

# A GUIDE TO PRIMAL MAGIC



# General Magic Info

**One good guideline for magic, however, is that accomplishing something through the use of magic should rarely be as easy as accomplishing the same task by using the skill designed for it.** Magic can be a generalist skill, but it shouldn't be a way to master everything.

Magic is more taxing than other activities in one other respect. **When your character casts a spell that requires a check (whether or not the check succeeds), they suffer 2 strain after resolving the check.** This limit keeps magic-using characters from using magic indiscriminately. Note that magic-using characters only suffer strain when they need to make a check to cast a spell, so minor and narrative spell effects do not impose this penalty.

Generally, magic also has unique requirements for use. The character may have to make certain gestures, say specific words, or just spend a few precious moments focusing on the spell. If your character can't do that, casting the spell becomes harder. See **Table III.2-3: Penalties When Casting Spells**, on the previous page, for some conditions that may make it harder for a character to cast a spell.

Magic can also be risky, and casting it can come with consequences. **Table III.2-4: Spending ☹ and ☹ on Magic Skill Checks** lays out some of the consequences, and the ☹ and ☹ needed to trigger them. You may note that the consequences tend to be worse than the consequences characters normally suffer for ☹ and ☹. We did that deliberately, as a balance for magic's power and flexibility. After all, with great power comes the occasional risk of turning yourself into a toad.

## PRIMAL (CUNNING)

The Primal skill represents the ability to tap into the natural energies that infuse most worlds. Often viewed as primitive and uncivilized, Primal magic still can be incredibly powerful, as it draws on the life-force of every living thing around you.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to heal a friend.
- Your character attempts to communicate with plants or animals or gain the cooperation of natural forces.
- Your character wishes to manipulate or control the weather, including summoning storms or throwing lightning at foes.

### YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to fire a magic bolt at an enemy or group of enemies.
- Your character tries to raise or reanimate the dead.

**TABLE III.2-3: PENALTIES WHEN CASTING SPELLS**

CONDITION	PENALTY
The character does not have at least one free hand.	+ ■
The character is gagged, silenced, or otherwise unable to speak.	+ ■ ■
The character is wearing heavy armor that might hamper their gestures (armor with +2 soak or more), or carrying a shield. This could also include other restrictive outfits, at your discretion.	+ ■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion).

**TABLE III.2-4: SPENDING ☹ AND ☹ ON MAGIC SKILL CHECKS**

COST	RESULT OPTIONS
☹ or ☹	The magical energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice). This character and all allied spellcasters in the encounter add ■ to any attempts to cast spells until the end of the controlling player's next turn.
☹ ☹ or ☹ ☹	The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a magical item, it becomes damaged one step (see <b>Table I.5-4: Repairing Gear</b> , on page 89). Until the end of the encounter, enemy spellcasters add ■ when casting a spell that targets this character.
☹ ☹ ☹ or ☹ ☹ ☹	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
☹	The character overexerts himself or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
☹ ☹	The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). If the character is using a magical item, it is completely destroyed.



# ATTACK

**A**ttack is for when the caster wishes to do any amount of damage to a target. The Attack spell requires a target at Short range. Not "within" or "at least", specifically at Short range and follows all the normal rules for a combat check. This means mechanics such as Defense and ranks in the Adversary talent apply.

Many spell customizations add an Item Quality to the attack such as Blast or Auto-fire. These qualities must be triggered with the appropriate amount of **A** and follow the normal rules for that quality just as if they were qualities on a normal weapon.

**Increase Range:** All Attack spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

**Close Combat:** All Attack spells can be used at Engaged range by increasing the difficulty of the attack by ♦.

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### A THOUSAND BITES

**Difficulty:** ♦

**Qualities:** None

**Additional Effects:** None

Tiny, stinging and biting insects emerge from the ground or appear on the target and attack them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡.

### SPORE CLOUD

**Difficulty:** ♦♦

**Qualities:** Blast

**Additional Effects:** Blast

Fungi force out of every crack on the ground or walls. They grow to enormous size and then explode with puffs of spores that eat away the skin of everyone they touch.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Blast rating equal to the caster's Primal Knowledge skill.

### GRASPING VINES

**Difficulty:** ♦♦

**Qualities:** Ensnare

**Additional Effects:** Ice

Vines shoot from the ground around the legs of the target, squeezing and restricting them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has an Ensnare rating equal to the caster's Primal Knowledge skill.

### THORNS OF GAIA

**Difficulty:** ♦♦

**Qualities:** Vicious

**Additional Effects:** Deadly

Plants in the area grow thorns and begin shooting them at the target. Even long dead wood will participate. If there are no plants then the thorns will appear out of thin air.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also gains a Critical rating of 2 and has a Vicious rating equal to the caster's Primal Knowledge skill.

### MURDER OF CROWS

**Difficulty:** ♦♦

**Qualities:** Auto-fire, Stun

**Additional Effects:** Lightning

Crows swoop down from seemingly nowhere to attack the target with pecking, biting, and scratching.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Stun rating equal to the caster's Primal Knowledge skill. If the caster wishes to use the Auto-fire quality of this attack the difficulty must be increased by ♦ per the rules of Auto-fire.

### MILK OF THE POPPY

**Difficulty:** ♦♦

**Qualities:** Stun Damage

**Additional Effects:** Non-Lethal

The target is overcome with a relaxed feeling and starts feeling like they no longer wish to fight.

If the spell is successful, the target is hit for strain damage equal to the caster's spell skill base characteristic plus 1 for each ⚡.

### CLAIMED BY NATURE

**Difficulty:** ♦♦♦

**Qualities:** Sunder, Pierce

**Additional Effects:** Destructive

Time itself moves strangely around the target causing items and the target to decompose at a faster rate.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. This attack also has a Pierce rating equal to the caster's Primal Knowledge skill.

### FURY OF CATHBHADH

**Difficulty:** ♦♦♦

**Additional Effects:** Empowered

Ancient druidic spirits appear and proceed to curse and punish the target.

If the spell is successful, the target is hit for damage equal to twice the caster's spell skill base characteristic plus 1 for each ⚡.

### BASILISK BITE

**Difficulty:** ♦♦♦

**Additional Effects:** Poison

The caster summons a basilisk that bites the target and injects its deadly venom.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. If the attack deals damage, the target must immediately make a **Hard (♦♦♦) Resilience check** or suffer wounds equal to the caster's Primal Knowledge skill ranks, and strain equal to the caster's Primal Knowledge skill ranks. This counts as a poison.

TABLE III.2—5: MAGIC ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Blast:</b> The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.	+ ♦
<b>Close Combat:</b> May select a target engaged with your character.	+ ♦
<b>Deadly:</b> The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge.	+ ♦
<b>Fire:</b> The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+ ♦
<b>Holy/Unholy (Divine Only):</b> When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ⚡ deals +2 damage, instead of +1.	+ ♦
<b>Ice:</b> The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.	+ ♦
<b>Impact:</b> The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.	+ ♦
<b>Lightning:</b> The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+ ♦
<b>Manipulative (Arcana Only):</b> If the attack hits, you may spend Ⓐ to move the target up to one range band in any direction.	+ ♦
<b>Non-Lethal (Primal Only):</b> The attack gains the Stun Damage quality.	+ ♦
<b>Range:</b> Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
<b>Destructive:</b> The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.	+ ♦♦
<b>Empowered:</b> The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+ ♦♦
<b>Poisonous:</b> If the attack deals damage, the target must immediately make a <b>Hard (♦♦♦) Resilience check</b> or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.	+ ♦♦



# AUGMENT

The Augment spell is for when the caster wishes to improve a target. When casting the Augment spell, a magic user chooses a target which is either themselves or someone else at Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Divine or Primal casters are able cast the Augment spell. Lastly, a character can only be affected by one Augment spell at a time.

**Increase Range:** All Augment spells can have their range extended by one range band by increasing the difficulty of the spell by ♦ per additional range band.

**Additional Target:** Increase the difficulty of the spell by ♦♦. The spell then affects one additional target within range of the spell. In addition, you may spend

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### NATURE'S GUIDANCE

**Difficulty:** ♦♦

**Additional Effects:** None

Nature moves to assist the target in everything they do. Wind will move at just the right times, animals curiously provide perfect distractions, and the shape of leaves will even inspire the right answers to questions.

If the spell is successful, the target adds ♦ to all skill checks they make.

### PUMA'S GRACE

**Difficulty:** ♦♦♦

**Additional Effects:** Haste

The target feels their muscles tighten and lengthen, then the ancient call of the hunt and the need to run.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn.

### MONKEY LEAP

**Difficulty:** ♦♦♦

**Additional Effects:** Swift

The target is able to leap and swing through the environment with ease.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target ignores the effects of difficult terrain and cannot be immobilized.

### CLAWS

**Difficulty:** ♦♦♦

**Additional Effects:** Primal Fury

The target's fingernails elongate into razor-sharp claws.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target adds damage equal to the caster's Primal Knowledge skill ranks to unarmed combat checks and the Critical rating for unarmed combat checks becomes 3.

### SPIRIT OF THE WOLF

**Difficulty:** ♦♦♦♦

**Additional Effects:** Haste, Swift, Primal Fury

The ancient Wolf spirit inhabits and blesses the target, bestowing all Her strengths into them.

If the spell is successful, the target adds ♦ to all skill checks they make. The target ignores the effects of difficult terrain, cannot be immobilized, and may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn. Additionally, the target adds damage equal to the caster's Primal Knowledge skill ranks to unarmed combat checks and the Critical rating for unarmed combat checks becomes 3.

TABLE III.2—6: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Divine Health (Divine Only):</b> The target increases their wound threshold by a value equal to the character's ranks in Knowledge for the duration of the spell.	+ ♦
<b>Haste:</b> Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+ ♦
<b>Primal Fury (Primal Only):</b> The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+ ♦
<b>Range:</b> Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
<b>Swift:</b> Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+ ♦
<b>Additional Target:</b> The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦♦

# CONJURE

The Conjure spell is for when the caster wishes to summon, create, or animate objects or allies. When casting the Conjure spell, a magic user chooses what they wish to conjure. Nearly anything can be conjured, but is subject to GM approval. The base spell is limited to simple tools, one handed weapons, and creatures no larger than silhouette 1. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Arcana or Primal casters are able cast the Conjure spell.

**Increase Range:** All Conjure spells can have their range extended by one range band by increasing the difficulty of the spell by ♦ per additional range band. The conjured item or creature will appear at the chosen range band.

**Additional Summon:** All Conjure spells can summon multiples of the desired item or creature. By increasing the difficulty by ♦, one additional item or creature is summoned. Additionally, you may spend

AA to have one more of the desired item or creature summoned. This may be used multiple times with an additional item or creature per AA. When summoning minions with Additional Summon, treat those minions as if they are in a minion group.

**Ally:** Normally, summoned creatures behavior according to their instincts, however, by increasing the difficulty of the spell by ♦, the caster may control the summoned creature by spending a maneuver to direct its action and maneuver. If multiple creatures are summoned the caster may direct all of them with that single maneuver.

## ARCANA AND PRIMAL

### AND MY AXE

**Difficulty:** ♦

**Additional Effects:** None

A glowing, ephemeral axe appears.

If the spell is successful the following item appears  
Axe (Melee [Light]; Damage +3; Critical 3; Range [Engaged]; Vicious 1).

### AND MY BOW

**Difficulty:** ♦♦

**Additional Effects:** Medium Summon

A glowing, ephemeral bow with arrows appears.

If the spell is successful the following item appears  
Bow (Ranged; Damage 7; Critical 3; Range [Medium]; Unwieldy 2).

## SUMMON CREATURE

**Difficulty:** ♦

**Additional Effects:** None

If the spell is successful, a creature chosen from the list below immediately materializes.

- Beastman (RoT page 201)
- Flesh Ripper (RoT page 214)
- Goblin (RoT page 13)
- Kobold (RoT page 192)
- Reanimate (RoT page 166)
- Skeleton (GCRB page 146)

## SUMMON GREATER CREATURE

**Difficulty:** ♦♦

**Additional Effects:** Medium Summon

If the spell is successful, a creature chosen from the list below immediately materializes.

- Bane Spider (GCRB page 147)

\*RoT: Realms of Terrinoth, GCRB: Genesys Core Rulebook

- Barghest (RoT page 163)
- Ferrox (RoT page 165)
- Grotesque (RoT page 215)
- Gurak Tol (RoT page 202)
- Lava Elemental (RoT page 196)
- Leonx (RoT page 179)
- Minor Elemental (RoT page 248)
- Razorwing (RoT page 147)
- Salamander (RoT page 196)
- Wendigo (RoT page 238)

## SUMMON GRAND CREATURE

**Difficulty:** ♦♦♦♦

**Additional Effects:** Grand Summon

If the spell is successful, a creature chosen from the list below immediately materializes.

- Aymhelin Scion (RoT page 178)
- Carnivorous Flora (RoT page 258)
- Giant Snake (RoT page 258)
- Wraith (RoT page 167)
- Young Dragon (RoT page 196)



# HEAL

The Heal spell is for when the caster wishes to mend or repair physical damage or heal injuries and illness on a living creature. When casting the Heal spell, a magic user chooses a target which is either themselves or someone else at Engaged range that has not exceeded their wound or strain thresholds and is not incapacitated by some other means. Only Divine and Primal casters are able to cast the Heal spell.

**Increase Range:** All Curse spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

**Additional Target:** Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ⚡ to affect one additional target per ⚡ spent.

## DIVINE AND PRIMAL

### LAY ON HANDS

**Difficulty:** ♦

**Additional Effects:** None

Soft golden light radiates from the caster's hands toward the target causing minor bleeding to stop and bruises to fade away.

If the spell is successful, the target heals 1 wound per uncanceled ⚡, and may heal 1 strain per ⚡ spent.

### FOUNTAIN OF GLANIS

**Difficulty:** ♦♦

**Additional Effects:** Restoration

Swirling and shining water flows from the caster's hands into the wounds of the target.

If the spell is successful, the target heals 1 wound per uncanceled ⚡, and may heal 1 strain per ⚡ spent. Additionally, the caster may select one ongoing status effect the target is suffering. That effect ends.

### NECTAR OF DHANVANTARI

**Difficulty:** ♦♦♦

**Additional Effects:** Heal Critical

The target tastes sweetness in the back of their mouth and a warmth flows through their body. Open wounds, broken bones, and other injuries become healed.

If the spell is successful, the target heals 1 wound per uncanceled ⚡, and may heal 1 strain per ⚡ spent. Additionally, the caster may select one Critical Injury the target is suffering and that Critical Injury is healed.

### BANE OF MORPHEUS

**Difficulty:** ♦♦♦

**Additional Effects:** Revive Incapacitated

The caster brushes sand from the eyes of the target.

If the spell is successful, the target heals 1 wound per uncanceled ⚡, and may heal 1 strain per ⚡ spent. Additionally, the caster may select a target that is incapacitated. If the target was incapacitated due to exceeded wound or strain thresholds and no longer are after the effects of this spell, then the target is no longer incapacitated.

### SPIRIT'S STRIVE

**Difficulty:** ♦♦♦♦

**Additional Effects:** Resurrection

Using a chant that sounds very much like stereo instructions, the recently deceased is compelled back to life.

The caster selects a target who has died during the current encounter. If the spell is successful, the target is restored to life with wounds equal to their wound threshold. If the spell is not successful, no other characters may attempt to use the Heal spell to resurrect the target again.

TABLE III.2-11: HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Additional Target:</b> The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦
<b>Range:</b> Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
<b>Restoration:</b> Select one ongoing status effect the target is suffering. This status effect immediately ends.	+ ♦
<b>Heal Critical:</b> Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+ ♦♦
<b>Revive Incapacitated:</b> The character may select targets who are incapacitated.	+ ♦♦
<b>Resurrection:</b> The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ♦♦♦♦

# MIND

**Concentration:** No

**Skills:** Arcana, Primal

Mind spells are magic that tampers with another character's thoughts, either reading or manipulating.

## NARRATIVE ENCOUNTER USE

Using Mind spells in a narrative encounter can achieve things such as "mind tricks" to distract searching opponents or to gently guide a curious law enforcer that your cargo is completely legal. The default difficulty for a Mind spell is **Hard** (◆◆◆). Mind spells should not emulate the effects of a social check but instead should be used when there is no chance a social check could accomplish the task. The additional effects from the **Mind Additional Effects** table can be used, each increasing the difficulty by the amount listed.

## STRUCTURED ENCOUNTER USE

Select a target that is engaged with your character and make a **Hard** (◆◆◆) **magic check**. If successful, your character learns the simple surface thoughts of the target. The GM will determine what those thoughts are.

## MIND ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Learn Motivation:</b> Learn one motivation (Fear, Flaw, Strength, or Desire) of the target, GM choice.	+ ◆
<b>Range:</b> Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
<b>Gentle:</b> Target is unaware of the mental probing.	+ ◆
<b>Learn Memory:</b> Your character experiences one memory of the target of interest to the story, GM choice.	+ ◆
<b>Guide:</b> The target performs an incidental of your choosing.	+ ◆◆
<b>Erase Memory:</b> The target forgets a time period of up to one hour per uncanceled ☀. ☀ can be used to implant a different memory in its place.	+ ◆◆
<b>Strain Attack:</b> The target suffers 1 strain per uncanceled ☀.	+ ◆◆
<b>Dominate:</b> You determine the target's next action and maneuvers. They must be defined when the spell is cast.	+ ◆◆◆

The information learned may not be words that are easy to decipher, but could instead be feelings or flashes of imagery. The target is aware that someone is doing *something* to their mind. How much they fully understand about what is happening depends on the setting and the target character.

Before making a Mind check, choose any number of additional from the Mind Additional Effects table. These effects are added to the check.

One important note about the Mind spell is about the Dominate effect. With the base difficulty of the spell being **Hard** (◆◆◆) and Dominate adding ◆◆◆, the resulting difficulty is ◆◆◆◆◆. This makes the spell impossible to cast since the max difficulty is **Formidable** (◆◆◆◆◆). The only way to make such a spell possible is with the use of either a magical implement or a talent.



# Transform

## TRANSFORM

**Concentration:** Yes

**Skills:** Primal

This is using magic to tap into primal forces and shift into the form of a wild creature. The character makes a Primal skill check. The default difficulty of the check is

**Average (◆◆).** If the check is successful, until the end of the spellcaster's next turn, the character transforms into a silhouette 0 animal. The animal must be a natural creature, and is subject to GM approval. Some options can be found starting on page 86.

While transformed, the spellcaster adopts the physical appearance of the animal and gains the animal's characteristics, soak, wound threshold, and defense. The spellcaster also gains any of the animal's abilities and equipment (including weapons).

The character retains their own skills, talents, and strain threshold. They drop any gear or clothing they were carrying or wearing when they transformed.

If the character is incapacitated while transformed, they revert back to their normal form. When a character reverts back to their normal form, they heal all wounds suffered while transformed but do not heal any strain or Critical Injuries they suffered while transformed. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

Before making a transform check, choose any number of additional effects listed on **Table III.1–3: Transform Additional Effects**, on page 101. These effects are added to the check.

**TABLE III.1–3: TRANSFORM ADDITIONAL EFFECTS**

EFFECTS	DIFFICULTY MOD
<b>Silhouette Increase:</b> The character may transform into an animal that is one silhouette larger (this may be added multiple times, increasing the silhouette by one each time).	+◆
<b>Characteristic Retention:</b> When transformed, the character retains their own Intellect and Willpower, rather than the Intellect and Willpower of the creature they transformed into.	+◆
<b>Transform Gear:</b> When the character is transformed, their worn gear and wielded items change into natural markings on the animal's skin, fur, or scales (but confer no benefit to the character). When the character reverts back to normal, they are wearing and carrying their gear and items.	+◆
<b>Dire Form:</b> When the character transforms, they adopt a dire form of the chosen animal. Increase the damage of the animal's weapons by three, its soak by one, its wound threshold by six, and its silhouette by one.	+◆
<b>Curse of the Wild:</b> Instead of transforming themselves, the character may transform one target within short range into a silhouette 0 animal of the character's choice following all of the rules for transformation.	+◆◆◆