

【CRB】 Attack

Concentration: No

Skills: Arcana, Divine, Primal

Base Difficulty: Easy(1)

Action:

Magic attacks are combat checks, and they follow the normal rules for performing a combat check, on page 101, using the character's magic skill instead of a combat skill. There are some exceptions, however, which we detail here. When making a magic attack, the character must select one target at short range (but not engaged).

The attack deals damage equal to the characteristic linked to the skill used to make the attack (so if the character uses Arcana, they would deal damage equal to their Intellect), plus 1 damage per uncanceled [S].

The attack has no set Critical rating, so you may only inflict a Critical Injury with a [T].

Additional Effects:

- **Blast[+1]:** The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.
- **Close Combat[+1]:** May select a target engaged with your character.
- **Deadly[+1]:** The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge.
- **Fire[+1]:** The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.
- **Holy/Unholy (Divine Only)[+1]:** When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ☒ deals +2 damage, instead of +1.
- **Ice[+1]:** The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.
- **Impact[+1]:** The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.
- **Lightning[+1]:** The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)
- **Manipulative (Arcana Only)[+1]:** If the attack hits, you may spend ☒ to move the target up to one range band in any direction.
- **Non-Lethal (Primal Only)[+1]:** The attack gains the Stun Damage quality.
- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Destructive[+2]:** The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.
- **Empowered[+2]:** The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.
- **Poisonous[+2]:** If the attack deals damage, the target must immediately make a Hard(3) Resilience check or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.

【CRB】 Augment

Concentration: Yes

Skills: Divine, Primal

Base Difficulty: Average(2)

Actions:

This is using magic to enhance people. A character selects one target they are engaged with (which can be themselves), then makes a Primal or Divine skill check. If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add 1 to their checks).

A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Additional Effects:

- **Divine Health (Divine Only)[+1]:** The target increases their wound threshold by a value equal to the character's ranks in Knowledge for the duration of the spell.
- **Haste[+1]:** Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).
- **Primal Fury (Primal Only)[+1]:** The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.
- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Swift[+1]:** Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.
- **Additional Target[+2]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending [A] each time).
- **Camouflage[+2]*:** Targets affected by the spell are granted 3 levels of Concealment.
- **Flight[+2]*:** Targets affected by the spell gain the ability to fly and hover.
- **Shapechange[+1]*:** You can change the target's physical form into that of another type creature that you have seen of the same silhouette as them. If the creature has the same basic body structure as them, they can choose to reshape their equipment to match their new form. Otherwise, the equipment melds into their new form and is unusable. Your target can move any appendages the creature has but gain none of the other benefits. This may be added multiple times, each time after the first increases or decreases the silhouette by 1. You cannot replicate an individual's features in this way - they are their own individual in each form.
- **Skinwalker[+2]*:** When using shapechange, you can replicate an individual's features. Boost or Setback should be applied based on the caster's knowledge of the subject they are imitating.
- **Water Breathing[+1]*:** targets affected by this spell can breathe underwater.
- **Illusion[-1]*:** The effects of Shapechange and Skinwalker are an Illusion.

【CRB】 Barrier

Concentration: Yes

Skills: Arcana, Divine

Base Difficulty; Easy(1)

Actions:

Both arcane and divine spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves). If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled [SS] beyond the first.

Additional Effects:

- **Additional Target[+2]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending [A] each time).
- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Add Defense[+2]:** Each affected target gains ranged and melee defense equal to your ranks in Knowledge.
- **Empowered[+2]:** The barrier reduces damage equal to the number of uncanceled [S] instead of the normal effect.
- **Reflection (Arcana Only)[+2]:** If an opponent makes a magic attack against an affected target and generates [AAA] or [T] on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.
- **Sanctuary (Divine Only)[+2]:** Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.
- **Spell Shield[+2]*:** Opponents who target with a spell at least one character affected by this spell upgrade the difficulty of their Magic check twice.

[1]* Beguilement (eg. Enchantment)

Concentration: Yes

Skills: Arcana, Primal

Base Difficulty: Easy(1)

Action

Select a single creature or minion group within Short range. The target is filled with a specific emotion or sensation of your choice, such as anger, attraction, calm, disgust, fear, friendliness, or peace. All social checks the target makes are either upgraded or downgraded once to reflect this altered mental state.

After the spell ends, the target is aware that they were feeling or behaving unusually.

Additional Effects

- **Additional Target[+1]:** May select additional targets equal to your ranks in Knowledge. May spend [AA] to select additional targets equal to your ranks in Knowledge for each [AA] spent.
- **Easy Feeling[+1]:** After the spell's effects end, the target no longer is suspicious of their emotional state or actions.
- **Terrify[+1]:** The target will flee directly away from the spellcaster as long as doing so would not cause knowingly harm itself. The creatures will continue to flee for one round after the concentration has ended or it has left the spell range. May spend [A] to send the target fleeing an additional range band or round.
- **Suggestion[+2]:** Your target takes a suggested action or maneuver associated with the emotion you have instilled in them, such as attacking someone in anger, hitting on someone they are attracted to, calmly taking a rest, disgusted avoiding someone or something, running away from something in fear, offering assistance to someone they feel friendly toward, or attempting a peaceful resolution to a conflict. You may offer a suggestion each round as part of maintaining concentration on the spell.
- **Forgetfulness[+2]:** The target has no recollection of what transpired while under the effects of the spell.
- **Minor Charm[+1]:** The target will not attack the spellcaster nor their allies unless attacked by them.
- **Major Charm[+3]:** The target feels particularly friendly to the caster, or a single target the caster designates, doing anything they would normally do for a dear friend.
- **Dominate[+3]:** The target obeys all commands of the caster, even those contrary to its nature. The target may attempt a Discipline vs Discipline check as an action on their turn in order to break free of this mental control, receiving a number of on their check if your commands have been against their nature. This cannot be combined with the Additional Target effect.

【CRB】 Conjure

Concentration: Yes

Skills: Arcana, Primal

Base Difficulty: Easy(1).

Actions:

This action represents the ability of a spellcaster to animate objects or create items (or allies) out of the aether. If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character's next turn. Minions are not controlled by the character, and may even be hostile to them and take their turn immediately after the character.

Additional Effects:

- **Additional Summon[+1]:** The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend [AA] to summon one additional item, weapon, or creature (and may trigger this multiple times, spending [AA] each time).
- **Range[+1]:** Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Summon Ally[+1]:** The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)
- **Medium Summon[+1]:** The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.
- **Greater Summon[+2]:** The character may summon a rival of up to silhouette 2.
- **Grand Summon[+3]:** The character may summon a rival of up to silhouette 3.
- **Illusion[-1]*:** The object or creature you summon is an Illusion.
- **Necromancy[-1]*:** Use a corpse or skeleton within the range of the spell and raise it as a mindless undead minion instead of conjuring a creature from the aether.

【CRB】 Curse

Concentration: Yes

Skills: Arcana, Divine

Base Difficulty: Average(2).

Actions:

This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one <S> from their checks).

Additional Effects:

- **Enervate[+1]:** If a target suffers strain for any reason, they suffer 1 additional strain.
- **Misfortune[+1]:** After the target makes a check, you may change one [S] to a face displaying a [f].
- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Additional Target[+2]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⌘ [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending ⌘ [A] each time).
- **Despair (Divine Only)[+2]:** The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.
- **Doom (Arcana Only)[+2]:** After a target makes a check, you may change any one die in the pool not displaying a [T] or [d] to a different face.
- **Paralyzed[+3]:** The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.
- **Polymorph[+3]*:** You can change the target's physical form into that of another type creature that you have seen of the same silhouette as them. If the creature has the same basic body structure as them, you can choose to reshape their equipment to match their new form. Otherwise, the equipment melds into their new form and is unusable. Your target can move any appendages the creature has but gain none of the other benefits. This may be added multiple times, each time after the first increases or decreases the silhouette by 1. You cannot replicate an individual's features in this way - they are their own individual in each form.

[!]* Deception (ie. Obfuscation)

Concentration: Yes

Skills: Arcana, Divine, Primal

Base Difficulty: Easy(1)

Action

Create a thick fog, mist or smoke that blankets engaged range. All characters in the fog are treated as having two levels of concealment, imposing two setback dice on checks they make, and on Perception checks and attacks made against from outside the fog. Could possibly make a globe of darkness as well, which would have the benefit of allowing characters with Dark Vision to see.

Additional Effects:

- **Additional Sense[+1]:** An additional Sense is impaired by the fog. (eg. Hearing, Smelling, Dark Vision, Infravision, Ultravision)
- **Range[+1]:** You may create the fog at Short range. It still fills Engaged range. You may use this multiple times.
- **Extend[+1]:** The fog now fills an area out to Short range. You may use this multiple times.
- **Thicken[+1]:** The fog becomes more dense, imposing an additional setback on checks. You may spend [AA] to increase this effect.
- **Hinder[+1]:** The fog impedes movement, and is treated as difficult terrain. OR this could give the fog Ensnare 2.
- **Burn[+2]:** The fog sears the lungs, causing Strain equal to ranks in Knowledge at the start of each character's turn.
- **Poisonous[+2]:** If a target is affected by the obfuscated area, the target must make a Hard (3) Resilience check or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.
- **Lightning[+1]:** The affected area gains the Stun quality with a rating equal to the character's ranks in Knowledge.
- **Holy/Unholy (Divine only)[+1]:** When targets in the area take damage that the GM determines are the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each success deals +2 damage instead of +1.
- **Manipulative (Arcana only)[+1]:** The character may spend a manoeuvre to move the obfuscated area one range band in any direction.
- **Sleep (Primal Only)[+1]:** The area gains the Stun quality, and deals strain equal to the character's ranks in Knowledge
- **One Way[+2]:** The shrouded area is transparent from outside, and opaque from inside, or vice versa
- **Illusion[-1]:** The fog is an Illusion.

【CRB】 Dispel

Concentration: No

Skills: Arcana

Base Difficulty: Hard(3)

Action:

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell. If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Additional Effects:

- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Additional Target[+2]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending [A] each time).

Counterspell Maneuver

Concentration: No

Skills: Any Magical

Base Difficulty: Easy (1)

All opponents within medium range upgrade the difficulty to cast spells once, until the end of the character's next turn.

You may spend [A] or [T] to add [S] to next magic skill check of effected targets.

You may spend [AAA] or [T] to upgrade the difficulty of checks to cast spells once for effected targets.

You may spend [T] to prohibit one effected target to cast spells for the duration.

Additional Effects:

- **Range[+2]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.

【CRB】 Divination

Concentration: No

Skills: Divine, Primal

Actions:

Question, Yes/No	Hard(3)	You may spend [AA] to ask an additional question.
Question, Open	Daunting(4)	You may spend [AA] to ask an additional question or deepen the details of information already gained.
Detection	Average(2)+	Target: Short, You may spend [A] to deepen the details.
Insight Reroll	Average(2)	Target: Short or Self, Until the end of the target's next turn, the target may reroll any one skill check, whether successful or not to improve the result. But they must take the result of the reroll.

Additional Effects:

- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **True Strike[+1]:** Remove up to [SSS] granted from concealment from any combat check the target makes until the end of your character's next turn. This includes negating invisibility.
- **Additional Target[+2]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending [A] each time).
- **Lingering Senses[+2]:** Your character may perform the Concentrate maneuver on the effects of the divination spell.

[!]* Divination, Clairvoyance

Concentration: Yes

Skills: any

Actions (G):

ESP, sixth sense. This ability goes by many names, but the constant theme of greater sight resides in each version. The first iteration of this spell alters the PC's perception rolls, allowing them to relocate their focal point of perception to anywhere within a short distance, adding <p> to the roll.

The GM may add setback die if you are focusing your abilities through thick/resistant material, if you are unsure of the exact location you are attempting to remote view from, and the normal setback penalties associated with perception/vigilance.

Additional Effects:

- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.

Actions (G):

The second part of Clairvoyance is to gain information from an outside source (eldrich, divine, spirit). The exact nature depends on the setting, but if the player succeeds on a <ppp> die roll, the GM will give the PC a piece of info somehow related to their current scenario or location. If you roll multiples of two successes, three advantage or triumphs, the GM may reveal more, at their discretion.

The GM may add setback die depending on the amount of time that has passed since the event, or if other major events have occurred in the timeline.

Generally, foreseeing the future is something to be used as a plot device by the GM, and not something the PC's can automatically do.

Additional Effects:

- **Specific Instance[+1]:** PC may target a specific, singular, short instance or moment.
- **More Detail/Length[+1]:** The PC may target a more complex, lengthy or detailed event/encounter.

【CRB】 heal

Concentration: No

Skills: Divine, Primal

Base Difficulty: Easy (1)

Action:

The character can use the magic skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. Upon success, the character heals 1 wound per uncanceled [S], and 1 strain per uncanceled [A], and 1 critical wound per [T].

Additional Effects:

- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [A] to affect one additional target within range of the spell (and may trigger this multiple times, spending [A] each time).
- **Restoration[+1]:** Select one ongoing status effect the target is suffering. This status effect immediately ends.
- **Heal Critical[+2]:** Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.
- **Revive Incapacitated[+2]:** The character may select targets who are incapacitated.
- **Resurrection[+4]:** The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.

[T]* Illusion

Concentration: Yes

Skills: Arcana, Divine

Base Difficulty: Easy(1)

Action

Select up to three targets in short range. The targets either see a single static image up to a size of silhouette 2, hear a sound ranging from a whisper to a scream emanating from close range, or smell something wafting from close range. Likewise, the spell can cause the target to be unable to see a small, static object with silhouette 1 such as a chest, weapon, door, or shelf.

Additional Effects:

- **Additional Illusion[+1]:** The spell creates an additional visual illusion. You may spend [AA] to create one additional visual illusion.
- **Additional Target[+1]:** The spell affects three additional targets within range of the spell. In addition, after casting the spell, you may spend [A] to affect two additional targets within range of the spell (and may trigger this multiple times, spending [A] each time).
- **Conceal[+1]:** Until the beginning of the user's turn, the target cannot see or sense a chosen person or object of silhouette 1 or smaller. The chosen person or object must remain stationary or the spell fails.
- **Increased Size[+1]:** The spell creates an illusion up to silhouette 3 or conceals a static object up to silhouette 2.
- **Movement[+1]:** The spell creates an illusion with basic movements and gestures, and can patrol in an area of up to short range. You may spend [AA] to increase the range the illusion can move by one range band.
- **Range[+1]:** Increase the range of the spell (the distance from the character the illusion effect appears) by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Simultaneous Effect[+1]:** The spell creates one additional sensory effect that appears in sync with the visual component of the illusion. You may spend [AA] to create one additional visual or sensory effect.
- **Silence[+1]:** The spell causes all sound within an area of 20 feet to be inaudible to any creature outside the area.
- **Disguise[+2]:** The spell alters the target's entire appearance, either physically or by adding/subtracting clothing, gear, personal effects, or other. You may spend [AA] to alter how the target sounds or smells. Nothing this spell creates has a physical component, so objects pass through it as normal, and any creature that touches it will feel nothing.
- **Improved Illusion[+2]:** The character's illusions become sharper, more true-to-life. Upgrade the difficulty to disbelieve the illusion twice. You may spend [AA] to upgrade the difficulty to disbelieve the illusion once (and may trigger this multiple times).
- **Massive Size[+2]:** The spell creates an illusion up to silhouette 4.
- **Invisibility[+3]:** The target is invisible and gains [T] on any Stealth checks it makes for as long as concentration is maintained. You may spend [AA] to render all sounds the target makes inaudible.

[EPG] Mask

Concentration: Yes

Skills: Arcana

Action:

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

Illusions can generate light and sound, but they cannot cause harm or interact with their environment in any way. Illusions can be animated and can move, as long as they remain within the range of the spell. A keen observer can attempt to spot the false nature of the illusion by making an Average(2) Vigilance check (or Average [2] Perception check if the observer suspects that their senses may be fooled). Success means the observer recognizes the object's illusory nature.

Additional Effects:

- **Blur[+1]:** If the spell targets a character, it blurs and obscures their form. Until the spell ends, add <t> to the results of combat checks targeting the character (this applies even if the attacker realizes the effect is an illusion).
- **Mirror Image[+1]:** If the spell targets a character, it creates multiple images that move with the target and distract opponents. Until the spell ends, the character may spend <ttt> or <d> from any combat check targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion).
- **Additional Illusion[+1]:** The spell creates one additional illusion or disguises one additional character. In addition, after casting the spell, you may spend [AA] to create another additional illusion or disguise another additional character (you may trigger this multiple times, spending [AA] each time).
- **Range[+1]:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Size[+1]:** Increase the silhouette of the illusion created by one, or disguise the appearance of a target one silhouette larger. This may be added multiple times, increasing the silhouette of the illusion created or target disguised by one each time.
- **Realism[+1]:** Increase the difficulty of checks to determine that the illusion is fake by one. In addition, after casting the spell, you may spend [AA] to increase the difficulty of checks to determine that the illusion is fake by one (you may trigger this multiple times, spending [AA] each time). The illusion can also fool additional senses such as smell, taste, or touch.
- **Terror[+2]:** The illusion terrifies those who behold it. When any character who does not know the illusion is fake spots it, they must make a Hard(3) Discipline check. They suffer 2 strain per <t> and, if they fail, are unable to approach the illusion. (If you are using the Fear rules from page 243 of the Genesys Core Rulebook, this can be a Hard (3) fear check).
- **Invisibility[+3]:** If the spell targets a character, it renders them invisible to sight instead of changing their appearance.

[ZGM] Mind

Concentration: No

Skills: Arcana, Primal

Mind spells are magic that tampers with another character's thoughts, either reading or manipulating.

Action:

Select a target that is engaged with your character and make a Hard(3) magic check. If successful, your character learns the simple surface thoughts of the target. The GM will determine what those thoughts are. The information learned may not be words that are easy to decipher, but could instead be feelings or flashes of imagery. The target is aware that someone is doing *something* to their mind. How much they fully understand about what is happening depends on the setting and the target character.

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

One important note about the Mind spell is about the Dominate effect. With the base difficulty of the spell being Hard(3) and Dominate adding +3, the resulting difficulty is 6. This makes the spell impossible to cast since the max difficulty is Formidable(5). The only way to make such a spell possible is with the use of either a magical implement or a talent.

Additional Effects:

- **Learn Motivation[+1]:** Learn one motivation (Fear, Flaw, Strength, or Desire) of the target, GM choice.
- **Range[+1]:** Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Gentle[+1]:** Target is unaware of the mental probing.
- **Learn Memory[+1]:** Your character experiences one memory of the target of interest to the story, GM choice.
- **Guide[+2]:** The target performs an incidental of your choosing.
- **Erase Memory[+2]:** The target forgets a time period of up to one hour per uncanceled success. triumph can be used to implant a different memory in its place.
- **Strain Attack[+2]:** The target suffers 1 strain per uncanceled success.
- **Dominate[+3]:** You determine the target's next action and maneuvers. They must be defined when the spell is cast.

[ZGM] Move

Concentration: Yes

Skills: Arcana, Divine

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

Action:

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

Additional Effects:

- **Range[+1]:** Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending a each time).
- **Size[+1]:** Increase the silhouette your character may target. This may be added multiple times, increasing the silhouette by one each time.
- **Levitate[+1]:** While your character maintains concentration on this spell the target hovers up to one foot (~30cm) off the ground.
- **Adversary[+2]:** May select an unwilling or secured target. The check is upgraded for every rank the target has in Athletics (or an appropriate amount if the target doesn't have any skills such as an object (GM determines)).
- **Teleport[+2]:** The target does not move through the path from start to finish, but instead instantly appears up to the moving range ignoring all objects in the way. If this would cause the target to appear inside of another object or being then they instead appear on the side of the obstruction closest to their starting location.

[1]* Manipulation / Telekinesis

Concentration: Yes

Skills: Arcana, Primal

Base Difficulty: Easy(1)

Actions:

Manipulation magic allows a character to move objects, people, or creatures (silhouette 0), and manipulate items remotely as if they were using their hands within Short range. If the check is successful, the target is moved (or manipulated) as the casting character desires. The effect ends when the target reaches its intended destination, although the caster may continue manipulating the target by using the concentration maneuver.

If the target falls, use the rules for Falling Damage on page 112.

Additional Effects:

- **Range[+1]:** The character may manipulate targets at longer range, or increase the distance a target is moved. This may be added multiple times, increasing the range band by one range band each time.
- **Silhouette[+1]:** The character may affect larger objects or creatures. This may be added multiple times, allowing for one larger silhouette to be affected each time.
- **Unwilling Target[+2]:** If the target does not want to be moved, this effect applies. This covers not only unwilling living subjects, but also strongly secured inanimate objects (a locked gate, a rooted tree, a sword in an enemy's hand). Most living creatures who are not allies should be considered unwilling. Unsecured inanimate objects are considered willing.
- **Control/Finesse[+1]:** This allows for fine manipulation of objects at range, or allows the character to attempt to seize a carried (but not worn) target item (disarming an enemy of their weapon).
- **Hurl[+1]:** The character may fling the target at another target. This is treated as an attack, using the character's magic skill instead of a combat skill, with the Inaccurate 1 quality. If the silhouette of the hurled target is equal to or greater than the silhouette of the second target, the attack gains the Knockdown quality. The damage of the attack equals the characteristic linked to the caster's magic skill + the silhouette of the hurled target. If the hurled target is a weapon, use the weapon's base damage instead of its silhouette.
- **Speed[+1]:** Increase a targeted object's movement speed by one band.

[1]* Necromancy

Concentration: No

Skills: Arcana, Divine

Base Difficulty: Easy(1)

Action:

This is magic for raising the dead as unholy servants. Select one corpse of Silhouette 1 or less within Short range. That corpse rises as a zombie minion under your control until the end of the encounter. You may spend a maneuver on your turn to direct any undead raised with this spell.

Additional Effects:

- **Additional Summon[+1]:** The spell summons one additional rival. You may spend [AA] or 1 Wound to summon one additional rival (multiple times).
- **Additional Minions[+1]:** Increase the number of minions animated by ranks in Knowledge. May spend [AA] to increase the number of corpses animated by ranks in Knowledge.
- **Range[+1]:** Increase the range of the spell (the distance from the character that the creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.
- **Medium Summon[+1]:** The character may summon a rival no larger than silhouette 1.
- **Grand Summon[+2]:** The character may summon a rival of up to silhouette 3.
- **Bolster Undead[+1]:** Undead you raise add damage to their attacks equal to your ranks in Knowledge, and improve their Crit rating by 1, to a minimum of 1. Affects one target of the spell. You may pay 1 Wound to affect an additional target up to the number of raised undead, or your Wound threshold.
- **Enhance[+1]:** Corpses animated gain +1 to Brawn, which also increases their Soak and Wounds. May spend [AAA] or [T] to reduce their crit rating.
- **Haste[+2]:** Animated corpses can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).
- **Armored (Arcana Only)[+2]:** Animated corpses gain melee and ranged defense equal to your ranks in Knowledge.
- **Vigor (Divine Only)[+2]:** Animated corpses heal a number of wounds at the start of their turn equal to your ranks in Knowledge.
- **Undead Champion[+3]:** May animate a corpse of up to Silhouette 2 as a rival. May increase the silhouette by 1 for [AA].
- **Drain Life[+2]:** If you select this Additional Effect when casting Necromancy, you first suffer 2 strain, and make an attack against a living creature at Short or Engaged range. If the check is successful, it deals damage equal to your casting characteristic plus any uncanceled [S]. You may treat the damage dealt after soak as Wounds for the purpose of paying for the basic spell and any additional effects of the spell.

Zombie (Minion)

Traits: Mob 2 | Combat 0, Slyness 0, Expertise 0

WT 4 | Soak 3 | Def 0/0

Skills: Brawl, Vigilance, Athletics

Clawing hands: Brawl, Damage 3, Critical 4,

Range [Engaged]; Ensnare 1)

Implacable: Exceeding a zombie's wound threshold has no effect: they do not become incapacitated or die, and they do not suffer a critical injury. The only way to kill a zombie is to score a critical hit.

Undead Champion Template

Traits: Mob +1 | Combat +1, Slyness -1, Expertise +0

WT +1 | Soak +1 | Def +0

Clawing hands: Damage +2, Critical -2,

Range [Engaged], Ensnare +1

Implacable: Exceeding a undead's wound threshold has no effect: they do not become incapacitated or die, and they do not suffer a critical injury. The only way to kill a zombie is to score a critical hit.

Undead: creature no longer needs to eat, sleep or breath.

[EPG] Predict

Concentration: No

Skills: Arcana, Divine

Action:

This is using magic to attempt to predict the future. The character makes an Arcana or Divine skill check, then asks one question about events that will unfold within the next 24 hours. The default difficulty of the check is Average(2). If the check is successful, your GM must provide the character with a truthful answer, but that answer could be one that can be interpreted multiple ways or is somewhat enigmatic. Whether the check succeeds or fails, the character may not make another predict check to ask about the same events for the remainder of the session.

Additional Effects:

- **Quicksilver Reflexes[+0]:** Instead of asking a question about events, the character adds [SS] to the results of any checks they make to determine Initiative during the next structured encounter they participate in.
- **Scry[+1]:** Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they cast the spell, and the spell does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps.
- **Empowered[+1]:** The character may ask a question about events that will unfold within the next month.
- **Additional Questions[+1]:** The character may ask one additional question about events. In addition, after casting the spell, you may spend [AA] to ask another additional question about events (and may trigger this multiple times, spending [AA] each time).
- **Flash of Precognition[+2]:** In addition to asking a question, once before the end of the current encounter, the character may add [S] to the results of one of their checks. In addition, once before the end of the current encounter, the character may add [F] to the results of a check targeting them. In addition, after the character casts the spell, you may spend [AAA] to add [SS] to the results of one of their checks, and add [FF] to the results of a check targeting them, instead of this effect's normal benefits.
- **Cheat Death[+2]:** In addition to asking a question, the character foresees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.

[1]* Shroud

Concentration: Yes

Skills: Arcana, Primal, Verse, Divine

Difficulty: Easy(1)

Actions

The character selects one silhouette 0 target they are engaged with, then makes an Magic Skill check.

If the check is successful, until the end of the character's next turn, increase the difficulty of any check made to see the selected object by one, and further increase the difficulty by one for every uncanceled [SS] after the first.

Additionally, increase the ability of any Stealth checks made by the target by one, and further increase the ability by one for every uncanceled [SS]. The target of the base spell may not be the caster, even if the caster is silhouette 0.

Additional Effects:

- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [AA] to affect one additional target within range of the spell (and may trigger this multiple times).
- **Range[+1]:** Increase the range of the spell by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Silhouette[+1]:** The character may affect larger objects or creatures. This may be added multiple times, allowing for one larger silhouette to be affected each time.
- **Displacement (Primal Only)[+2]:** The spell refracts light surrounding the target, making the target appear not quite where it actually is. The target gains melee and ranged defense equal to 1, and further increases this source of melee and ranged defense by one for every uncanceled [SS] after the first.
- **After Image (Verse Only)[+2]:** You leave an phantasmal after-image of the target in the position where it was when the spell was cast. The after-image remains as long as the spell is active. As long as the target moves to at least short range from it, add [S] all Perception checks made to locate the target. Add an additional [S] to the check for each uncanceled [SS] after the first.
- **Empowered[+2]:** The spell increases the difficulty of any check made to see the selected object by one per uncanceled [S] rather than the normal effect. Additionally, it increases the ability of any stealth check made by the target by one per uncanceled [S] rather than the normal effect.
- **Grand Shroud (Divine-Only)[+2]:** The spell may affect an object or creature up to silhouette 4.
- **Intangibility (Arcana Only)[+3]:** The spell grants limited intangibility. The target is able to pass through objects no greater than silhouette 0 and creatures no greater than silhouette 2 as if they were not there. The target cannot interact with physical objects, attack an opponent, or be attacked while intangible. If the target attempts to pass through a wall or other barrier up to six inches thick, the caster must make an Easy(+1) Discipline check to maintain concentration. The difficulty of this check is increased by one for each additional six inches of thickness.
- **True Invisibility[+3]:** The spell grants true invisibility to the target. The target may not be detected visually by any mundane means. If a target who is not the caster performs any attack action, the caster must make a Discipline check to maintain their concentration. The difficulty of this check is equal to the target's attack skill and associated characteristic (e.g.: if the target makes a Brawl attack with Brawn 4, Brawl 3, the caster must make a Daunting (<ccd>) Discipline check to maintain concentration). If the target is the caster, an attack action performed by the target breaks concentration, causing the effects to end immediately.

[!]* Telepathy

Concentration: Yes

Hearing the thoughts and manipulating the emotional state of others is, and should be treated as, a rare gift. This spell comes with four base abilities, focusing on detecting the surface level thoughts of a person, and then shaping their minds to your will. Each iteration of the spell has a default Short Range, and its potency or complications all depending on rolling multiples of Success, Advantage, Triumphs, Threats and Dispairs.

Mind Reader

The difficulty is determined by the targets Discipline or Willpower (whichever is higher). If successful, the PC knows the target's current thoughts or emotional state. Greater amounts of success, advantage or triumph may extend this to deeper,

Mind Shaper

The difficulty is determined by the targets Vigilance or Presence (whichever is higher) plus <p>. If successful, the target adopts an emotional state of the user's choice for one minute/round.

Mind Breaker

The difficulty is determined by the targets Resilience or Intellect (whichever is higher) plus <p>. If successful, the target suffers 1 strain, and an additional strain for every 2 successes, 3 advantage or Triumph.

Implant Thoughts

The difficulty is determined by the targets Vigilance or Presence (whichever is higher) plus <pp>. If the user is successful, they may place a focused, singular idea into the target's mind for one minute/round. Greater successes, Advantages or Triumphs may increase the duration of this effect, or the complexity of the idea.

Additional Effects:

- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [AA] to affect one additional target within range of the spell (and may trigger this multiple times).
- **Range[+1]:** Increase the range of the spell by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Duration[+1]:** Increase the duration of the spell by one minute. You may spend [AA] to extend the duration by one more minute (and may trigger this multiple times).

[EPG] Transform

Concentration: Yes

Skills: Primal

Action:

This is using magic to tap into primal forces and shift into the form of a wild creature. The character makes a Primal skill check. The default difficulty of the check is Average (2). If the check is successful, until the end of the spellcaster's next turn, the character transforms into a silhouette 0 animal. The animal must be a natural creature, and is subject to GM approval.

While transformed, the spellcaster adopts the physical appearance of the animal and gains the animal's characteristics, soak, wound threshold, and defense. The spellcaster also gains any of the animal's abilities and equipment (including weapons). The character retains their own skills, talents, and strain threshold. They drop any gear or clothing they were carrying or wearing when they transformed.

If the character is incapacitated while transformed, they revert back to their normal form. When a character reverts back to their normal form, they heal all wounds suffered while transformed but do not heal any strain or Critical Injuries they suffered while transformed. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

Additional Effects:

- **Silhouette Increase[+1]:** The character may transform into an animal that is one silhouette larger (this may be added multiple times, increasing the silhouette by one each time).
- **Characteristic Retention[+1]:** When transformed, the character retains their own Intellect and Willpower, rather than the Intellect and Willpower of the creature they transformed into.
- **Transform Gear[+1]:** When the character is transformed, their worn gear and wielded items change into natural markings on the animal's skin, fur, or scales (but confer no benefit to the character). When the character reverts back to normal, they are wearing and carrying their gear and items.
- **Dire Form[+1]:** When the character transforms, they adopt a dire form of the chosen animal. Increase the damage of the animal's weapons by three, its soak by one, its wound threshold by six, and its silhouette by one.
- **Curse of the Wild[+3]:** Instead of transforming themselves, the character may transform one target within short range into a silhouette 0 animal of the character's choice following all of the rules for transformation.

[1]* Transformation / Shapeshift (eg. Wildshape, into naturally occurring Animals)

Concentration: Yes Skills: Arcana, Primal Resisting(unwilling): Resilience Difficulty: Easy(1)

Actions:

The character transforms into a land animal no greater than silhouette 1, and they gain a natural attack (either bite or claw) that adds +2 Damage to any Brawl combat checks they make. Their Brawl combat checks also gain the Vicious 1 quality and reduce the Critical rating by 1 (to a minimum of 1). Any equipment carried or worn is shed on the ground. You may spend [A] to remain additional minutes in the chosen shape without requiring concentration.

Additional Effects:

- **Aquatic[+1]:** The spell can turn the caster into an aquatic or amphibious animal. They are able to breath underwater and do not count water as difficult terrain.
- **Feral Within[+1]:** Forgo turning completely into a beast. The caster takes on aspects chosen, but only body parts affected by the spell are transformed into claws, fur, wings or gills.
- **Flying[+1]:** The spell turns the caster into an animal that can fly.
- **Hide of the Beast[+1]:** Increase the Soak of the target by 1. Maybe applied multiple times, up to the caster's ranks in Knowledge.
- **Decrease Silhouette[+1]:** Decreases the targets silhouette by 1 (assumedly down to 0).
- **Increase Silhouette[+1]:** Increases the allowed silhouette by 1. Increase Brawn by 1. May be added multiple times, up to a Brawn of 6.
- **Predator[+1]:** The target increases its ranks in Coordination and Stealth by the character's ranks in Knowledge (to a maximum of 5).
- **Thick Hide[+1]:** Increase wound threshold of the target by ranks in knowledge.
- **Tank[+2]:** Increase ranks in Durable by ranks in Knowledge. If a Critical is reduced to 0 then ignore it.
- **Keen Senses[+1]:** Gain the senses of the animal the character has turned into. Increase the ranks in Perception and Survival by the caster's ranks in Knowledge.
- **Mastery of Form[+1]:** Transform equipment carried and clothing worn as well, but it remains unusable as long as the caster remains in animal form.
- **Fury of the Wild (Primal only)[+2]:** Concentrating on the spell is an incidental action.
- **Polymorph Other (Arcana only) [+2]:** Turn someone else into an animal.
- **Dark/Night Vision[+1]:** Gains the Darkvision capability without transforming the targets outer shape.
- **Amphibious[+2]:** Gains the Aquatic capability without transforming the targets outer shape.
- **Wings[+2]:** Gains the Flying capability without transforming the target into an animal but just sprouting wings.
- **Improved Form[+1]:** Add 1 to the rank of a general skill (Athletics, Coordination, Perception, Resilience, Stealth). You may spend [AA] to add an additional rank.
- **Improved Form[+2]:** Add 1 rank to a combat skill. You may spend [AA] to add an additional rank.
- **Improved Form[+3]:** Add 1 rank to either Brawn or Agility. You may spend [AA] to add an additional rank.

[1]* Teleportation

Concentration: No.

Skills: any

Difficulty: varies

Actions:

Teleportation spells allow characters to move instantly across space. Perhaps a character opens a portal through another dimension or warps space to take a single step across a vast distance. Or they may simply move faster than the eye can see from one location to another. Powerful users can cross vast distances, though it is dangerous; gone wrong, teleportation can rip a body apart or trap a person's legs inside the floor. Of course, a skilled user knows these dangers can be turned against an opponent as well.

In unstructured encounters, teleportation is straightforward – your character (or another they are engaged with) moves instantly from one space to another. Moving two range bands is an Easy(1) check. Against an unwilling target, it should be an opposed check against the target's Discipline or Resilience. Teleporting a group or across a greater distance is more difficult.

Additional Effects:

- **Line of Sight[-1]:** The target(s) cannot be teleported beyond the spell-casters line of sight.
- **No Intervening Physical Barriers[-1]:** The target(s) cannot be teleported across physical barriers.
- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [AA] to affect one additional target within range of the spell (and may trigger this multiple times).
- **Range[+1]:** Increase the range of the spell by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Distance[+1]:** Increase the distance travelled by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Baleful Transposition[+2]:** The character may target an unwilling creature and teleport them to a dangerous location (such as over a chasm or pool of acid). Alternatively, the character may teleport the creature partially into a floor or wall, making the target Immobilized until they choose to take damage equal to the character's ranks in the Knowledge skill.
- **Burst[+1]:** Deal damage equal to the character's ranks in the „Power“ skill to all engaged creatures at either the start or arrival point of the teleportation. You may spend [AA] to deal damage at both points.
- **Group Teleport[+3]:** Teleports a Group of [Knowledge] targets plus optionally the spell-caster.

[I]* Teleportation, Phasing

Concentration: Yes.

Skills: any

Difficulty: varies

Actions:

Performing a Average(2) spell-casting check the spell-caster may gaze into the Border Ethereal at Short Range until the casters next turn. Perception checks regarding the Border Ethereal are upgraded once. Perceiving the gazing target(s) from the Ethereal does not add any penalty to the perception check.

Performing a Hard(3) spell-casting check the target(s) may phase into the Ethereal until the casters next turn. Target(s) may be Self or Engaged. Perceiving the Material from the Ethereal adds [SS] to the perception check. Physical perception cannot detect the target(s) and the targets cannot effect the Material (and vice-versa) in any other way than movement or magic. The target(s) may move normally as in the Material and in addition may cross certain physical hinderances such as traps, wooden doors, clefts, holes, iron gates and groups of adversaries spending an additional maneuver (at half movement rate), but not solid walls nor magical barriers.

Additional Effects:

- **Additional Target[+1]:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend [AA] to affect one additional target within range of the spell (and may trigger this multiple times).
- **Range[+1]:** Increase the range of the spell by one range band. You may spend [AA] to extend the range band by one (and may trigger this multiple times).
- **Vertical Movement[+1]:** The target(s) may move in the vertical at half speed.
- **Accelerated Movement[+1]:** The target(s) may move at double normal speed. You may spend [AA] to extend the movement further by one movement rate (and may trigger this multiple times).
- **Liquid Crossing[+1]:** The target(s) can move across/ontop of liquid matter (eg. water) at half speed.
- **Unrefined Solid Crossing[+1]:** The target(s) can move across unrefined solid matter (eg. earth/stone) at half speed.
- **Refined Solid Crossing[+2]:** The target(s) can move across refined/crafted solid matter (eg. crystal, metals, concrete) at half speed.