

The Nine Spheres



A Quick Reference for Mage 20th Anniversary Edition



FOURTH EDITION

The Nine Spheres

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Credits

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Special Thanks

Special thanks to my players, always inspiring me to make new game aids; to Satyr Brucato, for bringing Mage back; and of course, my wife, for all her love and encouragement.



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SWEDEN

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Correspondence



No matter where you go, everyone is always connected. – Lain Iwakura *Serial Experiments Lain*

Specialties: Conjunction, Distortion, Gates, Scrying, Teleportation, Warding, Wayfaring

Correspondence mages know one fundamental truth about reality: there is no such thing as separation. All things, always, have some sort of connection. Whether they call it the Law of Contagion or quantum entanglement, it means that you can affect or understand one thing by manipulating another.

Through Correspondence, a mage can reach across distances, travel with impossible speed, tie space in knots reminiscent of M. C. Escher, and be in multiple places at once. When combined with other spheres, however, the Correspondence sphere truly shines, as it allows magick to be worked at a great distance. Normally, a mage is restricted to what their senses can perceive directly, but with Correspondence, space stops being a barrier to magick, only an obstacle to overcome.

The Correspondence Ranges chart shows how many successes are needed to affect something at a given range, or with a given connection, or to teleport to a given location.

Note: The sphere levels of an effect being cast at a distance cannot exceed the mage's Correspondence rating, a mage with Correspondence 2 cannot use Forces 3 at a distance.

- **Immediate Spatial Perceptions/Landscape of the Mind**

With the first steps of understanding Correspondence, a mage can orient themselves, find hidden things in their immediate vicinity, and generally know where they are and how they relate to things that are within their normal sensory range, even if they can't perceive them directly.

- **Sense, Touch, Thicken and Reach Through Space/Correspondence Sensing**

At this level, the mage can expand their perceptions to locations that aren't within sensory range. By combining this with other spheres, the mage can interact with other things at a distance, including teleporting small objects and simple lifeforms from one place to another. They can also cover their tracks, making the perceptions of Correspondence 1 less able to track them.

- **Pierce Space/Open or Close Gates/Co-locality Perceptions**

The mage is finally capable of using Correspondence to move themselves from location to location. Teleportation opens up, as does the ability to open and close existing gates between places. Also, while Correspondence 2 allows the mage to view a distant location, at this level, they can view several places at once, though they appear to occupy the same space to the mage.

- **Rend Space/Ward/Co-locate Self**

An Adept of Correspondence can create gateways, permanently tying two locations together. Similarly, they can create wards to prevent a targeted thing (other spheres are usually necessary) from crossing a given barrier. Finally, the ability to be in multiple places at once is obtained, though Mind is needed to function and Life to act independently (see Effects).

- **Spatial Mutilation/Co-Location**

A Master of Correspondence has few limits when it comes to space. They can stretch and compress anything with the appropriate secondary spheres, perceive multiple locations distinctly at once with the addition of Life 3, but most powerful at all, they can make the perceptions of Correspondence 3 real, causing multiple locations to overlap with each other, allowing anything to cross from one to another effortlessly.

Correspondence Effects

Affect Distant Object

•• Correspondence/•• Matter

The mage can alter the basic properties of a nonliving object anywhere they can reach (consult chart below for successes required based on range or connection)

Clairvoyance

•• Correspondence/optional ••• Mind

The mage can view a distant location. With Mind, they can communicate telepathically with anyone who is at that location.

Conjure Earthly Being

•••• Correspondence/•• Life

Summons any living being currently on Earth, directly teleporting it from where it is currently to the mage's location.

Create Multiple Images

••• Correspondence

By bending space, the mage can cause an image to appear in multiple places simultaneously. These will all be identical and all will be affected by anything that happens to one of them.

Create Multiple Objects

••••• Correspondence/••• Matter/•• Prime

With Matter and Prime, a mage can create a single object. Correspondence allows them to create several copies simultaneously.

Levitation/Flying

••• Correspondence/•• Life

The mage warps space around themselves so that they appear to defy gravity, hovering above the ground or even flying through the air. Though speed is up to the Storyteller's discretion, a rule of thumb is 20 MPH/success.

Open Gateway Between Locations

•••• Correspondence

This creates a gateway between two locations (see chart for requirements to make the connection). This gateway is large enough for a heavily encumbered human to walk through without needing more successes. Ten successes can make it permanent.

Ultimate Multitask

•••• Correspondence/••• Life/• Mind

The mage can be in multiple places at once. Not only are they able to be in these places and interact with them, but they are able to do so in each place independently. Without the Life sphere, they could only do a single thing in all places.

Ward/Ban

•••• Correspondence/•• Prime/•• [Sphere(s)]

This allows the mage to mark off an area and, using appropriate Sphere(s) at the second rank, prevent anything fitting a given description from entering that area.

Correspondence Ranges

Successes	Range	Connection	Teleportation Range
One	Line of sight	Body Sample	Within immediate perception
Two	Very familiar	Close possession or companion	Very familiar place (home, Sanctum, etc.)
Three	Familiar	Possession of casual friend	Familiar/Just saw it recently
Four	Visited once	Casual acquaintance or object once used	Visited briefly
Five	Described locations	Briefly touched or met the person	Heard or saw it described
Six+	Anywhere on Earth	No connection	Teleporting totally blind



Entropy



Only entropy comes easy. – Anton Chekhov

Specialties: Chaos, Decay, Dissolution, Fate, Fortune, Necromancy, Order

Contrary to the words of Chekhov, the Entropy Sphere is quite difficult to master. Of all Spheres, it has a reputation for being the most likely to get away from the mage using it, or worse, to corrupt them directly. These are the risks of manipulating the raw stuff of death and fate. More cautious mages focus on the probability and chance side of the sphere, but chaos is hard to safely harnessed and the butterfly effect remains a constant worry.

Entropy is key to a wide range of magicks, but they divide most naturally into three types: death and decay, probability and chaos, and fate and destiny. It can be used to cause things to break down and die, starting with machines, then living things, and finally concepts and thoughts themselves. Using the sphere in this way risks *Morbidity*, however, and many unwary mages have learned that you become what you practice.

Marginally safer are probability and chaos, fate and fortune. An Entropy mage is always aware of the fact that a small change in one place can cause huge effects elsewhere, making them among the most subtle of mages when they choose to be. Fate and fortune, on the other hand, lets the mage take a certain amount of control over the narrative of life, detecting lies, finding destinies, and even enforcing binding oaths at the peak of their power.

- **Sense Flaws, Fate & Fortune/Ring of Truth**

With a basic understanding of Entropy, a mage can gain insight into many things. One of the first things many Entropy mages learn is to detect lies. Other applications involve detecting people who have strong fates, such as people with Destiny, Dark Fate, or higher-level Entropy effects associated with them. Many mages also learn how to predict randomness: the next throw of a die or the next card drawn from a deck. But possibly the most popular application is the ability to spot the flaws and weak spots in things (often with other spheres for specifics).

- **Control Probability**

Though the first rank of Entropy allows a mage to predict a random event, at this level, they can control the outcome. A dice can be forced to come up on a given number, or the mage can pull a specific card off the top of the deck (assuming there's one in there, of course), but even larger unlikely events are possible, such as traffic accidents, though they would require more successes.

- **Affect Predictable Patterns**

The most obvious predictable pattern is a material object. With this level of expertise, the mage can break these patterns down, causing material objects to break and decay. The simpler the object, though, the more difficult (computers break more easily than walls), but they can also be reinforced. Furthermore, luck is a predictable pattern, and at this level the mage can give good and bad luck to others.

- **Affect Living Things**

Not as predictable as materials, living patterns require this level of Entropy to manipulate. At this level, long term luck can be controlled; and even healing and harming a person directly, causing aggravated damage.

- **Affect Thought/Shape Memes/Binding Oath**

A Master of Entropy can manipulate ephemera such as thought. This includes destroying a train of thought, confusing someone, perfecting a logical argument, binding an oath or even altering a belief, with stronger convictions requiring more successes.

Note: Altering thoughts is done with a difficulty of subject's Willpower or 4, whichever is higher.

Entropy Effects

Alter Probability

••+ Entropy

A mage can change how likely an event is. This ranges wildly, from making dumb luck more likely on something they've never tried before (called Beginner's Luck in **Mage Revised**) to always being able to make a die come up on the desired number.

Binding Oath

•••• Entropy

Some mages require stronger proofs of loyalty than mundane contracts can manage. They use binding oaths to enforce agreements, where breaking them will immediately have several negative consequences. These include horrible luck, but also often include an Oath-breaker Brand (see **Book of Secrets** page 216-217).

Bless/Curse

•••+ Entropy/optional ••• Life

The mage can grant good and bad luck. This effect is confined to an area unless Life is added to tie it to a person. Entropy 3 allows basic luck manipulation, while 4 allows a much more thorough or specific blessing or lethally bad luck.

Cause Decay

•••+ Entropy

By channeling the fundamental power of destruction, the mage can cause something to decay. Entropy 3 suffices for materials, 4 for living beings and 5 for thoughts. When used against living beings, this causes aggravated damage.

Disintegrate an Object

••• Entropy/••• Time

All things die and disappear in time, even inanimate objects. With this effect, a mage can accelerate the process, causing virtually anything to turn to dust. Only a few successes are needed for fragile objects that would decay rapidly, but sturdy objects like bricks require more.

Harm Ghost

••• Entropy/•• Prime

This effect allows a mage to directly harm a ghost, giving them the same power over it that Life 3 grants them over the living. In the terms of **Wraith: the Oblivion**, this damages the wraith's corpus, but also gives it points of Angst. If a mage does this, they are likely to find themselves face to face with the wraith's Shadow or worse, to turn the wraith into a Spectre, a ghost who desires nothing more than to drag everything around them screaming into Oblivion.

Ring of Truth

• Entropy

One of the most basic Entropy effects, Ring of Truth allows the mage to determine if the target is deliberately lying. Of course, this cannot detect someone passing along false information that they believe to be true, nor find the answer to a question that the person being asked does not know.

Rot Body

•••• Entropy

Sometimes, you just need to dispose of a body in a hurry, and can't afford for Sleeper law enforcement to find it. For any mage unfortunate enough to find themselves in this situation, this effect is a godsend, capable of rotting a body away to nothing. Even better for those who need it, it can be used to start the rotting on a living body, causing aggravated damage, just like Cause Decay does.

Spot Weakness

• Entropy

An extremely versatile effect that is often combined with the first rank of another Sphere for more specific information, it reveals the weaknesses in whatever is targeted. For example, with Matter it is easy to find a structural weakness and destroy a building, with Life you can find someone's bone that's been broken before and never healed right, and with several other Spheres combined, things like finding weaknesses in defenses and arguments become possible.



Forces



Those who fear the darkness have never seen what the light can do. – Lightning Blast from Magic: the Gathering

Specialties: Alchemy, Motion, Primal Elements (Fire, Lightning, Radiance, Cold, etc.), Physics, Technology, Weaponry, Weather

The first Sphere people think of when they think about magickal combat, Forces is about much more than just hurting an enemy, though it is extremely good at that. Many of the most iconic effects of both the Traditions and the Technocracy fall under the purview of Forces, which, despite the theories of modern science, remains quite distinct from the Sphere of Matter.

Through Forces, any form of energy can be manipulated, transformed, directed, enhanced or destroyed, whether this means muffling sound to let the mage sneak around unheard, focusing light into a laser in a Void Engineer rifle, superheating the air to burn a Hermetic's enemies, or calling a hurricane to wipe out an offshore oil rig.

Note: Forces gains an additional success when determining damage from a direct attack.

- **Perceive Forces**

With the first rank of Forces, a mage opens up an entirely new world of expanded perception. Both vision and hearing rely on things manipulated by forces, so most normal enhancements of these senses are covered. This includes extending the spectrum of light that the mage can see, whether down into radio and the infrared to allow them to track heat signatures in the dark or beyond ultraviolet to gain X-ray vision. They can also render other normally invisible forces visible, including kinetic energy, the frequencies of sound, whether a wire has live electricity running through it, radioactive decay of a material or the pressure fronts from an oncoming storm.

- **Manipulate Forces/Elemental Touch**

The mage can now alter the flow of Forces, not just perceive them. This allows for the mage to enhance or weaken a force in a given area (generally no larger than a single human or at most a small room, larger areas require higher ranks of Forces). This is the key to moving silently or becoming invisible, and can be combined with Matter or Life to alter how another object or being interacts with a given Force.

- **Transmute Minor Forces/Telekinetics/The Dragon's Touch**

An increase in rank increases the scale, the mage can now affect several people or an area the size of a small house. Not only this, they can also conjure Forces from nothing with the addition of Prime 2. With Life 5, they can transmute a person into energy and with Matter 3 can freely convert between Matter and Forces.

- **Control Major Forces/ Gift of Zeus/Weather-Witching**

Though few fundamentally new things become available with this rank, the range over which Forces can be used increases dramatically, now allowing the mage to affect a range of miles, making weather manipulation a possibility.

- **Transmute Major Forces/Conjuring Infernos**

Masters of Forces have few limits of what they can do, and they can do it over wide geographic regions. Tornadoes on a clear day or a firestorm capable of destroying a city become possibilities at this level, though most Masters have more sense than to do these things without carefully considering both the mundane and magickal consequences of them, after all, unleashing a hurricane is far easier than controlling it.

Forces Effects

Call Storm

●●●●+ Forces/●● Prime

Powerful Forces mages can call up storms covering at least a town, if not a larger geographic area. They manipulate the temperature of the air, the speed of the winds, and even bring in more humid air to do this, so these storms don't come from nowhere nor necessarily appear quickly, but with enough successes, nearly any weather event can be brought on.

Conjure Element

●●● Forces/●● Prime

By combining Prime with Forces, a mage can create forces from nothing (except, of course, Quintessence). For many mages, this is done through the classical elements. With Forces, fire and wind (air) can be conjured, but also light, sound and kinetics. This requires a point of Quintessence.

Conjure Physical Illusion

●●+ Forces/●● Prime

By conjuring up forces directly, including light and sound, and infusing them with Prime, the mage can create illusions that have all of the sense of reality of the truth, but yet aren't real. See the Mind Sphere for details on disbelieving illusions.

Create Multiple Images

●●+ Forces/●● Prime

By crafting light, the mage can create multiple images of an object. This is similar to the Correspondence effect of the same name, but the copies are illusions.

Direct Existing Elements

●●+ Forces

Forces that already exist can be manipulated by the mage. This covers redirecting those energies as well as enhancing or weakening them.

Erode Energies

●●● Force/●●● Entropy

Entropy combines with Forces to allow a mage to degrade and destroy Forces that they come across.

Immersive Illusions

●●●●+ Forces/●●●● Mind/●●●●+ Prime

At this level, illusions are solid and detailed enough to seem real. These illusions are extremely convincing, and are sometimes referred to as "holodeck" illusions.

Invisibility/Silence Field

●● Forces

With this understanding of the Sphere of Forces, the mage can utterly depress a force in an area. This can result in things such as invisibility and silence when applied to light and sound, though without Correspondence, the mage will be unable to see or hear.

Invisibility on Living Being

●● Forces/●● Life

Like the Invisibility Field, but by adding Life it will follow along with a living Pattern as it moves.

Levitation/Flying

●●+ Forces

This effect allows the mage to fly, lifting themselves into the air. Forces rank determines how fast and maneuverable they are once they start flying.

Speed/Slow Velocity

●●+ Forces

With this effect, the mage can increase or decrease the speed of an object, adding or removing damage dice.

Transform Forces

●●● Forces/●●●+ [appropriate Sphere]

The mage is capable of transforming a force into something else, or vice versa, based on what Sphere they are combining it with. With Matter 3, Spirit 3 or Mind 3, materials, ephemera, and thoughts, respectively, can all be converted to energy. With Life 5, however, a person can be converted into some form of sentient energy.

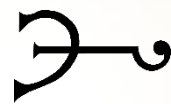
Telekinesis

●●+ Forces

This effect allows the Mage to move objects around at a distance, as though with Strength and Dexterity equal to their Forces rank.



Life



Life is really simple, but we insist on making it complicated. - Confucius

Specialties: Cloning, Creation, Disease, Evolution, Healing, Improvement, Injury, Shapeshifting, Transformation, Wounding

The Life Sphere is particularly focused on transformations, because if there's one thing that Life isn't, it's static. Living Patterns are constantly changing, growing, being born and dying, and a Life mage understands this in a way that is difficult for others to fully grasp.

Anything that is alive or is still viable enough for transplant is governed by this Sphere. Things that are irrevocably dead transition to Matter, but a very recent corpse would still be covered by Life, as would anything that seems inert but actually contains living things, such as yogurt, live-culture cheese, plants, etc. Even vampires require that both Life and Matter be used to affect them in any significant way (see below for other Night-Folk).

Note: Any creature changed with Life but not changed permanently (see below) suffers from Pattern Bleeding and takes one lethal damage per day unless fed Quintessence via Prime.

- **Sense Life**

The most basic level of expertise with Life allows a mage to detect living things. This covers both knowing that they are there and also their general state, including age, physical characteristics, and health. More information can be gained by combining it with other spheres as well.

- **Alter Simple Life-Forms/Heal Self**

Once the mage is able to do more than perception, simple lifeforms (generally invertebrates) can be changed in significant ways, such as grafting features from one species onto another. This includes making flowers bloom or wither, helping trees grow, etc. Of more common use, though, is the ability to heal the mage's own Pattern, as well as transforming the self in small ways, mostly cosmetic: skin color, hair color and style, height and weight within moderate bounds.

- **Transform Simple Life-Forms/Alter Self/Heal Others**

Simple living things now bow to the mage's whims. The mage can warp them in significant ways, including transforming one into another, creating them from raw Prime energy (with Prime 2), and keeping them alive while changing them in ways that shouldn't work. Working with humans, the mage can now disguise other people, heal them, harm them directly, and put them to sleep (a technique more commonly associated with Mind). The mage can now transform themselves in more significant ways, like adding gills, wings, or natural armor.

- **Alter Complex Life-Forms/Transform Self**

Adepts of Life can transform complex life-forms in expansive ways: dogs with wings, cats with tentacles and even stranger things are possible. Other species can be uplifted, giving them things like opposable thumbs and increased mental capacity by making their brains more complex. The intrinsic nature cannot be changed, though: a cat will still be a cat, just with additional or altered features. Furthermore, the mage can transform themselves into another creature of similar mass, though this doesn't automatically confer any of that creature's abilities.

- **Transform & Create Complex Life-Forms/Perfect Metamorphosis**

Masters of Life can transform into anything they want. With Prime, they can create even complex life like humans *ex nihilo*, though with no mind or spirit without other Spheres. Finally, they can transform others. At this point, the Master can do virtually anything they like with life.

Life Effects

Adapt to Environment

•• or ••• Life

A Life mage is capable of adapting their body (and others at a higher rank) to extreme environments on Earth. Additional Spheres and ranks may be needed for supernatural environments, however.

Alter Age

Life •••••/Entropy •••• or Time •••

This effect allows the mage to change their or someone else's age. Decreasing age comes with a +3 difficulty (see Time).

Animate Corpse or Parts

•• Life/•• Prime

The remains of the freshly deceased are still covered by the Life Sphere. So as long as the body is in good shape and relatively recently deceased, it and its parts may be animated through infusion with Quintessence and controlled by the mage with this effect.

Cause/Cure Disease

•• or ••• Life

With control over Life comes control over disease. With Life 2, it is possible to cure disease in yourself (or cause it, for that matter) and with Life 3, in others.

Conjure Element

••• Life/•• Prime

The mage can, as with the Matter and Forces variants, conjure up a pure example of a living element, most commonly wood. This requires a point of Quintessence.

Grow New Limbs or Other Features

••• or •••• Life

With Life 3 (for self) or 4 (for others), the mage can make significant changes to humans, adding fundamentally new features, like additional limbs.

Heal/Harm Living Being

•• or ••• Life

This is one of the most common effects for any Life mage. At Life 2, they can heal themselves, at Life 3 they can heal others and also cause direct aggravated damage (which is vulgar), also sometimes called "Rip the Man-Body."

Heal/Harm Supernatural Being

••• Life/••• [Sphere]

Supernatural beings often have a dual nature. This requires a secondary Sphere in order to affect them as Life can affect normal humans. For the fae, this Sphere is Mind, for vampires it is Matter, and for wercreatures it is Spirit.

Increase Physique/Traits

••• or •••• Life

Also known as "Better Body," the mage can increase their Physical Attributes by one dot per success. With Life 4 they can increase the traits of others.

Revive Recently Dead

•••• Life/•••• Spirit/••• Prime

One of the most powerful and difficult effects available to a Life mage, this allows them to bring the recently dead back to life. Here, recent means a very short time, and is best used within a few minutes of death.

Shapeshift

•••• or ••••• Life

A traditional skill of powerful wizards is the ability to change their shape. With this effect, the mage can do this, preserving size with Life 4 and removing that restriction with Life 5.

Soak Aggravated Damage

••• Life

With this effect, the mage can soak aggravated damage. It is nearly always vulgar, but when it's needed, it's worth it.



Matter



The nitrogen in our DNA, the calcium in our teeth, the iron in our blood, the carbon in our apple pies were made in the interiors of collapsing stars. We are made of starstuff. – *Carl Sagan*

Specialties: Alchemy, Complex Patterns, Conjunction, Forging, Refinement, Shaping, Transmutation

Though mystics would never claim that Matter is truly inert, for quite some time, Matter by itself was considered a somewhat less interesting Sphere. It focuses on objects that have no motivating force of their own, and is mainly considered useful as a metaphor for more advanced studies.

This all changed with the advance of technology. Matter is a solid but dynamic Sphere, responsible for many of the wonders of the modern world and much more appreciated by modern mages, scientists, and mystics alike. Matter is capable of transmutation, its most classical technique, but also can create lightweight, nonrestricting armor, weapons that are nigh unbreakable, and machines that look like one thing but are actually another.

Thanks to the tight ties with technology and to just how direct the Sphere tends to be, many practitioners use very hands on instruments to manipulate it: forges and tool kits are among the most popular, and many Matter mages also focus in other Spheres to give them the opportunity to build Wonders, as Matter is often essential to creating an object of sufficient quality to hold the magicks involved.

- **Matter Perceptions**

The most basic abilities associated with the Matter Sphere are the ability to analyze the composition of objects. The mage can tell what an object is, understand its structure (including hidden parts) and, of course, more knowledge is available when combined with other spheres.

- **Basic Transmutation**

Some of the most sought after secrets of the ancient world become available with the second rank of Matter. The mage can transmute one material to another so long as the two have some basic properties in common (shape, temperature, state, etc.), bringing lead into gold into reach. More complex materials require more successes, though radioactive materials require Forces.

- **Alter Form**

The mage can now change the fundamental properties of a material during a transmutation, though not permanently. Several basic properties can be manipulated directly, such as density. At this level, the mage can directly break objects apart or mend them if they have all of the pieces.

- **Complex Transmutation**

Now, composite materials made up of several “pure” ones can be manipulated. In fact, this level of control allows the mage to just create complex machinery, provided that they understand the principles needed to make it work (for example, Technology and Computers to create a laptop).

- **Alter Properties**

Any substance known to man and many that aren't can be created at this level. Some will still require other Spheres, such as Prime (Primium) or Forces (radioactive materials), but for anything that is purely controlled by Matter, the mage can create or transmute anything.

Matter Effects

Animate Bones & Remains

•• Matter/•• Prime

Once the majority of a corpse has rotted away and all that is left is inanimate matter such as bones, the Matter Sphere (along with Prime) is capable of animating them and giving the mage control over their actions.

Convert Matter to Ephemera

••• Spirit/•• Matter

By combining Spirit with Matter, the mage can convert physical objects into ephemera, pushing them into the Umbra where they can interact with spirits directly.

Conjure New Object

•••+ Matter/•• Prime

Though the level of Matter needed is dependent on the complexity of the object being conjured, the mage can create it from pure Quintessence. Anything that has complex structure requires the mundane knowledge of how it works in order to make it correctly. This effect will always cost at least one point of Quintessence.

Conjure Element

••• Matter/•• Prime (earth, metal, water)

Similar to the Life and Forces variants, with Matter and Prime the mage can create material elements, such as earth/stone, water and metal (usually iron). This requires a point of Quintessence.

Consecrate/Harden/Perfect an Object

•••+ Matter

With a sufficient understanding of Matter, a mage can build a perfected version of an object. Higher ranks are needed for more complex objects, but the end result is the same: an object created with no flaws, that is more durable than normal, and which can survive the rigors of being used to create a Wonder.

Create or Destroy Material

•• Matter/•• Prime

For very simple materials, the mage can either create them from raw Quintessence or else draw the Quintessence from them, destroying them utterly.

Create Periap/Matrix

••••• Matter/••• Prime

With Mastery of Matter along with some Prime, the mage can create a class of Wonders called Periapts by the Traditions and Matrices by the Technocracy. These Wonders can store Quintessence (or Paradox, for that matter) but require at least the second rank of Prime to use.

Disintegrate an Object

••• Entropy/••• Matter

By combining Matter and Entropy, a mage can utterly destroy an object by infusing it with the pure energy of decay. The object will crumble to dust if enough successes are reached, with more durable objects requiring more successes. If enough successes to turn it to dust aren't reached, the object may still be rendered useless by the damage it takes.

Levitation/Flying

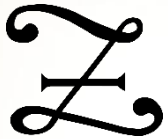
••• Correspondence/•• Matter

The mage warps space around an object so that it appears to defy gravity, hovering above the ground or even flying through the air.

Transform Objects

••+ Matter/[appropriate Sphere]

This effect converts an object of one sort to an object of another. It only requires Matter to convert between different inert materials, but more complex transformations will require other Spheres. For instance, it would only require Matter 2 to convert water to wine, but converting wine into blood would require an addition of Life 3.



Mind



It is the nature of the self to manifest itself, in every atom slumbers the might of the self. — Muhammed Iqbal

Specialties: Astral Travel, Communication, Dreams, Emotion, Empathy, Illusions, Mind-Shielding, Psychic Combat, Psychodynamics, Self-Empowerment, Social Programming

The Mind Sphere is one of the most subtle Spheres in Mage. It allows its users to alter perceptions, thoughts, emotions, and beliefs directly. Given that none of these things has a physical reality outside of the person holding them, almost all uses of the Mind Sphere (other than those in conjunction with another Sphere) are coincidental.

Beyond seizing control of other minds, the Mind Sphere gives the mage much more control over their own. From Empower Self allowing them to increase their Mental Attributes to the ability to separate the mind from the body and travel to the Astral Realms in a form that acts as a native to it, near absolute control of their own Mind is one of the benefits Mind mages get.

Note: Many Mind effects have difficulty of the target's Willpower with a minimum difficulty of 4, and +3 difficulty for either drastic acts or for use against supernatural beings rather than the usual difficulties of vulgar or coincidental magick. A mental attack may be resisted with a Willpower roll as well. Illusions can be disbelieved with a Willpower roll (purely mental) or a Perception + Alertness roll (physical illusions) as per the chart below.

- **Sense Thoughts & Emotions/Mind Shield/Empower Self**

Even a mage with only the most basic knowledge of Mind is capable of significant effects. They can read surface emotions and impulses, including auras and (with Matter) basic psychometry (reading impressions from objects), though specific thoughts are beyond them. Further, they can defend themselves from the mental influences of other supernatural beings. Finally, they have the power to enhance mental attributes directly, albeit temporarily.

- **Read Surface Thoughts/Empathic Bond/Create Impressions/Mental Impulse**

At this point, the mage can read memories from objects and places (with Matter) and can handle simple thoughts directly. Though telepathy must wait, they can send emotional impulses and sometimes single words.

- **Mental Link/Project Illusions/Dreamwalk/Psychic Blast**

Finally, the mage can forge direct mind-to-mind connections. This allows the mage to communicate mentally in full sentences and thoughts, alter someone's perceptions to create illusion, and even enter the dreams of others. At this point, Mind is capable of being used to cause pain directly, which results in bashing damage to the target.

- **Control Conscious Mind/Alter Consciousness/Astral Projection**

Viewed optimistically, this level of Mind allows a mage to perform psychic surgery, healing mental illness, helping someone to get past trauma and the like. Less optimistically, it allows a person to do untold damage to a conscious mind, altering memories, and even taking control of their actions. The mage can also leave their body behind and travel the universe through astral projection.

- **Control Subconscious/Forge Psyche/Untether Consciousness**

With mastery of Mind comes the ability to permanently change their own mind and that of others. Mental attributes can be increased (or decreased!) and Nature can be changed, with Life 4 they can swap their mind into another body. The Master can untether others so that they can visit the astral realms, but most of all, they can create intelligence from scratch.

Mind Effects

Astral Body of Light

••••+ Mind/••• Spirit/•• Prime

The mage not only untethers from their body, but combines it with a Body of Light, granting the astral form additional protection.

Conceal/Alter Aura

• Mind

By masking their true thoughts, the mage can alter or hide their aura from Spirit and Mind sight.

Conjure Mental Illusions

••+ Mind or ••• Mind optional ••• Life

This effect creates mental illusions. To make more complex ones requires a higher rank of Mind, bashing damage requires Mind 3. Life 3 must be added to do aggravated damage.

Influence Mood

•• Mind

Not the fine control of telepathy, but with this effect the mage can alter the mood of a target.

Psychic Pain Blast

••• Mind/optional ••• Life

This effect is a direct mental attack and does bashing damage, unless Life is included, which causes aggravated damage.

Scramble Thoughts

••• Mind

This effect causes the target's train of thought to disappear, leaving them confused and disoriented.

Disbelieving Illusions

Believability	Difficulty
No fucking way!	3
Hard to swallow	4
Implausible	5
Possible	6
Probably	7
Likely	8
Too damned likely!	9

See Auras

• Mind

This effect allows the mage to read auras (see **Mage: the Ascension 20th Anniversary Edition** page 507)

See Avatar

••• Mind/•• Prime/• Spirit

With this Effect, the mage can see another's Avatar.

See Through Mental Illusions

•••• Mind

When disbelief fails to pierce illusions, this effect allows the mage to brute-force separate intrusions from reality in their mind.

Share Perceptions

•• Mind/• [appropriate Sphere]

This effect allows the sharing of mystic perceptions.

Sleep Spell

•• Mind or •••• Mind

The weaker version suggests and the stronger compels the target to go to sleep.

Telepathy

••• Mind

The mage can establish direct mental communication.

Translate Languages

••• Mind/optional •• Forces

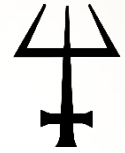
This allows the mage to understand the language of someone they are interacting with. Forces can be added to alter the sound waves and bring others into the conversation.

Illusion Complexity

Successes	Feat
One	Simple, one sensation
Two	Simple and moving, one sensation
Three	Complex and stationary or simple and moving (two sensations)
Four	Complex and moving (several sensations)
Five	Complex and reflexive (multiple sensations)
Six+	Complex and interactive (full sensation)



Prime



In the beginning there was nothing, which exploded. – Terry Pratchett

Specialties: Artifice, Channeling, Creation, Destruction, Enchantment, Perceptions, Resonant Effects

The Prime Sphere deals with manipulating the fundamental stuff of magick. Prime is also the fundamental Sphere when it comes to reinforcing or degrading reality itself, being able to unmake many thing alone, and anything at all with conjunctional Spheres.

It should also be considered an essential Sphere for most mages, so that they can use various sources of Quintessence and potentially even create Wonders.

Note: Prime can be used to harden reality and make an enemy's magick more difficult to cast. The mage rolls their Prime rating at difficulty 8, and each success adds one to the difficulty of an effect being cast.

- **Etheric Senses/Consecration/Infuse Personal Quintessence**

With the basics of Prime, the mage can watch the flows of the fundamental energies of magick. This allows them to use Quintessence from Nodes and to hold more Quintessence than their Avatar Background. By watching flows of Quintessence, the mage can read Resonance and Synergy directly. They can also consecrate an item, keying it to their Pattern so that it follows along when they shapeshift, step-sideways or otherwise transform themself or travel magickally.

- **Fuel Pattern/Construct Patterns/Enchant Patterns/Body of Light**

This level of Prime allows the mage to create Patterns (with the appropriate Spheres) out of pure Quintessence. By adding this rank of Prime to an attack or using it on a weapon, the attack will cause aggravated damage by attacking the Pattern directly. They may also consecrate a living being at this point. Finally, they can create a Body of Light as described below.

- **Channel Quintessence/Enchant Life/Energy Weapon/Craft Periapt & Temporary Wonders**

The mage is now capable of creating the simplest Wonders. With Matter, they can make Periapt, and with whatever Spheres are necessary for their effects, one-use Wonders like Gadgets and Charms. In addition to being able to create these, the mage is now capable of using a Periapt, both filling it and drawing Quintessence from it, as well as being able to directly draw Quintessence from Nodes, Junctures and Tass. They can also enchant living beings to do aggravated damage and create weapons out of pure Quintessence, though at a cost of one Quintessence per turn/use.

- **Expel or Infuse Energy/Tap Wellspring/Craft Tass & Permanent Wonders**

An Adept of Prime is capable of destroying objects and energies simply by extracting the Quintessence so that they no longer exist. Similarly, the mage can create unbreakable objects that are almost more real than real. They can also draw Quintessence from a Wellspring, create Soulgems (periapt filled with the mage's resonance) and even forge permanent Wonders, like Talismans and Artifacts. At this level, it is even possible to distill Quintessence into Tass.

- **Infuse or Withdraw Life Force/Create Node & Soulflower/Nullify Paradox**

Masters of Prime are always able to draw on the ambient Quintessence of the universe. They can also create brand new Nodes at a location of their choice. Just as they could draw the Quintessence from an object or energy (or infuse it) they can now do the same to living beings. With Mastery of Life as well, they can create Soulflowers – living periapt. The Master can even spend Quintessence to cancel Paradox with proper preparation.

Prime Effects

Bless/Curse

•••• Prime

By infusing a person with the raw energy of existence (or drawing it away from them), the mage can confer a blessing or curse onto them.

Conceal/Alter Aura

•• Prime

Through subtle changes to Resonance, the mage can alter or hide their aura from Spirit and Mind sight.

Consecrate/Harden/Perfect an Object

•• Prime

Similar to Bless/Curse, by infusing an object with raw quintessence, it can be made more perfect and capable of being used as a base for a Wonder.

Craft Wonder

••••+ Prime [Spheres in Wonder's Effects]

With this effect, the mage can create a permanent Wonder, and if they so choose, can give it its own Arete so that Sleepers can use it (costing a permanent point of Willpower). Without that ability, it is technically only an Invention or Artifact. This same effect can be used to create a Fetish when the spirit in question is willing.

Create/Destroy New Node

•••• or •••• Prime

A Master of Prime can create a Node, though the ritual is difficult and requires a large number of successes (10 per level of Node Background). With only four ranks, though, a Node can be drained out of existence.

Create Quintessence Weapon

••• Prime

The mage can craft a weapon directly from Quintessence. This is expensive, costing one Quintessence per use.

Employ Periap

•• Prime/optional •• Correspondence

Though Prime 3 is needed to recharge it or draw the Quintessence into their Pattern, with Prime 2 a mage can make use of a Periap to power their effects.

Enchant Weapon/Armor

•• Prime

This effect causes the weapon in question to do aggravated damage, or for the armor to be able to soak aggravated damage if it couldn't before.

Fuel New Pattern

•• Prime/appropriate Sphere

This effect gives fine enough control for the mage to create new Patterns with the appropriate Spheres.

Nullify Paradox

•••• Prime

A Master of Prime is capable of canceling out Paradox by spending quintessence, one for one, limited by successes on this Effect.

Refine Tass

•••• Prime

This effect allows the mage to distill Quintessence from a Node or Wellspring into Tass.

Share/Exchange Quintessence

••• Prime

The mage can move Quintessence from place to place, using Tass, exchanging it with others, and placing it into a Periap.

Tap Wellspring

•••• Prime

A Wellspring is a temporary Node, generating Quintessence from some event with a strong Resonance, and with this Effect, a mage can take advantage of one.

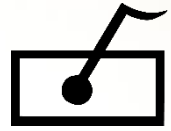
Weave Body of Light

•• Prime

This creates an idealized form of the mage's body out of Quintessence, protecting them during Astral Travel.



Spirit



The library is inhabited by spirits that come out of the pages at night. — Isabel Allende

Specialties: Celestials, Fetishes, Gauntlet Manipulation, Infernals, Naturalism, Necromancy, Possession, Primal Spirits, Shadow-Walking, Spirit Dealings, Tech Spirits, Umbral Travel

Often thought of as the domain of werewolves, the Spirit Sphere gives a mage the ability to explore and interact with Otherworlds and their denizens. These beings range from the Umbral reflections of the animals that live on Earth up to and beyond the gods of mythology and heroes of legend.

While strictly speaking, Spirit alone is needed to go to anywhere in the Umbra, it is easier to reach the Astral Realms with conjunctional Mind and easier to reach the Underworld and Shadowlands with conjunctional Entropy and Life. Similarly, those Spheres are particularly useful in dealing with Spirits from those Realms.

Spirit is also capable of summoning Otherworldly beings and binding them to the mage's will. This is only recommended for particularly powerful mages, others should at least attempt to negotiate, which leads to Spirit mages having high Social Attributes and related Abilities, such as Subterfuge and Etiquette, to navigate the nigh-incomprehensible hierarchies of the Spirit world.

Note: Many difficulties for Spirit magick are based on the Gauntlet rating rather than on the usual difficulty scale. This is most often the case for effects that involve seeing or acting past the Gauntlet.

- **Spirit Sight/Spirit Sense**

With the ability to perceive the world of spirits, the Mage can see auras, see the strength of the Gauntlet and even peek through it into the Penumbra. They can also see if an object has an awakened spirit or is a Fetish.

- **Touch Spirit/Manipulate Gauntlet**

Once the mage can manipulate Spirit, they can reach across the Gauntlet. This lets them speak to spirits and even fight them if need be. They can also decrease or increase the Gauntlet rating in an area, though to a minimum rating of 4. With Astral Projection (see Mind 4), this is enough to explore the Umbra in that form.

- **Pierce Gauntlet/Step Sideways/Rouse & Lull Spirit**

At the third Rank, the Spirit mage can actually enter the Umbra physically, converting their body to ephemera. The mage can interact with spirits as though they were living and the mage had Life 3, so healing and harming spirits directly is possible. The mage can also awaken the spirits of objects or locations (or lull them to sleep).

- **Rend Gauntlet/Seal Breach/Bind Spirit**

Skilled Spirit mages can actually rip open holes in the Gauntlet so that groups and large objects can enter the Umbra, as well as close holes if they find one. Most powerful, though, they can compel spirits, forcing them to appear and tie them into locations or objects (including making Fetishes). This even includes inviting spirits into their body or exorcising them from others.

- **Force Ephemera/Gilgul/Break the Dreamshell**

Masters of Spirit can execute the most horrific punishment that the Traditions offer: Gilgul, the destruction of the offender's Avatar. But just as they can destroy, these Masters can create anything they want out of spirit stuff, including creating new Realms (though filling them will require other Spheres). These Realms will often serve as bases, because these Masters can finally enter the Deep Umbra.

Spirit Effects

Awaken Object's Spirit

••• Spirit

The mage can awaken the spirit of an object. This gives the object a bit of personality, and it will work better for the owner and worse for others, so long as the mage treats it well. If they don't, then it might fail them at a critical moment.

Bind Spirit to Fetish

•••• Spirit

With this effect, the mage can force an unwilling spirit into a Fetish (or bind a willing one, for that matter).

Command Spirit

•••• Mind/•••• Spirit

Just as a powerful Mind mage can control a person, someone who is skilled with both Mind and Spirit can force a spirit to do their bidding.

Conceal Avatar

•• Spirit/• Mind

An effect that is essential in rare circumstances but useless most of the time, this allows the mage to hide their Avatar from anyone who searches for it.

Conjure Spirit

••• Spirit

At this level, the mage can call a spirit to them and reliably compel them to appear. Of course, controlling them once there requires the fourth rank.

Drain Spirit's Essence

•••• Prime/•••• Spirit

This effect allows the mage to damage a spirit's existence directly and pull Quintessence from them. This is capable of destroying weak spirits entirely.

Harm Ghost/Spirit

••• Spirit

This effect allows the mage to harm ephemeral beings, such as ghosts and spirits, directly. A spirit or ghost destroyed in this way can reform after a time.

Open/Close Gateway

•••• Spirit

The mage is capable of opening and closing gateways into the Umbra.

Read Resonance/Synergy

••• Spirit/•• Mind

By combining Mind and Spirit (and appropriate Spheres to affect the target), the mage can read the resonance and synergy of an event, place, object, etc.

See Auras

• Mind or • Spirit

This effect allows the mage to read auras (see **Mage: the Ascension 20th Anniversary Edition** page 507)

Touch Spirit

•• Spirit

The mage can interact directly with spirits. With this, they can attack the spirit, even if the Gauntlet lies between them

Gauntlet Difficulties and Thresholds

Area	Difficulty	Successes Needed
Node	3	One
Deep Wilderness	5	Two
Rural Countryside	6	Three
Most Urban Areas	7	Four
Downtown	8	Five
Technocracy Lab	9	Five



Time



Prediction is very difficult, especially if it's about the future. — *Unknown*

Specialties: Alternate Timelines, Divination, Perceptions, Prophecy, Temporal Manipulation, Time Travel, Triggers

Time travel has fascinated humanity since the first imaginings of the topic, but has always been out of reach. Except to Masters of Time, that is. They can not only bend time in all sorts of ways that most people can't even imagine, but are capable of going backwards as well, albeit at great risk, and that's on top of the reasons that fiction has given for why it is a bad idea.

Other than time travel itself, however, the Time Sphere is an extremely versatile Sphere, and it has many uses that are less dangerous than turning back time. The Time Sphere, particularly with Entropy to help, is the key to divination, letting the Mage see the future and the past with relatively high accuracy.

For the more militantly inclined mage, wrapping themselves in a bubble of quick time allows them to move multiple times per combat turn, to catch and dodge bullets and to otherwise appear to be moving with superhuman speed.

Note: Turning back time comes with +3 difficulty and increased Paradox: a multiplicative factor of the number of turns reversed or a multiplicative factor of two for each interval on the chart below.

- **Time Sense**

The most basic powers of the Time Sphere make sure that the mage can always determine when they are, even under the influence of magick. They can also detect the ripples caused by Time magick, sometimes before they happen.

- **Past & Future Sight/Thicken the Walls of Time**

The mage can now look forward and backwards in time, though without other Spheres, they can only see what a bystander at that time and place would be able to see. They can also make it harder for their own Time magick to be detected.

- **Time Contraction or Dilation/"Bullet Time"/Rewind Time**

The Time mage can now directly alter the flow of time. This allows them to speed up or slow down themselves and others (see Speed/Slow Time below), but one of the most powerful abilities is that they can Rewind Time, changing their actions retroactively.

- **Time Determinism/Trigger Effect/Time Bubble/Anchor Point**

Now, the mage can freeze time completely, being able to act while everyone around them is frozen. They can put more specific things "on hold" as well, and with other Spheres can capture things in bubbles of time. Though not especially valuable until they Master Time, the mage can create an Anchor Point in case they attempt to Time Travel.

- **Temporal Travel/Time Immunity**

Masters of Time can step completely outside of the flow of time, not experiencing its passage in any ways that they don't want to. They can protect other things from time as well, pulling them out of the normal flow. Being able to step outside of time, they are capable of proper time travel, should they be willing to risk the consequences.

Time Effects

Aging/Reversing Age

●●●+ Time/●●●● Life (living) or ●● Matter (object)

The mage can cause living things or objects to become older or younger with this effect. As always, reversing aging is more difficult than causing it, but using this effect regularly is one path towards immortality.

Increase/Reduce Speed

●●● Time

This effect allows the mage to speed something up or slow it down, not by altering its velocity directly (that would be Forces), but rather by altering the flow of time around it.

Prophecy/Hindsight

●● Time

The mage can see forward or backwards in time, gaining the power of prophecy or hindsight, depending on which they are doing. This is not quite an exact science, and is often best assisted with other Spheres (Mind and Entropy being popular ones) to get more accurate answers.

Rewind Time

●●● Time

This ability allows the mage to turn by time by one turn per two successes. This is quite difficulty, and comes with a +3 difficulty modifier, but is often the only thing standing between victory and defeat in a tense situation where a mistake has been made.

Set Time Trigger

●●●● Time/optional ●●● Entropy

With this effect added into another, the mage is able to set up a specific trigger, whether it is some event or just an amount of time passing, after which the primary effect goes off. Mages who use this effect often set it up as a failsafe, so that if something goes horribly wrong, they can still escape or, for the bold, turn back time to before it happened, even if they can't react in that moment. Though time-based triggers only require Time, conditional ones require Entropy as well.

Speed/Slow Time

●●● Time

By speeding up time for the mage, they can move incredibly quickly. This grants one extra action in combat per two successes, though this action cannot be magickal (only one effect per turn is possible). Conversely, the mage can slow someone else down, dividing their speed by the number of successes rolled (so one success has no effect, two halves, three cuts to one-third, etc.)

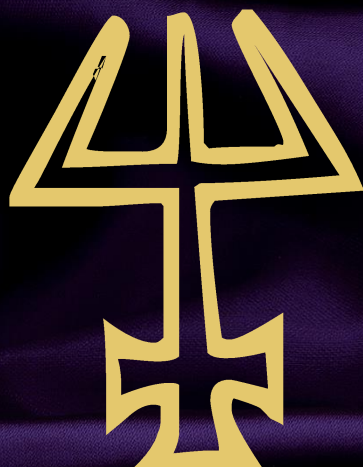
Time Travel

●●●● Time

The ultimate expression of mastery over Time, the mage is now capable of transporting themselves to a different point in the timeline. Going backwards gets that +3 difficulty, as always, and without creating an anchor point in advance, there's a solid risk that the mage will never manage to find their way home.

Time Effects Chart

Successes	Effect Timespan	Effect Duration
One	Within a year	One Turn
Two	Five years	One Scene
Three	20 years	One Day
Four	50 years	One Story
Five	100 years	Six Months
Six+	500 years	Storyteller's Discretion
10+	1000 years or more	



A set of handouts for use as reference for each of the nine Spheres. They are similar to the ones from Sorcerer's Crusade, but set for 20th Anniversary Edition rules. Each Sphere has two sheets (and can be printed back-to-back), one with the general information about the Sphere and the other with effects and charts drawn from the Sphere descriptions and the Common Magickal Effects table.



20th ANNIVERSARY EDITION
MAGE
THE ASCENSION