral Hunter, Medusa, Etrien Gnosos, Ginnungaus, Ignis, Symbiosis, Baroque, Seraphim Potestas, Humbaba, Cerberus, Stribog, Sphinx, and many more.

• Magical Theory: No.

• **Knowledge:** +60 to Occult when trying to analyze the nature of supernatural creatures.

• **Special:** Lots of creatures described in these texts are described with their true names.

### Senno Somnis Pesant

Created by Nux Nuruel, an occultist obsessed with the world of dreams, this book is intended as a supernatural guide to the darker side of the Wake and the so-called "Lords of Nightmares." Today it is extremely rare; less than 20 copies exist in the world.

• Language: Ancient Latin.

• **Spells:** Darkness spells: Enter Another's Nightmares (Advanced level), Cause Fear (Arcane level), and Lord of Nightmares (Basic level). Free Access spells: Fog (Basic level), Send Dreams (Advanced level), Sleep (Intermediate level), and Eliminate Dreams (Advanced level). Dream sub-Path spells: Sense Dreams (Advanced level), Undisturbed Sleep (Intermediate level), and Tear Membrane (Basic level).

• Rituals: Rite of Erebus (Dream Protection).

• **Creatures:** Shadow, Lord of Darkness, some of the major Nightmares, and Tsukiyomi.

• Magical Theory: No.

• **Knowledge:** +40 to Occult for all checks related to the Wake and +40 to Magic Appraisal to identify spells related to dreams.

### Dus Vodoum

Written by the Itzi, this book is full of pagan rituals and ritual pacts with forgotten summonings. There are nine mystical volumes wrapped in human skin and bones bound and enchanted with different curses. Anyone who has one who is not supposed to draws bad luck to himself.

### • Language: Kannawa.

• **Spells:** All spells of the Darkness Path up to level 20 cast at Intermediate level. Free Access spells cast at Advanced level: Static Message, Attract Minor Vermin, Curse, Cause Sickness, Sleep, Inability to Speak, Deafness, Blindness, and Cause Fear.

• **Rituals:** Veras (Break Ties), Antim Sanskar (Secure the Path), and Erialkathes (Love Philter).

• Invocations: Enamon, Naaga, Pandora, Idea, and Raksasha.

• Magical Theory: Darkness 36.

• **Knowledge:** +50 to Occult on checks to recognize the effects of Vodoun spells and rituals.

• **Special:** All spells in this book assume that the wizard using them is an expert in Vodoun practices. If he is not, he can still cast the spells, but only at Basic level.

### NYU DAI

The Nyu Dai are the ancient scrolls used by the first Daimah of Varja to develop the unique style of magic of its priests and priestesses of the seasons. While all the originals are lost, many copies are still preserved in remote and forgotten temples.

• Language: A variation of Yamato.

• Spells: All spells from the Path of Essence up to level 50, cast at the Intermediate level.

- Rituals: Lugnadh Fraed (Blessing of the Harvest).
- Invocations: Genbu, Suzaku, Seiryu, and Byakko.
- Creatures: Hamadryad, Huldra, Cath Flidais, Belphe, and Shinigami.
- Magical Theory: Essence 60.

• Knowledge: +20 to checks involving Animals, Herbal Lore, Poisons, Occult, and Magic Appraisal on topics related to the island of Varja.

• Special: All spells in this book assume that the wizard using them is an expert in Shamanic practices. If he is not, he can still cast the spells, but only at Basic level.

### MAHOTAI

This text is the best known book of oriental magic in the world. Over the years, it has been continually updated to reflect the history of Varja, growing in size and increasing in content. Currently, there are many copies, although the agents of the Eternal Emperor and the Golden Emperor are looking for them because of the danger they pose. A copy of this "book" is actually a collection of scrolls that fill a large wooden backpack. Together, the scrolls are called Mahotai.

• Language: Archaic Yamato.

• Creatures: Yukionna, Chichusei, Asura Oni, Lesser Oni, and many more oriental creatures.

• Magical Theory: One elemental Path at level 40.

Knowledge: +40 History and +40 Occult for checks related to the island of Varia.

• Special: This book also describes the principles of the Aikido and Shotokan martial arts and the Ki Techniques of Arashido, the Path of Storms, Di Quiu, and Wushu (from Dominus Exxet: The Dominion of Ki). All spells in this book assume that the wizard using them is an expert in Onmyodo practices. If he is not, he can still cast the spells, but only at Basic level.

### Umbra Sigma

Umbra Sigma is the most famous of the Duk'zarist magic grimoires in recorded history. It was written by the archmage Epiridaltes, high priestess



### UBER SPIEGEL

Nothing is known about the origin of this book, since the original was lost and the various copies that are currently split between different secret societies do not have any known authorship. However, it is one of the better-known grimoires on illusion and deception, and there are about 30 copies scattered about the Old Continent.

• Language: Latin.

• Spells: All spells from the Path of Illusion up to level 50, cast at the Basic level.

Magical Theory: Illusion 50.

• Knowledge: +20 to Magic Appraisal when trying to understand the workings of Illusion spells.

### MEMORIES OF ETHELDREA (10 VOLUMES)

Etheldrea, "the First Witch," the oldest wizard in history, is the creator of the 10 greatest grimoires ever written. Each is a masterpiece of magic, a summary of the knowledge of an immortal life devoted to the study of the supernatural. These codices are highly coveted because, apart from the knowledge written in them, many believe that their spells are the original formulas that created magic. At present, although each of the originals has changed hands countless times through the ages, no copies have been made.

• Language: Yvah.

• Spells: Each volume has a different Path up to level 72, cast at the Advanced level.

- Rituals: Curse of Quezail (Extract the Gift).
- Magical Theory: The Path it has spells from, up to level 80.

• Knowledge: +40 to Occult, +40 to Magic Appraisal for the corresponding Path

### Onmyodo no Tenshi

To alleviate the weakness of traditional magic on the island of Varia, the Onmyodo serving the emperors of Lannet and Shivat made fragmented versions of Onmyodo no Tenshi, the book that Karasu no Yoru gave mortals to teach them the secrets of magic. Since the original book was lost and it was very dangerous to give a single wizard all the surviving notes, each official wizard has only one scroll, usually wrapped in a roll of blessed silver.

### • Language: Yamato.

• Spells: Variable. Each contains several spells from one Path, none more than level 20 and all cast at the Intermediate level.

- Knowledge: +40 to Occult, +40 to Magic Appraisal.
- Magical Theory: The relevant Path, up to level 40.

• Special: All spells in these scrolls assume that the wizard using them is an expert in Onmyodo practices. If he is not, he can still cast the spells, but only at the Basic level.

### DEYMOS'S NOTES

The journals and sketches of Deymos, He Who Cannot Die, have been ceaselessly sought by wizards because in them the eternal man chronicled his efforts to achieve immortality. Several have been collected and bound, and nearly a dozen copies were distributed among certain occult circles within the last 50 years.

• Language: Jashu.

• Spells: All Creation spells up to level 70 and Essence spells up to level 30, cast at the Advanced level.

- Invocations: Idun, Charon, Eir, Aion, and Genbu.
- Magical Theory: Creation 80, Essence 60.
- Knowledge: +20 to Poisons, +30 to Occult.
- Knowledge: +20 to Occult.

50, Darkness 50.

Creatures: Efreet, Agni,

• Magical Theory: Fire

### PERTHO FOILANT

During the time of Holst, the High King ordered all the knowledge of the shamans to be collected in a book, and for a decade the shamans inscribed their secrets in a huge glass-covered book named after Pertho, the Aityr god of magic. This grimoire is a huge book (almost three feet tall) and is styled like a work of art. Currently, its whereabouts are unknown.

### Language: Hermital.

• **Spells:** Water up to level 50, Air up to level 20, Essence up to level 20, Earth up to level 10, Fire up to level 10, and Darkness up to level 10, all cast at both the Basic and Intermediate levels.

• Invocations: Idun, Hermod, Forseti, Huginn and Munnin, and Eir.

• Magical Theory: Water 50, Air 30, Essence 20, Earth 20, Fire 10, Darkness 10.

• **Knowledge:** +10 to Magic Appraisal, +10 to Occult.

### Terras ex Gaïa

This grimoire of magical formulas was created as a research book during the War of God by the agents of Rah. Led by Keith Sith, these occultists planned to compile a compendium of each element, starting with Earth. Unfortunately, the project ended after the creation of a single compendium, but nonetheless the product was the best Earth magic book known. Currently, the versions that exist and that have been distributed in occult circles are merely incomplete versions of the original *Terras* ex *Gaïa*, but the knowledge in them is still truly remarkable.

### • Language: Lileth.

• **Spells:** All spells from the Path of Earth up to level 50, cast at the Intermediate level.

- Rituals: Illean (Enchant), All that Endures (Maintenance).
- Invocations: Behemoth.

• **Creatures:** Hamadryad, Huldra, Humbaba, Worms of the Depths, Gurmah-Gharus, Dragon, Chthon, Degenerate Serpent, Nature's Wrath, Titan, and other earth elementals.

• Magical Theory: Earth 70.

• **Knowledge:** +40 to Science (Geology), +20 to Occult when attempting to analyze creatures of the earth.

### Incomplete copies of Et Versiculum Mortem, The Book of the Dead

There is possibly no book on Gaïa more powerful and dangerous than the terrible aberration known as *Et Versiculum Mortem*. It is not known who wrote it, or even if it was written by a mortal hand. The only thing known is that it existed before the War of Darkness and that it was lost for more than 10,000 years. A few decades ago, it was found by a group of adventurers from the Delacroix family, and since then, the corporation Black Sun has uncovered countless fragmented copies and has endeavored to reproduce some of the experiments in its pages.

Currently, the copies owned by Black Sun's research and development bases only contain a tiny portion of it, but even so, they are some of the greatest books on magic and magical experimentation ever to have existed. For now, all fragments are in Black Sun's possession, but many powers covet at least one of them.

• Language: Ancient Latin.

• **Spells:** Depending on the copy, all Path of Necromancy spells up to a Level between 10 and 60, cast at many different levels of power.

• **Rituals:** Countless mystical and scientific rituals focused on creating undead beings.

• Magical Theory: Necromancy up to a level between 10 and 60.

• **Knowledge:** +40 Occult (+100 when determining the nature and abilities of necromantic creatures).

### LILLIUM MYTHS AND LEGENDS, LABRA EDITIONS

Most likely, this is the only grimoire of magic that has ever been printed and sold in stores as a mere manuscript of short stories. It was commissioned by an apostle of Abel, in the first years after the invention of the printing press, who wanted to publish such a collection of stories about Alberia and sent a writer to gather information. What nobody could imagine is that the novelist would take his work so seriously, interview Lillium priests, "steal" information about secret rites, and even enter forgotten temples to copy text from their walls. The surprising result was the best manuscript of Lillium culture in history, and it even had the odd real spell. The book hit the shelves across half a continent, but within two days it was blacklisted by the Inquisition. Naturally, the print run was ended and all consignments of books were destroyed, but it is still possible to find a few in the most unlikely places, such as a local library.

### • Language: Latin.

• **Spells:** The Path of Essence up to level 4. Free Access spells: Create Music (Basic level), Attract Minor Vermin (Basic level), Magic Saddle (Intermediate level).

• **Rituals:** Erialkathes (Love Philter), Rite of Ephesus (Create Link), and Lugnadh Fraed (Blessing of the Harvest).

• Invocations: Nerval, Gygjur, and Ruatha Sinn.

• **Creatures:** Lapsia, Cath Flidais, Huldra, Hamadryad, Manticore, Zaqqun, Degenerate Serpent, and Dragon.

• Magical Theory: Essence 10.

• **Knowledge:** +20 to History, +40 to Occult (for issues relating to the Lillium).

• **Special:** The book describes in detail all the weapons of the legendary Lim Sidhe.

### SACTUS MIRACULUM

Sactus Miraculum is a book full of controversy, for within the Church of Abel some see it as a holy book and others as a blasphemous text. This is a collection of volumes by Saint Lucia of Valvona that tries to explain and interpret magic as a divine miracle, and in rare cases it has been used by the Inquisition of Nathaniel to teach magic to some of its agents. Each of the eight volumes that compose it is meticulously composed, as might be expected from Lucia, one of the most powerful archmages of her time.

### • Language: Latin.

• **Spells:** Each volume has one of the following Paths of magic up to level 30: Light, Air, Water, Fire, Earth, Essence, Creation, and Illusion. All spells are cast at the Basic level.

• Magical Theory: The Path the book describes, up to level 40.

• Knowledge: Occult +20.

### STUDY ON THE MUTABILITY OF MAGIC IN THE HUMAN SOUL

Kalandra Ilmora, one of the greatest geniuses in history, wrote a book that many scholars (especially the members of Belasarius) consider to be the definitive work on the supernatural. In his scientific zeal and eagerness to explain the mysteries of magic as something logical, Kalandra wrote a book about the soul and its facets, which included some spells as an example of making spells from the soul.

• Language: Latin.

• **Spells:** Free Access spells: Cleanliness (Intermediate level), Magic Detection (Intermediate level), Change Color (Basic level), Enchant (Basic level), Repair (Basic level), Serenity (Intermediate level), Purification (Advanced level), Curse (Basic level), Send Dreams (Basic level), Sleep (Basic level), and Forgetfulness (Basic level).

- Magical Theory: All Paths of magic up to level 10.
- Knowledge: +10 to Magic Appraisal, +30 to Occult.

### LHENAS EXTRACTS

The archmage Lhenas encapsulated the foundations of magical knowledge in a book that, through its simple but accurate explanations, has helped many learners master the basics of magic, since it is also a brief guide to controlling and harnessing magical powers. Almost 100 copies of different shapes and sizes are scattered across the Old Continent.

• Language: Latin.

• **Spells:** The Path of Water up to level 16 and the Path of Air up to level 8, all cast at the Basic level.

• Magical Theory: All Paths up to level 20.

• Knowledge: +20 Occult.

### LUMEN

Lumen is one of the few Sylvain volumes about the culture of supernatural beings that has been preserved. What little is known about this particular volume is that it was written by the high priests of Luminus Lacrimae to help them perform their tasks and complicated ceremonies. Today, it is thought to contain valuable knowledge about Light magic, but only those who are fluent in the dead language it was written in are able to take advantage of it.

• Language: Elium Lacrimae.

• **Spells:** All spells of the Path of Light up to level 30, cast at the Intermediate level.

• **Creatures:** Describes in full detail the following creatures: Luminaria, Elhaym, Alius, Belphe, and Seraphim Potestas.

• Magical Theory: Light 50.

• **Knowledge:** +30 to History (Sylvain), +40 to Occult (the Elium Lacrimae religion), +10 to Music.

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# CHAPTER 10 OPTIONAL RULES

Everything is different depending on the perspective of the beholder.

-Anonymous-

This chapter lists some additional rules and options for modifying supernatural powers and magical items depending on the kind of atmosphere the game is to have and the preferences of the Game Master. Most of the time, it is recommended that players do not read this chapter without permission from their Game Master.

# GENERAL CLARIFICATIONS

There are certain spells and supernatural situations that can be complex. This section explains the trickiest ones and gives some general recommendations.

# Enchanted Areas

Places with a strong supernatural presence, generally known as enchanted areas, are locations that are spiritually in tune with magic or on the same plane as it. Most spells are able to pass easily through normal physical matter because they act on a spiritual level rather than that of the physical world; however, a supernatural being will not be able to pass through an enchanted area just as a person cannot walk through a wall.

As a rule, Spiritual spells cannot be cast into or out of an enchanted area unless, for some reason, the spell specifies that it works in those areas. Likewise, it is impossible to teleport in or out, unless the spell specifies that it works in those areas.

For an area to be considered enchanted, it is not necessary for it to be completely sealed physically. Thus, it is not possible for someone outside to find a tiny opening in the physical area and "sneak" a spell inside. It is assumed that, in general, the supernatural barriers are maintained fully even though the physical forms may be slightly damaged. However, if the damage is so considerable (a toppled wall or something similar) that the Game Master considers the area's protection to be weakened, the "hole" would allow Spiritual spells to get through.

# Magic Appraisal vs. See the Supernatural

See Magic or See the Supernatural both allow a character to perceive mystical effects as tangible and real things, but merely possessing one of these abilities does not mean that the character understands what he is seeing – he cannot necessarily tell if someone is a wizard or just someone who looks the part. Unless someone casts a spell directly in the character's presence, these powers do not detect the mystical power inherent in a person (except, of course, if that person wants to reveal it). Similarly, someone with the See the Supernatural Advantage is not able to automatically detect if a character has maintained spells on himself, with the exception of those that are extremely obvious. The Magic Appraisal ability, in contrast, will allow him to do so.

Special mention ought to be made of Spiritual spells not targeted against the person with See the Supernatural. In these cases, depending on how

the spell is cast and whether the character is distracted, the Game Master may request that the character pass a Notice check against a difficulty of his choice in order to detect the spell. The same principles apply to Psychic Powers; a character with the ability to see matrices cannot tell for sure what a matrix is until the moment it is activated.

# Changing One's Nature

There is no power without a price. Spells such as Chimera or Spiritual Existence, which allow characters to transform themselves into a more spiritually powerful state, are very powerful spells but carry equally large risks. Although they can disproportionately increase the power of those who use them, they also make the character very vulnerable to Summoning Abilities; at the moment he loses his link with the earthly world, he becomes much easier for a summoner to control.

# Sacrifices

There are spells and mystical abilities that allow the caster to voluntarily sacrifice points of life to gain certain additional effects or otherwise enhance their power. These cases, unless specified otherwise, are subject to the rule of Sacrifice. This means that Life Points lost in this way are not regained in the conventional manner; they ignore natural or mystical regeneration and the effects of spells, powers, and healing techniques. Sacrificed Life Points recover at a rate of 10 per day (in the case of creatures with Damage Resistance, this amount is adjusted by the Multiple of Damage Resistance) regardless of other special conditions. This is because sacrifices consume the body and soul of the person making them, and the recuperation period is a time where he is rebuilding his very essence, a process that cannot be hurried. In addition, as a rule, creatures with Damage Resistance must multiply the stated amount of points sacrificed by their Multiple of Damage Resistance to obtain the benefits of a sacrifice.

# Increased Zeon Regeneration

Thanks to several possibilities from Creation Points, Sanctum Sanctorums, devices, or other means, wizards can sometimes increase or double their Zeon regeneration rate from several different sources. In these cases, there are two basic rules. First, the multipliers are added together, rather than multiplied. In other words, a character with two abilities that double Zeon regeneration would have his regeneration tripled, not quadrupled. Second, any ability that gives a bonus to Zeon regeneration adds its effects after any multipliers.

# Covering an Area with a Supernatural Shield

Typically, a supernatural shield covers a single character or the caster and one other person. However, a character may wish to protect several allies with a single defensive spell. Unfortunately, extending a shield in this way greatly weakens its supernatural structure, making it much easier to break. Therefore, if the character states that he wants to cover several targets in an area with a single shield, he must follow three special rules. First, he only makes one defense roll, and applies a -40 to his Defense Ability, even against the part of the attack that is directed at him. Second, any damage done to the shield is multiplied by the number of people it is protecting. Third, it is necessary for individuals covered by a shield to stay close to the caster.



A wizard casts a Shield of Light, trying to protect his allies from a dragon's breath attack that deals 120 points of Base Damage. Given that, if he protects five people from the attack (including himself), the shield would take 600 points of damage (120 points for each of the five people).

# SUPERNATURAL INFECTION

In theory, there is no limit to the number of supernatural objects that an individual can carry or wear at a time. However, using an excessive amount of magical artifacts can lead to interference between them or unwanted changes in the soul of their owner.

The consequences of this can be quite varied, from devices that simply stop working to those that partially consume the holder. These adverse reactions happen because for a device to respond to its user's will, there must be a mystical bond connecting the two. The stronger a person's Presence, the more supernatural objects he can use without consequences. Generally, anyone can use or carry without problems a quantity of mystical artifacts whose combined Presences do not exceed the character's by more than 10 times. Above this amount, the energies of the objects begin to fail uncontrollably. Of course, this will only occur if the holder has actually used the item or bound it to him in some other way (just carrying it does not count). To determine the effects of a possible supernatural infection, the Game Master determines the total Presence of the objects that the character uses and compares it to the character's Presence; depending on the difference between them, the effects will vary, as shown in **Table 16**.

### TABLE 16: SUPERNATURAL INFECTION

Difference in Presences	Effect
The sum of the objects' Presences is more than 10 times the character's Presence	Mystical Interference
The sum of the objects' Presences is more than 20 times the character's Presence	Spiritual Infection

Naturally, only the GM should be aware of the Presences of these objects, as well as the possible negative consequences they can have for their user.

**Mystic Interference:** The objects that the character uses begin to fail intermittently and erratically. Each time he wishes to make use of any item (including continuous items and supernatural weapons), there is a 10% chance that the item does not activate for the next minute. If the result of the roll is less than 2%, the object works against its possessor.

**Spiritual Infection:** The supernatural overload affects the person's soul, first resulting in slight discomfort and then gradually causing real damage to his health. Therefore, he suffers a cumulative penalty of -5 to All Actions and -5 to all Resistances for each day that passes, up to -120. He may also suffer acoustic and visual hallucinations after a week, but these effects are highly variable. If the character reduces his supernatural objects to the point where he is below the threshold for Spiritual Infection, the character recovers from these penalties at the same rate they were incurred.

# SUPERNATURAL ENVIRONMENTS

Magic, as a primary force of spiritual changes, generally extends everywhere in a fairly uniform way. However, for many reasons, it may become unusually concentrated in specific places, be unnaturally laden with a particular type of power in others, or just disappear altogether. This section examines some of these exceptional supernatural environments.

# Area of Affinity

While the various types of magic are usually distributed equally around the world as a generic supernatural power, there are some places in the world more influenced by a particular type. This means that the magic of one Path may be stronger at a particular location. For example, a shrine of a dark deity could have an atmosphere friendly to Darkness magic, or a volcano that gave birth to hundreds of fire elementals might be a focal point of Fire magic. However, it is important to note that not all locations associated with an element are also linked to that type of magic. In other words, not all glaciers or oceans are places where Water magic is strong; these areas only occur in places that are especially charged with a certain type of magic.

Consequently, when a wizard enters an area that has an affinity for a particular type of magic, he gets certain advantages or disadvantages depending on the type of magic that dominates. First, all the spells of the Path associated with the area are cast with from one to three levels of Added Effects without the need to pay Zeon for those levels. Those from other Paths receive from one to three fewer Added Effects. Similarly, a wizard increases his MA by between 10 and 20 points when he accumulates magic to cast spells from the related Path. The level of bonus or penalty depends only on the strength of the magical concentration in the area.

# Sealed Area

A sealed area is one that, because of some event, is completely devoid of any magic. Consequently, within it spells lose power and wizards have serious problems regenerating their energy reserves. Therefore, spells cast in a sealed area have one fewer level of Added Effect, and the cost of their maintenance is doubled as long as they are within the area. Additionally, any character with the Gift halves his Zeon regeneration, since without environmental magic to absorb, he can only draw energy from his own soul.

# Infected Environment

In many cases, an environment filled with an exceptional amount of magic can be extremely dangerous. This is because when supernatural power remains concentrated for long periods of time in one place, it tends to modify the rules of existence. Most times, the effects are minor and negligible, but in some cases a disturbance may cause monumental consequences. Naturally, the amount of supernatural energy and the length of time that it has stagnated are the two most important factors in determining the alterations; the stronger and more prolonged the exposure, the more radical and varied the effects. Below is a list of the most common consequences of infection – but these are far from exhaustive.

**Isolated Area (Intermediate or Major Infection):** An Isolated Area is a place that is temporarily away from the material plane. While it continues to exist in the world, it has no real physical connection with anything around it. Therefore, no one can enter and exit it, except for those entities whose Gnosis is high enough to walk between worlds. This effect may activate cyclically (an infected mansion that traps visitors one night a month who cannot leave until the next month), be unidirectional (a temple which can be entered but not left), or work in many other ways. To break the isolation, it is necessary to locate the core of the supernatural infection and somehow eliminate it.

**Portal to the Wake (Minor Infection):** One of the most common effects of a minor supernatural infection is the creation of portals to the Wake. These portals remain inactive until a person with strong emotions related to the magic that caused the infection comes close to them; then they open and draw everyone within the area into the Wake.

**Supernatural Mutation (Any Level):** Sometimes the infected environment may affect living beings, changing their natures and causing supernatural mutations in their bodies and souls. This often changes their appearance, as creatures gain powers and capabilities that are typically impossible for their species, making them into chimeras and monsters. Generally, the creatures most easily affected are those with very low Presences, like vermin and natural animals, although other beings may also be mutated if they stay for long periods (typically centuries or generations) under the influence of an area full of supernatural infection. The mutations also cause some level of insanity, disorientation, or radical changes in behavior over time, especially when the level of exposure is Intermediate or higher. **Table 17** lists the most frequent changes beings may undergo. Naturally, creatures will generally not have all these mutations at once; in other words, it would be normal for a rat to gain increased Gnosis and powers without increasing its level at all.

**-Gnosis:** The Gnosis of natural and Between Worlds creatures may increase by between 5 and 15 points (but never rise above 30). However, in the case of natural creatures, even the smallest increase will change their essences and make them Beings Between Worlds.

**-Level:** The capabilities of an infected creature may increase by between 1 and 3 levels, providing all of the normal benefits. Generally, this will also produce physical alterations. In the case of natural creatures, an Intermediate or Major level of exposure to infection will transform their essences into those of Beings Between Worlds.

**–Powers:** The creature gains between 50 and 300 Development Points in monstrous powers and Essential Abilities. The powers and Essential Abilities gained are always chaotic in nature and are accompanied by malformations and increases in size. As in the previous case, an Intermediate or Major level of exposure to infection will transform the creatures' essences into those of Beings Between Worlds.

### TABLE 17: Possible MUTATIONS

Exposure	Gnosis	Level	Powers
Minor Exposure	+5	+1	+50
Intermediate Exposure	+10	+2	+150
Major Exposure	+15	+3	+300





Artificial Life (Intermediate or Major Infection): One common consequence of supernatural environmental infection is that inanimate objects such as statues, armor, or anything else imaginable can come alive and move as if they were living beings. If the animated object is humanoid or remotely resembles a real being (such as a statue), it often imitates the movements of the original creature. Otherwise, the device may twist itself in impossible ways or just float through the air. Of course, the behavior of an animated object is unpredictable, but they are generally violent towards creatures from outside the infected area.

The level of an animated creature depends on its base Presence in multiples of 10, rounded down (e.g., something with Presence 10 would be Level 1 and an object with Presence 62 would be Level 6). Therefore, most small and insignificant things would be Level 0, while larger objects or monuments might have much greater capacities. If the infection is Major, all the objects may have one or two levels. The Gnosis of these creatures is variable, as are the powers that they can have, but the powers are usually equivalent to those of a Being Between Worlds with between 15 and 25 Gnosis. Artificial Life awakens only objects that are not themselves magical, and only maintains the animation while they are in the infected area. Authentic supernatural artifacts tend not to ever be affected by environmental magic.

# N O D E S

Vortex Points, Energy Alignments – many are the names for nodes, the places that are confluences of spiritual power. These unusual sites arise from the Dragon Lines, the currents of spiritual energy that run deep under the surface of the world and act as its veins. When two or more Dragon Lines meet at a single point, the power surge that occurs creates a nexus of spiritual power, better known to occultists as "Spiritual Nodes." In every sense of the word, a node is a direct channel to almost limitless power, a power source so vast that it connects directly to a higher plane of existence. Naturally, nodes are extremely rare and unusual, so rare that there are only seven in all of Gaïa.

# Magic of the Nodes

A wizard powerful enough (or crazy enough, some say) may try to control the energy of a node to increase his magical abilities to quasidivine levels. Unfortunately, synchronizing with such power is extremely dangerous, as the wizard runs the risk of being physically and spiritually destroyed by the forces unleashed.

To try to master the energy of a node, the character must determine what advantages he wants to obtain and must make a Power check against difficulty 10, modified by the relevant values for the advantages chosen from **Table 18**. For example, if a character wishes to double his MA (+5 to the difficulty) and reduce his Zeon costs by half (+2 to the difficulty), he must make a Power check against difficulty 17.

If he is successful, the caster can use the selected advantages for the next five turns without having to make another Power check. Once these turns have elapsed or if he wants to change the benefits the node provides to him, he must make a new check with the new modifiers. If he fails at any time, the degree of failure indicates the terrible consequences that he suffers, as shown in **Table 19**.

Node magic completely ignores any unnatural modifiers to the character's Power. That is, spells or other unusual effects that improve the character's Characteristics have no effect when making this Power check.

# Advantage Difficulty Modifier MA +10 N/A MA +20 +1 MA +30 +2 MA +40 +3 MA +50 +4

MA +50	+4
Double MA	+5
Triple MA	+6
Quadruple MA	+7
Quintuple MA	+8
Halve Zeon Cost	+2
Without Zeon Cost	+4
Maximum Level +1	+1
Maximum Level +2	+2
Maximum Level +3	+3
Maximum Level +4	+4
Maximum Level +5	+5
Magic Projection +25	+1
Magic Projection +50	+2
Magic Projection +75	+3
Magic Projection +100	+4
High Magic	+1
Divine Magic	+8

**MA +X:** This bonus is added to the character's base MA when he casts any kind of spell. This advantage cannot be chosen twice or combined with an MA multiplier.

**MA Multiplier:** Double, triple, quadruple, or quintuple the character's MA. This advantage cannot be chosen twice or combined with an MA bonus.

**Halve Zeon Cost:** The character spends half the normal Zeon to cast spells (but he must still accumulate all the normal Zeon; the rest returns to his reserve when the spell is cast).

Without Zeon Cost: The character spends no Zeon to cast spells; the energy of the node supplies it all. He must still accumulate all the normal Zeon; the Zeon returns to his reserve when the spell is cast.

**Maximum Level +X:** The caster increases his Intelligence by between 1 and 5 points when calculating the maximum potential of his spells. This advantage cannot be chosen twice.

**Magic Projection +X:** The caster gets a bonus to his Magic Projection. This advantage cannot be chosen twice

**High Magic:** A wizard with Gnosis less than 25 may cast a High Magic spell. In the case of a maintained spell, the caster may keep it active as long as he wishes while he is in the vicinity of the node, but if the caster moves away from the node, the spell loses its power in one day.

**Divine Magic:** A wizard with Gnosis less than 40 can cast a Divine Magic spell. In the case of a maintained spell, the caster may keep it active as long as he wishes while he is in the vicinity of the node, but if the caster moves away from the node, the spell loses its power in one day.





# TABLE 19: MAGIC FAILURE

Degree of Failure	Result
1–3	Supernatural Shock
4-6	Spiritual Burnout
7+	Uncreation

**Supernatural Shock:** The caster automatically suffers a penalty to All Actions of -120 and loses half of his current Life Points. Both losses recover at a rate of 10 points per day, regardless of the caster's level of Regeneration or any supernatural means employed. Additionally, he must pass a check with his base Presence against a difficulty of 140 or lose a point of Power for each 10 points by which he failed.

**Spiritual Burnout:** The wizard's soul is partially consumed by the power of the node, leaving him unconscious for an indefinite period of time (this may vary from hours to entire years), and he loses his ability to use magic for the rest of his life. From that point, the character is considered to no longer have the Gift, with all that this entails.

**Uncreation:** The existence of the wizard is completely consumed by the power of the node, destroying every trace of him with no possibility of salvation.

# Summoning and Nodes

As with magic, trying to synchronize Summoning Abilities with a node is terribly risky, because although the summoner increases his powers exponentially, he is also at risk of an incredible power overload.

When summoning at a node, a character can try to increase any of his Summoning Abilities. He can increase each Summoning Ability in increments of 50 points, up to a maximum of +250, but for each 50 points a Summoning Ability is improved, he also increases his chance of getting a Fumble by +5, up to a maximum of +25 when a bonus of +250 is sought. That is, a summoner could increase his Control Ability by +100 in exchange for a +10 to his Fumble chance. Unfortunately, in the case of a Fumble, the bonus is reversed and becomes an equal penalty to the Summoning Ability.

Additionally, the character may declare that he wants to reduce his Zeon cost by half by adding a +10 to his Fumble chance, or make the summoning free by adding a +20 to his Fumble chance.

# Psychic Powers and Nodes

In a more limited way, nodes can increase the Psychic Potential of a mentalist, strengthening his matrices and other powers. In this way, a node acts identically to the way it works for a wizard's magical abilities, including the Power check and modifiers, although penalties are applied differently, following **Table 21**.

### TABLE 20: PSYCHIC BONUSES

Advantage	Difficulty Modifier
Psychic Potential +10	N/A
Psychic Potential +20	+1
Psychic Potential +30	+2
Psychic Potential +40	+3
Psychic Potential +50	+4
Psychic Projection +10	+1
Psychic Projection +25	+2
Psychic Projection +50	+3
Power Level 1	+1
Power Level 2	+2
Power Level 3	+3

**Psychic Potential +X:** This bonus is added to the character's base Psychic Potential when he uses any kind of power. This advantage cannot be chosen twice.

**Psychic Projection +X:** The mentalist gets a bonus to his Psychic Projection. This advantage cannot be chosen twice.

**Power Level:** The character can use a Psychic Power that he would not normally have access to, even if it has no relation to any Discipline he has.

### TABLE 21: PSYCHIC FAILURE

Degree of Failure	Result
1-4	Psychic Shock
5–8	Spiritual Burnout
9+	Uncreation

**Psychic Shock:** The psychic automatically suffers Fatigue 10 and a –60 penalty to All Actions, regardless of his level of Regeneration or any supernatural means employed. Additionally, he must pass a check with his base Presence against a difficulty of 140 or lose a point of Willpower for each 10 points by which he failed.

**Spiritual Burnout:** The psychic's mind is partially destroyed by the power of the node, leaving him unconscious for an indefinite period of time (ranging from hours to entire years) and halving his Intelligence and Willpower Characteristics permanently.

**Uncreation:** The existence of the mentalist is completely consumed by the power of the node, destroying every trace of him with no possibility of salvation.

# Kí and Nodes

Nodes have few effects on those who try to use Ki Abilities, because it is more difficult to synchronize them with a node's magical power. Nevertheless, a node acts identically to the way it works for a wizard's magical abilities, including the Power check and modifiers, although penalties are applied differently, following **Table 23**.

### TABLE 22: KI BONUSES

Advantage	Difficulty Modifier
Accumulations +1	+1
Accumulations +2	+2
Accumulations +3	+4
Halve Ki Cost	+2
Without Ki Cost	+4

**Accumulations +X:** All the character's Ki Accumulations increase by the amount indicated in X. This advantage cannot be chosen twice.

**Halve Ki Cost:** The character spends half the normal amount when using Ki Abilities and Ki Techniques.

**Without Ki Cost:** The character spends no Ki when using Ki Abilities and Ki Techniques.

### TABLE 23: KI FAILURE

Degree of Failure	Result
1-4	Physical Shock
5-8	Spiritual Burnout
9+	Uncreation

**Physical Shock:** The caster automatically suffers a penalty to All Actions of –60 and loses half of his current Life Points. Both losses recover at a rate of 10 points per day, regardless of his level of Regeneration or any supernatural means employed. Additionally, he must pass a check with his base Presence against a difficulty of 140 or lose a point of Willpower for each 10 points by which he failed.

**Spiritual Burnout:** The character's physical energies are partially destroyed by the power of the node, leaving him unconscious for an indefinite period of time (ranging from hours to entire years) and decreasing his Accumulations and maximum reserve of Ki by half.

**Uncreation:** The existence of the character is completely consumed by the power of the node, destroying every trace of him with no possibility of salvation.

# Other Modífiers

In addition to the described advantages, there are some special modifiers to the Power check to control a node, described in **Table 24**.

### TABLE 24: OTHER MODIFIERS

Modifier	Difficulty Modifier						
Chaotic or Corrupted Node	+1 to +5						
Controlled Node	−1 to −3						
First Link	+1						

**Chaotic or Corrupted Node:** Some nodes are especially difficult to tap into because they have been corrupted or otherwise altered. In such cases, the Power check difficulty increases by +1 to +5.

**Controlled Node:** It is extremely complicated to create a control system for a node, but some ancient civilizations managed to do so and thus reduced the risk of using them. The nodes are usually controlled within huge constructions, sometimes as large as cities. Anyone tapping into a controlled node decreases the difficulty of the Power check by between 1 and 3, depending on how advanced the control system is.

**First Link:** The first time someone tries to tap into a node, the difficulty of the Power check is increased by +1 because of his lack of experience with such power.

# SANCTUM SANCTORUM

A Sanctum Sanctorum or Sanctuary is a supernatural place a wizard creates with an affinity for his magical abilities. It is a center of power, a unique place in which he can enhance his abilities beyond his normal potential. Generally, all great wizards and powerful archmages erect a Sanctum Sanctorum as their center of operations and a place where they can work wonders beyond imagination.

Unfortunately, creating one is extremely complex because it requires many special conditions to be met, along with a considerable investment of time, resources, and power. A wizard needs to find a site rich in magic that resonates appropriately with his energies and erect a building that synchronizes with both the power of the environment and his own soul. In addition, he needs to complete a complex mystical ritual to tie his soul to the Sanctuary and complete the process.

# Creating a Sanctum Sanctorum

In game terms, a wizard can build a Sanctum Sanctorum at any time by spending the necessary time and resources. Once he has found a place he considers appropriate, he must decide the power level of his Sanctuary, between 1 and 5. Naturally, the more powerful it is, the greater the abilities it grants its creator while he is inside it, but the more it will demand in turn.

The level of a Sanctum Sanctorum governs the number of Minor and Major Effects that the wizard can choose. Each chosen Minor Effect costs 50 points of maximum Zeon, or in other words, the wizard must decrease his maximum Zeon reserve by 50 points. In contrast, the Major Effects demand a much greater sacrifice: the character must spend a point of his Power Characteristic for each choice. That is, a wizard creating a second level Sanctuary who wishes to include five Minor Effects and one Major Effect must sacrifice 250 points of maximum Zeon and 1 point of Power.

Of course, nothing forces a person to choose the maximum number of Effects available. It is perfectly possible that someone creating a third level Sanctum Sanctorum might simply want access to eight Minor Effects and no Major Effects.

Once he has chosen the desired Effects and completed all prerequisites, the wizard must perform a ritual to tie his soul to the place. To do so, he has to pass an Occult check at the difficulty indicated by Table 25.

If unsuccessful, the synchronization fails and the Sanctum Sanctorum's site is forever forbidden to the wizard for that level of Sanctuary. If he wants to try again, he must rebuild everything to create a different level of Sanctum Sanctorm or choose another location. Unfortunately, if the ritual fails by over two levels of difficulty (e.g., not achieving even a Very Difficult (180) result on a ritual of Absurd (200) difficulty), the sacrifice of Zeon and Power points becomes irreversible.



Not all wizards can create a high-level Sanctuary, because their souls are not powerful enough to synchronize with such forces. Therefore, each level of Sanctuary requires that the wizard have reached a certain amount of base Presence as indicated in Table 25. In addition, the higher the level of the Sanctuary, the more resources the wizard must spend to build it. Here are a few of the most common requirements a Game Master might ask for in such circumstances.

Level I: This type of Sanctuary has very few requirements and does not require unique components or anything very complicated to achieve.

> It is enough simply to make marks on the ground with blood or any other similarly complex preparation. Basically, someone with sufficient ability could do it in a period between three hours and a day. It could be a clearing in a forest or an attic room. In many ways, it's a Sanctum Sanctorum for a wizard of little power or an improvised place for an archmage.

> Level 2: This type of Sanctuary usually requires a building of medium complexity and detailed engravings similar in market price to a small mansion. However, it does not need any unique supernatural components. On average, a wizard must spend from one week to three months overseeing and crafting the details and preparing the ritual of binding. A Sanctum Sanctorum of this level could be a large basement prepared for that purpose, a room in a mansion built specifically as a Sanctuary, or a collection of rune-covered columns in the middle of a forest

> Level 3: This Sanctuary is similar to a Level 2 one in terms of the time and effort needed, but two or three unique supernatural components are also needed to compete it. The center of the room could be made of dragon bones or a pentacle could be made of five mystical artifacts embedded within different columns.

> Level 4: These powerful Sanctuaries require a great deal of careful preparation, which may require several years. Buildings are either very large or extremely complex and made of unusual materials. For example, a tower could be built with its base forged of arcane metal and bathed in the blood of ten mythological beasts and its top floor imbued with magic as a Sanctuary.

> Level 5: Also called a Most Sacred Sanctum Sanctorum, this kind of Sanctuary is the center of power for an extraordinarily powerful archmage, and within it, he will be practically a demigod. A wizard can spend more than a decade developing a Sanctuary at this level because the construction costs as much as a small city and involves many unique components, artifacts of great spiritual power, and the sacrifice of unique individuals.

# Automatic Effects

Regardless of the Effects the character chooses, a Sanctuary innately has a number of unique supernatural qualities. First, it is considered an enchanted area, and its walls and floors are full of energy. Thus, unless the wizard decided otherwise when creating it, all the material is supernatural in nature. Immaterial beings and Spiritual spells cannot pass through it, and teleportation cannot happen in or out of it.

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### TABLE 25: CREATING A SANCTUM SANCTORUM

Level of the Sanctuary	Presence Required	Maximum Minor Effects	Maximum Major Effects	<b>Ritual Difficulty</b>
1	40+	3	0	Very Difficult
2	50+	6	1	Absurd
3	60+	9	2	Almost Impossible
4	70+	12	3	Impossible
5	85+	15	4	Inhuman

In addition, a Sanctum Sanctorum is a place of natural magic, so anyone trying to make a Magic Appraisal check will recognize it as a nexus of mystical power. Finally, a Sanctuary is naturally protected against lesser spirits and other creatures whose supernatural power is limited. Unless they are expressly admitted by the wizard, supernatural beings whose Presence is less than half that of the wizard will be unable to enter.

### Minor Effects

Below is a list of the various minor powers that a wizard can obtain while in the interior of his Sanctum Sanctorum, chosen at the time of its creation. Each effect he chooses has a cost of 50 points of maximum Zeon.

**Increased Power:** The wizard gets +2 to his Power Characteristic. This ability can be selected a second time to increase the bonus to +3.

**Exceptional Resistances:** The character gains a continuous bonus of +30 to all Resistances. This ability can be selected a second time to increase the bonus to +50.

**Higher Accumulation:** The wizard receives a +10 bonus to his MA. **Superior Spells:** All the wizard's spells are cast with an extra Added Effect, without any additional Zeon cost.

**Increased Intellect:** The Wizard gets a +2 to Intelligence for the purpose of determining the maximum Zeon he can spend on a spell.

**Linked Maintenance:** Spells that the wizard must maintain every turn only require maintenance every 5 turns.

**Increased Zeon Regeneration:** The wizard doubles his Zeon regeneration.

**Larger Area:** The Sanctum Sanctorum of the wizard may have larger dimensions than usual. Instead of being limited to a single room, the Sanctuary can occupy an entire small building or a similar structure.

**Hidden Magic:** Inside the Sanctum Sanctorum, the wizard gains a +150 bonus to Resistance against supernatural detection. Moreover, the environment inside the Sanctuary is no longer perceived as a supernatural place, except to those whom the wizard chooses.

**Presence:** By creating an illusionary form of himself at will, the wizard has the ability to see and hear what is going on in his Sanctum Sanctorum regardless of where he is. While doing so, he is totally unaware of what is going on around his physical body in the real world; to all his senses, it looks and feels like he is in the Sanctuary. The wizard can cast spells through his illusionary form as if he were present, although his MA is reduced by half and he does not receive the benefits of the Sanctuary (since, after all, his body is not actually there). If his illusionary form suffers damage capable of damaging energy, his illusionary form is dispersed and he cannot use this power again for a whole day.

**Supernatural Link:** The wizard can control all the supernatural objects inside the Sanctuary and is synchronized with their substance without necessarily having physical contact with them. To do this, he must have used the device at least once and have marked it ritually. For example, he could absorb Zeon from a magical container in his Sanctuary that belongs to him without physical contact with it, but could not control a supernatural item in the possession of another person.

**Sealing:** This power extends the automatic effect that allows the wizard to deny supernatural creatures access to the Sanctuary. The wizard can now deny access to the Sanctuary to creatures of any kind whose Presence is less than half of his, regardless of their nature or type.

**Tireless:** The wizard does not require sleep or rest while within his Sanctuary and recovers 1 lost point of Fatigue per minute.

# Major Effects

The Sanctum Sanctorums of more powerful archmages usually have Major Effects. This section presents some of these powers, chosen by the wizard at the time of the Sanctuary's creation. Remember that each of these effects requires a sacrifice of a point of Power.

**Immortal:** While inside the Sanctum Sanctorum, the archmage loses all vulnerable points on his body (that is, he is immune to the effects of Criticals that do not cause amputation) and increases the number of negative Life Points he can reach before dying to 10 times his Constitution. If the Optional Rules for Between Life and Death are in use (from the *Game Master's Toolkit*), he gets a bonus of +100 to the PhR check to stay conscious or alive when at negative Life Points and decreases to a quarter the penalties he suffers while at negative Life Points.

**Control of Supernatural Power:** The archmage has a nearly absolute mastery over all mystical power within the Sanctum Sanctorum, increasing his MA by 20 points. Similarly, other wizards who try to cast spells within that area without his express permission automatically decrease their MA by 30 points, and all their active spells subtract 30 points from their Zeon value and dissipate if that value decreases them below their base level. Beings with Gnosis at least 10 points higher than the wizard's are not affected by this limitation.

**Nexus of Recuperation:** In the Sanctum Sanctorum, the archmage gains Regeneration level 8 or doubles his Regeneration level, whichever is greater (up to a maximum Regeneration of 14), and increases his rate of Zeon regeneration by five times.

**Control of Space:** The archmage controls all space within the Sanctuary and can transport himself or anything he wants from one part of it to another at will. This ability also allows him to teleport other living beings against their will. If he attempts to do so, the targets must pass an MR 80 check or be teleported. Activating this power does not require Magic Accumulation, but each time the archmage uses it, he must pay a Zeon cost equal to the Presence of the thing or person being transported, which is automatically deducted from his reserve.

**High Archmage:** The archmage is capable of casting spells in his Sanctuary as though he had the Metamagic ability High Magic.

**Major Area:** The Sanctum Sanctorum of the archmage can have enormous dimensions, up to the size of a small city or large town.

**Physical Perfection:** The archmage gets a +2 to Strength, Dexterity, Agility, Constitution, and Perception while in the Sanctuary.

# Destroying a Sanctum Sanctorum

As they can be created, Sanctuaries can also be destroyed. To do so, one must irreparably damage its basic structure or destroy all the supernatural objects that give it its power. In this case, the wizard irreversibly loses everything he sacrificed to create it. Some have even died from the destruction of their Sanctum Sanctorum.

However, a wizard may try to dismantle his own Sanctuary, voluntarily and carefully breaking his ties to the place. To do this, he must perform a ritual that requires an Occult check with the same difficulty that it took to originally create the Sanctum Sanctorum. If he is successful, he recovers the maximum Zeon and Power spent on it. If he fails, he must start the tear-down process over if he wishes to dismantle it. However, if the ritual fails by over two levels of difficulty (e.g., not achieving even a Very Difficult (140) result on a ritual of Almost Impossible (240) difficulty), the Sanctuary is destroyed and the wizard irreversibly loses everything he sacrificed to create it.



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Combat Equipment	Location

Clothing / Accessories			

Possessions / Titles

Contacts	Description / Characteristics		



Varied Equipment	Location

Special Objects	Description / Abilities

Notes

CHARACTER ILLUSTRATION ×Q Ø ð. Ø

Active Spells	Daily Zeon	Creatures Bound
TOTAL COST		FINAL REGENERATION

	Invocations	Соят	Dif.
-			

EFFECTS DESCRIPTION INNATE MAGIC Innate Psi. Power VALUE Base: Special: FINAL: MAXIMUM ZEON /x10 VALUE x 2 0 Intelligence - x 3 0 • x 4 0 x 5 0

Level	Free Access Spells	Req

Background				
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LANGUAGES			
BASE:			
1:			
2:			
3:			
4:			
5:			
	Max.	LANGUAGES	



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An ancient evil threatens to break free from its mystical chains and unleash chaos upon the world of Gaïa, but who can stand against it? *Anima: Shadow of Omega* is a card game in which players control exceptional heroes thwarting evil throughout the realm, while hindering the actions of their opponents in an attempt to claim victory for themselves.

Anima: Beyond Good and Evil continues the epic story. Gaïa is not yet safe... A darker and more powerful evil than Omega plots its destruction, and heroes must unite with villains against a common foe. Finally, Anima: Twilight of the Gods concludes this sweeping epic, as all-new heroes seek to defeat evil once and for all. Looking for an even greater challenge? All three Anima card games can be played separately or in any combination, creating an experience like none other!

> ANC01 Anima: Shadow of Omega Revised Edition ANC02 Anima: Beyond Good and Evil ANC03 Anima: Twilight of the Gods

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na. Anima: The Shadow of Ornega, Anima: Beyond Good and Evil, and Anima: Twilight of the Gods are ☺ 012 by Anima Project Studio and Edge Entertainment; all artwork is ☺ 2001–2012 by their original creator ☺ 2012 Fantasy Flight Publishing, Inc. All rights reserved.



### Join the search before all is lost!

*Elder Sign* is a fast-paced, cooperative dice game for one to eight players by *Arkham Horror* designers Richard Launius and Kevin Wilson. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must work together to collect powerful eldritch symbols to defeat a mysterious evil!

Add a Do

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J am not a god... Nor a demon... J am greater than these concepts. ) am older than time. Created by the will of the World. J am... Magic. And even the heavens will tremble.

Arcana Exxet: Secrets of the Supernatural is a book dedicated to the world of magic and the most incredible supernatural powers. Within these pages you will find a nearly infinite number of new magical abilities, Psychic Powers, spells, Invocations, and unthinkable artifacts that will grant your characters new levels of power. Prepare to take the final step. A world like you never imagined is now at your fingertips.

In this book you will find:

NEW SPELLS AND PSYCHIC POWERS: Hundreds of new Free Access spells are available in new sub-Paths of magic such as Chaos and Death. There are also scores of innovative Psychic Powers such as Laser and Teleport.

**METAMAGIC ADVANTAGES:** A complex and innovative system of mystical powers that allows characters to completely customize the supernatural effects of their spells.

MAGICAL THEOREMS: New approaches to magic that allow characters to use their mystical powers in different ways, even reshaping reality without needing to cast spells.

**ARCANE RITUALS:** Rules for occult rituals that allow individuals without the Gift to perform magic.

**SHEELE:** Unique creatures born of magic that bind to a character's soul, granting him unparalleled powers and abilities.

**SUMMONING:** New Invocations, Arcana, and Great Beasts. Also included are rules for Incarnations, the personifications of legendary and powerful beings that reside in the summoner's soul and provide him with unique abilities.

AND MUCH MORE: New supernatural and psychic advantages, optional rules for altering the functioning of magic in different environments, nexuses of spiritual power, and how to create a Sanctum Sanctorum.







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