



DEATH

Purview: Darkness, death, decay, ectoplasm, enervation, ephemera, ghosts, soul handling, soul stealing, Twilight, the undead, the underworld.

Death • (Initiate)

- **Compelling**
 - Shape and thicken shadows.
 - Control and shape ectoplasm.
 - Shape existing ephemera and ectoplasm into a twilight tool usable by ghosts and spirits. Requires Spirit • [Tome of Mysteries, pg. 18]
 - Discern flaws in lifeless matter. Requires Matter • [Tome of Mysteries, pg. 19]
 - For the purposes of enchanting, you may choose to not pay the Willpower dot, but the enchanted item will decay and eventually be destroyed. [Tome of Mysteries, pg. 130]
 - Purposely suffer additional injury after being hurt to build a Pain Harvest pool. Points from the pool can be spent instead of a Willpower dot when enchanting items. [Tome of Mysteries, pg. 131]
- **Knowing**
 - Sense the presence of ghosts and ectoplasm in the vicinity.
 - Sense the presence of cadavers in the vicinity.
 - Sense if something is decaying, low in vitality, being drained of life or dying in the vicinity.
 - Observe a soul's health, including injuries to and marks upon it.
 - Determine the presence of derangements by the marks on their soul.
 - Determine if a mage's soul carries the marks that indicate he has made a soul stone.
 - Determine the "soul stitching" that indicate that a soul had been detached and reattached to a body.
 - Sense whether an object contains a soul (a Soul Jar).
 - Determine a corpse's cause of death.
 - Understand and speak with ghosts.
 - Perceive Twilight and everything within.
 - See spirits in Twilight as indistinct shapes, unless Spirit • is added to the casting. With Spirit •, can see spirits in Twilight as clearly as ghosts.
 - Cannot perceive mental projections in Twilight unless adds Mind • to the casting.
- **Unveiling**
 - Mage Sight (Grim Sight). Sense magic. Scrutinize magic.
 - Gain sensory perception of phenomena within the purview of the Death Arcanum.
 - Sense if a person has killed, has witnessed death, or has simply suffered loss or bereavement.
 - Sense if an object has death associated with it, e.g. whether a knife or a gun has actually caused a death.
 - Sense if a place is the scene of a death.

- Sense if a person, creature, object or location is the site of a ghost's anchor.
- +1 bonus to sensing and scrutinizing vampire powers.

Death • • (Apprentice)

- • **Ruling**
 - Animate shadows. Cause shadows to flow from place to place.
 - Cause an object to decay by lowering its Durability permanently.
 - Create ectoplasm from any bodily orifice or from any bodily orifice of a corpse. Generated ectoplasm can be used to grant a ghost a temporary body in which to materialize.
 - Issue a call to ghosts, or summon a specific ghost, to appear before the caster, if it is within its power to do so (cannot travel outside maximum distance from its Anchor).
 - Create a soul jar for ghosts, souls or spirits.
 - Physically interact with ghosts and the ghostly reflections of objects in Twilight. Pull ghostly objects out of Twilight.
 - Interact with spirits in Twilight (with Spirit •).
 - Interact with mental projections in Twilight (with Mind •).
 - Increase a ghost's ability to stray from its anchor. [Tome of Mysteries Pg. 60]
- • **Veiling**
 - Conceal or alter the marks of death on a corpse.
 - Conceal or suppress one's own, or another's, aura to protect it from scrutiny.
- • **Shielding**
 - Protect self by using forces of decay to leach the vigor and vitality from incoming attacks, making them weaker. Equivalent of armor points. Does not protect against initiating grapple attacks. Does protect against attempts to overpower once grappled.
- • **Knowing**
 - Analyze the phenomena revealed by • Knowing.
 - Grant • Knowing upon others.
- • **Patterning**
 - Changes a Sleeper's pattern so that he may perceive Twilight objects and creatures. Requires Prime • • • • [Tome of Mysteries, pg. 29]
- • **Unveiling**
 - Confer Death • Mage Sight upon others (Grant The Grim Sight).
 - More in-depth scrutiny.

Death • • • (Disciple)

- • • **Weaving**
 - Create a gateway into Twilight through which mage can enter.
 - Turn a destroyed object into an ephemeral object in Twilight (must destroy object first).
 - Sculpt and shape ephemera.
 - Create shadows from nothing, and make them semi-solid. Shadows have Strength and Durability, can lift or push, but have no Structure (so cannot be damaged).
 - Animate corpses (zombies).
 - Transfer a ghost's ties to its anchor to a different object. [Tome of Mysteries, pg. 133]
 - Transfer the ability to cast a single spell to a ghost. [Tome of Mysteries, pg. 134]
 - Curse an item so that it drains the owner's physical attributes. [Tome of Mysteries, pg. 137]
- • • **Fraying**
 - Destroy an ephemeral object with decay (inflicts aggravated damage).
 - Destroy a material object with decay (inflicts aggravated damage).
 - Replenish Willpower from someone who is dying (suffering from aggravated wounds). Touch range.
 - Burn out a dying person's Pattern (suffering from aggravated wounds) for Mana. Touch range.
 - Sever a soul from a Sleeper. Touch range.
 - Destroy items made of crafted ephemera, ectoplasm, or phantasms. Requires Prime • • • [Tome of Mysteries, pg. 26]
- • • **Perfecting**
 - Sculpt and shape ephemera.
 - Strengthen an ephemeral object's Durability, equipment bonus or the protection of ephemeral armor.
 - Heal a ghost's Corpus.

••• Ruling

- Control and compel ghosts.
- Create a soul jar with greater Duration (potentially with an Indefinite Duration) than at Death ••.

••• Shielding

- Bestow effects of Death •• Shielding upon others.
- Create a personal ward against ghostly powers, Numina, vampiric Disciplines, Devotions and rituals.

••• Veiling

- Suppress one's own life temporarily (caster becomes a corpse for a time)

Death •••• (*Adept*)

•••• Patterning

- Force a recently dead Sleeper's ghost to cling to a physical anchor, or a dying Sleeper's soul to turn into a ghost and haunt a physical anchor immediately the Sleeper dies.
- Create a Revenant immediately a Sleeper dies (Sleeper must remain inside own body).
- Bind a soul to a soulless person (includes restoring a soul stolen by Death spells).
- Cause someone's flesh to rot (lethal damage). Touch range.
- Shift into Twilight without needing to pass through a gateway.

•••• Unraveling

- Enervate an enemy, sapping his strength. Touch range.
- Permanently destroy own aura (new aura forms by the end of a week)
- Torture a ghost, causing it tremendous pain. [Tome of Mysteries, pg. 134]

•••• Veiling

- Suppress others' life, turning them into temporary corpses. Touch range.

Death ••••• (*Master*)

••••• Making

- Quicken a ghost, raising mindless shades to a semblance of sentience and their former personality.
- Summon a ghost from the Underworld.
- Bind a ghost into the a body of a Homunculus. [Tome of Mysteries, Pg. 152]

••••• Unmaking

- Destroy Mana.
- Dispel any spell, "killing" it.
- Siphon years from a victim's lifespan to add to the caster's lifespan, prolonging their life at the expense of others.

••••• Veiling

- Suppress others' life, turning them into temporary corpses. Sensory range.

••••• Fraying

- Devour a dying person (aggravated damage) for Willpower or burn out their Pattern for Mana. Sensory range.
- Sever a soul from a Sleeper. Sensory range.
- Sever an Awakened soul. Touch range.
- Create shadows from nothing.

••••• Unraveling

- Enervate an enemy, sapping his strength. Sensory range.
- Devour a healthy soul for Willpower or burn out their Pattern for Mana. Touch range.
- Devour a ghost for Willpower or burn out their Corpus for Mana. Touch range.
- Cause someone's flesh to rot (aggravated damage - requires Mana). Touch range.





FATE

Purview: Luck, chance, oaths and curses.

Fate • (Initiate)

• Compelling

- Off set probabilities of deleterious factors (mitigating dice pool penalties, for example).
- Compel a small, immediate turn of good fortune that is not life altering.
- Evade or attract good or ill fortune in self or others.
- Trigger a conditionally prepared spell, fulfilling the conditions required to activate it
- Willingly downgrade an exceptional success to a normal success to build a Sacrifice Fortune pool. Points from the pool can be spent instead of a Willpower dot when enchanting items. [Tome of Mysteries, pg. 131]

• Knowing

- Reveal themes and interconnections between people, places and things (read sympathetic connections between subjects).
- Spot an oathbreaker.
- Read a Destiny.
- Read and analyze whether multiple destinies are connected, e.g. if a certain knife is destined to kill a certain person.
- Sense if a Destiny has been tampered with.
- Detect supernatural mind control.
- Detect spiritual possession.
- Lock onto an object or creature with enough precision to off set combat ranged penalty factors such as target range, target size, environmental factors such as wind or rain, specified target or positional penalties such as target being prone. Requires Space •, plus Life • to lock onto a living creature or Matter • to lock onto an object. Cannot be combined with Space • "Spatial Map" effect.
- Observe seemingly random events to gain insight. [Tome of Mysteries Pg. 60]

• Unveiling

- Mage Sight (Sybil's Sight). Sense magic. Scrutinize magic.
- Gain sensory perception of phenomena within the purview of the Fate Arcanum.
- Detect momentous events, determined by the Storyteller.

Fate • • (Apprentice)

• • Ruling

- Exceptional luck. Gain the 9 Again quality in a number of skill rolls. Does not affect chance die results. Costs 1 Mana.
- Evil Eye. Remove dice from a victim's dice pool for the next few rolls he makes. Sensory range.
- Conditional trigger. Can set up another spell to activate (or deactivate) on fulfillment of a certain condition.

- Be at the right place at the right time.
- Smooth out the normal function of a mechanism.
- Make small manipulations of destiny.
- Make a simple oath sworn by self binding. Self-sworn oaths cannot be cancelled until Fate ••••. They must be dispelled.
- Exempt specific individuals or groups of people from the effects of an area effect spell.
- Create a zone of altered probability such that random results tend toward the extreme. [Tome of Mysteries Pg. 60]
- **Veiling**
- Make one's own Destiny unclear and hard to read.
- Alter appearance of personal Destiny to magical scrutiny, to make it look as if that Destiny was something else.
- Alter apparent Destiny to make it look as if it has been tampered with.
- Conceal marks of tampering with one's Destiny.
- Bestow a false Destiny reading on oneself.
- Conceal any personal sympathetic connections with things, e.g. to conceal sympathetic connections with a soul stone.
- Alter personal aura to appear as if one were laboring under a curse, an oath or had good luck cast upon them.
- Alter personal aura to appear as if one were under the direct or indirect influence of mind control or spirit possession.
- **Shielding**
- Fate deflects incoming attacks (equivalent of armor points). Protects against attempts to grapple the caster. Does not protect against attempts to overpower a grappled caster.
- **Knowing**
- Analyze the phenomena revealed by • Knowing.
- Grant • Knowing upon others.
- **Patterning**
- Divide an area into cells that cease to be geographically contiguous with each other, their special interaction is determined randomly. Requires Space •••• [Tome of Mysteries, Pg. 72]
- **Unveiling**
- Grant Fate • Mage Sight upon others (Granting the Sybil's Sight).
- More in-depth scrutiny.

Fate ••• *(Disciple)*

- **Weaving**
- Alter the terms and conditions of an oath sworn with Fate.
- Grant 8 Again on a number of personal dice pools. No effect on chance dice.
- Grant the 9 Again dice pool blessing on others. No effect on chance dice.
- Curse an object. [Tome of Mysteries, pg. 136]
- Make a cursed item difficult to get rid of. [Tome of Mysteries, pg. 136]
- **Fraying**
- Bestow bad luck upon an object (imposing dice pool penalties upon it when it is used).
- Shield the subject from accidental harm for a time. [Tome of Mysteries Pg. 61]
- Forgo spending a Willpower dot when enchanting an item by making it cursed. [Tome of Mysteries, pg. 130]
- **Perfecting**
- Bestow luck upon an object (granting it equipment bonuses).
- **Shielding**
- Bestow Shielding •• protection upon others.
- Protect a given Destiny (including a Destiny Merit) from tampering.
- Conceal a Destiny from being Scrutinized at all (Veiling).
- Protect an oath from being tampered with.
- **Veiling**
- Alter appearance of another's Destiny to magical scrutiny, to make it look as if that Destiny was something else.
- Alter another's apparent Destiny to make it look as if it has been tampered with.
- Conceal marks of tampering with another's Destiny.
- Bestow a false Destiny reading on a person, animal, place or object.
- Conceal another's sympathetic connections.
- Make someone, creature, place or thing appear as if one were laboring under a curse, an oath or had good luck cast upon them.

- Make someone, creature, place or thing appear as if one were under the direct or indirect influence of mind control or spirit possession.

Fate ●●●● (Adept)

●●●● Patterning

- Witness and sanctify oaths sworn by others.
- Freely manipulate an oath one has sworn.

●●●● Unraveling

- Sever an oath completely.
- Free a stolen soul from its prison within a Soul Jar.
- Momentarily sever the bonds between a mage and her familiar.
- Release a spirit from a fetish.
- Cut the bond between a ghost and its anchor, a spirit from a fetter or mooring.

●●●● Ruling

- Ensure an object ends up where the caster wants it to end up, through manipulations of chance and happenstance. Requires Space ●●.

●●●● Perfecting

- Caster's luck becomes almost certain (gains Rote Action on a number of dice pools). Does affect chance dice.

Fate ●●●●● (Master)

●●●●● Making

- Forge a Destiny upon oneself or another.
- Declare a living being, a place, an object, a condition, a circumstance, a behavior or an action a Godsend, protecting a person fulfilling the terms of the Godsend (e.g. "The Gods protect those who behave virtuously," etc).
- Create a geas. With Indefinite Duration and the sacrifice of a Willpower dot, the geas can be made generational.
- Create a swarm of Fortean phenomena, e.g. a rain of frogs, every telephone in the area ringing at the same time, hail falling from a clear sky, Oregon Crud etc.) Within the area, Sleeper witnesses do not exacerbate Paradoxes caused by vulgar spells, nor do they bring about Disbelief.

●●●●● Unmaking

- The Great Curse: whatever the victim does (any number of dice rolls) is doomed to fail.
- Turn someone or something into something else's doom. For example, forging a doom upon a serial killer's knife such that it is the knife which brings about the killer's arrest and conviction, or placing a doom upon a race car such that it will win the next race, but subsequently crash and kill its driver.
- Spread a Great Curse through contagion. Requires Space ●● [Tome of Mysteries, Pg. 33]

●●●●● Patterning

- Freely dispel or rearrange the conditions of another mage's geas.





FORCES

Purview: Chemical reactions, combustion (which is a form of chemical reaction), elemental fire, electricity, gravity, kinetic energy, light, magnetism, nuclear radiation, physics, sound, weather

Forces • (Initiate)

• **Compelling**

- Guide the direction and flow of existing light.
- Split existing light into a spectrum as if through a prism.
- Focus existing light into a beam or a pinpoint.
- Disperse direct lighting, forming a local chiaroscuro effect.
- Draw diffuse local lighting into a beam, like a reading light.
- Guide the direction and flow of existing radiated heat.
- Extract heat from one area, sending it into another area.
- Focus the heat onto a small spot, or diffuse it over an area.
- Guide the direction and flow of existing sound.
- Keep one's own sounds from traveling too far from oneself: e.g. a zone of privacy.
- Redirect sounds of a conversation from a distance to oneself to overhear what is being said.

• **Knowing**

- Listen in on free-floating radio transmissions, e.g. mobile communications, radio broadcast TV signals, the images on non-Tempest protected TV screens and monitors. Making sense of it all requires Wits + Science, possibly Mind magic.

• **Unveiling**

- Expand perceptions: find one's way in the dark in conditions of very little light. Supplement nightsight with ability to perceive radiated heat, and to "see" the presence of obstacles in the dark through a form of echolocation.
- Hear sounds beyond the human hearing range.
- Mage Sight (Read Matrices). Sense magic. Scrutinize magic.
- Gain sensory perception of phenomena within the purview of Forces.
- Perceive energy and magical resonance.
- Detect the presence of all of the Universe's energies in the area, including magnetic fields, gravity and nuclear radiation.

Forces • • (Apprentice)

• • Ruling

- Brighten or darken an area by altering ambient light intensity. Can't create light from nothing.
- Amplify or diminish the volume of sounds in an area. Can't create sound from nothing.
- Increase or decrease ambient temperature in an area. Can't create heat from nothing.
- Cause electricity to arc at someone. Aimed. Can't amplify or diminish electricity. Can't create electricity from nothing.
- Limited control over magnetism. Can't amplify or diminish magnetism. Can't create magnetic fields from nothing.
- Control the direction or flow of fire, causing it to jump in the direction the caster desires, or dance around. Can't amplify or diminish fire, or create fire from nothing.
- Focus the kinetic impact of a blow to a pinpoint, turning bashing damage into lethal damage.
- Hijack an extant radio signal, superimposing own signal onto the frequency.
- Control traffic lights. [Tome of Mysteries Pg. 61]
- Reduce friction between object. [Tome of Mysteries Pg. 62]

• • Veiling

- Render an object invisible to light, including cameras.
- Render an object inaudible.
- Render an object invisible to heat sensors.
- Make local voices be heard as a sound of the caster's choosing. Requires Mind • • [Tome of Mysteries, pg. 23]

• • Shielding

- Deflect incoming physical attacks by dispersing the energies of those attacks along invisible contours surrounding the caster.
- Protection against kinetic blows, bullets, lasers, flame attacks, electrical arcs, lightning and nuclear radiation.
- Grants additional protection against knockdown.
- Does not protect against attempts to grapple the caster. Does not protect against attempts to overcome a grappled caster.

• • Knowing

- Analyze the phenomena revealed by Forces • Knowing.
- Grant Forces • Knowing upon others.

• • Unveiling

- Grant Forces • Mage Sight upon others (Eyes of The Matrix).
- More in-depth scrutiny.

• • Weaving

- Create an explosive powder that can transfer a spell to an area if it is ignited. Requires Matter • • • [Tome of Mysteries, pg. 147]

Forces • • • (Disciple)

• • • Weaving

- Create an invisible, semi-autonomous servant to lift, fetch and carry. Mind • allows the mage to "multitask" control of the servant; Mind • • • • grants the servant a measure of autonomy. Space • • permits the servant to operate outside of sensory range.
- Call lightning from a pre-existing storm. Aimed.
- Diminish or cut off electrical power, or alter its flow/direction. Cannot create electricity from nothing at this point.
- Make a fire or chemical reaction more intense, or diminish its intensity. Can reduce the intensity of a fire enough to extinguish it altogether.
- Speed up or slow down a chemical reaction, or reverse it.
- Create light from nothing.
- Extinguish an existing light.
- Create sounds from nothing.
- Destroy sounds (including make oneself inaudible).
- Record sounds onto points of Mana (may require Prime to convert those points of Mana into Tass for storage and replay).
- Lift and operate objects remotely via telekinesis. Duration of Concentration. Requires Space • • to operate beyond sensory range.
- Control the direction of motion of a fast projectile, e.g. a bullet, possibly turning it back upon an assailant.

- Create Tass in the form of a simple energy such as a flame or sound. Requires Prime ••• [Tome of Mysteries, pg. 67]
- Curse an item so that it causes electrical objects to malfunction around the owner. [Tome of Mysteries, pg. 139]
- Imbue an enchanted item with the ability to deliver a powerful shock unauthorized persons who touch it. [Tome of Mysteries, pg. 140]

••• Fraying

- Create a ball of telekinetic force which is aimed at the target.

••• Perfecting

- Strip extraneous signals from a free-floating transmission, e.g. a signal jammer.
- Turn an ordinary light source into a source of laser light.

••• Veiling

- Make oneself invisible (Concentration duration).

••• Shielding

- Bestow Forces Shielding •• protection upon others.
- Protect an object from being mechanically tampered with, e.g. to provide a computer with EMP shielding.

Forces ••••• (*Adept*)

••••• Patterning

- Mage Celerity: mage gets a burst of kinetic energy.
- Increase an object's (but not a living creature's) velocity, speeding it up tremendously. Objects include trucks, bullets, falling objects.
- Alter weather patterns: can generate any non-adverse weather conditions (thunderstorms, but not tornadoes or hurricanes).
- Transform into fire (does lethal damage to people and items touched). Requires Life •••••. If caster wants all objects carried and worn by her to transform into fire as well, requires Matter •••••.
- Levitate oneself off the ground and travel slowly in any desired direction. Concentration Duration.
- Transform one type of energy into another. Forces which can be so transformed are: Sound, heat, light, electricity, magnetism, combustion.
- Influence the strength of an existing magnet. [Tome of Mysteries Pg. 63]

••••• Unraveling

- Create a bolt of electricity to fry someone (lethal damage). Aimed.
- Diminish an object's (but not a living creature's) velocity, slowing it down tremendously. Objects include trucks, bullets, falling objects.
- Make target unable to speak, hear, or see. [Tome of Mysteries Pg. 63]

••••• Veiling

- Make another person invisible (Concentration duration).

••••• Weaving

- Lift people telekinetically, or hold them in place. Duration of Concentration. Requires Space •• to operate beyond sensory range.
- Lift and operate objects remotely via telekinesis. Default Duration of 1 scene. Requires Space •• to operate beyond sensory range.
- Extinguish a fire or halt a chemical reaction.

••••• Fraying

- Converts the force of friction into a source of lethal damage. The very wind itself becomes a deadly weapon, inflicting lethal friction burns on its victims.

Forces ••••• (*Master*)

••••• Making

- Create an adverse weather phenomenon, e.g. a tornado, a hurricane, a tsunami etc.
- Bestow levitation on willing subjects (target must concentrate).
- Create sunlight.
- Redirect the force of gravity.

- Increase the pull of gravity.
- Take off and fly (no longer requires concentration).
- Completely control an object's velocity, including speeding them up beyond their control.
- Completely control part of an object's velocity, e.g. one wheel of a truck, including speeding them up beyond their control.
- Completely control a person's velocity, including speeding them up beyond their control.
- **Unmaking**
- Create an earthquake by manipulating the balance of force and pressure beneath the ground.
- Create an EMP that destroys localized power and electrical devices.
- Extinguish a source of nuclear radiation.
- Flood an area with nuclear radiation.
- Nullify the pull of gravity.
- Completely control an object's velocity, including slowing them down beyond their control, or stopping them dead in midair.
- Completely control part of an object's velocity, e.g. one wheel of a truck, including slowing them down beyond their control, or stopping them dead in midair.
- Completely control a person's velocity, including slowing them down beyond their control, or stopping them dead in midair.
- Stop bullets in midair.
- **Veiling**
- Make oneself invisible (does not require concentration).
- **Weaving**
- Lift people telekinetically, or hold them in place. Default Duration of 1 scene. No concentration required beyond concentration required to move objects around. Mage can drop concentration at will, even leaving subjects hanging in midair. Requires Space •• to operate beyond sensory range.
- **Patterning**
- Transform into fire as for ••••• Patterning above (does aggravated damage to people and items touched - requires 1 Mana, as well as the prerequisites for the Rank ••••• spell above).
- Bestow Mage Celerity upon others.
- Transform one type of energy into another. Forces which can be so transformed now include kinetic energy, gravity and radiation.
- Magnetize a not magnetic object. [Tome of Mysteries Pg. 63]
- **Unraveling**
- Create a bolt of electricity to fry someone (aggravated damage). Aimed. Requires 1 Mana.





LIFE

Purview: Life forms, from microbes to human beings land beyond. Disease, evolution, healing, metamorphosis, vigor.

Life Notes:

Base Life: Insects, plants, fungi, bacteria and other microbes

Median Life: Non-sentient mammals, reptiles, birds, fish

Advanced Life: Sentient animals (humans, werewolves)

Pattern Alteration

A mage can alter a living being's Pattern with his spells, but he cannot do so with indefinite Duration (living creatures cannot be affected indefinitely). Spells that cause natural changes – things that could occur without magic – have lasting effects even after the Duration expires. A healed wound does not reappear when the spell ends. Unnatural changes, however, do disappear once a spell expires. A human shapeshifted into a pig becomes a human again when the spell's Duration is over.

Life • (Initiate)

- **Compelling**
 - Purge drugs and poisons from one's body.
- **Knowing**
 - Discern the age, sex and species of a nearby creature, even human.
 - Discern enough information about the characteristics of a given life form that one can recognize it later.
 - Sense the presence of life forms all around the caster. Can tune out types of life form, e.g. ignoring the signals of airborne bacteria or trees, or selecting "humans" or "roe deer." Can be used to tune in to the locations of recognized life patterns, as long as they remain alive.
 - Sense the general state of health of a life pattern, identifying drugs, poisons, diseases or injuries.
 - Sense the age of a living being. Requires Time • [Tome of Mysteries, Pg. 73]
- **Unveiling**
 - Mage Sight (Pulse of The Living World). Sense magic. Scrutinize magic.
 - Gain sensory perception of phenomena within the purview of Life.
 - Sense whether life forms in the area are under the influence of Life magic, or of any supernatural power which is altering their Life Pattern.
 - Determine if a drug, poison, injury or disease is of supernatural origin, or has been directly caused by a supernatural being. Damage caused by a supernatural creature's powers or attacks counts, but not if that supernatural creature had simply shot the victim with a pistol.

Life •• (Apprentice)

•• Ruling

- Perfect body control. Mage can slow down or stop own heart, reduce breathing rate without risking oxygen starvation, speed up own reflexes (Initiative boost), greatly speed up healing times for bashing damage and slow down own metabolism so the mage can do without food for longer.
- Control base life forms.
- Control smallish swarms of insects, e.g. bees, wasps.
- Turn simple life such as leaves or bugs into nourishing food. [Tome of Mysteries Pg. 64]

- Healing:

- Wounds of base and median life. Touch range.
- Heal bashing or lethal damage (self).
- Cure sickness or disease (self).

- Transfer feature:

- Base life to base life. Touch range.

- Transformations:

- Base life to base life. Touch range.
- Large plant into swarm of insects. Touch range.
- One plant into another.

•• Veiling

- Mask wounds and signs of injury in base and median life forms, making them appear healthy, or making it appear as if they are suffering from some other cause of ailment.
- Mask one's own injuries or signs of ill health.
- Mask the presence of identifying moles, birthmarks and scars.
- Make one life form appear to be another life form, e.g. making a red rose look like a black rose, make a tangle of briars look like a comfortable hummock of grass or make deadly nightshade berries appear to be tasty blackberries.
- Mask a base life form's scent from predators.
- Mask own scent, or alter scent to appear like an unappetizing creature to predators.
- Send out disruptive pheromone signals to confuse a swarming mass of insects. e.g. ants, bees.
- Make one's trace DNA evidence at a crime scene unreadable.
- Erase all forensic evidence from a scene. Require Matter •• [Tome of Mysteries Pg. 65]

•• Shielding

- Life Pattern is strengthened, made denser, to ward off physical attacks. Body develops a natural armor. Doesn't affect attempts to grapple a mage. Does not protect against attempts to overpower a grappled mage.

•• Compelling

- Purge drugs and poisons from others' bodies. Touch range.

•• Knowing

- Sense the presence of specific life forms beyond sensory range using Space ••. Sense the proximity of local life forms over a wider area than at Knowing •.

•• Patterning

- Create a fetish tattoo. Requires Spirit ••• [Tome of Mysteries, pg. 73]

•• Unveiling

- Grant Life • Mage Sight upon others (Visions of The Living World).

•• Weaving

- Scribe a dedicated tool into your skin. Requires Prime ••• [Tome of Mysteries, pg. 69]
- Create a salve that can transfer a beneficial spell to the person who rubs it on. Requires Matter ••• [Tome of Mysteries, pg. 147]
- Create a pill or intravenous liquid that can transfer a beneficial spell to the person who ingests or injects it. Requires Matter ••• [Tome of Mysteries, pg. 147]
- Create liquid eye drops that can transfer a sensory based spell to the person who takes them. Requires Matter ••• [Tome of Mysteries, pg. 148]

Life ••• (Disciple)

- Weaving
 - Control median life forms.
 - Transfer feature:
 - Base life or median life to median life. Touch range.
 - Base or median life to self.
 - Transformations:
 - Base life to base life. Sensory range.
 - Median life to median life. Touch range.
 - Base life to common solid, e.g. wood. Touch range. Matter
 - Alter one's appearance slightly: eye color, skin color and texture, hair color and length. Height, weight, the length of toes, fingers, can be altered slightly.
 - Curse an item so that it draws the attention of dangerous carnivorous animals. [Tome of Mysteries, pg. 138]
- Fraying
 - Reduce one physical characteristic to appear weak and infirm.
 - Reduce one physical characteristic of a base or median life form.
 - Alter the chemical balance in someone's brain, altering their emotions and motor skills. [Tome of Mysteries Pg. 65]
- Perfecting
 - Healing:
 - Wounds of base and median life. Sensory range.
 - Bashing and lethal in humans. Touch range.
 - Cure sickness in others. Touch range.
 - Aggravated damage (self: always vulgar. Costs 1 Mana).
 - Honing:
 - One personal physical characteristic.
 - One physical characteristic of a base or median life form.
- Compelling
 - Purge drugs and poisons from others' bodies. Sensory range.
- Ruling
 - Control median life forms.
 - Control larger swarms of insects.
- Veiling
 - Appear to be somebody else. Alterations can be as radical as you wish: gender, size, skin, hair, eye color, identifying features.
- Shielding
 - Bestow Life •• Shielding protection upon others. Don't let them get too close to wrestlers.
- Unraveling
 - Scour another's Pattern, making their flesh boil away into Mana. Requires Prime •••• [Tome of Mysteries, Pg. 70]

Life •••• (Adept)

- Patterning
 - Exert gross motor control over a base or median life form, wielding it like a puppet.
 - Nourish the body while in astral space. [Astral Realms, Pg. 22]
 - Physically transform one's own appearance to resemble another person. Alterations can be as radical as you wish: gender, size, skin, hair, eye color, identifying features.
 - Transformation:
 - Shapechange self into another life form. Danger of losing one's identity to the animal. Clothes and gear don't transform unless Matter •••• or Matter ••••• are used to shift clothing and gear accordingly.
 - Base life form to median life form.
- Unraveling
 - Degradation:
 - One Physical Characteristics of a human. Touch range.
 - Two Physical Characteristics of a base or median life form.
 - Cause a contagious sickness or disease.
 - Directly attack a person's or creature's life force (lethal damage).

•••• Ruling

- Cure sickness or disease within others. Sensory range.

•••• Perfecting

- *Honing:*

- One physical characteristic in another. Touch range.
- Two personal physical characteristics.
- Two physical characteristics of a base or median life form.

- *Healing:*

- Aggravated in humans (aggravated). Touch range. Vulgar. 1 Mana.
- Bashing and lethal in humans (bashing and lethal). Sensory range.

•••• Weaving

- Control humans by their instincts.

- *Transfer features:*

- base or median life form into a median life form. Sensory range.
- base or median life to another human. Touch range.

- *Transformations:*

- Median life form to median life. Sensory range.

- Alter another's appearance slightly, as above. Touch range.

Life ••••• *(Master)*

••••• Making

- *Transformations:*

- Shapechange without risk of being "lost" in the new form.
- Shapechange into fantastic life forms.
- Human to base or median life form. Human retains identity.
- Human to base or median life form. Human risks losing identity.

- Create a new life, up to human in complexity. This host body is effectively mindless. Requires other magics to give it a mind and a soul.

- Shape and warp living matter, granting it fantastic characteristics out of legend (e.g. turn a horse into a dragon) or inventing new characteristics never found in nature. Sensory range.

- Make the effects of a spell which transfers features from one animal to another a hereditary change.

- Temporarily regrow lost organs or limbs through a form of regeneration.

••••• Unmaking

- Bestow a deleterious hereditary change on a creature, such as a weak immune system or color blindness.

••••• Weaving

- Alter another's appearance slightly, as above. Sensory range.

- Alter another's appearance more radically, as above. Touch range.

- *Feature transfer:*

- Base or median life form to another human. Sensory range.

••••• Perfecting

- Raise one personal physical characteristic in another. Sensory range.

- Heal injuries in humans (aggravated). Sensory range. Vulgar.

••••• Patterning

- *Transformation:*

- Base or median life form to human. Human still has identity of creature.

- Exert gross bodily control over a human being, wielding his or her body like a meat puppet.

••••• Unraveling

- *Degradation:*

- One Physical Characteristic of a human. Sensory range.
- Two Physical Characteristics of a human. Touch range.

- Directly attack a person's or creature's life force (aggravated damage).

- Violently transform another, causing the new form to burst forth from the former body in a shower of gore. [Tome of Mysteries, pg. 30]



MATTER

Purview: Alchemy; elemental earth, air, water; stone, metal, plastics, ceramics, other lifeless substances; shaping; Transmutation

Matter Note: Common and Rare Materials, and Simple vs Complex

- “Simple liquids” are liquids composed of one substance. Wine and milk are included, even though chemically they are mixtures.
- “Multiple liquids” mean more than one liquid mixed together, e.g. watered - down beer, blackcurrant juice mixed with vodka etc.
- “Common solids” include: steel, brass, bronze, tin, aluminum, titanium, lead etc., soil, plastic, paper, stone, glass, ivory, clay, porcelain, obsidian or wood (wood to wood includes, e.g. oak to mahogany, ebony to teak). This could also include processed drugs, such as cocaine, cannabis resin and heroin.
- “Complex objects” mean machinery, clockwork and electronic items, items with moving parts (doors, windows, boxes) and anything composed of more than one substance, e.g. a gunmetal pistol with a walnut handle and steeljacketed copper tipped lead rounds.
- “Rare materials” include: precious gems (diamonds, rubies, sapphires, topaz etc.) and radioactive materials (uranium, iodine radioisotope etc).

Matter • (Initiate)

- **Compelling**
 - Alter the conductivity of objects, up or down, even to making objects non-conductive. Concrete can become conductive like copper: electrical wire can become as conductive as stone.
 - Discern flaws in lifeless matter. Requires Matter • [Tome of Mysteries, pg. 19]
- **Knowing**
 - Analyze the function of complex objects with moving parts (e.g. to see how a puzzle works, or to see what makes a clock work).
 - Detect the presence of a given substance (gold, copper, a type of plastic, cocaine, heroin, diamonds, rubies).
 - Determine the physical composition of an object. Weight, density, chemical composition, conductivity, the purity of a stash, etc. Can be used to sense if cocaine has been cut, or if a diamond is a lab-grown stone, as compared to a mined one (and, if the caster is familiar with diamonds, which mine).
 - Sense the age of an object. Requires Time • [Tome of Mysteries, Pg. 73]
- **Unveiling**
 - Mage Sight (Dark Matter). Sense magic. Scrutinize magic.
 - Gain sensory perception of phenomena within the purview of Matter.
 - Sense if an object is subject to a Matter spell of any kind: and if so, what sort.
 - Discern dense, sluggish, thick or ponderous Resonances.
 - Find secret compartments within seemingly solid matter. Detect concealed traps or hidden switches.

Matter •• (Apprentice)

•• Ruling

- Improve the balance and heft of a simple item, improving its function. The object grants the 9 Again rule to attempts to use it.

- *Control and shape:*

- Liquids. Touch range. Includes water droplets in fog, mist and rain.

- *Transmutation:*

- Simple liquid to simple liquid. Touch range. Includes water droplets in rain, mist and fog.

- Alter an object's light conductivity. Opaque objects can be made translucent or transparent: windows can be blacked out; steel panes can be made into windows. Caster could choose only to make one surface transparent, if he wishes (steel panes on the outside, clear windows on the inside).

•• Veiling

- Make a substance appear to be another substance. Make water look like wine, or gold look like lead.

- Veil a simple substance, e.g. cocaine, diamonds, from scrutiny.

- Conceal a hidden switch, trap or concealed compartment from scrutiny.

- Make an identifiable object look like a different object of its type by removing or altering characteristics.

- Alter the appearance of a fake artwork to look like the real thing, or alter the appearance of a real artwork to look like a fake.

- Make an object go unnoticed. Observer's gaze simply passes over the item. Requires Mind •• [Tome of Mysteries, pg. 22]

- Erase all forensic evidence from a scene. Require Life •• [Tome of Mysteries Pg. 65]

•• Shielding

- Ambient matter surrounding the mage alters its characteristics to protect the caster. Air hardens or becomes nonconductive to electricity; water vapour quenches flame; a laser's progress through the air is impeded because the air became opaque between it and the caster; bullets soften, blunting their impact. Protects against physical attacks. Does not protect against being grappled. Does not protect against being attempted to overcome a grappled mage.

•• Unveiling

- Bestow Matter • Mage Sight upon others (Eyes of The Earth).

Matter ••• (Disciple)

••• Weaving

- Transpose components of one machine to another machine (e.g. creating a hybrid of a machine gun and a shotgun to create a device which can shoot shotgun rounds in bursts or autofire).

- Soften solid matter, allowing one to sculpt steel or stone like clay. When the spell ends, the substance does not return to its original shape. Durability and Structure are unchanged.

- Turn an object into a mass of swarming vermin. Requires Life •••.

- Bundle several spells into one for the purposes of item creation. [Tome of Mysteries, Pg. 128]

- Create a salve that can transfer a beneficial spell to the person who rubs it on. Requires Life •• [Tome of Mysteries, pg. 147]

- Create an oil that can transfer a beneficial spell to an inorganic object it is applied to. [Tome of Mysteries, pg. 147]

- Create a spray that can transfer a harmful spell to a person or creature it is sprayed onto. [Tome of Mysteries, pg. 147]

- Create an explosive powder that can transfer a spell to an area if it is ignited. Requires Forces •• [Tome of Mysteries, pg. 147]

- Create a pill or intravenous liquid that can transfer a beneficial spell to the person who ingests or injects it. Requires Life •• [Tome of Mysteries, pg. 147]

- Create liquid eye drops that can transfer a sensory based spell to the person who takes them. Requires Life •• [Tome of Mysteries, pg. 148]

••• Fraying

- Degrade an object's Durability.

••• Patterning

- Imbue an automobile with the ability to drive or pilot itself. Requires Mind •••• [Tome of Mysteries, pg. 67]

••• Perfecting

- Reinforce an object's Durability.

- Repair objects seamlessly, repairing damage to Structure.

••• Ruling

- Control and shape:

- Simple liquids. Sensory range.
- Multiple liquids. Touch range.

- Transmutation:

- Simple liquid to simple liquid. Sensory range.
- Multiple liquids to simple liquids. Touch range.
- Multiple liquids to multiple liquids. Touch range.
- Simple common solid to simple common solid. Touch range.

- Bestow the armor piercing quality upon an object or multiple bullets (armor piercing factor 1).

••• Shielding

- Bestow Matter Shielding •• protection upon others.

Matter •••• (Adept)

•••• Making

- Create a sentient stone servant out of nearby matter, even air. Requires Mind ••••• [Tome of Mysteries, Pg. 32]

•••• Patterning

- Control and Shape:

- Multiple liquids. Sensory range.
- Simple liquids with Sympathetic magic. Space ••.
- Air and gases. Prevent a gas or smoke from filling selected areas.
- Rate of dispersion of gases, such as anesthetic gas being poured into a room, mustard gas or nerve gas.
- Move a mass of air or gas around. Increase the strength of a wind.
- Alter air or gaseous pressure up or down, even to vacuum.

- Transmutation:

- Simple liquid to simple liquid with Sympathetic magic. Space ••.
- Multiple liquids to simple or multiple liquids. Sensory range.
- Common solid substance to simple liquid substance.
- Simple common solid to simple common solid. Sensory range.
- Complex or rare solid to simple common solid. Touch range.
- Object made of one matter into different kind of object made of same matter.
- Part of an object (e.g. turning the hammer of a gun into glass). Touch range.
- Gas to gas.

•••• Unraveling

- Destroy inert mundane objects, damaging Structure (ignore Durability). An object so destroyed ceases to be.

•••• Ruling

- Bestow the armor piercing quality upon an object or multiple bullets (armor piercing factor 2).

•••• Weaving

- Improve or degrade a mechanical object's efficiency, affecting its ability to function. Equipment bonuses, including vehicle handling, can be altered up to +5 or down to -5. Vehicles' acceleration can be improved up to +25 mph or down to -25 mph; the maximum speed can be increased up to +50 mph or down by -50 mph. Touch range.

Matter ••••• (Master)

••••• Making

- Alter an object's Size, making it larger or smaller.

- Forge Thaumium, an extraordinary metal. Requires Prime •••.

- Create objects, even complex objects, out of nothing.

- Forge rare materials such as gold, even some kinds of extraordinary materials such as uranium, out of nothing, or transmute any available substance, solid, liquid or gas, into them.

- Craft a body for a Homunculus. [Tome of Mysteries, Pg. 149]

••••• Unmaking

- Destroy objects made out of magical substances, including Atlantean Artifacts, etc., damaging their Structure (ignore Durability). An object so destroyed ceases to be.



••••• **Ruling**

- Bestow the armor piercing quality upon an object or multiple bullets (armor piercing factor 3).

••••• **Weaving**

- Improve or degrade a mechanical object's efficiency, affecting its ability to function. Sensory range.

••••• **Patterning**

- *Transmutation:*

- Simple liquid to simple liquid or multiple liquid.
- Complex liquid to complex liquid or simple liquid.
- Liquid (simple or multiple) to solid (simple or complex).
- Liquid (simple or multiple) to gas.
- Solid (simple or complex) to liquid (simple or complex).
- Solid (simple or complex) to gas.
- Gas to liquid (simple or multiple), or solid (simple or complex).
- Common substance to rare substance.
- Rare substance to common substance.





MIND

Purview: Sentience, communication, hallucination, emotions, empathy, ESP, psychometry, mind control, telepathy, mind shields, psychic assault, insanity, dreams, psychic projection, Twilight projection. The intellect. Social, psychic and mental mastery.

Mind • (Initiate)

- **Compelling**
 - Perform two separate non-physical Extended action knowledge tasks at the same time.
 - Imbue an unusual enchanted item with the ability to appear as a more contemporary object. [Tome of Mysteries, pg. 143]
- **Knowing**
 - Sense the presence of consciousness around the caster.
- **Unveiling**
 - Mage Sight (Third Eye). Sense magic. Scrutinize magic.
 - Gain sensory perception of phenomena within the purview of Mind.
 - Read living auras, and discern the emotional states of those whose auras are read.
 - Detect the presence of mental projections in Twilight.
 - Sense when others nearby are using, or under the influence of, extraordinary abilities such as telepathy, mind control, psychometry or ESP.
 - Read, identify and analyze Resonances.

Mind • • (Apprentice)

- • **Ruling**
 - Manipulate a simple mind (base life form up to the level of reptiles, insects, or fish).
 - Project emotions subliminally into others' minds.
 - First Impressions: Boost the first Social Attribute roll made at an encounter.
 - Limited telepathic projection (a few words).
 - Set up a beacon in astral space so that area can easily be found. Requires Space • • [Tome of Mysteries, Pg. 71]
- • **Veiling**
 - Alter one's own aura, making it harder to read, or sometimes even to identify.
 - Become a forgettable non-entity, unobtrusive, forgotten and quickly dismissed.
 - Hide away a personal memory from scrutiny ("There is a hole in your mind").
 - Make an object go unnoticed. Observer's gaze simply passes over the item. Requires Matter • • [Tome of Mysteries, pg. 22]
 - Make local voices be heard as a sound of the caster's choosing. Requires Forces • • [Tome of Mysteries, pg. 23]

•• Shielding

- Protect one's mind from being sensed, read, probed, assaulted or controlled by psychic forces.
- Protect one's body with a combination of misperceptions, minor hallucinations and psychic projections.

•• Unveiling

- Opening the Lidless Eye: Grant Third Eye (Mind •) upon others.

Mind ••• (*Disciple*)

••• Weaving

- Telepathy: mental communication; thoughts, emotions, images (transitory Duration).
- Pull allies into personal dream space. [Astral Realms, pg. 23]
- Allow multiple people to arrive in astral space in the same location. [Astral Realms, pg. 23]
- Enter the astral plane without having to spend a mana point. [Astral Realms, pg. 23]
- Seal off your Oneiros against intruders. [Astral Realms, pg. 24]
- Stabilize and astral object to make sure it doesn't disappear. [Astral Realms, pg. 24]
- Stabilize and astral location to make sure it doesn't transition. [Astral Realms, pg. 25]
- Read a subject's conscious mind (thoughts).
- Cloud people's minds, making them see(, hear, smell, feel) you as someone else.
- Perform three separate non-physical Extended action knowledge tasks at the same time.
- Regulate one's sleep cycle (how long or how little one sleeps) and control one's dreams.
- Understand, translate and communicate in any language. Extremely useful.
- Causes the subject, even a Sleeper, to have a prophetic dream. Requires Time ••• [Tome of Mysteries, pg. 28]
- Cause Sleeper to rationalize any supernatural phenomena as rational and scientifically explainable. [Tome of Mysteries, pg. 65]
- Cause others to believe the caster is famous. [Tome of Mysteries, pg. 66]
- Permanently transfer a spent Willpower *dot* from a willing donor. [Tome of Mysteries, pg. 66]
- Make a cursed item particularly difficult to destroy. The item can sense the desire to harm it, and influence the owner to protect it instead. [Tome of Mysteries, pg. 137]
- Curse an item so that it drains the owner's mental attributes. [Tome of Mysteries, pg. 138]
- Curse an item so that it drains the owner's social attributes. [Tome of Mysteries, pg. 138]
- Curse an item so that the owner becomes obsessed with it. [Tome of Mysteries, pg. 138]
- Imbue an enchanted item with the ability to forge a telepathic connection between the owner and any unauthorized persons who come in contact with it. [Tome of Mysteries, pg. 141]
- Imbue an enchanted item with the ability to divert attack spells back on the unauthorized user. [Tome of Mysteries, pg. 141]
- Imbue an enchanted item with the ability to seem uninteresting to others. [Tome of Mysteries, pg. 142]

••• Fraying

- Crude psychic assault that inflicts bashing psychosomatic damage. Even harms vampires.
- Make it difficult for the target to concentrate, disrupting spells that require concentration or astral travel. [Astral Realms, pg. 23]

••• Perfecting

- Raise a single Mental or Social Attribute. Self only.

••• Veiling

- Alter another's aura as you can alter your own.

••• Ruling

- Manipulate a more complex mind (non-primate mammals, birds, large fish, but not primates, cetaceans or cephalopods - squid, cuttlefish or octopi).
- Calls upon an inner demon that makes it difficult for the target to act on his Virtue. [Intruders of the Abyss, pg.107]

••• Shielding

- Bestow Shielding •• protections upon others.

Mind •••• (Adept)

•••• Patterning

- Control other's memory. Add to, modify or delete memories.
- Enter the dreams of a sleeping individual. (Use other Mind spells to alter that dream).
- Create false sensory input - a sensory hallucination.
- Read a subject's unconscious mind (hidden motivations, memories). Prolonged Duration vs Sleepers; Transitory Duration vs mages and other supernaturals.
- Psychic projection into Twilight.
- Exert telepathic control over humans and just about any mundane creature.
- Imbue an automobile with the ability to drive or pilot itself. Requires Matter ••• [Tome of Mysteries, pg. 67]
- Seal knowledge into your own mind, or the mind of another. May use Matter or Forces to transfer the data. [Sanctum and Sigil, pg. 22]

•••• Unraveling

- Lower a single Mental or Social Attribute of another.
- Enter the astral plane through another's astral path, blocking them from entering. [Astral Realms, pg. 25]
- Powerful psychic assault (lethal damage).

•••• Weaving

- Telepathy (prolonged Duration).
- Subject falls in love with the caster. [Tome of Mysteries, pg. 67]
- Seal target's Oneiros to prevent access. [Astral Realms, pg. 25]

•••• Perfecting

- Raise one's own Mental or Social Attributes in any combination.
- Raise a single Mental or Social Attribute of another.

•••• Patterning

- Read a subject's unconscious mind. Prolonged Duration vs mages and other supernaturals.
- Connects astral bodies with silvery threads so they can stay together. Requires Space •••• [Astral Realms, pg. 27]
- Enables travel between astral Oneiros without crossing the Astral Threshold again. [Astral Realms, pg. 25]
- Enter the target's Oneiros when passing the Astral Theshold. [Astral Realms, pg. 26]
- Seals knowledge inside the mind. [Sanctum and Sigil pg.22]
- Change the shape of your soul stone. [Tome of Mysteries, pg. 67]
- Confuse your own moral center so that you may sin against Wisdom without consequence. [Tome of Mysteries, pg. 68]

Mind ••••• (Master)

••••• Making

- Establish a telepathic communication network (a Quth).
- Link multiple Oneiros together to make travel between them easier. [Astral Realms, pg. 28]
- Possess another's body;
- Dominate the mind of a human being (including issuing suicidal commands).
- Completely reprogram a person's mind from the memories up. Prolonged Duration against mages and supernaturals: Lasting (though dispellable) vs Sleepers.
- Create a consciousness from nothing (Prolonged Duration).
- Psychically project past Twilight into the Shadow.
- Sculpt a Twilight sanctuary in which a psychic consciousness is safe.
- Create a sentient stone servant out of nearby matter, even air. Requires Matter •••• [Tome of Mysteries, Pg. 32]
- Craft a mind for a Homunculus. [Tome of Mysteries, Pg. 151]

••••• Weaving

- Telepathy (advanced prolonged Duration factors).

••••• Unmaking

- Trap a person in or out of astral space. [Astral Realms, pg. 27]

••••• Unraveling

- Lower two Mental or Social Attributes of another. Touch range.
- Lower one Mental or Social Attribute of another. Sensory range.
- Powerful psychic assault (aggravated damage - requires 1 Mana). "Such a neuron-frying assault exceeds any known threshold of headache pain."



PRIME

Purview: Magic itself. Mana, Tass, Resonance, Hallows, illusions, enchantment.

Prime • (Initiate)

- **Compelling**
 - Unweave (dispel) existing magic of any Arcanum (caster has to know each Arcanum being used).
 - Inscribe Rotes into a Grimoire (caster loses Rotes, has to relearn them: but can read and activate them from within the Grimoire).
- **Knowing**
 - Scrutinize an enchanted item, and (with exceptional success) identify its nature and powers, including any curses on it, etc.
- **Unveiling**
 - Mage Sight (Supernal Vision). Sense magic. Scrutinize magic.
 - See through Prime-based illusions.
 - Discern local sources of resonances over time. Requires Time •• [Tome of Mysteries, pg. 20]

Prime • • (Apprentice)

- • **Ruling**
 - Activate a contingent Artifact or imbued item.
 - Squaring the Circle: Create a mystical space where two mages can fight the Duel Arcane.
 - Imprint aura, or "sigil" onto and object. [Sanctum and Sigil pg. 37]
 - Create
- • **Veiling**
 - Transform one's own Aura.
 - Hide oneself from other mages' magic senses when scrutinizing their spells.
- • **Shielding**
 - Counterspell Prime: counteract any spell as it is being cast, Covert or Vulgar (must first detect it with Mage Sight). Do not need to identify any of the Arcana used. A Counterspell not using the Prime Arcanum (see "Counterspell", p. 123, **Mage: the Awakening**) requires knowledge of at least Rank • in one component of the spell being used; further, it can only counteract Vulgar magic.
 - Magic Shield (protect against magic directly cast at the mage, not aimed at the mage).
- • **Unveiling**
 - Sense The Threads: Sense when a mage is scrutinizing one of your spells or items. Space ••.
 - Primal Flow (Grant Supernal Vision to others)..
- • **Weaving**
 - Strip own aura of resonances. [Intruders from the Abyss, pg 189]

Prime ••• (Disciple)

••• Weaving

- Draw Mana from a Hallow without needing to perform an Oblation. Touch range.
- Draw Mana from Tass or an enchanted item. Touch range.
- Convert Mana into Tass.
- Enchant a weapon, allowing it to strike at Twilight or Shadow creatures.
- Enchant armor to protect against Twilight or Shadow creatures.
- Create an imbued magic item.
- Imbue a living creature with Mana. Touch range.
- Make it possible to bring tass into astral space. [Astral Realms, pg. 28]
- Tap ley lines at a node where they cross for perpetually - replenishing energy.
- Create an inanimate Phantasm - an illusion, albeit a solid one.
- Strip other's aura of resonances. [Intruders from the Abyss, pg 189]
- Forge connection to hallow making it possible to restrict who uses it. [Sanctum and Sigil pg.94]
- Manipulate the direction and flow of a Ley Line [Sanctum and Sigil pg.94]
- Create Tass in the form of a simple energy such as a flame or sound. Requires Forces ••• [Tome of Mysteries, pg. 69]
- Scribe a dedicated tool into your skin. Requires Life •• [Tome of Mysteries, pg. 69]
- Spend Mana instead of a Willpower dot when enchanting an item. [Tome of Mysteries, Pg. 129]
- Curse an item so that it drains its owner of Mana. [Tome of Mysteries, pg. 139]
- Curse an item so that it penalizes the use of one Arcana. [Tome of Mysteries, pg. 139]
- Imbue an enchanted item with the ability to unleash a pre-programmed spell upon an unauthorized person who touches it. [Tome of Mysteries, pg. 140]
- Imbue an enchanted item such that its powers do not work for unauthorized users. [Tome of Mysteries, pg. 141]
- Imbue an enchanted item such that, should the owner die, its ownership passes to an heir. [Tome of Mysteries, pg. 143]
- Name a new rightful owner of a magic item. [Tome of Mysteries, pg. 145]

••• Fraying

- Smite the foe: manifest celestial fire (direct Prime attack). Aimed.
- Selectively unweave an existing spell to exclude selected subjects only, letting the spell carry on to affect others.
- Dissolve Tass back into the Tapestry.
- Destroy items made of crafted ephemera, ectoplasm, or phantasms. Requires Death ••• [Tome of Mysteries, pg. 26]
- Remove spells stored in a Platonic exemplar. [Tome of Mysteries, pg. 133]

••• Perfecting

- Perhaps cleanse a magic item of dark Resonance, replacing it with a healthier Resonance.
- Higher levels might be able to cleanse Tainted Hallows, or even work on Wounds (Prime ••••• or Prime ••••••••••).
- Fortify a piece of non-weapon phantasmal equipment. [Tome of Mysteries, pg. 27]

••• Shielding

- Bestow Magic Shield upon others.

••• Veiling

- Weave a barrier around a soul, preventing it from being stolen or severed.
- Alter the Resonance of an area, or even disperse it altogether.
- Alter another's Aura, as the Prime •• Effect.
- Make a spell appear to be a different kind of spell. [Tome of Mysteries, pg. 68]

Prime •••• (Adept)

•••• Patterning

- Awaken a dormant Hallow.
- For a brief time, endow a Sleeper with Mage Sight. They can affect Paradoxes, but no longer affect magic with Disbelief whilst this spell is operating.
- Create a solid illusion which the mage must concentrate to move around like a puppet.
- Create a sturdy phantasm, and even functional illusionary weapons and armor.

- Changes a Sleeper's pattern so that he may perceive Twilight objects and creatures. Requires Death •• [Tome of Mysteries, pg. 29]

•••• **Unraveling**

- Pull Essence from a spirit, ghost or Locus and convert it to personal Mana.
- Pull Mana from an object, damaging its Structure (each point of Structure damage = 1 Mana, max 1 Mana per 3 Size of object. Caster can replenish one Mana only once per 24 hours: Mana gained from successive castings has to be funneled into other objects).
- Dispel (unweave) any sort of magic. Don't need to know any Arcana being used.
- Suppress an active Hallow.
- Scour another's Pattern, making their flesh boil away into Mana. Requires Life ••• [Tome of Mysteries, Pg. 70]

•••• **Weaving**

- Draw Mana from a Hallow, Tass or an enchanted item. Sensory range.
- Imbue a living creature with Mana. Sensory range.
- Strip an enchanted item of one spell that is not its Finishing Spell. [Tome of Mysteries, pg. 145]

Prime ••••• (*Master*)

••••• **Knowing**

- Sense all active spells in a certain radius. Requires Space ••• [Tome of Mysteries, Pg. 71]

••••• **Making**

- Create a highly detailed, solid, animated phantasm (if used to mimic a person, has that person's Social and Mental Attributes), but requires caster concentration to animate it.
- Create a temporary Hallow.
- Create a tulpa (an independent thought form). (Mind •••••).

••••• **Unmaking**

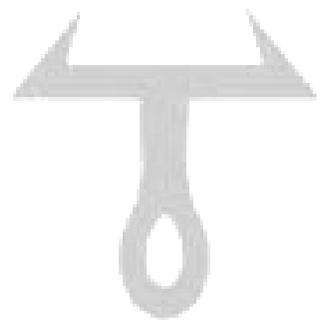
- Expel Mana from an area, creating a magical "dead zone."

••••• **Weaving**

- Draw Mana from a Hallow, Tass or an enchanted item with Sympathetic magic (Space ••).

••••• **Unraveling**

- Siphon Mana from an unwilling mage (their Mana goes into caster's Mana pool). Sensory range.





SPACE

Purview: Conjunction, scrying, sympathy, Portals, teleportation, co-location, wards, Bans. Command over space and distance.

Space • (Initiate)

- **Compelling**
 - Close an open Portal (or open a portal that's held shut but not yet dispelled).
- **Knowing**
 - Analyze sympathetic connections between people, places and things.
 - Flawlessly track an item in caster's immediate surroundings.
- **Unveiling**
 - Mage Sight (Spatial Awareness). Sense magic. Scrutinize magic.
 - Perceive in a full 360° arc about oneself.
 - Detect spatial disturbances (Portals, wormholes etc).
 - Sense whether space has been distorted, altered, pinched off .
 - Sense if a given point is the start point or terminus of a teleport.
 - Sense the presence, and boundaries, of Bans and Wards.
 - Spatial Map: Eliminate environmental penalties in a combat. Ignore blindness penalties.

Space • • (Apprentice)

- • **Ruling**
 - Teleport an item either to a scryed location or from it.
 - Step through an already opened portal to its destination: scrying first is recommended.
 - Allow a spell to be cast at Sympathetic range.
 - Create a Ward to bar the use of other Space spells, from scrying on.
 - Set up a beacon in astral space so that area can easily be found. Requires Mind • • [Tome of Mysteries, Pg. 71]
- • **Veiling**
 - Conceal sympathetic connections the mage has to a single other person, place or thing.
- • **Shielding**
 - Create minor tweaks in localized space time, or gain an uncanny sense of opponents' vectors of attack with enough time to respond accordingly.
 - Protects against attempts to grapple the mage, but not to overpower or damage a grappled mage.
- • **Knowing**
 - Flawlessly track an item anywhere.
- • **Unmaking**
 - Spread a Great Curse through contagion. Requires Fate • • • • • [Tome of Mysteries, Pg. 33]

- **Unveiling**
- Bestow Spatial Awareness: Grant Mage Sight to another.
- Scry a remote location.

Space ••• (Disciple)

- **Knowing**
- Sense all active spells in a certain radius. Requires Prime ••••• [Tome of Mysteries, Pg. 71]
- **Weaving**
- Create a Ban, blocking a specified thing from entering a protected area. A Ban can be cast on an existing Ward, above, to forbid a specific person or people, item or items, from entering it. *Examples: Ban vs Possession (+ Mind •••••); Ban against nuclear radiation (+ Forces •••••); Ban against Fire (+Forces ••).*
- One can have Bans against people (Life), metal objects (Matter), ghosts (Death) or spirits (Spirit).
- Create a new sympathetic connection, or reinforce a weak one.
- Make it possible to bring objects into astral space. [Astral Realms, pg. 28]
- Create a Portal to another location without crossing the intervening space. Scry first.
- Punch, kick or strike a foe from a distance.
- Imbue an enchanted item with the ability to teleport short distances away from unauthorized persons. [Tome of Mysteries, pg. 140]
- Imbue two enchanted items such that they merge into one. One item exists while the other is in a pocket dimension. The owner may swap them at will. [Tome of Mysteries, pg. 143]
- Imbue an enchanted item with the ability to teleport back to its owner. [Tome of Mysteries, pg. 144]
- **Fraying**
- Destroy a sympathetic connection.
- **Perfecting**
- Repair a severed sympathetic connection
- Reopen a closed Portal
- **Unveiling**
- Scry multiple locations simultaneously
- **Shielding**
- Bestow Shielding •• (Untouchable) protection upon others.

Space •••• (Adept)

- **Patterning**
- Co-location to a number of different locations. Requires Mind ••• to act in those locations simultaneously. Transitory Duration.
- Create a pocket Realm pinched off from the Tapestry (requires other Arcana such as Matter ••••• or Life ••••• to make the space inhabitable).
- Place items into (and take them out of) mage's own Pocket Realm.
- Makes it possible to use Space spells in the astral realms more like how they work in the real world. [Astral Realms, pg. 29]
- Set conditions to trigger an existing Portal the mage creates, e.g. "redheads," "anyone carrying a gold amulet" etc.
- Wrap Space around an opponent, trapping them. With Spirit ••, can trap Twilight spirits: with Death ••, can trap ghosts in Twilight. With Spirit •••, can snare beings in the Shadow Realm. Transitory Duration.
- Teleportation (do not need to open a Portal first). Can use this to break snares (above).
- Divide an area into cells that cease to be geographically contiguous with each other, their special interaction is determined randomly. Requires Fate •• [Tome of Mysteries, Pg. 72]
- **Unraveling**
- Destroy a Portal
- Counter a spell being cast at sympathetic range by making it harder to form a sympathetic connection.

Space ●●●●● (Master)

●●●●● Making

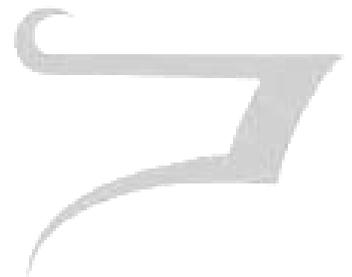
- Physically cause multiple objects to “stack” in the same co-location.
- Hide a location, e.g. a sanctum, behind folds, knots and twists of Space.
- Mutate and twist the dimensions of locations and spatial axes.
- Advanced co-location. Requires Life ●●●● or Life ●●●●● (to create distinct clones), and optionally Matter ●●●●● (to duplicate equipment as well - 1 Mana per duplicated item) and / or Mind ● or Mind ●●● to allow multitasking.
- Throw a victim into a maddening funhouse of mirrors (involves Forces ●●●, Mind ●●●● and Time ●●●● to create the effect). Also requires Space Unmaking Practice.
- Expand or shrink Space. To shrink base life requires Life ●●: median life, Life ●●●: human beings, Life ●●●●: objects, Matter ●●.

●●●●● Unmaking

- See “funhouse” effect, above.
- Destroy the space between people, objects and things, causing them to physically co-locate and interact in the same space simultaneously ... and messily

●●●●● Patterning

- Co-location to a number of different locations. Requires Mind ●●● to act in those locations simultaneously. Prolonged Duration.
- Wrap Space around an opponent, trapping them as Space ●●●● above. Prolonged Duration.





SPIRIT

Purview: Exorcism, Twilight, the Shadow Realm, the Gauntlet, Loci, Essence, soul retrieval, spirits, fetishes.

Spirit • (Initiate)

- **Compelling**
 - Partially awaken a slumbering spirit within a tool or object for one scene, giving a single equipment bonus to a dice roll in that scene.
 - Shape existing ephemera and ectoplasm into a twilight tool usable by ghosts and spirits. Requires Death • [Tome of Mysteries, pg. 18]
 - Stir a spirit in an object, causing it to malfunction. [Tome of Mysteries, pg. 73]
- **Knowing**
 - See, hear and talk with spirits in Twilight.
 - Sense the unseen presence of Twilight spirits in hiding.
- **Unveiling**
 - Mage Sight (Second Sight). Sense magic. Scrutinize magic.
 - Determine the strength of the local Gauntlet.
 - Detect the presence of a possessing entity within a terrestrial being.
 - Perceive the Twilight.

Spirit • • (Apprentice)

- • **Ruling**
 - Physically interact with spirits and spirit objects in Twilight. Death • • to affect ghosts and ghostly objects; Mind • • to affect bodiless psychic projections.
 - Call a nearby spirit to attend the caster.
 - Fortify or weaken the Gauntlet at a Hallow.
 - Create a Soul Jar.
 - Use the Willpower dot of a Spirit of Rank 3 or higher for the purposes of enchanting. [Tome of Mysteries, Pg. 128]
- • **Veiling**
 - Conceal the caster from the scrutiny of spirits.
 - Conceal the nature of a soul jar, Fetter or Fetish, making it look like an ordinary object.
 - Make soul jars, Fetters or fetishes invisible to spirits
- • **Shielding**
 - Protect oneself against physical attacks and attacks from spirits.
 - Does not protect against grapple attacks. Does not protect against overcoming a grappled mage.
 - Dampens not-attacked based Numina directed at the mage. [Tome of Mysteries, pg. 23]
- • **Unveiling**

- Grant Second Sight upon others.
- Peer across the Gauntlet into the Shadow (or from the Shadow into the material).

Spirit • • • (Disciple)

• • • Weaving

- Exorcise a possessing spirit or drive it from its Fetter.
- Forge a pact with a spirit familiar (requires Familiar Merit).
- Summon a spirit from the Shadow Realm.
- Reach across the Gauntlet to touch, be touched by, or strike a spirit in the Shadow.
- In the Shadow, reach across to the physical world and interact with physical items.
- Strike people in the physical world from the Shadow.
- Restore a soul to its rightful body. Space • • + to retrieve the soul from a remote location.
- Rouse the spirit within an object.
- Spirit road (cross the Gauntlet into the Shadow): • Transitory Duration. Extended casting. No control over access until Spirit • • • •.

• • • Fraying

- Damage the Corpus of a spirit in Twilight, or inside a soul jar or fetish.

• • • Patterning

- Create a fetish tattoo. Requires Life • • [Tome of Mysteries, pg. 73]

• • • Perfecting

- Heal the Corpus of a spirit in Twilight, or inside a soul jar or fetish.

• • • Ruling

- Control a spirit.
- Create a soul jar with a longer Duration, potentially Indefinite.

• • • Shielding

- Create a personal ward against spirit powers, Numina, werewolf Gifts and rites.
- Bestow Shielding • • protection upon others.

Spirit • • • • (Adept)

• • • • Patterning

- Bind a spirit to a location or object in the material world.
- Bind a spirit guardian to protect a physical object, location or person.
- Create a fetish.
- Create a Medicine Bag to store Essence.
- Convert Mana into Essence, Essence into Mana (Prime • • • •).
- Channel Essence:
 - From a Locus.
 - Spirit to spirit.
 - To or from a Medicine Bag or other object that can contain Essence.
 - From a Locus, Medicine Bag or other Essence container to a spirit.
- Forge a familiar pact between a Familiar and another mage.
- Compel a spirit to possess a terrestrial being.
- Control access to a spirit road caster creates.
- Cross the Gauntlet without needing a spirit road.

• • • • Unraveling

- Destroy a fetish spiritually, freeing the spirit and leaving the object intact
- Sever the link between a spirit and a Fetter
- Damage the Corpus of a spirit across the Gauntlet in the Shadow
- Destroy a Medicine Bag's ability to contain Essence

• • • • Perfecting

- Heal the Corpus of a spirit across the Gauntlet in the Shadow.

• • • • Weaving

- Spirit road:
 - Prolonged Duration. Extended casting.



Spirit ●●●●● (Master)

●●●●● Making

- Control the strength of the local Gauntlet without a Hallow.
- Reduce Gauntlet strength to 0, creating a Verge.
- Cause a spirit to physically materialize in the material world.
- Fundamentally create a spirit out of ephemera.
- Forge a soul out of ephemera.
- Add to and alter a spirit's Attributes, Corpus, Influences, Numina and Rank.
- Create a gruesome, dark animated servant made of living shadows (Death ●●●).
- Create an entire spirit Court of her own.
- Create a temporary Sanctum in the Shadow Realm.
- Bind a spirit into the a body of a Homunculus. [Tome of Mysteries, Pg. 152]

●●●●● Unmaking

- Shape and alter a spirit, removing Attributes, Corpus, Influences, Numina and Rank.

●●●●● Weaving

- Spirit road - Advanced prolongation. Instant casting.
- Makes it possible to enter Twilight in astral space. [Astral Realms, pg. 29]

●●●●● Patterning

- Bind spirit (advanced prolongation).
- Bind spirit guardian (advanced prolongation).





TIME

Purview: Temporal sympathy. Clairvoyance of the past, divination of the future, control over the passage of time. Temporal acceleration and deceleration. Temporal pockets. Time travel.

Time • (Initiate)

- **Compelling**
 - For the purposes of enchanting, you may choose to not pay the Willpower dot, but the enchanted item will only function for a limited time. [Tome of Mysteries, pg. 132]
- **Knowing**
 - Scrutinize an ongoing event and determine whether it will benefit or hinder caster in future.
 - Sense the perfect moment to perform one mundane action (bonus to the next Skill roll made).
 - Sense the age of a living being or object. Requires Life • or Matter • [Tome of Mysteries, Pg. 73]
- **Unveiling**
 - Mage Sight (Temporal Eddies). Sense magic. Scrutinize magic.
 - Sense resonance by the way it affects the time stream.
 - Sense perfect time, anywhere.
 - Sense temporal disturbances (e.g. use of Time Arcanum, people suffering from “lost” time etc).

Time • • (Apprentice)

- • **Ruling**
 - Prepared Spells (+ other Arcana).
 - Temporal Sympathy: mage can use sympathetic links between objects separated by time.
- • **Veiling**
 - Protect self against being scryed upon with Time senses.
- • **Shielding**
 - Protect oneself from physical harm with slight Time warps and eddies.
- • **Unveiling**
 - Bestow Temporal Eddies upon others (Temporal Flow).
 - See the future in general terms (simple answers).
 - Postcognition: Perceive an event in the past with clarity (optional Space • •). Concentration.
 - Discern local sources of resonances over time. Requires Prime • [Tome of Mysteries, pg. 20]
- • **Knowing**
 - Scry ahead in time to check the result of an ongoing event with a simple outcome (coin toss, dice throw, red wire or green wire etc).
 - Scry the outcome of a current personal action, and reroll it if necessary. Instant casting.

Time ••• (*Disciple*)

- **Weaving**
 - Personal acceleration (Temporal Mage Celerity).
 - Rewind a turn of Time, allowing the mage to do that same turn differently.
 - Temporal Ban (selectively warding mage or object from certain temporal effects)
 - Causes the subject, even a Sleeper, to have a prophetic dream. Requires Mind ••• [Tome of Mysteries, pg. 28]
 - Imbue an enchanted item such that the owner may borrow future successes while using the item. In the future, one dice roll using the item will be penalized. [Tome of Mysteries, pg. 144]
- **Fraying**
 - Burn out a process by shortening its duration (mundane things only, like fires)
- **Perfecting**
 - Restore the Duration of a spell targeted by adverse temporal spells
- **Knowing**
 - Scry the outcome of a current personal action, and reroll it if necessary. Reflexive casting.
- **Unveiling**
 - See the future with greater detail.
 - Postcognition: view 1 minute per success (optional Space ••).
- **Shielding**
 - Bestow Temporal Dodge's protection upon others.
 - Protect a spell's Duration from being terminated prematurely

Time •••• (*Adept*)

- **Patterning**
 - Slow down time around an individual.
 - Gain prescriptive advice on how to alter the future
 - Cause people or things to stutter forward in time (a few turns).
 - Extend the Duration of a Transitory spell to Prolonged
- **Unraveling**
 - Bring the Duration of a spell forwards to the present, immediately causing its untimely end
- **Unveiling**
 - Predict the immediate future with absolute clarity (Listed as Patterning).
 - Postcognition: view 10 minutes per success (optional Space ••).
- **Weaving**
 - Accelerate others (Temporal Mage Celerity).
 - Get a good connection speed online with a dialup modem...
 - Create a personal temporal pocket.

Time ••••• (*Master*)

- **Making**
 - Push an area into a Temporal Pocket (Faerie Glade).
 - Shunt objects far into the future (years or decades).
 - Amend personal history temporarily (Skills, Attributes, but not Path or Gnosis).
- **Unmaking**
 - The Unmaking complement of History Sculpting above.
 - Suspend a person in time.
- **Weaving**
 - Give a Prolonged spell an Indefinite Duration (not life forms, unless a condition included)

