



NEW SPELLS

TELEKINETIC MANIPULATIONS

Squirrel Climb

Type: P Target: min. 4 Duration: S Drain: +2(M)

This spell's casting allows the invoker to be able to quickly and skillfully climb any surface that can be "gripped" by the climber. 100 feet of rigging rope could easily be traversed, or a drain pipe down the side of a building, while a brick wall could not. Covering distances equal to $\frac{1}{2}$ running speed are possible, with standard encumbrance modifiers applied, as long as there are hand holds available. This spell does not require any skill in climbing to use and the caster's strength is not increased with this spell, though the spell allows that uncomplicated climbing does not merit a strength check to succeed.

Echo Pop

Type: P Target: 4 Duration: S Drain: +1(M)

This spell sets up a sphere of effect around whatever point the caster chooses. Any sounds inside this sphere will not necessarily originate from whatever made the sound. Each sound originating from inside the sphere of effect will actually seem to come from a random direction $Xd6$ meters from the cause, where X equals the number of successes. The diameter of the sphere is equal to the number of successes in meters. Anyone attempting to pinpoint the origin of the sound must be able to associate the sound with its source within the distance it differs by. E.g. a sniper fires while inside a 4 meter sphere. Shots fired will seem to come from a source $4d6$ meters away from the sniper. Onlookers will be unable to know that the shots came from the sniper unless they have a visual on the sniper actually firing. This spell has full effect upon technological sonic tracking and recording devices.

DIRECTED ILLUSION SPELLS

Peacock (Kujaku)

Type: M Target: W Duration: I Drain: +1(S)

Peacock is cast on an individual. All others viewing this individual have a resisted willpower test to pass or they will view the Peacocked character as much more dangerous, large, aggressive, etc. Very exaggerative effects will be believed with this spell: such as a six armed, 12 foot tall samurai toting a 105mm rifle. The actions of the augmented character may cause fear, intimidation, or awe, depending on the relationship they currently have with the

viewer. Negotiation, interrogation, and other people skills are affected with target numbers lowered by the number of successes the caster earned. Effects last as long as the situation demands and are remembered.

CONTROL MANIPULATIONS

Slap Box

Type: P Target: 4,Hit Duration: in sight Drain: +2(M)

This spell requires that the caster strike the target with an open hand to the face or head. The caster uses any unarmed combat he has plus the force of the spell (magic pool is not used here). The attack can be countered normally if the target has unarmed combat skills as well. If struck, the target is allowed a willpower test vs. the force + net #successes in the caster's strike. If the target fails the willpower test, then the target will become enraged and attack ONLY the caster as long as the caster is in visual range of the target. All other actions and plans are put on hold until the caster disappears (or is dropped), the target genuinely fears for their life, or the target is incapacitated. The open hand strike is customarily delivered at the end of a comment about the target's heritage and/or immediate family. Speaking their language is not necessary.

INDIRECT ILLUSION SPELLS

Scamper

Type: P Target: see below Duration: I Drain: +1(M)

This spell must be declared at start of round, at which point each member of the caster's group must say yes or no. Those answering yes get no more actions (including perception) and immediately start running around chaotically while whatever exists around them explodes up into the air. E.g. in a library, the cards, pages of books, and the book themselves fly up into a maelstrom. For the duration of the round, all others have to deal with confusion as follows: [Will power VS. Force of spell + number of successes]: each success is a simple action allowed. Those who declare no are included in the confusion above.

After that round ends, each scamperer is functionally invisible for one round. For each turn subsequent to the spell being cast, those searching have to meet a perception check modified by +[Force of spell + number of successes], decrementing by one for each turn. Scamperers may crawl up to $\frac{1}{4}$ movement and still enjoy the obscurity bonuses each round.



Extra's

Type: M Target: 4 Duration: 1 Drain: +2(S)

For the Extra's spell to be cast, which must be in a wide open area with multiple entrances, the caster must be in combat. When cast, the spell causes an audible, physical, and technologically viewable manifestation of 30-50 members of similar appearance to run into view behind the caster (i.e. 40 monks with white robes and red sashes) and an exactly equal number to appear behind his adversary (i.e. 40 monks with black robes and green sashes). The two groups immediately engage each other around the caster's location. They have no damage potential at all, yet they will appear to be struck and nearly strike back. Their fighting causes confusion among all sentient creatures in the visual area of effect. These creatures affected may make an intelligence check vs. the force of the cast spell. Confused creatures react as follows:

d6 - 1 - 4 fight imaginary monks for one round; roll again next round.

5 attack nearest creature (real not illusion); roll again next round.

6 act normally for one round; roll again next round.

The casting of this spell is bound to a fetish, requiring that the caster take the spell as a restricted casting spell. The fetish required, regardless of shamanic or hermetic origins, is a little black whistle.

Apocrypha

Type: P Target: (Street Index)² Duration: P Drain: (M)

Once just the work of clever graphic artists and forgers, truly accurate forgeries are possible through casting Apocrypha. Blank materials (or existing one's to be overwritten) are required that match the size and weight of the required documents. The caster must have a real version of the document to be forged before them (he/she cannot overwrite the same document providing the format), and must declare at casting time the false documents information. The new document will contain entirely believable syntax with information that could be construed dubious only if the verifier has knowledge otherwise. Text, codes, pictures, formats, watermarks, holographic imprints, etc. are all accurate and reflect whatever the caster wants to have on the document. Newly created documents made in this fashion are indistinguishable from real ones. Construction time is approximately ten minutes per page or ID / number of successes. Electronic interfaces associated with documents

or ID's are not duplicated, though may be added by a technician after creation.

TRANSFORMATION MANIPULATIONS

Construct: Red-Tail

Type: P Target: 3 Duration: P(see below) Drain: +2(D2)

Like any other Construct: spell, the caster is first required to fashion a scale working replica of a Red-Tailed squirrel out of wood, sinew, vines, bark, and sap. After completing the little golem, the caster completes the enchantment, declares its name, and binds a small part of his/her essence to bring it to life. Once successfully cast, the caster's point of essence is shared with the golem until its service is over. The golem looks and acts as if it were real, though anyone touching or examining the golem will realize it is not. Death or destruction of the golem results in the point of essence being lost for 3d6 weeks. If service is ended by the creator, a simple action requiring speech, the essence is simply reclaimed. The golem will do as instructed as if the caster could communicate with the golem, though the golem can not speak. The golem has attributes equivalent to a small nimble squirrel, augmented by each success rolled in its creation.

ADEPT ABILITIES

Internal Gyroscope

This power gives the adept the ability to keep his balance even under the most perilous situations. In essence this power adds a -1 target modifier to any roll involving the adept's balance or athleticism. An adept with this ability will seem as though he/she simply knows how to land or in some instances look as though gravity does not apply to him/her at all. This ability can only be purchased to a maximum -3 modifier at a cost of .25 per point.

Sticky Hands (Sticky Swords)

An adept with this ability can attempt to keep an opponent engaged in melee combat even if that opponent seeks to disengage. Using hands or weapons, the adept ties up, frustrates, confuses, and blocks the retreat of his/her opponent. In this mode, the adept chooses to spend no combat pool in doing damage to their opponent. Each round that the adept seeks to keep their opponent engaged, both the adept and their opponent roll a separate melee attack sequence. The adept may spend combat pool in this contested roll, and if they win, their opponent has no



egress. Trapped opponents that are actively seeking to retreat may be affected by fear and desperation at their inability to run away. This ability can be purchased for a cost of .5.