**Partial Powers**

There follows descriptions and points costs of partial powers available in the game: A Brand New World.

You must spend a minimum of 30 of your 75 points on powers, but you are not limited to 30, nor to any one single power. There is no Pattern, Logrus, or advanced powers of any kind available, including the ones below.

Your powers are latent at the start of the game. You do not know you have them, and, even when you do, you will have to work out how they work. In fact, as far as you are concerned, you are ordinary shadow-dwellers, albeit with, perhaps, some outstanding qualities, relatively speaking.

The powers available are each described on the following pages:

1 Walker

2 Aetheric Projection

3 Blessing and Curses

4 Cantrips/ Power Words

5 Conjuration/ Enchantment

6 Empathy

7 Psionics

8 Scrying

9 Shape-Shifting

10 Sorcery

11 Trump Artistry

12 Adaptation

**1 Walker**

***Shadow Trail (Free)***

You can follow the path made by someone else moving through Shadow.

***Exegesis (Free)***

You can speak and understand the common or active languages of any Shadow you enter. The ability takes only a few moments to activate. This ability does not impart a detailed knowledge of grammar, syntax etc., but is rather like a universal translator, which fades when you leave, until the next time.

***Shadow Path (1 Point)***

You can follow the path to any Shadow you have been to before, or towards a person or item in Shadow, though it is not quick.

***Shadow Seek (2 Points)***

You can control your movement through Shadow.

**2 Aetheric Projection**

**Introduction**

There are those who have learned to separate mind from body - able to leave their corporeal form behind as their mind travels in their own world or, perhaps, even others. This aetheric form is a mental construct, and is usually invisible and intangible. Mystics, psychics, and other seekers of knowledge are alleged to use this power to explore the world without the risk or hardships of physical travel. Those who use this power are sometimes called Projectors.

Psyche is critical for Aetheric Projection, as it determines the range and speed of the projection and governs its other abilities. Endurance is key in maintaining the projection for any duration.

The Projector cannot interact with the physical world. You cannot touch objects or beings or help them or cause them harm. This includes an inability to use any of your other powers to affect the material world while in aetheric form. You cannot cast cantrips or spells or use a Trump to affect physical reality. You can, however, use any sensory abilities granted by your powers. The Projector passes through physical barriers as though they were not present. Magically or psychically warded barriers can be an effective obstacle. To breach them, the Projector must win a Psyche contest against the resistance of the barrier. This may damage both the aetheric form and the physical body of the Projector.

If the Projector were to encounter another aetheric being, or astral creature, they would be able to interact with one another as though they were physically present. This may even lead to combat. Combat is treated as though the combatants were both physical entities. In this case, the Projector’s other powers may even be employed in any combat against the aetheric target. Combatants should take care as damage to aetheric form is also reflected upon the physical form. A Projector who survives an aetheric combat may need to heal their physical and aetheric forms. Note that aetheric form healing is determined by Psyche rank not Endurance.

Be warned, damage to the physical body is reflected in the aetheric projection as though it was the physical body. The Projector will feel pain and suffer the effects on any injuries as though they were inflicted upon the projection. If the body of a Projector is killed while the aetheric projection is elsewhere, the Projector will die. A wise Projector will not leave their body unguarded. Likewise if harm somehow comes to the aetheric projection, that harm is reflected upon the physical body as well.

**Abilities and Costs**

***Aetheric Trance (free when combined with any points spent on the following abilities)***

The Projector is able to meditate and enter a trance which allows them to separate their aetheric form from their physical body. The aetheric form is normally invisible and unable to interact with the physical world. It cannot normally be seen or heard, but can be sensed by beings with High Psyche and by various magical means or other powers.

***Basic Aetheric Movement (costs 5 points)***

Movement depends on the Psyche of the Projector.

The Projector may walk or run as though traveling in physical form though unrestricted by mundane physical barriers. The projector moves at their normal physical walking or running speed and is subject to the same rules of gravity that they would be if they were a physical being.

A Projector with Amber level Psyche could move at engine speed.

A Projector with 10 or more points in Psyche could move at lightning speed.

***Aetheric Flight (costs 5 points; requires Basic Aetheric Movement)***

The Projector may fly in aetheric form. Their flight speed is determined by their Psyche. A Projector of below Amber Psyche may fly at the equivalent of Double Speed while one of Amber level or above may fly at the equivalent of Engine Speed. The physical rules of gravity no longer apply to the aetheric form and the Projector can use this ability to effectively walk on walls, stand upside down on ceilings, or pass through ceilings and floors.

***Aetheric Projection (costs 5 points; requires Aetheric Flight)***

The Projector may project their aetheric form directly to another location without traveling across the intervening distance. The destination must be well known to the Projector or the Projector runs the risk of arriving somewhere else. Personal knowledge of the desired location is best, followed by knowledge gained through magical means such as Scrying or through psychic contact with someone who has been to the location and knows it well. Simple descriptions of a place are unreliable and potentially dangerous. Depending on Stuff, a Projector without adequate knowledge of their target destination might appear somewhere else similar to the desired location or might appear someplace unexpected and dangerous.

The range of a Projector is determined by Psyche, at the discretion of the GM given the circumstances pertaining.

***Aetheric Perception (costs 5 points; requires Basic Aetheric Movement)***

While in aetheric form the Projector can perceive psychic phenomena that would otherwise not be visible, and disregard all perception penalties arising from physical conditions like darkness, fog, etc. Range of perception is still limited by distance from their aetheric body as though seeing with physical eyes. This can be combined with any other sensory abilities the character possesses.

***Interactive Aetheric Projection (costs 5 points; requires Aetheric Perception)***

The Projector can, with effort and concentration, make their aetheric form visible and audible. They are able to choose to whom they do so, even when there are others present. The aetheric form is still unable to physically interact, but can communicate. Whilst a Projector could utter a cantrip or a spell, they would not have any effect, unless they were sensory in nature and only affected the Projector.

***Aetheric Healing (costs 5 points; requires Aetheric Perception)***

*Healing Trance*. The Projector may focus their attention inward and instead of separating their aetheric form from their physical body, they can turn their full mental attention to restoring their physical form. While engaged in a healing trance, the Projector heals using their Psyche rank instead of their Endurance rank.

*Aetheric Healing*. When in their physical body the Projector may absorb psychic energy from unresisting psychic constructs, phenomena, and entities, or use their own Endurance to heal and replenish their aetheric form.

***Aetheric Barrier (costs 5 points; requires Interactive Aetheric Projection)***

The Projector can place an aetheric barrier around their immediate aetheric environment, effectively preventing another Projector from entering or exiting the area. The barrier affects friend and foe alike. Breaching the barrier requires winning a Psyche contest against the barrier’s creator. The barrier lasts only as long as it is actively concentrated upon and maintained.

**3 Blessing and Curses**

Every magician walks their own path. Some bestow blessings upon those in need, with no desire or even ability to do them harm. Other magicians tread a darker road and bring only curses and woe to their victims. Yet others choose both roads. *A friendly word from the GM: I doubt that Curses will be that much use in this particular game given the time they take to cast anything useful.*

**Abilities and Costs**

***Pool*** [up to 20 points] Necessary to pay for the cost of invoking each blessing or curse.

***Blessings*** [10 Points] This is the ability to bestow a blessing upon someone as per the power. The pool of points from which to create the blessing must also be purchased, or the magician will draw from their own pool of Stuff. The magician cannot create a curse without also having that ability.

***Curses*** [10 Points] This is the ability to bestow a curse upon someone as per the power. The pool of points from which to create the curse must also be purchased, or the magician will draw from their own pool of Stuff. T he magician cannot create a blessing without also having that ability.

**Building Blessings & Curses**

This power is used by the magician to create an effect that influences a desired subject’s state in a positive or negative fashion. The following three steps are required to successfully build a condition (blessing or curse) and to bestow it upon the intended subject.

***Step One – Describe the Condition***

The magician determines whether it is a blessing or a curse, and describes its nature in as specific terms as the gamemaster requires. Vague and unspecific conditions are less likely to affect the subject and may be potentially offset by the subject’s Good or Bad Stuff, while well-defined conditions are more likely to have their desired effect.

***Step Two – Define Qualities***

The magician then defines the condition in terms of its qualities: severity, influence, persistence, dismissal, and duration. Any condition requires each of these, meaning that the minimum cost for a condition is 5 points (1 point per quality).

***Step Three – Cast the Blessing or Curse***

As noted in the power’s description, the magician must then cast the condition upon the subject using any one of a variety of means. These methods are the most likely:

*Psychic Contact*: The magician may bestow the condition upon an intended subject through psychic contact. If the condition is not wanted, the magician must defeat the intended subject in psychic conflict in order for the condition to take effect.

Trump: A special type of Trump can be created that, once used, will bestow the condition onto the intended subject. Such a Trump is called a fetish. This fetish cannot be used for any of the traditional Trump effects (such as communication or psychic contact), and must be a likeness of the subject, even if it is a crude one. If the fetish is destroyed, the condition is lifted. The fetish has durability equal to the points spent on the Dismissal quality: the 1-point version is easy to destroy while the 4-point would be extremely difficult to damage or destroy.

*Sorcery*: A sorcerer can create a sorcery spell with the specific purpose of creating a link between the sorcerer and the intended subject of the condition, and then use that spell to bestow the condition onto that subject. As with psychic contact, if the subject is unwilling, the magician must defeat them in psychic conflict for the condition to take effect. Similarly, a sorcerer can create a warded area with a spell that will trigger the condition when a certain set of circumstances are achieved (walking through it, etc.).

*Other Means*: The gamemaster may allow player characters to devise other means of bestowing conditions upon the intended subjects, such as rituals, wards, possession of a particular item, or even a certain circumstance (bitten by an enchanted creature, etc.).

***Qualities***

*Severity*. This determines how severe the condition is. This is a general description, and subject to the gamemaster’s approval.

|  |  |  |
| --- | --- | --- |
| Quality | Cost | Description |
| Mild | 1 point | The effect of the condition is minor, affecting the subject to a small degree, such as minor illness or bad luck, animals being repelled or attracted to the character, or the removal of such effects or conditions. |
| Middling | 2 points | The effect is moderate, affecting the subject in a way that is difficult to ignore but is not incapacitating. Examples are serious illness, a streak of good fortune, animals attacking or befriending the character, terrible luck, protection against evil magic, etc. |
| Severe | 4 points | The condition’s effect is significant, affecting the subject in a profound way that is undeniable and potentially life altering.  Examples are terminal illness, calamity, animals behaving in an extraordinary fashion around the character, baneful magic, a powerful aura of protective magic, etc. |

*Influence* Influence measures how widespread the effects of the condition are, such as whether they are centred on a single subject or if they extend to affect others in a wider range around the subject.

|  |  |  |
| --- | --- | --- |
| Quality | Cost | Description |
| Specific | 1 point | The subject of the condition is a single individual, item, or a small place (a single room or smallish outdoor space, for example). |
| Localised | 2 points | The subject is a subset or group of beings, up to a dozen specific items, or an area as large as a building or castle. |
| Widespread | 4 points | The subject is a large group of beings or items (up to fifty or more), and can extend to an area the size of a town. |

*Persistence*. Persistence is a measure of how often the condition affects the subject. The more points invested in it, the more often the effects are felt.

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| --- | --- | --- |
| Quality | Cost | Description |
| Infrequent | 1 point | The condition occurs infrequently and unpredictably, lasting for a variable amount of time when it does take effect. |
| Regular | 2 points | The condition is in effect more often than not, though the subject may go for periods where the condition seems inactive. |
| Ongoing | 4 points | The condition is continual, always on, and the subject is rarely, if ever, given a moment of respite from its effects. |

*Dismissal*. Blessings or curses are not always welcome, and the subjects of them may wish to be free from those effects. The dismissal quality determines how difficult the condition is to dispel, and what methods may be required.

|  |  |  |
| --- | --- | --- |
| Quality | Cost | Description |
| Easy to Dismiss | 1 point | The condition is easily dismissed, and can even be temporarily banished by use of the "Nullify" cantrip. Other means of dismissing it may include Sorcery, or even casual exposure to the Pattern or Logrus. Generally the condition must be specifically targeted by these powers, but if the subject is exposed to a significant amount of magical energy, the condition may be dispelled inadvertently. The magician who created the condition can dismiss it at will, taking at least 1 minute per point the spell cost. |
| Requires Effort to Dismiss | 2 points | The condition requires some effort to dismiss. This may require a concerted effort requiring specific elements or items, rituals, or more direct use of Sorcery, Invocation, or the defensive use of the Pattern or Logrus. Lesser-powered efforts may take more time. The magician that created the condition must take a while to dismiss it, equivalent to 1 hour per point the condition’s cost. |
| Difficult to Dismiss | 4 points | The condition is extraordinarily difficult to dismiss, requiring defensive use of the Pattern or Logrus, a risky and/or involved spell, or significant effort using another power. Dismissing it may also require the subject to be in a specially consecrated place, or require the expenditure or use of a powerful magic substance, item, or artifact. The magician must spend a full day per point spent on the condition in order to dismiss it. |

*Duration* This affects how long the condition is in effect. Once all of the qualities have been determined, the desired duration is selected and the point is multiplied.

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| --- | --- | --- |
| Quality | Multiplier | Description |
| Temporary | x1 point | The condition lasts a proscribed span of time, measured in days or weeks at the most, or until dispelled. |
| Short-Lived | x2 points | The condition lasts a period of time spanning months up to a ten years, or until dispelled. |
| Lifelong | x3 points | The condition lasts decades, or until dispelled. |
| Generational | x4 points | The condition will last centuries, or until dispelled. If it is bestowed upon a living subject, it will pass along the subject’s bloodline to any and all offspring, through at least two additional generations. |
| Eternal | x5 points | The condition lasts for eternity, or until dispelled. If it is cast upon a living being it will continue affecting all members of the subject’s bloodline until that bloodline ends. |

**4 Conjuration**

Conjuration is the power to magically create items or creatures. It can also be used to empower people, places, or things. It is using magic to mould and reshape Shadow, and give that Shadow a bit of power.

Many of the details of Conjuration relate to putting together items, players will need to refer to the Item Creation Section of the Amber rulebook, for specific information.

Conjuration does not require Sorcery. However, in order to use spells with Conjuration, the conjuring character will need to have Sorcery.

**Basic Conjuration (5 points)**

Using the magical forces of a particular Shadow, the Conjurer can quickly create or alter almost any mundane item or creature they desire. It is a simple matter to create food or drink or items such as coins or ropes or a ordinary living creature such as a horse. These objects can usually be created in mere minutes depending upon the number and complexity of the items to be created, the power and skill of the Conjurer, and the ease of working magic in the world.

**Conjure Shadow Shape (5 points; requires Basic Conjuration)**

Using the stuff of a particular Shadow, the Conjurer can build an artifact or creature using the Creature and Artifact Creation Worksheet details at pp66-72 of the Amber rulebook. The process is fairly quick, needing only about an hour, but the conjured item or creature exists only in the Shadow of its creation, and quickly fades away depending on the amount of magic in the Shadow (six hours with low magic, days with high levels of magic). Conjuration is incompatible with Pattern (though not Logrus).

**Empowerment (5 points: requires Conjure Shadow Shape)**

The conjurer temporarily implants some magical power into some mundane object or creature. The basic preparation of the subject takes about thirty minutes, which defines the target and opens it up for change. Referring to the Creature and Artifact Creation Worksheet, empowering each point of a quality extend the total time needed by another ten minutes, and each point of power takes another hour. The multipliers, for quantity and form, apply to the total casting time.

**Complex Conjuration (5 points; requires Empowerment)**

The ability to conjure magic items or living creatures, using the Creature and Artifact Creation Worksheet. The total point cost for each item represents the amount of time, in hours, needed for conjuration of the desired item. Such items will lose their power if moved from the Shadow of their creation.

**5 Cantrips/ Power Words**

Usual rules apply: 5 points for the basic ability which gives you 5 cantrips/ power words, and 1 point for each one thereafter. Rather than the power words in the original Amber rule book, the following 22 are available:

***Charm*** (“Canto!”). This creates a minor and temporary enchantment upon an item or being. The enchantment has little effect other than to make the thing appear magical to senses capable of detecting magic energy, though it can be used to enchant an item or being for a spell or ritual requiring a magical object or being. The larger the being, the shorter the effects of this cantrip last, and conversely, the smaller, the more the cantrip remains in effect.

***Clarity*** (“Colo!”).This cantrip provides a moment of intellectual clarity, when otherwise confused, dazed, or befuddled. It is useful against drunkenness, magical confusion, or any condition that hinders rational thought. It lasts only a few moments, before the original state returns.

***Dampen*** (“Opprimo!”). This cantrip allows your character to cause an existing process to momentarily dampen or falter in intensity, despite normal behaviour. It might cause a flame to gutter, or electrical current to suddenly ebb.

***Dim*** (“Caligo!”). This cantrip dims the light in an area momentarily, causing shadows to deepen and any available light source to become faint to feeble.

***Glitch*** (“Dirimo!”). When directed at a technological device with moving parts, such as an electrical engine, a computer, telephone, etc. this cantrip will create a momentary malfunction, causing it to fail to work momentarily. An electronic signal will become garbled, a circuit will fail to be completed, etc. For a larger device, the cantrip will merely cause a sputter or quick failure of function, but a smaller item might completely seize up and need to be rebooted, etc. This condition is not permanent and goes away after a few moments.

***Grasp*** (“Capio”). Usually accompanied by a physical motion with a hand, this cantrip gives a slight physical shove or tug to the targeted item, structure, or living being. It is not enough to push a target over, but could potentially cause the subject to lose balance in a chaotic situation, or it could potentially knock something out of a target’s hands if it is being held loosely.

***Invigorate*** (“Roboro”). This cantrip gives a quick charge of energy to another living being, almost like a metaphysical shot of adrenaline. In game terms, it represents a sudden burst of Endurance, enough to jump up one rank for a few seconds. The amount of energy given is enough to potentially re-start the heart of a dying character or give someone a bit of vitality when fatigue has set in. It can’t offset wounds, or bring the dead back to life, but the sudden surge of life-force might confuse a zombie or momentarily quench the appetite of a hungry entity like an Erebus (page 146) or other energy vampire.

***Jam*** (“Haesito!”).When directed at a door lock, a hinge, gears, or anything with interlocking components or pieces that move 1 against one another, this cantrip causes them to inexplicably slip and become jammed. This might temporarily cause a crossbow or pistol to jam, a door-lock to freeze, a winch to suddenly stick, etc. The effect lasts only a second or two, and does not do any permanent damage to the targeted item.

***Loosen*** (“Explico!”). The Loosen cantrip causes any knot, buckle, or fastener to become loose for a moment, allowing someone to take advantage of the interval and untie or otherwise unfasten it. The cantrip can apply to something as abstract as a pulley or fan belt, or a rope tied around your character’s hands. It won’t completely unravel anything or completely cause it to become undone, but will give a slight window of opportunity to pull the fastening loose.

***Mana*** (“Animus!”). This cantrip creates a sudden pool of mana, or magical energy, that can be used to boost another spell or magical power.

***Numb*** (“Rigeo!”). In the rare occasion that your character is expecting to experience pain, the Numb cantrip causes a momentarily dulling of sensation to a particular body part. Uses might include dulling the area before cutting into an area for battlefield surgery, or lessening the pain impact before it hits. While this cantrip doesn’t prevent damage or boost the target’s Endurance, it will help resist side effects of a sudden painful injury, letting the target go without yelling or flinching.

***Flare*** (“Clareo!”). Useful for quick illumination of an area, the Flare cantrip offers a momentary burst of dazzling light, enough to fully illuminate a small or medium space. Flare lasts for a few seconds, then fades rapidly. The light can come in a variety of colours or intensities, but it is not bright enough to do much more than temporarily surprise an attacker. Many magicians customize this power to create signature uses, with a particular pattern or colour to the illumination.

***Focus*** (“Conligo!”). This cantrip quickens the spirit of the caster, giving them a sudden surge of Psyche. This can possibly tilt the balance for evenly- or closely-matched contests of Psyche, or if well-timed, can help provide extra protection against an incoming psychic assault.

***Foul*** (“Inquino!”). This cantrip will cause the subject to become inedible or otherwise impure and unusable, whether it be food or drink, a chemical substance, or even a medicine. It will curdle milk, taint water, and cause fresh food to spoil. It can also desecrate sacred substances like holy water, and even cause poison to lose its efficacy.

***Fracture*** (“Fatisco!”). Fracture allows your character to cause a sudden weakness or flaw in a physical item or object, whether it be a window to be cracked, a glass to be shattered, a door-frame to splinter, or a rope to fray, but not a creature.

***Open*** (“Aperire!”). This cantrip can temporarily open any non-magical lock.

***Paralyse*** (“Con-gelo!”). This cantrip freezes the subject for a moment in their tracks, causing a non-painful paralysis that lasts but a second. This paralysis is not mental, and the target will be conscious throughout the momentary paralysis, but physically unable to act. This is a powerful cantrip when used in the midst of combat, and can cause an attacker to miss a blow, or a defender’s parry to go awry.

***Reveal*** (“Acclaro!”). This cantrip reveals the reality behind an illusionary appearance for a moment, pulling aside illusions, holograms, or other immaterial means of changing the way something looks. The caster’s Psyche is important: the higher the Psyche the more profoundly the illusion is stripped away.

***Quicken*** (“Propero!”). This cantrip causes any physical motion the caster is performing to speed up momentarily, whether running, dodging, or attempting any feat of eye-hand coordination where speed is crucial. The caster’s perception also speeds up momentarily, allowing full control over this physical motion while the cantrip is in effect. This could be used to win a close race at the final moments, speed a reaction, etc.

***Shut*** (“Claudo!”). This cantrip causes an open lock to close and lock, or an open door, drawer, chest etc to close.

***Stun*** (“Sopio!”). This cantrip causes a momentary sense of confusion, befuddlement, or even vertigo in the targeted foe, causing the target to lose a train of thought or botch any complex action being attempted. It is not harmful, little more than the psychic equivalent of an involuntary sneeze, but can often disrupt a critical process or action.

***Sureness*** (“Caveo!”). This cantrip allows for a slight improvement of eye/hand coordination, allowing your character to perform a physical action with more accuracy. It might make a single weapon strike slightly more precise, guiding it through armour joints or a slit in a helmet, or the caster could use it to win at darts.

***Surge*** (“Acuo!”). This cantrip allows your character to cause an existing process to suddenly surge, or increase in intensity, despite normal controls or limitations. It lasts for only a second or two, and has no effect on the overall duration or magnitude of the process. Surge can cause a campfire to suddenly flare larger, a lightbulb to suddenly brighten, a horn to grow louder for a moment, or electric current to suddenly increase by a noticeable amount.

**6 Empathy**

**Introduction**

Empathy is a type of mind-based magic. It is concerned primarily with mental communication and sensing.

Users of Empathy are called Empaths. Empaths have a variety of abilities relating to the mind: they can sense the minds of others from great distances, read surface thoughts, communicate telepathically, judge others’ degrees of Psyche, and even mask their own Psyches, hiding from psychic detection. Empaths can mask pain or shift it away from others, and can speed the healing process. Furthermore, Empaths can dominate weak minds, rendering them open to suggestion. Vastly weaker opponents can be paralyzed physically or mentally. Empathy comes with dangers, though, and should be used judiciously. Opening one’s mind with another and forming an empathic link is a two-way street: a bridge between minds might turn into an avenue for an assault into the Empath’s own mind.

The first and foremost Attribute for Empathy is Psyche. As with all powers that depend upon manipulation of magic energy (whether originating from the user or some focal point), Psyche is the dominant Attribute. Some abilities that the Psyche Attribute confers can even be viewed as untrained aspects of Empathy.

For long-term use of Empathy or extensive use of its healing capabilities, Endurance is a useful support Attribute, and will help offset any ill effects from an empathic link with a wounded mind.

To use Empathy, an Empath must become open and receptive to the flow of psychic (and magical) energies in the immediate area. This has the unfortunate effect of becoming potentially susceptible to these influences, exposing the Empath’s mind to the presence of other psychically- powerful beings or conditions that might attempt a psychic or magic assault.

When an Empath is using this power and unexpectedly encounters a hostile mind, that potential enemy can use the opportunity to immediately attempt a psychic attack. If the hostile mind acts quickly enough, this attack can come before the Empath can raise any psychic defences. If the Empath is not attacked in that initial moment of psychic contact, however, the chance is lost and the Empath is aware of the other psychic presence and can act defensively against it. If such a conflict occurs and there is a question about who acts first between the Empath and the potential attacker, superiority in Psyche should be the determining factor, with Warfare as a potential secondary influence.

Similarly, using Empathy on another character leaves the mental “doors” wide open for a magic-based or Trump-based attack, whether in the form of cantrips, racked spell or Trump contact. Since an established empathic link is a two-way street, these sorts of magic attacks can be made from either party and will almost always succeed (or at least strike the subject), unless there is some interference or an alternate means of defence is in place.

**Abilities and Costs**

Like a traditional psychic contact, an Empath can create a psychic link between two or more creatures. This link can be created by touch or over a greater distance. Contact by touch does not have to be as close as skin-to-skin, but the more unobstructed by clothing or armour the better.

***The range for distance is line-of-sight or through psychic means***. Empathic links over greater distances, or for otherwise unseen characters, is possible through the use of Trumps, magic, or other magical means of vision, provided the image the Empath receives is an actual representation of the character concurrent with the attempted empathic ink. For example, a live feed depiction of the intended subject would work, while a recorded image would not.

The empathic link is different from a simple use of Psyche to attempt a psychic contact, as it is more a passive ability. Using Psyche to open a mind up for psychic contact is (usually) an active manipulation of Psyche: literally forcing a contact, feeling outward with one’s will and turning attention upon the subject’s Psyche, which will either resist or allow the contact. Empathic links, however, work in the opposite fashion, opening the Empath to psychic emanations from another character or creature. The specific Psyche the Empath desires contact with is then “tuned in,” akin to finding a radio station, adjusting the reception until the clearest signal possible has been achieved. As such, creating an empathic link does not usually instigate a psychic conflict, depending on the Psyche strength of the subject.

***Sensing Psyche (costs 2 points)***

Rather than “tuning in” to a specific Psyche, an Empath may instead attempt to locate other psychic presences (living beings or even sentient items of power) in the same manner, opening the Empath up to any nearby psychic presences. The higher the Psyche, the easier it will be to spot. Artifacts or creatures with the Psychic Defence quality will more-than-likely negate this ability. Distant psychic presences will be faint, corresponding with their relative strength, so a distant-but-powerful Psyche might read stronger than a close- but-faint Psyche. Empaths are usually able to distinguish one from another and to gauge relative distances.

***Aura Sense (costs 3 points; requires Sensing Psyche)***

Empaths can recognize and identify beings by their psychic auras, even if they are disguised, invisible, or otherwise unseen. The Empath must have encountered the being sometime prior, and must have been paying enough attention to get a psychic “feel” of them. The Empath must be in a state receptive to perceiving psychic auras, and must also be within sight of the being to be recognized. Psychic auras that are especially well-known to the Empath will jump out immediately, while hidden or less-familiar ones will take a moment or two to sort out.

Alternately, an Empath with the Trump ability can spend several minutes studying a Trump and can gain the same sense of familiarity with the subject, without actual direct experience of them. This allows the Empath to immediately recognize the subject of a Trump so studied, despite having had no prior experience of them, and will have a general “feel” for the subject’s personality as represented in the Icon.

***Sending (costs 5 points; requires Aura Sense)***

Via line-of-sight the Empath can project simple messages or emotional states to the subject through an empathic link. These messages or emotional states must be relatively short and simple to understand, defined by the Empath in a few words. The recipient will hear this message as a little voice in the back of the mind. Sending messages through an undetected empathic link might even make the subject believe they came from within, such as a conscience or their own thoughts.

***Psychic Neutral (costs 5 points; requires Aura Sense)***

Each living being gives off a psychic aura, and with this ability, the Empath can attune their own psychic aura to the surrounding area, rendering it nearly impossible to detect except by high- Ranking Psyches. The Empath’s aura is not nullified or rendered invisible, but instead becomes camouflaged and indistinguishable from the psychic energies within the Empath’s surrounding environment, akin to a psychic chameleon. Trying to detect the Empath by looking for a “blank spot” in the psychic environment is fruitless, as the Empath blends in perfectly with whatever latent psychic energies are in the vicinity. In an area with no residual psychic or magic energies, the Empath becomes nigh-unto-undetectable.

Psychic Neutral characters are also considered out of contact for Trump communication or other spells or powers requiring psychic contact. While Psychic Neutral, the character cannot attempt other Empathy abilities requiring an empathic link, use cantrips or spells, communicate via Trumps, or use any Artifact or Creature psychically. Any attempt to do any of these activities results in the Empath “uncloaking,” and becoming visible to anyone searching using psychic means.

***Item Reading (costs 5 points; requires Aura Sense)***

Empaths can sometimes even get a psychic trace off an inanimate object. Clothing or personal items belonging to other characters might carry some lingering psychic imprint, depending on how long the item was owned and the frequency of its use. Something a character owned for years or used frequently would have a strong psychic imprint, while something used fleetingly or only briefly possessed may not have much of an imprint at all. Similarly, an item that was used in an especially emotional fashion, or during a powerful emotional event, may become charged with the psychic state of the owner at the time of its use. For example, a murder weapon might carry a psychic imprint of anger (or satisfaction), and a discarded love letter may carry the psychic trace of anguish (or anger).

***Danger Sense (costs 5 points; requires Aura Sense)***

An Empath is able to detect immediate threats to their person, either latent threats in an environment (“That bridge will collapse if I walk across it!”) or those relating to actual intent (“That woman readies a poisoned dagger to thrust into my back.”). This is a focused ability, not a latent one, and the Empath must be actively scanning an area for threats. The intensity of the sense and the specific information of the threat is dependent upon the intensity of the danger posted to the Empath: a threat that is nonspecific and not certain will provoke a vague sense, while an impassioned and direct threat will create a vivid image within the Empath’s mind. The range is limited to the Empath’s immediate vicinity. Someone of sufficient Psyche or possessing some form of psychic shielding can potentially avoid detection, based on relative Psyche and the nature of the shielding.

***Sensing Thoughts (costs 5 points; requires Aura Sense)***

Once an empathic link is established, it is easy for the Empath to determine the subject’s surface thoughts: a non-obtrusive reading far subtler than Psyche-based mental probing. To use this ability, an Empath must create an empathic link, and then quiet their own mind until they can “feel” the linked subject’s surface thoughts. This sensing also provides a clear view of the subject’s general physical or emotional state. Those beings with a Psyche greater than the Empath might detect and resist the psychic presence of the sensing Empath.

***Mind Probe (costs 5 points; requires Sensing Thoughts)***

An Empath can probe the mind of a connected subject, gaining a specific sense of the subject’s emotional state and/or thought processes. This is a one-way ability, allowing the Empath to search the mind of the subject, not two-way mind-to-mind communication. This ability is obvious to the subject even if it only possesses a rudimentary intelligence; and those with a Psyche of Amber level of higher can attempt to resist. Empathic probes are automatic when the subject is willing. If the subject wishes to resist, the Empath must succeed in a psychic conflict. If the Empath loses the Psychic battle, the empathic link ends.

***Mind Reading (costs 5 points; requires Mind Probe)***

With a successful, non-resisted psychic link (which includes both willing subjects and those whom the Empath overcame in a psychic combat), an Empath can read a subject’s mind fully, rooting through memories, thoughts, emotions, and even the subconscious mind. This level of mind reading even allows the Empath to potentially discover forgotten details or aspects the subject may have not been completely aware of. This requires close proximity (touching) to be fully effective, and is very obvious to the subject whose mind is being read, no matter how much intelligence or psychic ability possessed.

If the subject wishes, sections of memory can be partitioned off as “closed,” but these will be obvious to the Empath, and are essentially a psychic version of a “Keep Out” sign. If the Empath chooses to intrude into these sections of thought or memory, the subject can initiate a psychic conflict to evict the Empath.

**7 Psionics**

Psionics is divided into six different disciplines and each discipline has three levels. You do not have to complete one school before you start another school. Indeed, you could take the first level in all six disciplines if you wish without completing a single one.

Each level costs 5 points, and you must take the three levels in a discipline in order, starting with level 1. So a level 2 power requires you to have already achieved level 1 in that discipline, and, likewise, level 3 requires you to have already achieved levels 1 and 2.

Thus, for example, if you spent 30 points, you might take level 1 in all 6 disciplines, or, perhaps, the first two levels of three different disciplines, or, maybe, the first two levels of one, three levels of another, and one of a third and so on. The minimum you can spend is, therefore, 5 points, and the maximum is 90 points. There is no other limit on spending points other than what is available to you in the game.

Psionics is driven by Psyche, which determines how effective your use of this power is, and Endurance is also important because it determines how quickly you tire from using the power, and how easily you recover.

The six disciplines are listed here in short, and below that list are descriptions of each level.

Telepathy

1. Empathic link
2. Converse mentally
3. Mind read

Telekinesis

1. Binding (stopping an object moving)
2. Levitating (lifting an object vertically)
3. Manoeuvring (deflecting/ moving an object laterally)

Teleportation (within Shadow only)

1. Flash step (short distances)
2. Empathic teleportation (to well-known person(s))
3. Spatial teleportation (to known destination)

Energy manipulation

1. Absorb energy
2. Create energy
3. Negate energy

Psionic defence

1. Psychic shield
2. Physical shield
3. Shield against elements

Psionic healing

1. Mental healing
2. Physical healing
3. Regeneration

**A Telepathy**

1. ***Empathic link***

An empathic link can create a psychic link between two or more characters. This link can be created by touch or over a greater distance. Contact by touch does not have to be as close as skin-to-skin, but the more unobstructed by clothing or armour the better. It is important to understand that this link is an empathic one and does not permit direct communication. Rather it enables the feelings or the target’s mental state to be recognised, such as fear, panic, calm etc. It may also allow a sense of truth to be determined if the Psyche of the telepath is significantly higher than the target. This is a one-way ability only.

The range for distance is line-of-sight or through psychic means. Empathic links over greater distances, or for otherwise unseen characters, is possible only through the use of Icons, magic, or other magical means of vision, provided the image the received is an actual representation of the character concurrent with the attempted link. For example, a live feed depiction of the intended subject could work, while a recorded image could not.

1. ***Converse mentally***

This requires an empathic link to be created as above, and then allows full two-way mental communication between the telepath and those in the link. Communication between those linked is only possible through the telepath. Communication by this means takes the same time as normal spoken conversation.

1. ***Mind read***

With a successful, non-resisted psychic link (which includes both willing subjects and those whom the telepath overcame in a psychic combat), a telepath can read a subject’s mind fully, rooting through memories, thoughts, emotions, and even the subconscious mind. This level of mind reading even allows the telepath to potentially discover forgotten details or aspects the subject may have not been completely aware of. This requires close proximity (touching) to be fully effective, and is very obvious to the subject whose mind is being read, no matter how much psychic ability possessed.

If the target wishes, they can partition off sections of their memory as “closed,” but these will be obvious to the telepath, and are essentially a psychic version of a “Keep Out” sign. If the telepath chooses to intrude into these sections of thought or memory, the target could initiate a psychic conflict to try to defend these thoughts and evict the telepath.

**B Telekinesis**

1. ***Binding (stopping an object moving)***

This ability allows the user to stop objects from moving normally, and possibly freezing them in one place. The object must be visible to the user. The size and weight of object depends on the user’s Psyche and works instantaneously. For example, thrown weapons could be slowed or stopped in mid-flight. This power does not enable the user to manipulate the objects once they have been controlled in this way, except in the normal way by touching them physically.

1. ***Levitating (lifting an object vertically)***

This ability allows the user to lift objects up and down, and holding them in place off the ground. The object must be visible to the user. As usual, the size and weight, and the speed at which they can be moved depends on the user’s Psyche. It could even be extended to lifting or lowering a willing creature, but an unwilling creature could resist this by a successful psychic conflict.

1. ***Manoeuvring (deflecting/ moving an object laterally)***

This ability allows the user to manipulate objects in any direction. The object must be visible to the user, and the size and weight of object that can be moved in this way depends on the user’s Psyche.

**C Teleportation (within the same Shadow only)**

1. Flash step (short distances)

This ability allows the teleporter to travel a short distance through the medium of the Shadow in which they are currently situated to a place nearby within line-of-sight. The teleporter Is able to transfer themselves, plus any possessions that they may be wearing or holding, and arrive safely at the designated destination. It does not enable them to carry another living creature.

The maximum distance that they can travel by this means depends on their Psyche, but would typically be to a place that they can see and is within 100 feet or so, and the target position must be specified.

1. Empathic teleportation (to well-known person(s))

This ability allows the teleporter to travel a longer distance through the medium of the Shadow in which they are currently situated, to someone else, provided that they know the rough location of that person and they know them reasonably well. Prior to their arrival, the target person receives a warning rather like but distinguishable from an Icon call where the caller is recognised in advance, and the target can resist the teleportation attempt if they win a Psyche battle. However, if they chose not to resist the teleportation attempt, it carries out with a similar effect as pulling someone through an Icon contact.

The distance that can be travelled with this ability depends on the teleporter’s Psyche, but could potentially be to someone anywhere on the same Gossamer world.

1. Spatial teleportation (to known destination)

This ability allows the teleporter to travel a longer distance through the medium of the Shadow in which they are currently situated, provided that they know the location of a place they know reasonably well.

The distance that can be travelled with this ability depends on the teleporter’s Psyche, but could potentially be to a place they know anywhere on the same Shadow.

**D Energy manipulation** (fire, electricity, heat, cold)

1. ***Absorb energy***

This enables the user to absorb various forms of energy into their body without harm. This may be done from a source, or from energy directed at them. The energy absorbed can be used to maintain Endurance for longer, or be stored within the body to be used to power abilities 2 and 3 in this discipline. The amount of energy that can be absorbed and stored is not infinite before it starts to cause damage, and is dependent on the Psyche and Endurance of the user.

1. ***Create energy***

The user can release stored energy as bolts, blasts, rays etc. that can affect targets from slightly singeing them, to knocking them over, to completely overwhelming them. Again the strength of this ability depends on the user’s Psyche, and the amount of defence of various kinds the target has. Pattern and Logrus would be particularly resistant to damage in this way.

1. ***Negate energy***

The user can negate any energy-based attacks and, therefore, ignore their effects. In addition they can choose to dampen down sources of energy, or even negate them altogether, either for a time, or, if they have sufficient Psyche, for good, or at least until someone restores the original or a new supply.

**E Psionic defence**

1. ***Psychic shield***

The user can make themselves ‘invisible’ to any psychic contact, including the use of Icons. Further, they can bring up their shield when psychically attacked. It requires a high-ranking Psyche to break through such a barrier. In effect, the shield is like the cantrip Focus, which gives a short-lived burst of Psyche, but is able to be made to last longer. The length of time the shield can be made to last depends on Psyche and Endurance.

1. ***Physical shield***

This ability enables the user to protect their body from physical attacks by creating an invisible barrier between the user and the attacker. Weapon attacks, including hand-held weapons, and ranged weapons such as arrows or even bullets could be blocked in this way. Weapons more powerful than those having the double damage quality (such as deadly damage) would only be partial blocked by this means. Energy weapons would not be blocked at all (this would require Energy Manipulation skills above).

1. ***Shield against elements***

This enables the user to protect themselves in environments where they would otherwise be seriously damaged or even die. This means that a user could protect themselves against the effects of being in, say, a burning building, underwater, hurricane force winds, or, even, being buried alive. It would not protect them when no element exists, such as in a vacuum. The length of time that this ability can be sustained very much depends on the user’s Endurance.

**F Psionic healing**

1. ***Mental healing***

This ability enables the user to heal others of mental disorders and other forms of mental trauma, and reverse the effects of mental tampering, including mind control and memory loss. This ability does not enable the healer to heal themselves. The ability can also be used to relieve mental exhaustion among others but, again, not themselves.

1. ***Physical healing***

This can be used to heal creatures, including the healer, of injury, disease, wounds, even broken bones as long as the target is still alive. The amount of time taken will vary according to the severity of the damage, and broken bones may take several days of regular treatment, but simple wounds may take only a minute or so.

1. ***Regeneration***

This ability can be used to restore limbs, organs etc.. But it is not a quick process and may take a significant amount of regular treatment over several weeks. Provided the patient is alive, pretty much anything can be regenerated in this way, but it will not bring someone back from the dead. This treatment will also be effective on the healer if necessary.

**8 Scrying**

Scrying is the art of looking into a specially prepared magical object in one place and using another reflective surface elsewhere as a scrying device to observe distant people and places, even across the vast gulf of Shadows.

The magical object used for gazing into, called a Medium, is unique to the Scryer. Each Scryer has their own preferred Medium. The most common objects used are reflective, translucent, or luminescent substances such as crystals, stones, mirrors, glass, water, fire, or smoke. The Medium could be small and portable like a hand mirror or it could be stationary or even permanent like a special hearth or a reflecting pool or pond.

The Medium is used to link to related objects or substances elsewhere which are used as scrying devices. The devices must be of the same nature as the Medium. A Scryer with a magic mirror as their Medium will only be able to use mirrors as scrying devices. However, he or she will be able to link to any type of mirror, regardless of size or design, be they handheld mirrors, large wall-hanging mirrors, or even the rear-view mirror in a vehicle. One who uses a magical flame as a Medium might link to torches, a bonfire, or even the flames of a burning building.

The way a Scryer uses their abilities is dependent upon their Medium and their own personal methods. A Scryer with a seeing stone or crystal ball may simply concentrate on it and see the visions or they may need to first go into a trance. A Scryer with a magic mirror may say a ritual before using the mirror. Scryers who favour fires may have to stoke the fire and get it to a specific size before searching it for visions in the flames or the embers. Those who use water may submerge their faces into bowls of water or drop pebbles into a pool or pond and seek visions as the ripples clear. Scrying is a very personal power and the method a Scryer uses differs from person to person.

When creating a Scryer, the player must determine the nature of their Medium. They should work with the GM to establish what objects and substances may be used as scrying devices.

As the Medium is so important to a Scryer, it is often given abilities above and beyond its nature as a scrying device. Portable Media are often given Damage Resistance qualities or may include cantrip use or spell storing. Larger or more permanent or stationary Media are often guarded. Characters may use the Artifacts & Creatures system to add qualities or powers to their Medium (to a maximum of 4 points).

A note on size: There is no metaphysical advantage to creating a large stationary Medium rather than a small, portable Medium. Both function equally well magically. The difference lies in portability, defensibility, and size of viewing surface. A modern earth analog is screen size. A Scryer using a hand mirror Medium to link to a full length mirror will see everything reflected in the larger mirror on a smaller screen. It might be comparable to watching a wide-screen film on your cell phone. The full image will be made to fit the “screen,” but details and clarity may be lost. Therefore, a Scryer using a large mirror as a Medium will have a large “screen” to view whatever they observe through the linked device.

Psyche is essential for powering the rituals and enchantments used in creating and utilizing the magical Medium. The greater the Psyche, the greater control the Scryer will have. This manifests as greater range, clarity, and adding more power for the many abilities of a Scryer. The greater Endurance a Scryer has, the longer they can continue to use their Medium.

The primary weakness of Scrying is that it requires a Medium personally created by the Scryer. This Medium could be lost, stolen, or destroyed. Because of the connection between a Scryer and their Medium, a Medium may be used against a Scryer. If the Medium falls into enemy hands, it may be used to initiate psychic contact or combat with the Scryer. Scryers will often add defences to their Medium using the Artifacts & Creatures system to minimize these risks.

The Medium must link to another related item or substance which is used as the scrying device. These generally need to be stationary and may not be part of another being. When Media are actively linked to a device, if one is broken, either physically or magically, both may be destroyed. The Medium may have to be replaced or merely enchanted again depending upon its nature.

The view provided by the scrying device is “fixed.” The Scryer may only see in their Medium what is directly observed or reflected in the linked scrying device. He or she cannot change the angle of the view without changing to a different scrying device. Think of the device as a stationary camera rather than a mobile camera.

Covering Media and scrying devices or keeping them in darkness are very effective ways of to prevent Scrying. With no light, contact is impossible.

The distance between Media and the scrying device is limited by the Psyche of the Scryer. The time it takes to establish a new link between Media and a scrying device is dependent on where the target device is located relative to the Scryer.

Scrying is divided into a number of talents, each costing 5 points. The minimum that can be spent to begin Scrying is 10 points and this must include Create Media. Scrying abilities, at this level, covers a total of 30 points. Some abilities require the scryer to have obtained other talents previously. Talents are described below:

**Abilities and Costs**

**Create Medium (5 Points; required for all other Scrying abilities)**

Scryers must select and empower a Medium, a magical item to use in their craft. As described above, the Medium can take many forms. The initial rituals and empowerments necessary to prepare a Medium takes roughly two days. This process must be uninterrupted and requires considerable concentration. Care should be taken in selecting a Medium as it will only link with objects or substances of a similar nature; mirror to mirror, fire to fire, water to water, etc. Scryers may possess more than one Medium device.

**Recognizing Other Media & Devices (5 Points; requires Create Medium)**

Scryers are able to instinctively recognize any item that is a Medium, and sense the identity of the being it is linked to. For this reason, many Scryers take great care to keep their Media safe and unusable until they need them. Some have been known to give their Medium alternate forms to prevent its use against them. A Scryer may also recognize if something has been used as a scrying device though she will not get a sense of the identity of the Scryer who used the device. The Scryer must consciously search for a connection, active, passive, or past. If successful in the equivalent of a Psyche contest, the Scryer will be able to determine that something is in use or has been used as a scrying device.

**Blocking or Disabling the Medium (5 Points; requires Recognizing Other Media & Devices)**

A Scryer can sense when contact is being attempted through their personal Medium. A Scryer is able to block their own Medium from scrying attempts by other Scryers. This is done by simply blocking the use of the Medium with Psyche. Contact with the Medium then cannot be established without overcoming the blocker in Psychic combat. Blocking requires the Scryer to be actively engaged and requires her full psychic attention. While blocking, the Scryer may not engage in other activities related to Psyche such as using cantrips or casting spells or the like. The Scryer may also choose to disable her own Medium at any time so long as it is in her presence. She will not be able to use it again as a Medium until she successfully completes the rituals and empowerments necessary to create another Medium. Because of their nature, once they have been disabled, some Media may never function properly again, if at all. Most Scryers view disabling their Medium as an option of last resort.

**Divination (5 Points; requires Create Medium)**

A Scryer may choose to concentrate upon their Medium and command it to show a brief vision of another time. The Scryer has no control of what the Medium will display. It may be a vision of the past or of a possible future. The Medium usually shows fragments or small clues rather than a complete set of images.

The Medium sometimes displays such images without command or warning. These visions tend to be signs or portents of doom or fortune that may come to pass or of one that has already occurred.

The use of this ability does not require the Medium be linked to a distant scrying device.

**Spying (5 Points; requires Create Media)**

The Scryer may use their Medium to turn their gaze elsewhere and see through a related item or substance which he or she uses as a scrying device. For example, a Scryer in one place may look into their Medium, place. The Scryer must have a target locale or person in mind and there must be a related substance or object there to act as a device to scry through. Knowledge of the target is key. The greater the knowledge and familiarity the Scryer has with the area to be spied upon, the greater his or her chance of success. Firsthand knowledge is ideal and a good and reliable description may be sufficient. Using a rough sketch or the like is possible, but not consistently reliable. Spying without proper knowledge of the target is time-consuming and unreliable at best. If successful, the Scryer can see only what is reflected or in view of the linked surface, but can hear any conversations as though they were present. The Scryer should choose their targets carefully as characters with high Psyches, and creatures or artifacts with Danger Sensitivity or Extraordinary Psychic Sense may detect that they are being spied upon. Magical means of observation such as certain spells may also detect such spying or that something has been used as a scrying device.

**Passive Spying (5 Points; requires Spying)**

Scryers may also choose to create special dedicated Media to passively spy upon a person or place, using the same rules described above for creating Media. Once created and the connection established, it stays operational unless something happens to it – the link does not have to be recreated. This form of scrying does not require a Psyche connection and cannot be detected by normal means, only by extremely high Psyche, special magical defences, or certain other powers. If the target being or locale undergoes a magical purification process, disenchantment, or some use of a great power, the connection will be instantly disrupted. The Medium will have to be empowered again and once that is accomplished, the Scryer may attempt once more to establish a Psychic “ x” on the target being or locale and resume passive scrying.

**Timing Considerations**

***Establishing Initial Connection:***

This is the rough time it takes to initially locate and make the mental connection with the target device and magically transform it into a scrying device.

Target device is in same Shadow as the Scryer: 1 hour

Target device is in any nearby Shadow: 12 hours

Target device is in any distant Shadow: 1 day

Link to an Additional Device in same Location:

The Scryer may wish to link to multiple devices, but each device must be linked separately. Once the link between Medium and device is created, the Scryer may link to another device in the same general area in half the time it took to make the initial connection.

Target device is in same Shadow as the Scryer and another device: 30 minutes

Target device is in any nearby Shadow as the Scryer and another device: 6 hours

Target device is in any Shadow and another device: 12 hours

***Reconnect to an Established Device:***

Each time the Scryer wishes to view a particular device, he or she must reconnect with it. This is much faster than creating the initial link.

Target device is in same Shadow as the Scryer: 5 minutes

Target device is in a nearby Shadow to the Scryer: 1 hour

Target device is in any Shadow: 2 hours.

If the device is moved from the locale when the device is not in use, the link may maintain, but now provide a view of its new location, or the link may break depending on the Psyche and Stuff of the Scryer. If the device is damaged, broken, or magically altered in some way, the Scryer will have to re-establish the link as though it were a new device.

**9 Shape-Shifting**

**Favoured Attributes for Shape Shifting**

Endurance is the favoured Attribute for Shape Shifting, as transforming requires considerable physical effort (no matter how effortless it may appear). Psyche is also important, enabling the Shape Shifter to maintain a sense of self while in the alternate form. Shape Shifters with less than Amber-level Psyche are liable to lose control when they change, becoming bestial or unthinking, or having their personalities change dramatically to that of the new form. Higher Ranks in Psyche allow the Shape Shifter to retain personality, intelligence, and keep goals consistent between forms.

**Abilities and Costs**

**Alternate Form (10 points)**

The character is limited to a single alternate form, determined when the power is purchased. This alternate form should have some visual element in common with the Shape Shifter, a distinguishing feature or characteristic that remains common in both forms. This can be disguised away, but will revert whenever the Shape Shifter’s concentration wavers, if the Shape Shifter is aware of the distinguishing characteristic at all.

The alternate form is roughly the character’s bodily mass. Though the alternate form can be up to twice the character’s normal size, or it can be as small as a half of the character’s size. For example, a fairly burly humanoid character could Shape Shift into a good-sized bear, and a more petite character could transform into something the size of a large dog. The excess mass is shed or gained as cells multiply, the more in either direction the more taxing on Endurance the transformation is.

It takes roughly a minute for a Shape Shifter to transform from one shape to another; less for forms that are closer to the original shape; and the higher the character’s Endurance, the quicker. The Shape Shifter will remain in the alternate form for as long as desired or until going to sleep, at which point the Shape Shifter’s normal form will reassert itself. In death, the Shape Shifter reverts to their original form.

In some cases, an alternate form may have conditions attached to the transformation, such as an astrological phase, an emotional condition, or some other compulsion. The alternate form may even be lost when those particular conditions are no longer met, or another condition comes to pass. These conditions are either psychological or are unique to the Shadow the character gained the power in. For example, when in the Shadow of their origin, a someone cursed to be a werewolf may only be able to transform during certain phases of the moon, or a mild-mannered scientist may only transform when enraged, though once exposed to other Shadows, they may be able to assume their alternate forms at will, perhaps even in a more desirable and controlled fashion.

**Single Partial Transformation (5 points; requires Alternate Form)**

With practice and concentration, a character with more than one form can transform partway between the normal form and the alternate form in some minor fashion, such as assuming a single limb, eyes, teeth, or growing scales or fur to match the other form. This takes considerable effort and cannot be maintained indefinitely, requiring the Shape Shifter’s utmost concentration. Any parts of the body will gain any special properties the transformed body part may possess, such as claws, night vision, winged flight, etc., within the range of the Shape Shifter’s normal abilities and limitations in that alternate form.

**Multiple Alternate Forms (10 points; requires Alternate Form)**

Most Shape Shifters maintain a repertoire of alternate forms they’re comfortable with. These take less time to shift into, are generally more familiar, and are often the first ones the Shape Shifter will attempt to assume.

***Basic Form***. Every Shape Shifter has a basic form, the body they were born inhabiting, representative of race or species. If a Shape Shifter is inadvertently rendered unconscious or subjected to massive systemic shock, the Shape Shifter returns to this basic form. This is the easiest form for the Shape Shifter to return to when in another form, and is usually the most comfortable. Any magical means of revealing a Shape Shifter’s true form will reveal this basic form. The Shape Shifter does not need to draw on any reserve of Endurance or Psyche to remain in this basic form, and can stay here indefinitely. If the Shape Shifter dies, this is the form they will return to post mortem.

***Animal Form***. Assuming animal forms is a popular starting point for Shape Shifters because of ease of access, proximity, or even a spiritual affinity. For many Shape Shifters it is easy to study animals and learn fine points of their appearance and behaviour, mimicking these perfectly. An animal form transformation is almost as easy to take on as the Shape Shifter’s basic form, especially if the Shape Shifter feels a spiritual affinity for the animal, whether as a totemic relation or as casual as a preference. Claws, scales, feathers, tough hide, carapace, fins, hooves, tails, even wings are all easy to assume, and a character with at least Amber level in Strength will be able to fly. An accomplished Shape Shifter may have a dozen or so familiar animal forms.

**Quickened Healing (5 points; requires Multiple Alternate Forms)**

By concentrating on an injured body part, a Shape Shifter can close open wounds, repair bruised tissue, alleviate contusions, mend broken bones, etc., restoring the body to its unwounded, healthy state. The more complex or severe the injury, the longer it takes: quickly closing a light wound can be done during a brief lull in the midst of combat, but healing a pierced lung or regenerating damaged nerves or broken bones can take minutes or, probably, hours. Similarly, a Shape Shifter can use the power to return to health when sickened, poisoned, diseased, irradiated, etc., though these changes are more subtle and require an amount of time related to the severity of the condition. A hangover, for example, would be relatively quick to deal with, while something as prevalent and serious such as radiation poisoning could take hours or even days to be rid of.

The loss of a significant portion of one’s anatomy, such as an eye or limb, cannot be permanently replaced with Shape Shifting, and will revert to the injured or missing state when the Shape Shifter’s concentration lapses. Endurance governs “true” regeneration, and any forms the Shape Shifter takes in the meantime will have the same missing element or impediment. If the missing body part does not heal, it may become a permanent characteristic.

**Bodily Control (5 points: requires Multiple Alternate Forms)**

The Shape Shifter can use precise control over normal bodily processes and organs to modify them to suit a desired function. Body temperature can be raised or lowered outside normal tolerances, muscles can be made more elastic or hardened, vision improved, heart rate lowered to a near-stop or heightened to flood the body with adrenalin. The nervous system can be suppressed to desensitise the body against pain, allowing the Shape Shifter to act despite agony from wounds. Breathing can be slowed, digestion sped, the contents of the stomach “quarantined” to prevent poison from entering the body, circulation inhibited or shut off to stave off bleeding, and any number of other small internal changes that might not be immediately visible to others.

Additionally, the Shape Shifter’s metabolism can be quickened to hasten the natural healing process, though short bursts are of less use than longer healing efforts, and not as quickly as Quickened Healing above. The Shape Shifter can do these quickly, at a rate based on Endurance. An Amber-ranked Endurance would take a minute or so, and higher ranked Endurance can make these changes almost instantaneous.

**Partial Shape Shift (5 points; requires Multiple Alternate Forms)**

A Shape Shifter is able to change parts of appearance or physical form without transforming the entire body, such as shifting facial features, lengthening ears, growing claws or fangs, cosmetic changes (recoloring skin, hair/fur, eye, hide, scales, etc.), lengthening limbs, growing horns, etc. Flesh is quick to manipulate, while bone takes longer and is more taxing. This can be done quickly and is easier the higher the Shape Shifter’s Endurance. These characteristics will remain as long as desired, or until the Shape Shifter has lost consciousness or suffered trauma sufficient enough to cause complete loss of control.

**Disguise (5 points; requires Partial Shape Shift)**

Shape Shifters can use this power to make minor cosmetic changes to conceal their true identity. These methods include altering height, build, coloration, facial features, hair length, voice, and any other appropriate features. Skin patterning or textures are within the realm of this ability, but specific elements like tattoos or specific scars are sometimes difficult to master, and the relative success is based off the Shape Shifter’s Psyche. This ability cannot be used reliably to replicate another specific being or even a radically different species: it is more a case of the Shape Shifter attempting to look less like oneself. The further from the Shape Shifter’s natural form the disguise is, the more difficult it is to maintain.

**Impromptu Shape Shift (5 points; requires Partial Shape Shift)**

If desired, a Shape Shifter can perform immediate feats of limited Shape Shifting, such as mirroring the face of someone the Shape Shifter is face-to-face with, or even altering body shape while grappling a foe. This type of rapid changing is highly exhausting and requires considerable force of will, draining Endurance and Psyche in proportion to the severity of the change being attempted. Subtle changes, such as extending limbs, etc. are relatively minor, while manifesting new qualities such as slippery skin, glowing eyes, etc. can be more exhausting and are difficult to do while distracted.

**Instinctive Shape Shifting (5 points; requires Impromptu Shape Shift)**

Not all Shape Shifting requires guided or controlled transformation. Shape Shifters are able to let their bodies transform instinctively in response to immediate external stimuli, stresses, or threats. This process must be unconscious and without any deliberate interference from the Shape Shifter, and depending on how rapid or extreme the Shape Shifting is, the Shape Shifter may even lose consciousness or have limited awareness of what their body is actually doing. To use this ability, the player must announce that the Shape Shifter is going into instinctive Shape Shifting, and the gamemaster will dictate what effects this has.

The following are a variety of ways a Shape Shifter’s body could transform entirely by instinct:

* A mortally wounded Shape Shifter will go into near-catatonia, shutting down major functions to devote all energy to recovery and healing. The heart rate slows to less than one beat per minute, breathing becomes almost imperceptible, and brain activity will appear to have flat-lined. This also serves as a form of “playing dead,” making the Shape Shifter seem deceased to all but the most careful scrutiny.
* When poisoned, infected, diseased, or irradiated, the Shape Shifter’s body will attempt to repel any foreign elements, internal systems reconfiguring and rearranging to defend against and/or evict any intrusive toxins. The Shape Shifter may sweat, vomit, or otherwise excrete the toxins until the body is clear. This form of Shape Shifting is extremely taxing to Endurance, and can be mildly disgusting to behold, if not even dangerous to be around should the contagion be still viable and active.
* A Shape Shifter deprived of oxygen will reduce the body’s reliance on oxygen, storing any oxygen already in the body (lungs, blood cells, etc.), and using far less oxygen than normal. This will inevitably send the Shape Shifter into a comatose state to reduce the body’s use of oxygen, so a Shape Shifter wishing to remain conscious may need to fight this reflex.

Other abilities are dependent on circumstances, and should be determined by the gamemaster. An obvious danger of involuntary or instinctual Shape Shifting is that the transformation is out of the Shape Shifter’s control, and may not result in a desired state.

The changes, as well, could go beyond the immediate response required, and send the Shape Shifter’s form along an unwanted line. For example, in a fight, the Shape Shifter may resort to an armoured, clawed form better suited for a scrap, but if wounded severely, the body may resort to bestial behaviour, and a low-Psyche Shape Shifter’s personality may be utterly subsumed in the new form. Rather than seeking medical attention, the out-of-control bestial Shape Shifter might retreat somewhere to lick its wounds, angrily lashing out at any who try to help it. Only through some outside intervention or when it falls asleep will the Shape Shifter gain control.

**10 Sorcery**

I promise that this is simpler in practice than it looks in these rules!

**How Sorcery Works**

Sorcery is essentially a systematized method of evoking raw energy and matter into desired behaviour through enforced will, with the rules being encoded into the words and/or gestures of the spell. Think of spells as complex sets of instructions. Cantrips, which are essentially mini-spells, have only a single function, and require only a basic structure. Sorcery spells, on the other hand, are more complex and powerful, marshalling greater forces, and are hence more difficult to use.

To use a quick analogy, a cantrip is a simple program with two states: on or off, while a Sorcery spell can be as complex as a graphics editing software package, with a myriad of variables and tunable elements. These variables can be the nature and origin of the magic energy to be evoked, any transformation of that energy, any scaling of the level of energy, any modulation or changing of the energy while it is in use, the location of the caster, the location of the target, the nature of the target, the duration the energy will be evoked, the manner by which the spell ends, any safeguards put in place by the caster, and more. There are three reasons Sorcery is not the end-all of powers:

* First is that the psychic convolutions and conditions required to cast a Sorcery spell are so immense, so complex, that a sorcerer can generally hold only one active spell in his head at any given time.
* Second is that because spells are very specific in their application, they are often of less use in all circumstances.
* The third reason is that Sorcery spells take time, requiring several minutes or even hours to assemble and cast.

The solutions to these problems are addressed in Hanging Spells below.

**Hanging Spells**

As noted above, spells are so complex that generally, a sorcerer can only hold one spell in his mind at any given time. The most fundamental means of approaching this problem is to “hang” spells, readying them and placing them in cold storage. Think of it like clothing... you can only wear one coat at a time, but your other coats are in a closet, hanging on hooks or hangers, ready for use when you need them. The ability to hang spells means that sorcerers can have a variety of spells, a veritable arsenal, available for use at any given time.

However, as mentioned above, spells must be maintained through constant vigilance and it is extremely difficult for sorcerers to maintain any number of them in his mind alone. Depending on Stuff or circumstances, spells may be damaged if the sorcerer is trying to keep them only in memory, and for that reason sorcerers hang spells in items or even on items or creatures. For the most part, hanging a spell in an item does not have significant game implications, though the gamemaster may choose to have spells affected if the power or item is affected significantly.

**Lynchpins**

A sorcery spell needs to be very specific to work correctly, and it is a rare occasion when a sorcerer constructs a spell knowing exactly where and when it will be used, how long it will last, and at whom it will be cast. For this reason, sorcerers leave small, critical pieces of information out of a spell that can be filled in quickly when the spell is to be cast. These are called lynchpins, and include the above-mentioned conditions as well as many more. Lynchpins are almost always spoken aloud, but can also be complex arcane gestures, spell components, or even written words.

Lynchpins make spells more versatile, but come with some serious trade-offs. It takes a little extra time to create a spell using lynchpins rather than the precise information, and for every lynchpin a spell has, that’s another piece of information the sorcerer has to supply when casting the spell, even if the lynchpins are supplied with just a few words or gestures. Not a lot of time, but sometimes enough for the spell to be disrupted by a Cantrip... or a knife in the throat.

The presence and quality of magic differs dramatically from one Shadow to another, and for this reason ‘Magic of a particular Shadow’ is often the first and most important lynchpin, defining the spell’s utility in that particular Shadow. A sorcerer must have visited a Shadow the spell draws magic from or be otherwise familiar with its contents, or else the spell must draw magic from the Shadow the spell is cast in.

Other common lynchpins are target, target location, duration, link, dispel, area of effect, trigger, etc. Each spell described below lists appropriate lynchpins and the amount of time each adds to the spell-casting time, if they are used.

**Links and Sorcery**

An important factor for a spell is how it passes from the sorcerer to the intended target. For physical types of spells (such as Lightning Bolt) this is obviously simply a connection defined by the sorcerer’s line of sight. Other spells require a mind-to-mind connection, and for this reason, the sorcerer must have some form of psychic link to the target. A psychic link can be brought about through powerful use of Psyche in psychic combat, or through the use of a power that gives its own psychic link.

**Abilities and Costs**

**Basic Sorcery Spells (5-15 Points)**

The following spells are commonly learned in almost any competent apprenticeship. It is assumed that these spells are already known to the character with the 15 points spent on the Power, which gives all three types of spells. If the player for decides that the character does not know one or two of the types, the cost is reduced by 5 points for each type not known. Each spell is described with a generic title, a description of its effects, a suggested casting time, common lynchpins, and in some cases, variations. Optional lynchpins are in italics.

**1 Invasive Spells (5 points)**

These are spells that invoke a specific condition or reaction directly inside the body of the target, usually requiring a successful Psyche versus Psyche combat. Though these are generally offensive spells, designed to harm the target, the subject of the spell can willingly open themselves up to the spell, eliminating the need for the Psyche struggle.

***Mind Touch***. This opens a psychic link between the sorcerer and the target. It can serve for telepathic communication. This spell usually requires the sorcerer to overcome the target’s Psyche, or can be willingly accepted by the target (eliminating the need for the Psyche vs. Psyche struggle). For the spell to succeed, the sorcerer must know exactly what Gossamer world the intended target is in, and where in that world they are. Once established, the spell lasts as long as the sorcerer and target allow.

*Casting/ preparation time*: Thirty minutes, plus five additional minutes per lynchpin. *Lynchpins*: Subject (name or description), Sorcerer’s Location, Target’s Location, Duration, Dispel.

***Quell***. The target of this spell is put to sleep. It requires a successful Psyche vs. Psyche struggle, and lasts as long as the target is allowed to sleep.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Subject, Shadow location, Duration, Dispel.

***Death***. This causes the target’s heart (or equivalent) to simply stop functioning for a short period of time. For Average-ranked Endurances, this is likely to be fatal. This is the equivalent of a heart attack to Chaos-ranked Endurance characters, requiring a week or so of bed-rest and recovery. For Amber-level and higher-ranked Endurances, this is painful and disorienting, but does not cause any short-term disability or long-term damage.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel.

***Immobility***. This spell ceases a target’s movement by slowing the rate of time flow within the target. The target will be frozen, like a statue, unaware of the passage of time, until the spell is dispelled or the target is removed from the Gossamer world. This spell does not reverse time, confer invulnerability, or cause time outside the target to still. It requires a successful Psyche struggle to overcome the target’s defences. Contact with the Pattern or the Logrus will instantly dispel the spell.

*Casting/ preparation time*: Ninety minutes, plus fifteen minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel.

***Invisibility***. Turns the target (and worn garments and carried equipment) invisible, immune to detection through conventional vision. The target is still potentially detectable through sound, scent, magical senses, and advanced detection methods not depending on light or visual information.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel.

***Weaken***. This spell reduces the target’s Strength Attribute to Human rank. It requires a successful Psychic struggle, and lasts until it is dispelled, until the target moves to a different Shadow, or until the target comes into contact with the Pattern or Logrus.

*Casting/ preparation time*: Two hours, plus 20 minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel.

**2 Defensive Spells (5 points)**

These spells help defend the sorcerer from injury, whether magic, physical, or through some other source. Defensive spells either protect from damage, absorb damage, or magically toughen the target against damage.

***Physical Ward***. This spell makes the target more resistant to physical injury from magical sources. Though it is usually a general-purpose spell, it will be more effective if designated to work against a particular source of magic energy.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel, Power Type (optional).

***Barrier***. This spell creates a fixed, stationary magical barrier roughly three yards across, generally square in shape. It is resistant to physical attacks, lightning, firearms, flame, energy weapons, etc. and usually only collapses under massive assault from primal forces or by overwhelming physical assault (high explosives, dragons, etc.). Barriers tailored to a specific source will be more resistant than general ones.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpin*s: Location, Shadow, Size, Duration, Dispel, Shape (if other than square), Specific Force (otherwise general).

***Magic Drain***. This spell causes any magic energy created within it to be drained to another Shadow. Cantrips and sorcery spells will be negated, The drain generally covers a large radius (two miles) and lasts up to 30 minutes sometimes longer in Shadows where magic is freely available. Owing to its nature, dispelling a Magic Drain with magic is almost impossible.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Location of Drain, Destination of Drain (elsewhere in the same Shadow, another Shadow, into spell), Shadow, Duration, Dispel, Area of Effect (if smaller than two miles).

***Psychic Ward***. Placed on a door, walls, or as a magic circle around the intended beneficiary, this spell creates a formidable psychic barrier, defending against mind-affecting magic or influence. Psyches of lower than Amber rank are unable to pass the barrier. Once established, the ward can remain independent or can link to a subject of the sorcerer’s choosing, allowing the subject to add their Psyche to the ward’s strength, and linking any mind brought against the ward to the subject. This spell will last up to a full day, and perhaps even longer in some Shadows.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Area of Effect, Shadow, Independent, Linked, Linked Subject, Duration, Dispel.

***Material Ward***. Any item this spell is cast upon will become Invulnerable to Conventional Weapons in accordance with the rules on artifact/creature qualities. It is cast on a single item (a garment, shield, door, etc.), and the item becomes proof against most conventional sources of damage. This lasts indefinitely until dispelled, destroyed, or moved to another Shadow. This spell offers no protection against Psyche or other magic powers.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Subject, Shadow, Duration, Dispel.

**3 Summoning Spells (5 points)**

These spells bring objects or forces out of other worlds, usually for offensive purpose.

***Bolt***. This spell opens a path from the sorcerer to the target, filling it with an elemental force directed at and guided towards the target, usually with extreme velocity, causing immense damage to the target. Popular forms are lightning bolts or streams of fire. The bolt is near-instantaneous, though targets with high Psyche or Warfare Attributes may be able to detect and dodge the bolt before it strikes. The accuracy of the bolt is determined by the sorcerer’s Warfare Attribute.

*Casting/ preparation time*: One hour, plus ten minutes per lynchpin. *Lynchpins*: Trigger, Target Path, Shadow, Type of Bolt (elemental, magical, etc.), Range.

***Environmental Attack***. In a fashion similar to that of the Bolt spell (above) this spell draws a solid mass of matter from another Shadow’s environment and hurls it at the target with the intent of causing significant damage. Popular modes of this spell utilize chunks of lava, pieces of rock, crystal spears, acid, or even more exotic substances. Accuracy is determined by the sorcerer’s Warfare Attribute, and range is dependent on the mass of the matter summoned, with larger items having shorter range.

*Casting/ preparation time*: Thirty minutes, plus five minutes per lynchpin. *Lynchpins*: Trigger, Target Path, Shadow, Type of Attack, Size.

*Replicate Object*. This spell draws raw, unformed matter from one Shadow and shapes it into a duplicate of an existing object, living or dead. Replicated objects do not inherit any magic or exceptional powers of the original, and living beings will not have the memories of the original being, though instinctual behaviour is retained. A duplicate will last until it is dispelled, destroyed, or moved to another Shadow.

*Casting/ preparation time*: Thirty minutes, plus five minutes per lynchpin. *Lynchpins*: Object, Shadow, Living or Dead, Duration, Dispel.

***Teleport***. This spell instantly teleports the sorcerer to a specific desired location known to the sorcerer, anywhere in a Shadow. This location can be predetermined with the spell or selected via lynchpin, and must be familiar to the sorcerer through personal experience or extensive research or equivalent experience. Normally the spell teleports all personal gear, including anything the sorcerer may be bound by or in contact with, including anyone grappling or holding onto the sorcerer! The lynchpin “Without Possessions” allows the sorcerer to leave all clothing and possessions behind, appearing stark naked at the desired location, free of any constraints or bonds.

*Casting/ preparation time*: Thirty minutes, plus five minutes per lynchpin. *Lynchpins*: Destination, Shadow, Without Possessions (optional).

**Building New Spells (5 Points; requires 15 points of Basic Sorcery)**

As noted previously, though most sorcerers begin with the same 15 spells, they are expected to expand their roster of spells and develop their own as part of any magical course of study. Adventuresome sorcerers will frequently need to create new spells to suit a particular need, and will fill grimoires or even libraries with the fruits of their magical experimentation.

New spells are inevitably constructed out of some or all of the four micro-spells described below. These micro-spells are fundamental building blocks of spells, and any new spell to be developed should be considered in view of how it would work utilizing these components. The total casting time for a new spell is thirty minutes per micro-spell plus another five minutes per lynchpin. Depending on its goal, a more complex spell requires multiple micro-spells, and the casting time for each must be added to the overall casting time.

To determine what micro-spells are utilized (and if multiple uses of a particular micro-spell are required), the sorcerer should describe exactly what the desired spell will do, step-by-step, and the gamemaster and player should determine what micro-spells will be utilized and what lynchpins must be added.

*Micro-Spells*

Micro-spells are the building blocks of all spells. Every spell uses one or more micro-spells to accomplish its desired goals, and micro-spells form the foundations of each spell. Each micro-spell has a specific casting time, though as mentioned above, this is reduced as the spell becomes better known to the sorcerer, who will discover a more effective means of casting it. A micro-spell can be used individually, though it will rarely be as effective as a complete spell.

*Micro-Spell: Gossamer Portal*. This opens a defined portal to a desired Shadow, with the size, shape, and duration defined by the sorcerer. A sorcerer must have visited a Shadow to create a micro-spell accessing it. Usually a Shadow micro-spell is instantaneous, allowing for passage of something from one world to another, though it can be maintained for longer (even indefinitely) if desired and the requisite energy is spent. Using this micro-spell without Shadow Shaping (below) can be dangerous, as anything coming through the portal will be inevitably centred on the sorcerer.

*Casting time*: Ten minutes, plus five minutes per lynchpin. *Lynchpins*: Destination Shadow, Shadow of Origin, Desired Location, Duration, Dispel.

*Micro-Spell: Shadow Shaping*. This micro-spell allows the sorcerer to shape or otherwise manipulate the raw matter of Shadow, and to guide matter within it to desired places or configurations. Among the more powerful micro-spells, Shadow Shaping combines the ability of transmutation with manipulation. It can change the size, shape, mass, or basic qualities of matter; prepare Shadow reality for additional magical manipulation; and define the course or direction of magical energies when they manifest. Shadow Shaping cannot affect the nature of the Shadow itself.

*Casting time*: Ten minutes, plus five minutes per lynchpin. *Lynchpins*: Current Shadow, Duration, Dispel.

*Micro-Spell: Magic Energy*. This micro-spell draws raw magical energy from the surrounding Shadow and makes it available to the sorcerer to power spells. This micro-spell will usually provide a physical object about an hour’s worth of power, and will power a field or magical construct for about half a day.

*Casting time*: Ten minutes, plus five minutes per lynchpin. *Lynchpins*: Current Shadow, Duration, Dispel.

*Micro-Spell: Mind Touch*. This micro-spell connects the minds of the sorcerer and a desired target, allowing for Psyche struggles, telepathic communication, location, or a variety of other associated benefits. This spell opens the link, while the sorcerer must defeat the target in a Psyche vs. Psyche struggle, if the target is unwilling.

*Casting time*: Ten minutes, plus five minutes per lynchpin. *Lynchpins*: Target, Target’s Shadow, Target’s Location, Duration, Dispel.

**Improved Spell Memory (5 points; requires 15 points of Basic Sorcery)**

Normally a Sorcerer can only memorize and “hang” a single spell and must rely on an object or another power to hang a greater number of spells. This ability allows the Sorcerer to increase the number of spells memorized and hung on themselves depending on their Psyche.

|  |  |
| --- | --- |
| Psyche Level | Total Spells |
| Chaos | 2 |
| Amber | 4 |
| Above Amber | 6  + 2 for every 10 points of Psyche |

**Quick Preparation (5 points; requires 15 points of Basic Sorcery)**

This ability allows a Sorcerer to prepare spells more quickly. After casting a spell the Sorcerer can refill spell racking devices in half the time it would normally take. The Sorcerer must still take the time to cast each lynchpin as those are specific.

**Quick Shadow Magic Awareness (5 points; requires 15 points of Basic Sorcery)**

For a spell to work, the Sorcerer must be familiar with the magic of the place it is to be cast. Sorcerers often must rely on hanging spells with the Shadow lynchpin left blank, filling it in once the local magic is known. Lynchpins for a spell will determine how long it takes to understand and adapt to local magic. This ability enables to Sorcerer to more quickly learn and adapt to local magic. The Sorcerer will be able to adapt his spells to function in the local environment in half the time it would normally take to add the Shadow lynchpin.

**11 Trump Artistry**

*Please note that there are no such things as place Trumps in this game, courtesy of his Great High Holiness, the Very Righteous, the Lord Brand Barimen.*

**Introduction**

Trumps can take many forms according to the whims and abilities of its creator. All are fashioned to resemble a particular being unique throughout all the Gossamer worlds. Once created, a Trump can be used by anyone who has any sort of magical ability, possession of power, or, at least, a Psyche of Amber level or higher.

Those who are able to make Trumps are called Trump Artists, and they may employ any format that provides a reasonably accurate description of the subject, who must also already be familiar to them. The resemblance does not have to be photographic, but cannot be so abstract that it could represent anyone. Trump Artists have been known to fashion Trumps as stained-glass windows, paintings, illustrations (loose or bound in a book), playing cards, statues, graven images such as on keys or coins, totems, talismans, or sculpted figurines. A set might be made into the shape of chess pieces on a chess board. Most Trump Artists prefer Trumps that can easily be carried unobtrusively. Though there is nothing to stop a Trump Artist having more than one version of a particular Icon.

Using a Trump is simple: observe it, lay hands upon it, and concentrate on the being it depicts. The subject of the Trump will feel a presence, almost as if being addressed, and can answer by simply opening their mind to the contact. Once established, the contact can be used for verbal communication, psychic communication (if both parties are able to do so), and even provide a psychic link through which psychic combat, Sorcery, Cantrips, Invocation, or other powers can be directed.

The greatest advantage, however, is that either party in the communication can “reach through” and make physical contact with the other, and step through, bridging the gap between Shadows instantly. This form of travel allows for a limited number of others in direct contact with the subject to be brought along, but must be consensual between at least the two parties involved in the contact.

Trumps are not always reliable – they can be blocked by psychic barriers and may not even work at all in some Shadows. but despite these limits, they are easily the most effective means of communicating between worlds.

Psyche is by far the most useful attribute for Trump Artistry, as it requires extensive perception and attention to the fine details of the person being depicted. Moreover, Psyche helps you defend yourself if mentally attacked through a Trump contact.

**Abilities and Costs**

***Trump Awareness (2 Points)***

You are able to sense the presence of active Trump power without the need to use any other ability. You have the latent or active artistic ability to be able to create Trumps in your chosen style, and use Trumps actively (otherwise you get only passive use and cannot use any other powers with Trump).

***Create Temporary Trump (4 Points; requires Trump Awareness)***

You have learned how to create one-use Trumps quickly and in a less-permanent fashion: quick abstract sketches or impressions that allow you to contact the subject in a hurry. These impromptu Trumps do not need to be exact, and take half or even less time than a permanent Trump. They have two limitations: they have one-use only; and they can only be used by the person who created them. Further, a Temporary Trump does not have damage resistance and requires more effort to use. Example of time to create: 30 minutes

***Create Trump (4 Points; requires Create Temporary Trump)***

You have learned how to create Trumps, magical talismans that can create a psychic link between the subject and the item itself. The process must be uninterrupted, requiring considerable concentration and artistry while the Trump is created. Trumps can only be created of subjects known to you, but it is not necessary for the subject to allow for its creation, or even be aware that a Trump is being made. You must, however, have met the subject in person at some time, or been in contact with them over a Trump link, in order to have obtained a clear psychic impression of them. Example of time to create: 2 hours.

***Damage Resistant Trump (5 Points; requires Create Trump)***

You can make a Trump proofed against conventional damage (fire, water etc.), by far more than the medium or material from which it was created. However, no Trumps are indestructible: they can be damaged by serious evocation of magical force, by powerful Artifacts or Creatures capable of damaging toughened substances, or by certain other powers. However, they are made supernaturally resistant to normal damage.

***Trump Defence (5 Points; requires Create Trump)***

When attacked psychically or some other magical means (such as Sorcery), a Trump Artist can use their own Trump to create a powerful psychic bulwark through an evocation of self, backed with the magic power of the Trumps themselves. This requires intense concentration as well as access to a Trump depicting the Trump Artist themself, and can be maintained for long as their Endurance holds out. The more powerful the forces defended against, the more draining and difficult this is.

***Disguising Trump (5 Points; requires Create Trump)***

A Trump Artist is able to disguise the fact that a Trump they have created is imbued with power, except to the most sensitive or powerful beings. The Trump will still work for the Trump Artist who created it, but anyone who cannot recognise the Trump for what it is will be unable to use it.

***Identifying Trump (5 Points; requires Trump Defence)***

Trump Artists are instinctively able to recognise any item that is a Trump, and sense the identity of the being it is linked to. They are also so sensitive to any contacts being made through a Trump that they can tell who is contacting them before accepting and opening the communication.

**12 Adaptation**

**Adaptation (10 points)**

A minor Power at best, this can best be described as a minor Shape Shifting ability. This Power works everywhere in Shadow where Shape Shifting will, and has the benefit of having few of the dangers inherent in Shape Shifting. This power simply enables a character to adapt to a new physical environment, e.g, being underwater.

Adaptation is usually not even a conscious Power, as most who have it use it instinctually and without effort. The Power's very nature makes it most useful as an automatic power, without the need to remember or concentrate on its manipulation. Adaptation is a function of Endurance, and higher Endurance will allow characters greater flexibility in changing their bodies to meet new environments. Unlike Shape Shifting, conscious Adaptation is very quick and requires little concentration.

**Abilities (no further cost)**

***Breathing Underwater***. This ability allows the user to travel wherever they wish within a watery environment, extracting oxygen enough for sustenance, and also lowering the amount of oxygen the body needs. This ability is of little use in breathing in non-oxygenated atmospheres, such as vacuums and alien world Shadows.

A side effect of this is that the character is able to speak while underwater, anywhere, and may henceforth hold conversations, use Trumps, Spells, Power Words, etc.

***Swimming***. This heightens the ability to move through the water, it in two ways:

Firstly, it temporarily strengthens muscles and adapts them to the motions most conducive to rapid, tightly controlled swimming, and also gives the character some instinctive understanding of manoeuvring in water, maximising their physical attributes to aid them in swimming.

Secondly, it allows the body to produce an oily film which is released through the pores, slippery and slick, which aids in making the character move unimpeded through the water. This ability does not impair motor functions or make the hands too slick to handle weapons or other items, though it might be rendered useless if the body is covered with too much clothing. This film quickly evaporates in outside air.

Strength determines a character's swimming speed, since Strength is a measure of muscle and it's applications, and speed and power swimming is a physical activity which builds and demands muscular ability.

***Immunity to Cold***. By both strengthening the body's resistance to cold and lowering a character's body temperature, this ability allows submersion without discomfort in the coldest of waters, and allows survival in other cold environments, though long-term exposure to intense, unrelenting cold can harm a character with Adaptation just as it can anyone else, though to a lesser degree.

Endurance is the barometer of how much this ability will allow a character to withstand. Chaos Rank allows survival in freezing water or atmospheres (15-35 degrees), and Amber Rank the ability to remain in frozen waters for long-term periods of time. It is even possible for high Endurance characters with this ability to be able to survive being frozen in ice for a short time, hibernating until thawed.

***Resistance to Extreme Pressures***. Adaptation allows a character to survive without damage the changes in pressure that come from swimming downward, upward, or out of the confines of Rebma. It prevents cramping, deafness, depressurization, and other factors which characterize deep-sea diving. With Adaptation, a character can swim freely up from the ocean's floor to the surface and vice versa, without the time consuming necessity of becoming acclimated to the gradual change in pressure.

This ability involves toughening the tissues of the body, alternately swelling them with blood and oxygen or dispersing them to meet the required pressures. Endurance governs the ability to resist these changes, and the ability of the body to adapt to differences in pressure.

***Enhanced Vision***. The bottom of the sea-floor is quite dark. Enhanced vision allows a character alter the structure of their eyes, to maximize the available light and provide illumination. However, like sea-creatures from the lowest reaches of the ocean, once the point of utter blackness is reached, this vision fails to be useful, though it allows for the user to see things which are illuminated, and works equally well at night on land.

Looking into the eyes of a character with this ability in use shows their pupils to be almost entirely black, similar to the way a cat's eyes dilate to allow night vision. The "flip-side" to this ability is that Adaptation allows the character to shrink the pupils to mere pinpoints, allowing only the slightest amount of light in. This is automatic and nearly instantaneous, preventing the character from being blinded from a sudden teleportation or change, including flashes, in lighting.

***Advanced Hearing***. Sound carries a shorter distance underwater than it does in air. Though it is not useless below the ocean surface, fewer creatures are able to rely on it as a primary sense. This ability allows the character's hearing to develop to a phenomenally acute level, which allows for the inner ear to pick up the faintest of sound waves passing through the water. This Power allows the character to hear below the ocean at a range of approximately double the above ground range for noises. Of course, the "loudness" and quality of the sound affects the character's ability to detect it. It also allows a character to hear some subsonic noises in air or water.

***Directional Sense***. Oceans and continents are vast, greater than most humans' ability to comprehend. It can be easy to get lost while traveling through them, especially when they are unfamiliar. Directional sense allows the character to remember a clear feeling of the direction they travelled from, and gives a rough estimate of the height or depth which the character is at. Further sensing allows a player to get an approximate feel for true north.