

# Our Grimoire

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## Detection Spells

**Tracking Sense**      **Drain: Variable**      **Type: P**      **Duration: S**

This spell increases a single sense (smell, taste, sight) for the explicit purpose of following a trail left behind by an animal, individual, etc. This is not to be confused with Astral Tracking. This can only follow trails left in the physical world. This may be purchased for multiple senses at a cost of one half the spells force in Karma for each additional sense. (example: To purchase Tracking with both smell and sight at a force of 6 would cost 9 (6 for smell and an additional 3 for sight). The drain is 1/2 the Force (rounded down) S. The power level of the drain increases +1 for each 10 minutes of game time in which the spell is sustained. This spell may only follow one track per use. If the trail splits or a new trail is discovered, the spell must be cast again.

This may be purchased as a Physical Adept power at a cost of 1 + .5 for each additional sense. The Physical Adept variant does not require Drain.

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## Manipulation Spells

**Animality**      **Drain: Special**      **Type: P**      **Duration: S**

This spell allows a magician to take up to three characteristics of a particular animal. Each characteristic must be purchased when the spell is purchased. The magician chooses (with the approval of the GM) up to three powers from a particular animal. The force of each is the overall force of the spell. (example: David wants a wolf shaman with some animalistic characteristics. He chooses to receive claws {Killing Hands of 5S}, and night vision {Force 5}). When the spell is cast, the magician receives one or all of these powers for the duration of the spell. The cost of the spell is it's force multiplied by the number of powers (example: For David the cost of this spell is 10 (5 times two powers) Calculate drain for the spell using the table below. Remember, that the caster may choose to only use a portion of his animal powers, thus the drain might be different each time the spell is cast.

### Animality Drain Table

1 Power Used	(Force/2 + 1) S*
2 Powers Used	(Force/2 + 2) S*
3 Powers Used	(Force/2 + 2) D

\*Or the Damage Level of the highest damaging power.

Besides the high drain, this spell has another side effect. Every time the spell is cast, the caster takes on other, non controllable characteristics. These characteristics may be physical (The appearance of fur or feathers), psychological (berzerker rage), or social (uncontrollable urge to urinate right where you stand). These last for the duration of the spell. The specific effect is left up to the devious mind of the GM and might change from situation to situation.

Whatever the situation, only one uncontrollable characteristic is allowed per power used and any change which impacts negatively on the caster may be resisted by a Willpower test. The Target number for this test is the force of the spell. Two successes are required to resist the uncontrollable characteristic.

**Nirvana**      **Drain: (1/2 Force)M**      **Type: M**      **Duration: S**

This is a variation on the Control Emotions spell. Specifically, it targets the pleasure centers of a single victims brain and in effect, "calms them down". The target number for this spell is the target's Willpower. The target of this spell adds the number of successes rolled in the sorcery test to any target number for attacks against any opponent. Each time the target is attacked, that modifier drops by one until the modifier reaches zero or the spell is dropped. In addition, if the number of successes rolled exceeds the targets Willpower, they will cease all violent actions and may even attempt to apologize to the individuals they were attacking. This spell may be purchased as an area effect with a drain of (1/2 Force) +1 S

**Control Missile**      **Drain: (1/2 Force) S**      **Type: P**      **Duration: I**

This spell is a modified version of the Fling spell. With this version the caster may choose from three choices when the spell is cast. (1) The caster may use this spell as listed for Fling. (2) Or, the caster may use 1/2 the force of the spell (rounded up) in additional die when using any thrown weapon. (To indicate that he/she is using a form of telekinesis to control the path of the thrown weapon.) (3) Or, the caster may add 1/2 of the force of the spell

(rounded up) to the damage level of a thrown weapons attack. (Adding an extra wollop behind the throw). This spell only affects thrown weapons and cannot be purchased for Firearms.

**Pheromones**                      **Drain (1/2 Force) S**                      **Type: M**                      **Duration: S**

This area effect spell causes a target to attract members of the opposite sex in an extreme sexual way. This has two possible side effects (chosen at the spells casting) One effect is positive. It makes any member of the opposite sex hesitant in harming the target. Any character making an attack against a character targeted with Pheromones must pass a Willpower test with a Target Number equal to the spells force or they cannot attack. The other possible effect is a bit negative. It causes the target to be so attractive to members of the opposite sex that any such members will approach the target and immediately offer sexual relations. If the target refuses, or in any way tries to flee, they will be attacked by the offended party. In addition, anyone who interferes with this process will also be attacked. The attacking character will continue attacking until either the spell is dropped or they have "had their way" with the target of the Pheromones spell. These effects may be resisted by a simple Willpower test.

**Shard**                      **Drain: (1/2 Force) Damage Level**                      **Type: P**                      **Duration: I**

Similar to Clout, this spell creates and projects a mass of telekinetic force. But, this spell sharpens the spell into a physically damaging attack (as opposed to stun).

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## Physical Adept Abilities

**Natural Weaponry**                      **Drain: None**                      **Cost: Variable**

This power gives the physical adept a natural weapon which is an outgrowth of their anatomy. (Example: retractable claws, spines, or maybe a venom of somekind.) The cost for each weapon is one half of the force of the power. (Example: Claws with damage of Strength +2 M would cost 1, while a venom spit of 6M would cost 3)

**Super Leap**                      **Drain: None**                      **Cost: .5 per level**

Each level of this power adds 1 meter to the verticle leap of the user.