



# Correspondence



## Specialties: Conjuration, Scrying, Warding, Teleportation

Correspondence involves an understanding of locations, spatial relativity and the interrelation between people and objects. This allows mages to teleport, pull rabbits out of hats, create magickal barriers and levitate or fly through the air. Correspondence is also commonly mixed with other Spheres to allow mages to work magick on subjects hundreds of miles away.

Since Correspondence deals with space and relationships, its range differs from the other eight Spheres. The theory popular among the Virtual Adepts, the most recent Masters of Correspondence, is that space is ultimately an illusion. More traditional mages explain Correspondence by the ancient doctrine of contagion: "Once together, always together." In other words, it is simpler to perform any working when there is a connection — physical, mental or spiritual — between them.

While most mages need to touch their subject to work their Arts, those skilled in Correspondence may skirt barriers or distance by forming links through space or related objects. The chart shows the successes needed to forge a link between two points. The weaker the connection, the more successes the spell requires.

### • Immediate Spatial Perceptions

At this stage, the mage can intuitively estimate distances between objects, find true north (or any other direction) and sense things in her immediate vicinity without using the normal five senses. This new sense also allows her to also detect spatial instabilities, warps and wormholes.

### •• Sense/Touch Space

The mage may now extend any of her five senses across intervening space. Such magickal perceptions thin the barriers between the two points in space, however, creating a weakness in the Tapestry (like those a rank one Effect can spot). Luckily, she can also re-work the fabric of space, reinforcing the Tapestry and creating a barrier to hinder scrying or the opening of actual rifts. This works like countermagick, deducting successes for each success.

In conjunction with Life or Matter, the mage may also grasp small items — house cat-sized or smaller — and pull them through the Tapestry, conjuring them from "nowhere."

### ••• Pierce Space/Seal Gate/Co-locality Perception

The mage may now tear a hole through space, big enough to pass through but not large enough to carry large items into. She may also seal such rifts or prevent them from opening; the greater the rift, the more difficult the feat.

She also learns to sense multiple locations at once, perceiving the various scenes as several ghostly landscapes overlapping one another. Working with the other Spheres, a mage may also grasp items governed by the Pattern Magicks and slide them through space, performing levitation and telekinesis.

### •••• Rend Space/Co-locate Self

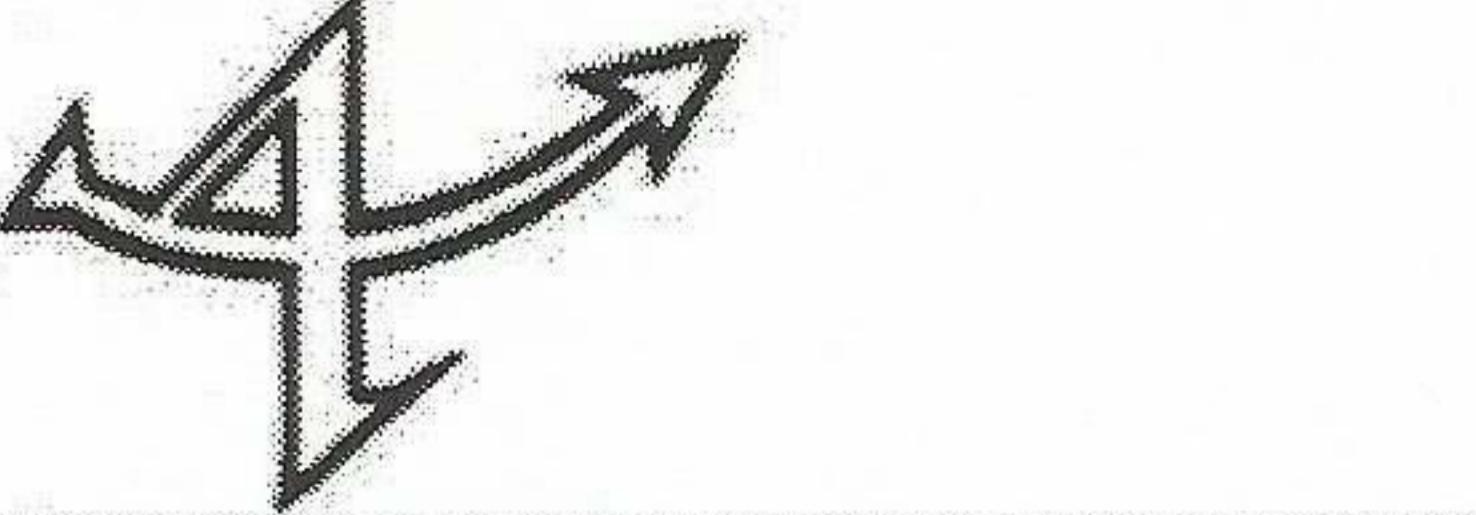
The Adept may now transport other beings and large objects. With enough successes (10+), she may even force the rent wide enough to make a permanent Gateway.

The mage may now manifest physically in multiple locations at once, though she should also use Mind 1 if she wants to think effectively in all of them, and Life 2 if she wants her multiple selves to perform separate actions.

### ••••• Mutate Localities/Co-location

A Master of Correspondence learns how to distort space. She can affect distances and sizes around her, stretching them and shrinking them to fit her needs. In scientific terms, the mass of objects cannot be changed, but their volumes and dimensions are like potter's clay.

She may also stack locations on top of one another in a bizarre landscape of multiple forms or connect a variety of items together. At this point, the Master's perceptions are so wildly expanded that her mundane Perception may be enhanced beyond the normal human maximum.



# Entropy



## Specialties: Fate, Fortune, Order, Chaos

The practical applications of Entropy are manifold. Disciples learn to quantify probability energy, which most mages call Destiny, Fate or Fortune. Through observation, a mage may spot "accidents waiting to happen" and take advantage of them, while at higher levels, the mage learns to manipulate the actual threads of probability.

Mages who study Entropy tend to specialize either in sowing chaos and confusion or in reaffirming order and reason, though some follow an enigmatic middle ground. Curses and blessings are their specialty, and they can bring the strange force of Wyrd to bear on objects, individuals and even ideas and concepts. These mages understand how all patterns break down, and thus, how they work in the first place.

Direct Entropy Effects do no damage until the fourth level, after which they do one success less than usual. Applications of entropy — crumbling walls, disintegrated bridges, etc. — are more effective, and inflict the usual damage.

### • Sense Fate & Fortune

Disciples of Entropy learn to examine each thing and discern its strengths and weaknesses, examining what it is and what it does. Given this knowledge, the mage can pick a lucky horse, sense if a lock has some defect or choose the original between two identical items. Fate, however, is a fickle thing, and Fortune even more so. These insights are not perfect, just advanced.

### •• Control Probability

Now that the threads of Fate have been identified, the dominos of Fortune may be pushed. Disciples learn control over probability by studying where it concentrates. This gives the mage amazing, yet subtle control over hundreds of small events. He may determine the outcome of any minor event that would normally be random. Once he discerns which apparently random events are in fact predetermined, he can then manipulate other eventualities to his own ends.

There's a limit to this control; the greater the probability he tries to affect, the more difficult the act becomes. Determining a coin-toss is simple magick. Determining the toss of the same coin 100 times in succession becomes correspondingly more difficult.

### ••• Affect Predictable Patterns

Machines are especially susceptible to entropy. Clocks wind down, engines break, and all things eventually decay. A Disciple of Entropy can "fix" this deterioration, causing a new television set to blow a fuse while an old junker car still runs years after it should have fallen apart. This works best on complex machines — simple objects are harder to erode or maintain this way.

A mystick at this level can also control the fate of objects or people, though his influence is still limited by the realm of possibility. The more unlikely a feat, the more difficult it becomes.

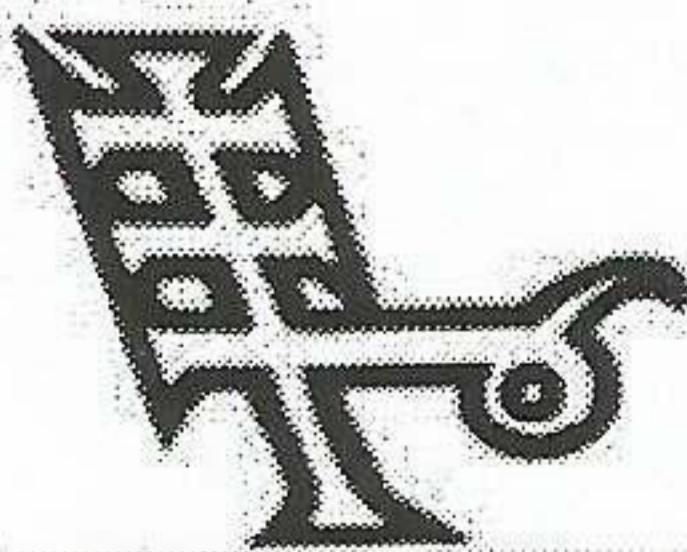
### •••• Affect Life

Adepts of Entropy study how life forms begin, mature, wither, and die. Through this, a mage learns how to influence the random factors of life, giving him immense power either to destroy it or affect its development. With this magick, a mage can weave a potent spell over a living being, blessing or cursing him and his line. Other Spheres may be woven into such a charm, creating hereditary magickal gifts or flamboyant curses. These Arts affect probability, not Life Patterns themselves.

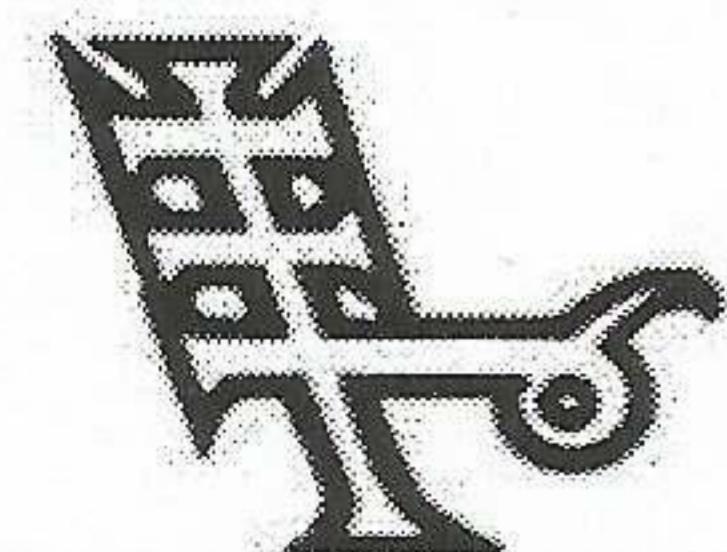
### ••••• Affect Thought

Masters of Entropy expand their control over reality by studying the ways in which ideas change over time. Thoughts, they point out, can be molded, shaped and influenced over time. While the Masters of Mind rudely subjugate the minds of others, Masters of Entropy merely point out things that will strike a person a particular way and let his thoughts follow the natural progression to other possibilities.

Master of Entropy who specialize in chaos can confuse a person simply by making a few weird comments, while those specializing in order can present logical arguments to guide that person's ideas to some higher (or at least different) conclusion. Masters who specialize in Fate or Fortune can lead subjects to inescapable conclusions or spark random, creative thoughts, which a subject may absorb as he sees fit. This may lead to paradigm shifts, new faiths or insanity.



# Forces



**Specialties:** Elements (any or all), Technology, Physics, Weather

Mages who understand the Sphere of Forces know that there is much that "civilization" does not understand about the elements. Masters of this Pattern Art can manipulate and create natural forces as she pleases.

Mages who want to cause serious damage often study this Sphere. An Effect utilizing Forces adds one additional success to damage rolls. Certain energies are limited by Sphere levels; simple manifestations can be used at lower levels, while massive phenomena are limited to the higher ranks. Most larger Effects also require plenty of successes. Other mages tend to give Masters of Forces some distance, as they are infamously Paradox-prone and their magick tends to be very messy.

#### • Perceive Forces

The mage can perceive all types of energy flows, sensing wavelengths far beyond the limited range of visible light and sonic frequencies upon which normal mortals rely. She may see anything from infrared light to x-rays to gravity waves.

#### •• Control Minor Forces

All the positive forces are essentially the same — sound, light, heat, etc. — as are the negative forces — silence, darkness, cold and so on. While a mage at this level of understanding cannot fundamentally change either positive or negative energies, she can exercise some degree of control over their ebb and flow. Sound and silence may be sent in different directions, light and darkness may be bent, focused and diffused to change apparent colors, displace a mage's image, wrap her in shadows, or focus a flashlight into a fine laser.

The amount of energy that can be controlled at this level is limited; the mage could short circuit a house, but not an apartment building. The larger the force to be controlled, and the degree of that control, the more successes the spell demands. A candle flame can be made to flare with only one success, but a bonfire requires five or more. To control greater forces requires Forces 4.

#### ••• Transmute Minor Forces

The mage can now change one force into another, flip positive into negative, or create or destroy forces as she likes, summoning them out of thin air and dissolving them into same. With this level of Forces alone, a mage may change one force into another. Radiation may be transformed into sound, heat into cold or light into darkness. With a conjunctional Effect involving Matter or Life, a mage may transmute things of those Spheres into a Force of the strength governed by this level.


Alternately, the mage may turn Quintessence into one of the baser forces or transform base energy into pure ether, transmuting the elements or summoning forces from "nowhere." With enough successes, a mage with this power can now freeze enemies solid or incinerate them on the spot, blow up cars or fly through the air. With Life 4, she may even transform herself into a being of living fire, a shadow or a chill.

#### •••• Control Major Forces

This power works like Forces 2 above, but the maximum for that level is the minimum for this one. With enough successes, she may focus the light of the sun into a laser canon, redirect missiles mid-flight, or melt glaciers while lakes are frozen solid. Most such Effects, of course, are quite vulgar.

#### ••••• Transmute Major Forces

This level operates like Forces 3 above, but with enough successes, the degree of power a mage may access is almost limitless. Large Effects require many successes, as well as logic — it's easier to brew a storm during monsoon season than in the middle of a drought, for example — but a Master of Forces may conjure hurricanes, firestorms, tidal waves, earthquakes and nuclear blasts.



# Life

## Specialties: Shapeshifting, Disease/ Healing, Improvement, Cloning/ Creation

Mages of Life are invaluable to a Chantry; their powers may heal both normal and aggravated wounds, and can cause the same. Damage from the Sphere of Life is fairly standard, but sorcerers who know this Art need not simply kill opponents. They may also improve their bodies (or others'), sometimes transforming them into new creatures altogether.

Transformation or mutation works the same way as it does with any other Sphere; to change one thing into another (or create it from "nowhere"), the mystick must use another Sphere to do it.

Generally speaking, the Sphere of Life governs items still containing living cells, even if the item is technically dead. If something is alive enough to be planted in the ground to sprout, or is still serviceable for transplant surgery or at least tissue cultures, Life rules it.

### • Sense Life

By reading Life Patterns, a mage can learn a lot about a life form — its age, its sex and every aspect of its health — and can also sense different forms of life nearby.

### •• Alter Simple Patterns/Heal Self

This rank's magicks can alter the structure of basic life forms, from microscopic viruses and bacteria to creatures as complex as insects and shellfish. He can heal simple creatures or kill them, cause crabs to sprout extra legs, trees to bear fruit or bees to release the pheromones which signal a swarm. Whatever he does, the creatures themselves remain what they always were — he can mutate them, but cannot transform them.

The mage may also correct (or create) breaks in his own Pattern, to heal or harm himself as he desires.

### ••• Alter Self/Heal Life/Transform-Create Simple Patterns

At this rank, the mage can alter his own Pattern, making subtle improvements and variations as he did with simple Patterns at Life 2. He cannot substantially change what he is (a human), but can change his gender or appearance or physically modify his body to grow claws, fur, gills, etc.

Simple Patterns are now his to command; he may turn them inside-out, change one into another or even create them entirely from other Patterns, through conjunctional Effects. Unfortunately, any life form he creates has no mind beyond what it held before. The mystick may also heal (or harm) other people as he did himself at the previous rank.

### •••• Alter Complex Life Patterns/Transform Self

A mage who reaches this rank can change the structure of any complex Life Patterns, including those of other sentient beings. As with Life 2, the creatures subjected to this magick still retain their original form, but radical variations on that basic form are still possible.

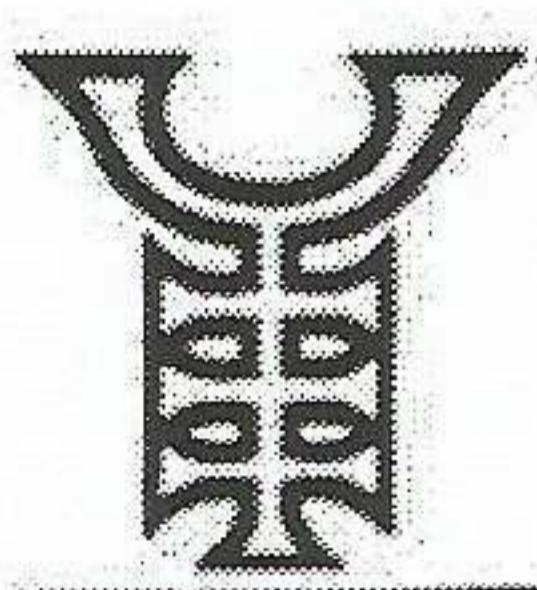
A Life Adept can alter her form to resemble another living being of approximately the same size and mass. She may become a deer, but not a mouse. Special abilities — water breathing, flight, etc. — do not carry over at this level without additional Life Effects, and moving around in the new form will take getting used to.

### ••••• Transform-Create Complex Life Patterns/Perfect Metamorphosis

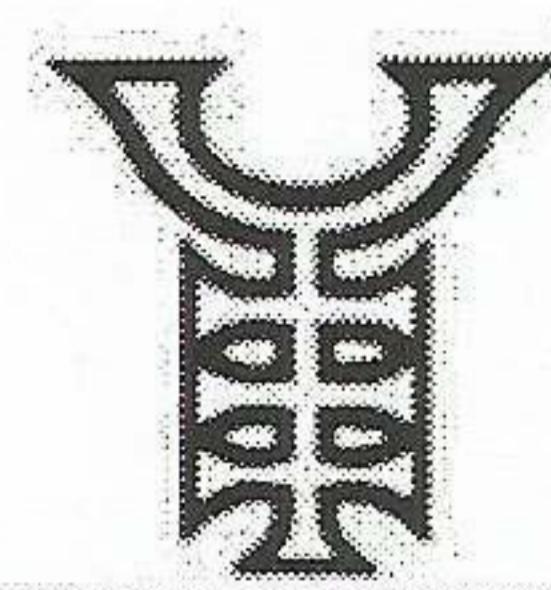
A Master of Life can transform others as she transformed herself at the previous rank. At this level, she can attain any form she desires and alter others the same way.

This carries its own problems. A higher being transformed into a lower one tends to trade intelligence for survival instincts, while a lower life form changed into a higher one has similar problems. The perfect self-metamorphosis a Master achieves, however, has no such problems. A mage who shapeshifts at this level carries her mind and Arts with her. Whatever she becomes, that form is as natural as the one she was born into.

At this level, the mage can weave a new Pattern to create any life form, even a human body, using conjunctional magick to translate it from energy, matter or pure Quintessence with the appropriate rank of Forces, Matter or Prime. Unfortunately, the life form created has no mind or soul beyond the base material or the Resonance it carries.



# Matter



## Specialties: Transmutation, Shaping, Conjuration, Complex Patterns

This Sphere concerns itself with non-living matter; the precise line between this Sphere and the Sphere of Life, like the precise line between the Elements, varies from Tradition to Tradition. In general, assume that a subject that contains living or nearly-living tissue (blood, for instance) falls under Life, whereas dead simple tissue (hair) falls under Matter.

Wherever the division lies, students of Matter first learn to analyze their subject, then to transmute one basic substance into another. After this, a mage learns to rework the shapes of items, craft articles of great complexity and finally create items of wonder and the substances of legend.

### • Matter Perceptions

The Disciple of Matter begins by recognizing the various Patterns of Matter, including the underlying structures that give objects their shapes and physical properties. This allows her to detect things hidden from normal senses. In addition to sensing the composition and properties of Matter, the Disciple can discern structures hidden within structures; material no longer forms a barrier to her senses.

### •• Basic Transmutation

The mage may transmute one substance into another, without changing its shape, temperature or basic state (solid, liquid, gas). Mages of mystick Traditions can change milk into cream or mahogany into oak, while scientists change water to acid or lead into gold. The more radical the transmutation, the more successes the spell requires. It's easier to change water into wine (one success) than into sulfuric acid (three), and more complicated to turn stones into bread (three successes) than sourdough into rye (one).

A mage may also use conjunctional Effects involving other Pattern Spheres to briefly transform items governed by Forces, Life or Prime into basic Patterns of Matter, including changing living beings into stone (Life 4/ Matter 2) or spinning moonlight into thread (Forces 3/ Matter 2). With Prime 2, she may harness the ether to create (or uncreate) any simple, basic thing composed of one common homogeneous substance. A granite boulder shaped vaguely like a woman is possible, but a dainty china shepherdess is not. A bowlful of oatmeal or even blueberry pancakes could be made to appear, but not a baroque wedding cake. The more rare and/or complex a given substance, the more difficult it is to create — it's easier to create glass than diamonds.

### ••• Alter Form

At the third rank of Matter, the mage can change the shape of inanimate objects however she desires, or temporarily alter their state to make solids become liquids or liquids become gas. Permanent changes in state require Rank 5. A mage who understands this rank may sculpt matter into any shape she pleases, limited only by the physical properties of the materials she uses. Broken items may also be repaired seamlessly, if she has the mundane knowledge to do so.

### •••• Complex Transmutation

Adepts of Matter may now perform radical changes to physical materials and craft complex items involving several common substances or one or two rare ones. Any sort of regular matter may be changed into any other — a squirt pistol into a loaded zipgun (three successes) or a trash dumpster into a small tank (five successes). The more radical the transformation, the more difficult the feat.

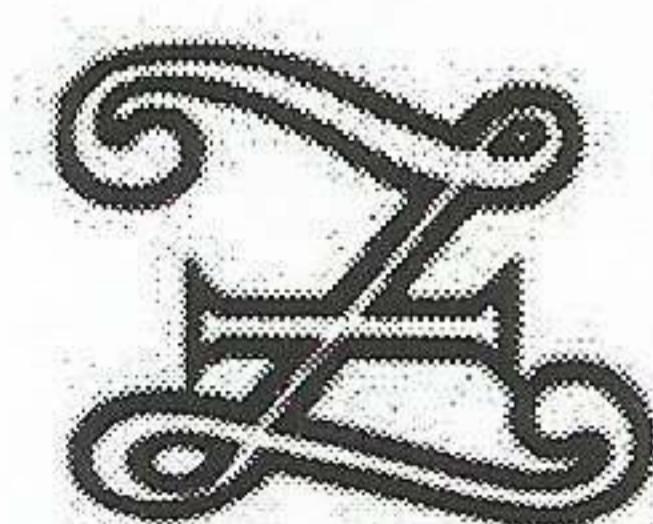
With conjunctional Effects, the Patterns of Life, Forces or Prime itself may be transmuted into complex Matter, allowing mages to turn pumpkins into gilded coaches, lightning bolts into swords or the Quintessential ether into master keys. Complex organic creations are also possible, including silk ballgowns, roast chickens and Persian rugs.

### ••••• Alter Properties

At this pinnacle of understanding, Masters of Matter may create substances which do not exist in nature by taking existing materials and altering their physical properties, or even make one object immaterial to some other substance. All the substances of legends and comic books are possible with this level of magick. Masters build castles with paper-thin walls and wear armor that feels like silk and weigh less than a feather. The rare prizes of Technocratic science, such as the manmade radioactive elements, are also reserved for this level.



# Mind



## Specialties: Communication, Illusion, Self-Empowerment, Astral Travel

Masters of Mind have opened their mental faculties far beyond mortal scope. Perception, communication, even domination are their province. Mind Arts pack little physical punch — they do one successes less on the Damage chart — but have endless subtle applications. Most Effects, cleverly cast and helped along with Social rolls, can be used coincidentally.

### • Sense Thoughts & Emotions/Empower Self

The mage begins to sense the thoughts and emotions around her. Though she cannot read them, she can sense their strength and intensity. A mystick may also read the psychic impressions left on objects. At this stage, she cannot read any actual thoughts or images, but can sense "good" or "bad vibes" from an object or place.

The Mind initiate also learns to influence her dreams and shield herself from others' thoughts and emotions. With work (a magick roll), she can hide her aura and shield her thoughts from casual observation — though determined and perceptive mages and other beings may still be able to read them.

### •• Read Surface Thoughts/Create Impressions/ Mental Impulse

The mage learns how to read memories "attached" to objects by others' minds (basic psychometry) and scan surface thoughts from unshielded minds. The greater the emotional content, the easier it is to read. She can also leave psychic impressions on objects or places intentionally, too, and can send them out until they find their target. Complex thoughts cannot be transmitted this way, but single words, images or emotional impulses can.

This level also allows her to create more elaborate shields in her mind and control her dreams to some extent. Two mages of this same rank can also form a primitive mental link by dropping their shields and reading each other's conscious minds.

### ••• Mental Link/ Walk Among Dreams

The mage can now establish a clear link between her own consciousness and the minds of others. She can use this link for telepathic communications — or invasions. At this rank, the mage has full command of perceptual illusions or psychic disturbances. These psychic assaults take many forms, but their end goal is to turn the victim into a mental vegetable.

The mage may now contact the minds of other dreamers in her sleep and begin to explore the Dream Realms. While waking, she may also use her abilities to enter the dreaming consciousness of others, though such trips are risky.

### •••• Control Conscious Mind/Walk Among Dreams

A Mind Adept can actually take over another person's mind and occupy his body for her own ends. Once this invasion has begun, she may control her victim directly, cure or cause insanity, change his memories or set up posthypnotic suggestions. The mage can overlay her subject's aura with another of a completely different color and pattern. The victim may slowly recover as the subconscious mind reasserts the true memories, but the subject's Demeanor is usually irrevocably altered.

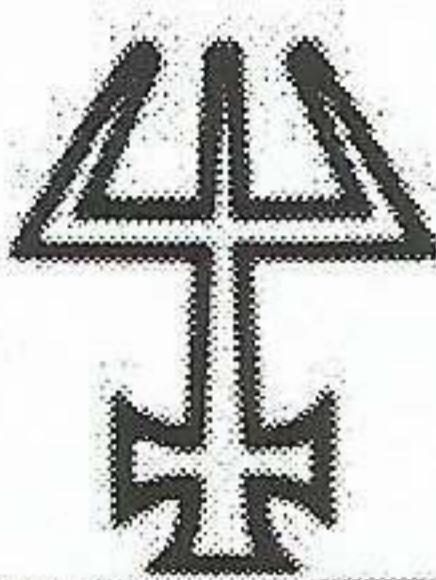
The Adept can also leave her dreams behind and make brief excursions into the astral reaches. These trips must be short and can become dangerous. For each success the mystick rolls, she may leave her meditating body for one turn. Afterward, she returns to her physical self.

### ••••• Control Subconscious/Untether/ Forge Psyche

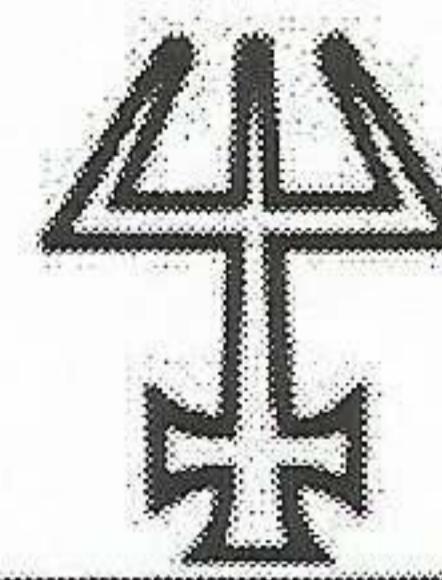
A Master of Mind rules not only his own mind, but other minds as well. He may completely rewrite someone's personality until his thoughts (and Nature Trait) bear no resemblance to anything that existed before.

The mage may also divorce a psyche from the body, switch minds between subjects and merge, copy or transfer the entire sum of a person's memories and knowledge from one body to another. His powers allow him to increase a subject's intelligence and wits to genius levels (5 dots) and may begin to increase his own beyond that. Complete astral travel becomes possible now; a Master of Mind can leave her body for hours or even days at a time.

The greatest power of a Master of Mind, however, is the ability to create true conscious thought. A Master may create another thinking, rational mind where none existed before, expanding its intelligence and designing its personality however she likes.



# Prime



## Specialties: Channeling, Perceptions, Filling Patterns, Draining Patterns

Prime is the study of Quintessence, the raw stuff of True Magick. It exists everywhere, and all things are composed of it, though some sources are easier to work than others. The most accessible forms of raw magick are the Quintessence stored in a mage's Avatar or crystallized into Tass. More dangerous to use, but no less possible, is the Quintessence which sustains the Life Patterns. The most difficult form of all to use is the Quintessence which forms the Patterns of creation, though a Master of Prime may tap this source as well.

Prime is essential when conjuring things from pure thought into existence, or when sustaining things which run from a magickal source (like Talismans). Bringing Patterns of Life, Matter or Forces into being "from nothing" demands Prime 2, while "recharging" magickal energies requires Prime 3.

### • Etheric Senses

A mage can sense basic Quintessential energy — the Nodes where it collects or wells up, the Tass in which it crystallizes, and the Quintessential ebbs and flows which mark the times of greatest magick. He may also notice creatures and objects charged with magickal energy. Such perceptions vary from mage to mage. Without the first rank of Prime, the mage cannot store free Quintessence within his own Pattern beyond the amount he receives from his Avatar. Mages without Prime magicks cannot gain Quintessence ratings above their Avatar Background Trait.

### •• Weave Odyllic Force/ Fuel Pattern

The mage attains some control over the shifting Quintessential energy, and can divert small streams to flow differently or reweave them. When he conceives of an object, it takes on some degree of solidity. By channeling Prime Force through his concept, the sorcerer can transform it into a physical form.

### ••• Channel Quintessence

At rare sites (Nodes) and on rare days (Junctures), Quintessential Force focuses into Primal energy. The resulting flow is called "free" Quintessence. Another Prime aspect, "raw" Quintessence, makes up Patterns, flows through living beings and coalesces in the tremendous pool of Quintessence from which mages draw the energies for Pattern magick. At this rank, a mystick understands how to draw these "surplus" energies out of their Patterns and channel them into new ones.

### •••• Expel Base Energy

While Disciples of Prime are largely limited to detecting and manipulating free Quintessence, Adepts of Prime learn to channel raw Quintessence. They can pull Quintessence out of the Patterns of matter and energy, affecting a Pattern's substance in reality. Each shard of inanimate matter and each spark of energy has Quintessence stored within. Adepts can expel the Quintessence from these Patterns, recycling it into the cosmic pool of raw Quintessence. Without Quintessence in its Pattern, that matter or energy ceases to exist.

Adepts who know enough about Matter or Forces can use conjunctional Effects to alter the amount of Quintessence stored in various parts of these Patterns, thereby "dissolving" different aspects or properties of the energy or matter. A sorcerer could make solids become insubstantial, cause a magnet to have only one pole, remove a chemical's ability to form nuclear bonds with other chemicals (this process would, for example, make an acid unable to corrode), or cause objects to lose their mass yet remain solid. While Pattern magicks alone can do the same thing, extracting a target's raw Quintessence is a direct and "easy" way to alter it.

### ••••• Alter Flow

Masters of Prime delve into truly advanced theories. Such Masters can alter established flows of raw Quintessence — those flowing through Life Patterns. Living beings interact with Quintessence in a unique manner. Their Quintessence is not stored in their Patterns, but runs continuously through them. By damming this flow, the mage can extinguish the spark of life within the creature.

Masters can also increase the flow of Quintessence through a Pattern. This means nothing to life forms without strong Avatars, but Awakened ones can instantly recharge their Avatars' Quintessence.

# Spirit

**Specialties:** Dimensional Science, Spirit Dealings, Umbral Travel, Possessions

No other Sphere, perhaps, marks the line between mystick and Technomancer as clearly as Spirit; some regard the Otherworlds as the base of the mortal world, while others consider them just another frontier. This Sphere encompass skills for traveling through the Otherworlds, dealing with spirits and surviving alien environments like the Deep Umbra. While the game systems do not distinguish shamanism from spirit-tech, the foci, styles and intents vary a lot.

Unlike most Spheres, Spirit magicks often use the local Gauntlet rating (see screen chart) as a difficulty. The thicker the barrier, the harder it is to penetrate, and vice versa. Any Spirit Effect, therefore, that passes between the material world and the Otherworlds uses the Gauntlet as its difficulty. Vulgar and coincidental Effects still incur the usual amounts of Paradox, however.

## • Spirit Sight/ Spirit Sense

The Spirit initiate gains the ability to sense the Near Umbra around her, allowing her to see auras, ghosts and spirits. Using such insight can be dangerous; mysticks attuned to the spiritual world often miss things in the physical one. She can also "read" the strength of the local Gauntlet and sense an item containing spirit essence.

## •• Touch Spirit/ Manipulate Gauntlet

The mage now gains the ability to briefly touch spirits and objects in the Penumbra — she can push a spirit out of a room or hit one over the head. Although this magick allows only brief contact (a turn or two), it can be enough. She can also speak through the Gauntlet, or extend her perceptions to Plumb the Deep Umbra and detect the fringes of eternity.

A mystick can also thin (or strengthen) the local Gauntlet. Each success lowers or raises the Gauntlet difficulty by  $-/+ 1$  for one turn; three successes would affect that difficulty by 3 for three turns. Naturally, this roll must first succeed against the original Gauntlet rating. The Gauntlet cannot be brought lower than difficulty 4.

## ••• Pierce Gauntlet/ Rouse & Lull Spirit

A mage may now make a hole in the Gauntlet and "step sideways" into the Umbra. Her body and possessions become ephemera, the stuff of spirit; as things of the material world, however, they carry an odd glow. Any action the mystick takes against an Umbrood creature now will be felt. Possessions are difficult to transform; entering skyclad (nude) requires only the usual successes at the usual difficulty. Normal clothing and items add +1 to both difficulty and successes needed. Bulky gear demands a +2 increase. The mage cannot bring through anything she could not normally carry.

With conjunctional Matter 3 and Prime 2 Arts, the mystick may create short-lived items out of ephemera. These creations must be built as if they were material items, and fade away when the Effect's duration ends.

The mage also gains the power to rouse or lull spirits. Rousing is like calling, simply louder, while lulling puts an Umbrood into brief slumber with a contested Willpower vs. Willpower roll. The more powerful the spirit, the more difficult it is to awaken or put back to sleep.

## •••• Rend Gauntlet/ Seal Breach/ Bind Spirit

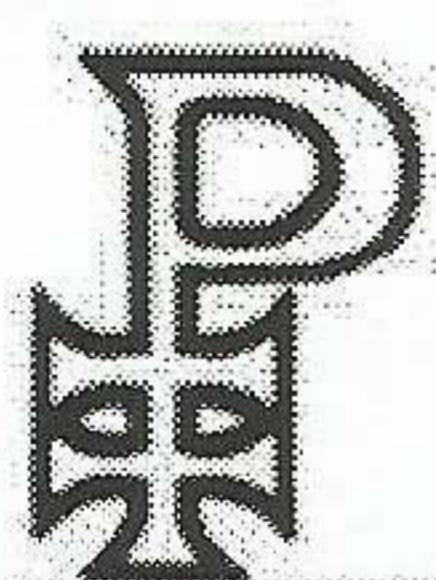
The mage may now rip the Gauntlet asunder and travel through without difficulty or repair breaches which others have made. Creating such rips is, of course, highly vulgar.

The mage may now compel spirits to appear and bind them or force them into objects, creating fetishes. The more powerful the spirit, the more successes it takes to bind them. A brave (or foolish) shaman may also channel a spirit's powers through herself. This shuts out any other magick she might do while the Umbrood possesses her, though she can access its Charms, speak with its voice and perform feats of incredible physical prowess. Many spirits can only be forced out through contested Willpower rolls (difficulty 7-10) or the reverse of this same power — exorcism.

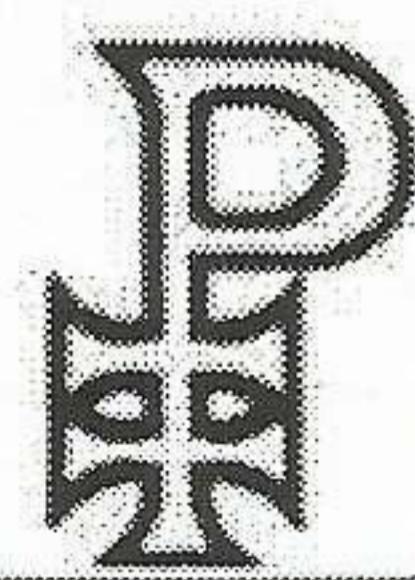
## ••••• Forge Ephemera/ Outward Journeys

A Master of Spirit gains a divine power, for she may now take ephemera, the substance of Spirit, reweave it, repair it or rip it asunder. The mage may now heal spirits' Power (as per the Damage chart), help create Horizon Realms or Umbral Domains or even attack a victim's Avatar through the dreaded Gilgul rite.

The Master may also use her power to break free from the Horizon and explore the Far Realms and Deep Umbra. This magick allows her to survive the ravages of Etherspace for short periods while she speeds towards her chosen destination.



# Time



## Specialties: Perceptions, Conjunctional Uses, Travel, Temporal Control

Time is perhaps the hardest Art to comprehend. Mysticks who pursue it argue theory more than any other mages — especially the theories regarding time travel. The only clearly documented form of it involves skipping forward into the future. While travel into the past is theoretically possible, it remains beyond even Time Masters' grasp.

Time works well with other Spheres; by hooking Time magicks into other Effects, a mystick can prolong or trigger certain spells. Most Time Effects are highly vulgar; only time perceptions and triggers can remain unnoticed for long. Time perceptions enable a mystick to search the future or past for some hidden secret. When scrying forward or backward in time this way, the number of successes scored on the magickal Effect roll determines how far into the past the Time mage can perceive. Durations for other Time Effects are determined normally.

### • Time Sense

The mage develops a precise internal clock, and can detect certain time-based phenomena, sensing the approach of such disturbances and "feeling" where in dimensional space the phenomena will appear. At this level, mages may also detect temporal phenomena weaker than actual rifts, like spots where a mystick steps forward in Time, sends something forward, or scrys into the future or past.

### •• Past/Future Sight

The mage can now shift her perceptions forward or backward in time. Those who do so often experience flashes of pre-or-postcognition. Reading the past requires more successes to perform, but its results are fairly certain. Precognition is less difficult, but the futures foreseen — especially far futures — tend to be inaccurate. By itself, this Effect allows a mage to scry in her current location. With Correspondence 2, she may scry out any time and any place in the world, while Entropy 2 lets her view several possible futures and pick the most probable one.

Some mages reverse this magick and thicken the walls of time, making other Time Effects more difficult. Each success a mage gets on this sort of magick subtracts from a future (or past) success of some other mage to spy on the mage's present doings.

### ••• Time Contraction/ Dilation

The mage can now accelerate or slow time as she desires. Mysticks often describe these Effects as "contracting" or "dilating" time. While these moments seem to pass normally to an observer, he sees more things happen during that time than would normally be possible. A mage using such Effects can take one additional action for every success over the second.

### •••• Time Determinism

The mage can now cause absolute shifts in time, taking a field of time and freezing it; a falling arrow may be stopped mid-flight or a man placed in a state of suspended animation. This is a powerful Effect when used in conjunction with other magicks, as the mage can choose the moment which "triggers" a magickal time bomb. Such "hanging" Effects are the type of time-based phenomenon that mages with Time Sense can detect. Other magickal Effects can be worked into the temporal program so long as that Effect, and its trigger, are set in advance.

### ••••• Future Travel/ Time Immunity

A Time Master can shift objects through time, plucking something out of the flow of time and repositioning it at some other point. The new position could be seconds or centuries away from the field's original place in time. Such Effects are firmly linked to their point of origin; ripples exist where they once were until their reappearance. This forms a continuous thread which the Master can pull at any time he sees fit. Such Arts are obviously vulgar, and any Disciple of Time can recognize an anchored time Effect and gauge the time when it will come due.

Masters can also immunize themselves from time. During this "time" outside of Time, a mage perceives the world as a collection of still images that he may manipulate as he pleases. As a conjunctional Effect with Life or Matter, he may take other creatures and objects "out of time" as well.