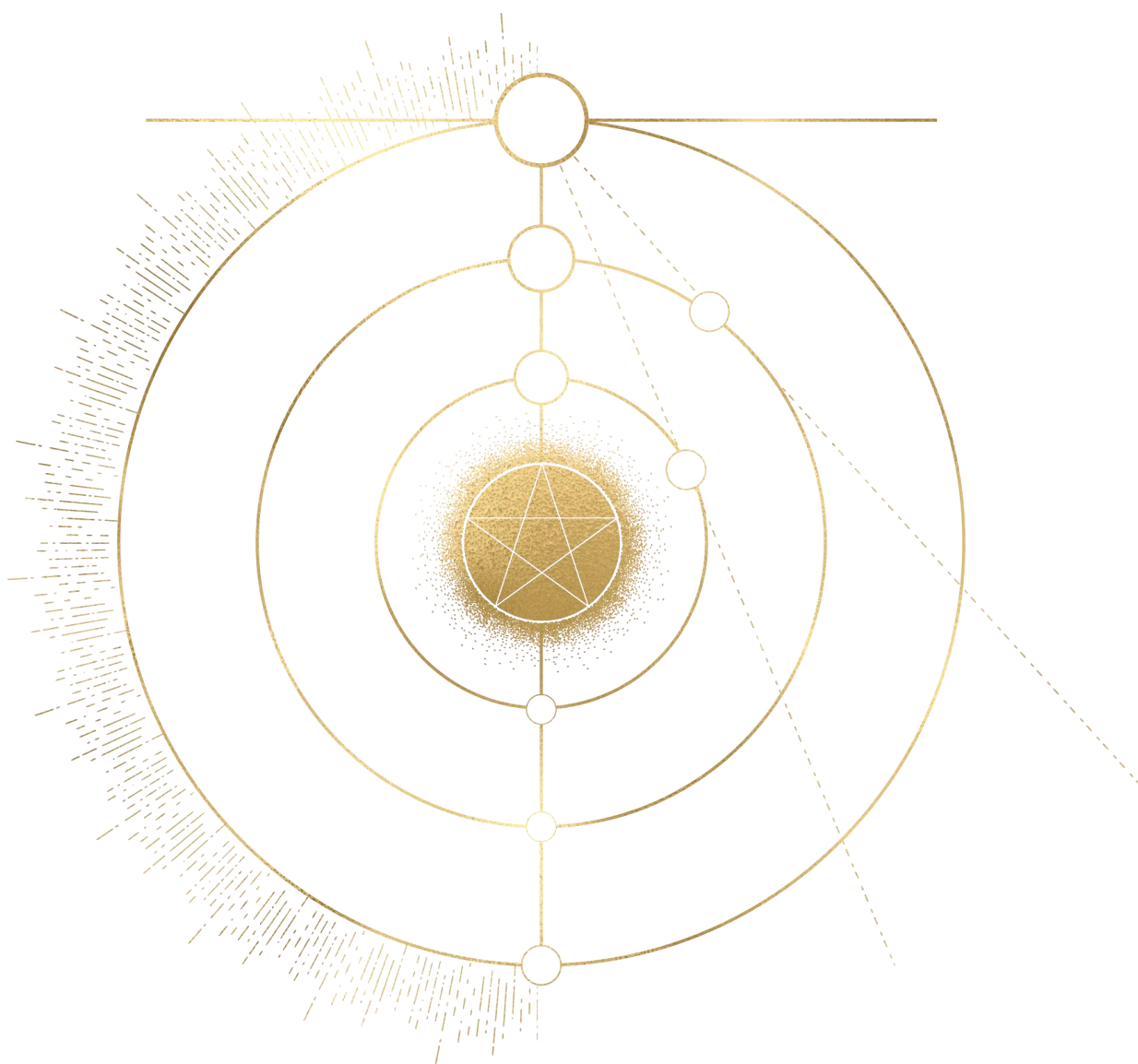


A GUIDE TO ARCANE MAGIC



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.

ARCANA (INTELLECT)

The Arcana skill represents your ability to manipulate magical energies, whether they are the fundamental forces of nature or power drawn from an unnatural source. Magic is used to cast spells and identify sources of magic in the world. It also includes your general knowledge of magic and its function. The Arcana skill is not, however, used for magic derived from the gods or similar divine sources; that would be the Divine skill.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to throw a fireball at a group of enemies.
- Your character tries to use a crystal ball to observe the movements of a distant individual.
- Your character attempts to erect a magical barrier to block a passage.
- Your character wishes to curse a foe and bring misfortune on their actions.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to invoke the power of a deity to smite their foes.
- Your character seeks to contact the spirits of the dead to consult them in some business.
- Your character attempts to heal an ally.

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 Table I.5-4: Repairing Gear , 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 themselves 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

Attack 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 ♦.

ARCANA

MAGIC ARROW

Difficulty: ♦

Qualities: None

Additional Effects: None

The caster hurls arrows of light at their target.

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

DISC OF ANNIHILATION

Difficulty: ♦♦

Qualities: Blast

Additional Effects: Blast

Ripples of energy expand from the target in the shape of a flat disc.

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 Arcana Knowledge skill.

FLYING DAGGERS

Difficulty: ♦♦

Qualities: Vicious

Additional Effects: Deadly

Ghostly daggers appear around the caster and shoot toward the target.

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 Arcana Knowledge skill.

MANIPULATE UP

Many people disagree on whether the Manipulative spell effect can cause a target to go up, thus causing falling damage on their eventual trip back down. The two schools of thought are 1) reward "clever" thinking of the player by allowing it or 2) do not allow an extreme extra amount of damage for such a small increase of difficulty, as it does not balance against the other effects that add damage to the attack. It is up to the GM if they will allow this spell to push targets up or not. In either case, the GM and the player should discuss which ruling to use before casting the spell.

SPONTANEOUS COMBUSTION

Difficulty: ♦♦

Qualities: Burn

Additional Effects: Fire

The caster focuses on their target, exiting the target's molecules until the target begins to burn and catch fire.

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 Burn rating equal to the caster's Arcana Knowledge skill.

FREEZE!

Difficulty: ♦♦

Qualities: Ensnare

Additional Effects: Ice

The the ground around the target quickly loses heat. The resulting drop in temperature causes ice to form around their legs.

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 Arcana Knowledge skill.

THE FIST OF ZYNNYTHYX

Difficulty: ♦♦

Qualities: Knockdown, Disorient

Additional Effects: Impact

A large shimmering fist appears around the caster's hand and the caster punches at the target.

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 Knockdown and a Disorient rating equal to the caster's Arcana Knowledge skill.

Difficulty: ♦♦

Qualities: Auto-fire, Stun

Additional Effects: Lightning

Electricity arcs from the caster to the target.

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 character's 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.

THE OPEN PALM OF ZYNNYTHX

Difficulty: ♦♦

Additional Effects: Manipulate

A giant, ghostly hand slaps the target, forcing them in the direction of the caster's choosing.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ⚡. Additionally, on a hit the caster may spend ⚡ to move the target one range band in any direction.

RAZOR WIRES

Difficulty: ♦♦♦

Qualities: Sunder, Pierce

Additional Effects: Destructive

Hundreds of tiny, razor thin tendrils of crackling energy shoot from the caster's fingertips.

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 Arcana Knowledge skill.

OVERPOWER

Difficulty: ♦♦♦

Qualities: None

Additional Effects: Empowered

The ground rumbles and the surrounding area dims ever so slightly. Ambient magic is pulled from everything nearby and focused through the caster like a lens. The power builds for a moment and blasts at the target with overwhelming force.

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 ⚡.

BLOOD CURSE

Difficulty: ♦♦♦

Additional Effects: Poison

The target's blood begins to push out their body, causing horrific pain.

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 character's Arcana Knowledge skill ranks, and strain equal to the caster's Arcana Knowledge skill ranks. This counts as a poison.

ACID SNARE

Difficulty: ♦♦♦♦

Qualities: Burn, Ensnare

Additional Effects: Fire, Ice

The ground the target is standing on become like acid, melting their footwear causing them to stick in place. The acid then continues to burn away at the target.

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 Burn and Ensnare ratings equal to the caster's Arcana Knowledge skill ranks.

FIRE AND ICE?!

That's right. Both the Fire and Ice effects can be selected when customizing a spell. This customization is to drive home the point that the Additional Effect names do not impart any narrative, only mechanical effects. Players may select any combination of Additional Effects even if they seem contradictory.

LAVA STORM

Difficulty: ♦♦♦♦♦

Qualities: Burn, Blast, Pierce, Sunder

Additional Effects: Blast, Fire, Destructive

The caster tears a hole in space above the target, linking the Inferno Realm to this one. A rain of molten rock pummels the target and anyone else standing too close.

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 Burn, Blast, and Pierce ratings equal to the caster's Arcana Knowledge skill ranks. Additionally, this attack has the Sunder quality.

TABLE III.2—5: MAGIC ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Close Combat: May select a target engaged with your character.	+ ♦
Deadly: 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.	+ ♦
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Holy/Unholy (Divine Only): 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.	+ ♦
Ice: The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Lightning: 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.)	+ ♦
Manipulative (Arcana Only): If the attack hits, you may spend Ⓐ to move the target up to one range band in any direction.	+ ♦
Non-Lethal (Primal Only): The attack gains the Stun Damage quality.	+ ♦
Range: 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.	+ ♦
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.	+ ♦♦
Empowered: 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.	+ ♦♦
Poisonous: If the attack deals damage, the target must immediately make a Hard (♦♦♦) Resilience check 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.	+ ♦♦

BARRIER

The Barrier spell is for when the caster wishes to protect themselves or friends from physical or magical harm. When casting the Barrier 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 Arcana or Divine casters are able cast the Barrier spell.

Increase Range: All Barrier 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 Ⓐ to affect one additional target per Ⓐ spent.

ARCANA

THE CLOTH OF ZYNNYTHRYX

Difficulty: ♦

Additional Effects: None

The target's clothes become stronger and more durable. They will also appear cleaner and arcane symbols seem to have been sewn into them.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ beyond the first ⚡ they further reduce the damage by one.

MAGIC SHIELD

Difficulty: ♦♦♦

Additional Effects: Add Defense

A shimmering, translucent shield appears in front of the target that moves on its own to block and absorb incoming attacks.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ beyond the first ⚡ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Arcana Knowledge skill.

MAGIC ARMOR

Difficulty: ♦♦♦

Additional Effects: Empowered

A set of ghostly armor appears on the target.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ they further reduce the damage by one.

PRISMATIC SPHERE

Difficulty: ♦♦♦

Additional Effects: Reflection

The target becomes completely surrounded by sphere of shifting colors, crackling with energy.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ beyond the first ⚡ they further reduce the damage by one. Additionally, if an opponent makes a magic attack against the **target** and generates ⚡⚡⚡ or ⚡ on the check, after it is resolved, the attacker suffers a hit dealing damage equal to the total damage of the attack.

HIDE OF THE DRAGON

Difficulty: ♦♦♦♦

Additional Effects: Add Defense, Empowered

The target's skin takes on the hardness and feel of a dragon's scales and plating.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ⚡ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Arcana Knowledge skill.

TABLE III.2—7: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: 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).	+ ♦
Range: 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.	+ ♦
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge.	+ ♦♦
Empowered: The barrier reduces damage equal to the number of uncanceled ⚡ instead of the normal effect.	+ ♦♦
Reflection (Arcana Only): If an opponent makes a magic attack against an affected target and generates ⚡⚡⚡ or ⚡ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+ ♦♦
Sanctuary (Divine Only): Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+ ♦♦

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)

CURSE

The Curse spell is for when the caster wishes to cause a target general harm, but not directly damage them. When casting the Curse spell, a magic user chooses a target at Short or 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 Arcana or Divine casters are able cast the Curse 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.

ARCANA

BEFUDDLE

Difficulty: ♦♦

Additional Effects: None

The target's mind becomes slightly hazy, making focusing on tasks slightly more difficult.

If the spell is successful, the target removes ♦ from all skill checks they make.

EXHAUSTION

Difficulty: ♦♦♦

Additional Effects: Enervate

The target feels as if their pockets are full of weights or ghostly hands are dragging them down.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, if the target suffers strain for any reason, they suffer 1 additional strain.

BAD LUCK

Difficulty: ♦♦♦

Additional Effects: Misfortune

Lady luck turns her back on the target. Small instances of bad luck befall them, their shoes untie, weapons

become slightly harder to grip, and things they knew well end up on the tip of their tongue.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change one ■ to a face displaying ✖.

TRAGEDY

Difficulty: ♦♦♦♦

Additional Effects: Doom

The target is helpless as they watch moments of great success ripped from and turned to tragedy instead.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change any one die in the pool not displaying a Ⓢ or Ⓣ to a different face.

STUPEFY

Difficulty: ♦♦♦♦♦

Additional Effects: Paralyzed

The target finds themselves unable to do anything except walk. Like trying to fight in a dream, their muscles do not respond. They are barely able to hold on to any object, let alone use it in any effective way.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target is staggered (cannot perform actions) for the duration of the spell. This spell customization can only affect one target and cannot use the Additional Target modification.

EVIL EYE

Difficulty: ♦♦♦♦

Additional Effects: Doom, Misfortune

The target feels as if the whole world is against them. They stumble over every word, fumble with everything they touch, and random objects *just happen* to be always in the way.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change any one die in the pool not displaying a Ⓢ or Ⓣ to a different face and you may change one ■ to a face displaying ✖.

TABLE III.2—9: CURSE ADDITIONAL EFFECTS

	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+ ♦
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✖.	+ ♦
Range: 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.	+ ♦
Additional Target: 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).	+ ♦ ♦
Despair (Divine Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+ ♦ ♦
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a Ⓢ or Ⓣ to a different face.	+ ♦ ♦
Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.	+ ♦ ♦ ♦

DISPEL

The Dispel spell is for when the caster wishes to cancel a currently active spell effect on a single target. Only Arcana casters are able cast the Dispel spell. The types of spell effects that can be affected by Dispel is typical those that require the Concentration maneuver. However, in some narrative situations the GM may allow Dispel to be used to nullify some other magical effect possibly only temporarily. Dispel has no other additional effects besides the two available here.

Increase Range: All Dispel 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.

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.

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.

MIND ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Learn Motivation: Learn one motivation (Fear, Flaw, Strength, or Desire) of the target, GM choice.	+ ♦
Range: 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.	+ ♦
Gentle: Target is unaware of the mental probing.	+ ♦
Learn Memory: Your character experiences one memory of the target of interest to the story, GM choice.	+ ♦
Guide: The target performs an incidental of your choosing.	+ ♦♦
Erase Memory: The target forgets a time period of up to one hour per uncanceled ☀. ☹ can be used to implant a different memory in its place.	+ ♦♦
Strain Attack: The target suffers 1 strain per uncanceled ☀.	+ ♦♦
Dominate: You determine the target's next action and maneuvers. They must be defined when the spell is cast.	+ ♦♦♦

MOVE

Concentration: Yes

Skills: Arcana, Divine

Move spells are used to displace an object or character from one place to another. This can take the form of wind, mental force, ghostly hands, or whatever fits your setting. Do note that the Move spell cannot be used to cause damage. The Attack spell is for that purpose.

NARRATIVE ENCOUNTER USE

Using the Move spell in a narrative encounter can allow the character to move several small objects at once, manipulate a complex mechanism, or instantly retrieve an object across a room. If a character wants to attempt something such as picking a lock or manip-

ulating some other unseen object it is recommended to establish a base difficulty of doing it with mundane tools and then increasing that difficulty at least once.

STRUCTURED ENCOUNTER USE

Select a target of silhouette 0 or 1 up to Short range (may target self). The default difficulty is **Easy** (◆). If successful you may move the target in one direction toward or away from your character up to one range band per uncanceled ✨ ✨.

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

MOVE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: 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).	+ ◆
Range: 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.	+ ◆
Size: Increase the silhouette your character may target. This may be added multiple times, increasing the silhouette by one each time.	+ ◆
Levitate: While your character maintains concentration on this spell the target hovers up to one foot (~30cm) off the ground.	+ ◆
Adversary: May select an unwilling or secured target. The check is upgraded for every rank the target has in Athletics (or an appropriate amount if the target doesn't have any skills such as an object (GM determines)).	+ ◆◆
Teleport: The target does not move through the path from start to finish, but instead instantly appears up to the moving range ignoring all objects in the way. If this would cause the target to appear inside of another object or being then they instead appear on the side of the obstruction closest to their starting location.	+ ◆◆

PREDICT

PREDICT

Skills: Arcana, Divine

"Prediction," "prophecy," and "foresight" refer to the ability to see the future (or at least a possible future). Prophecy plays a role in many stories, especially myths and legends of old. Usually, a prophecy doesn't let one see the entire future. Instead, it lets the person ask one or two questions and get answers about events to come.

When your character uses a Predict spell narratively, its difficulty usually depends on how far into the future they want to look. If it's within the next day or so, then you can start with a difficulty of **Average** (◆◆). Looking a month ahead may increase the difficulty to **Hard** (◆◆◆), a year may be **Daunting** (◆◆◆◆), and anything beyond that may be **Formidable** (◆◆◆◆◆). A significant number of ☼ or a ☼ may make a prophecy especially inscrutable or vague.

PREDICT

Concentration: No

Skills: Arcana, Divine

This is using magic to attempt to predict the future. The character makes an Arcana or Divine skill check, then asks one question about events that will unfold within the next 24 hours. The default difficulty of the check is **Average** (◆◆). If the check is successful, your GM must provide the character with a truthful answer, but that answer could be one that can be interpreted multiple ways or is somewhat enigmatic. Whether the check succeeds or fails, the character may not make another predict check to ask about the same events for the remainder of the session.

Before making a predict check, choose any number of additional effects listed on **Table III.1–2: Predict Additional Effects**. These effects are added to the check.

TABLE III.1–2: PREDICT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Quicksilver Reflexes: Instead of asking a question about events, the character adds ☼ ☼ to the results of any checks they make to determine Initiative during the next structured encounter they participate in.	–
Scry: Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they cast the spell, and the spell does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps.	+ ◆
Empowered: The character may ask a question about events that will unfold within the next month.	+ ◆
Additional Questions: The character may ask one additional question about events. In addition, after casting the spell, you may spend A A to ask another additional question about events (and may trigger this multiple times, spending A A each time).	+ ◆
Flash of Precognition: In addition to asking a question, once before the end of the current encounter, the character may add ☼ to the results of one of their checks. In addition, once before the end of the current encounter, the character may add ✕ to the results of a check targeting them. In addition, after the character casts the spell, you may spend A A A to add ☼ ☼ to the results of one of their checks, and add ✕ ✕ to the results of a check targeting them, instead of this effect's normal benefits.	+ ◆◆
Cheat Death: In addition to asking a question, the character foresees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.	+ ◆◆

Mask

MASK

Skills: Arcana

Mask spells create illusions of light and sound. These can be images of people, creatures, or objects. Alternatively, the spellcaster can wrap illusions around themselves or someone else, masking their appearance with a different countenance. The illusions may look fearsome, beguiling, or repugnant, but they are simply phantasms without form or substance. They cannot interact with the real world in any way.

When you use a Mask spell in a narrative situation, first check out the mechanical rules starting on page 99 and see if the effects you want are listed there. If so, you can use the listed difficulties to figure out how hard it should be to cast the spell. However, remember that the Mask spell only creates illusions; it can merely alter what the eyes see and the ears hear (and maybe what the nose smells). It can't create something physical.

Illusions can generate light and sound, but they cannot cause harm or interact with their environment in any way. Illusions can be animated and can move, as long as they remain within the range of the spell. A keen observer can attempt to spot the false nature of the illusion by making an **Average (◆◆) Vigilance check** (or **Average [◆◆] Perception check** if the observer suspects that their senses may be fooled). Success means the observer recognizes the object's illusory nature.

Before making a mask check, choose any number of additional effects listed on **Table III.1-1: Mask Additional Effects**. These effects are added to the check.

MASK

Concentration: Yes

Skills: Arcana

This is using magic to create an illusion, or to disguise a character's appearance. The character makes an Arcana skill check. The default difficulty for the check is **Easy (◆)**. If the check is successful, the character creates an illusion of a creature or object that is silhouette 1 or smaller. The illusion appears within short range of the character. Alternatively, the illusion changes the appearance of the caster or one silhouette 1 (or smaller) target they are engaged with. The illusion cannot obscure the basic size and shape of the target.

TABLE III.1-1: MASK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blur: If the spell targets a character, it blurs and obscures their form. Until the spell ends, add ☁ to the results of combat checks targeting the character (this applies even if the attacker realizes the effect is an illusion).	+ ◆
Mirror Image: If the spell targets a character, it creates multiple images that move with the target and distract opponents. Until the spell ends, the character may spend ☁ ☁ ☁ or ☁ from any combat check targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion).	+ ◆
Additional Illusion: The spell creates one additional illusion or disguises one additional character. In addition, after casting the spell, you may spend A A to create another additional illusion or disguise another additional character (you may trigger this multiple times, spending A A each time).	+ ◆
Range: 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.	+ ◆
Size: Increase the silhouette of the illusion created by one, or disguise the appearance of a target one silhouette larger. This may be added multiple times, increasing the silhouette of the illusion created or target disguised by one each time.	+ ◆
Realism: Increase the difficulty of checks to determine that the illusion is fake by one. In addition, after casting the spell, you may spend A A to increase the difficulty of checks to determine that the illusion is fake by one (you may trigger this multiple times, spending A A each time). The illusion can also fool additional senses such as smell, taste, or touch.	+ ◆
Terror: The illusion terrifies those who behold it. When any character who does not know the illusion is fake spots it, they must make a Hard (◆◆◆) Discipline check . They suffer 2 strain per ☁ and, if they fail, are unable to approach the illusion. (If you are using the Fear rules from page 243 of the GENESYS Core Rulebook , this can be a Hard (◆◆◆) fear check).	+ ◆◆
Invisibility: If the spell targets a character, it renders them invisible to sight instead of changing their appearance.	+ ◆◆◆