**Rules 8: SORCERY & MAGIC**

**Thaumaturgy**

*Magick is the Science and Art of causing Change to occur.*

Some hunters employ magical spells especially designed for use against Kindred and other supernatural creatures. Many of these spells are unsophisticated compared to the highest levels of the art of magic, as they were mostly created by simple folk, who had no need of the vast education of most wizards. But upon advanced study some powers can be truly formidable.

How those with Magic view those with Faith: Many of those with Magic abilities do in fact believe in God or a higher, singular power. They believe the innate powers of nature and spirit(s), which they utilize for their spells and rituals, ultimately derive from or trace back to God. For purposes of this game, Thaumaturgists see those with Faith as very similar to themselves – the Faithful just go straight to the Source while the Thaumaturgists tap into the latent, divine powers in nature. A small few, however, believe in satanic power (and are thus the antithesis of Faith) – but those are not you.

How those with Faith view those with Magic: For this game purposes, those with True Faith believe that the Magic powers some manifest are derived from God (not a pagan source), and that the Thaumaturge may simply not yet have come to the true understanding of from whence his powers derive. God is everywhere and in everything – even Magic. However, the more devout will always keep an eye out for true satanic/black magic – the devil does exist, after all.

There are two types of Thaumaturgy: Spells and Rituals. Both use the same set of traits (casting, duration, and extend – more on that below).

**SPELLS**

Spells are powered with Mana points. Characters have a Magic Rating on their character sheets, which normally ranges from one dot to five dots. A character will receive 4 Mana points for every level (each dot) in Magic Rating. (Record Mana points on your character sheet where the Blood Points would normally go.) **Spent Mana points replenish at the rate of 1 point per HOUR.** Your Magic Rating is also used to cast spells.

**Each spell costs 1 Mana Point to successfully cast, *no matter what level of spell it may be*.**

Casting a spell requires a Casting Roll – that roll is always the same:

***Casting Roll:*** Magic Rating + level of the spell being cast vs. difficulty of the spell’s level + 4.

**Casting.** For a spell to go off successfully, one (or more) successes on the casting roll is needed. A willpower point can be burned on this roll if desired. A failure means the spell does not go off and no Mana is spent. A botch means the Mana is spent and the spell does not go off (and it is possible other ill effects could occur).

**Casting a spell does *not* require an action**. Casting is a free, instant action. But Casting spells usually require the caster to be able to gesture with hands (somatic) and make sounds with mouth (verbal). A caster can avoid the somatic component with a successful Magic Rating + Legerdemain vs. diff 7 roll – only one success needed. A caster can avoid the verbal component with a successful Magic Rating + Subterfuge vs. diff 7 roll – only one success needed. Both rolls are free, take no time, and cost no Mana. A botch on either roll means the gestures or sounds the caster makes are bigger/louder than normal.

**All spells have a base instant duration and only affect the area directly around the caster.** The spell will normally take effect on the *same turn it is cast* and will then last only until the beginning of the caster’s following turn (initiative), at which point the spell ends. First the Casting roll, then apply the spell’s effect immediately. Once the casting is done the caster may take his normal action(s), since casting is a free action. In order to manipulate the spells for greater potency, the caster must use the other traits (Duration and Extend).

**Duration.** The Duration of a spell may be increased beyond instant with a Duration roll. Duration is a special trait that you may buy when you create your character and can also increase later with experience points. When you cast a spell you may make a Duration roll for free (takes no time, costs no Mana). The roll takes place immediately and the attempt is basically instantaneous and concurrent with the Casting roll. You may make a Duration roll and an Extend roll together (two separate rolls which happen at basically the same time). A willpower point may be burned on this roll if desired (but the rule of burning only 1 willpower point per turn still applies.) Without a successful Duration roll, any spells cast take place or discharge their effect on the same turn they are cast. Some spells will last for a base duration of: until the *beginning* of the your next turn. A botch on the roll normally means the spell fizzles (even if your casting roll was successful) and you still spend the 1 Mana point.

***Duration Roll:***  Duration + level of the spell/ritual vs. difficulty of spell’s level +4.

**Extend.** The spell’s area of effect may be increased beyond immediate area with an Extend roll. Extend is a special trait that you may buy when you create your character and can also increase later with experience points. Note that even with a successfully Extended spell, some spells require that the caster see or perceive the person or object of your spell – so if they are at a distance, you must still be able to see or perceive them directly (line of sight), and in some cases be able to communicate with them (within shouting distance). When you cast a spell you may make an Extend roll for free (takes no time, costs no Mana). The roll takes place immediately and the attempt is basically instantaneous and concurrent with the Casting roll. You may make an Extend roll and a Duration roll together (two separate rolls which happen at basically the same time). A willpower point may be burned on this roll (but the rule of burning only 1 willpower point per turn still applies.) A botch on the roll normally means the spell fizzles (even if your casting roll was successful) and you still spend the 1 Mana point, or it could mean the spell targets an unexpected, unplanned, and potentially hazardous area or object.

***Extend Roll:***  Extend + level of the spell/ritual vs. difficulty of spell’s level +4.

**Results of Duration and Extend rolls:**

Duration roll Extend roll

One success: Two turns 10-foot radius from caster

Two successes: Five turns 25-foot radius from caster

Three successes: Ten turns 50-foot radius from caster

Four successes: One scene 100-foot radius from caster

Five successes: One day 1000-foot radius from caster

Six Successes: One week 1-mile radius from caster

Seven Successes: One month Regional distance (multi-miles) from caster

The traits of Duration and Extend are notated on your character sheet under the Other Traits section. They may go as high as 5 dots (max). At character creation you begin with zero dots in both Duration and Extend. If you want dots in them, you must purchase those dots with Freebie Points when you create your character. The first dot costs 2 Freebie Points, and each additional dot costs 2 Freebie Points (linear progression). During play they cost as much to buy up as do normal abilities: 2 x current level to increase with experience points. If you do not start your character with dots in either, to learn your first dot during play costs 2 experience points.

**Learning Spells**

There are three primary styles of magic, each based on a certain mental attribute. Learning spells thus requires the character have a mental attribute to match the appropriate level of the spell. There are three primary types of spells: Perception spells, Intelligence spells, and Wits spells. For example, in order to cast a level three Wits spell, the character must have at least 3 dots in Wits. Duration and Area of Effect for these spells follows the rules presented above.

All of these spells are available to characters with the Magic power. All characters start with one dot (level 1) in each of the three categories below, for free. To increase any of them to 2 dots or higher requires either Freebie Points (at character creation) or Experience points (during play). It is allowed to take levels of Spells that may exceed your Magic Rating level. (For example, your Magic Rating is 3 and Wits is 5, you could take level 4 or level 5 Wits spells.)

**Perception Spells:**

Scent of the Vampyre (Level One): This spell allows a character to sense when one of the Kindred is near. It will not pinpoint the location of the Vampire but will let the character know that one is around. Distance is normally within 1 square (5’) unless an Extend roll is made. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

Escape the Undead Eyes (Level Two): Ghouls and Vampires trying to find the spellcaster when she hides have their difficulty increased by the number of successes made during the spell casting. Without a Duration roll this spell will last until the beginning of the caster’s next turn.

Voices of the Dead (Level Three): Allows the caster to communicate with the recently deceased. The caster must be in the presence of their body, and it must not have decomposed to the point that the vocal cords are useless (generally this takes a week, less in hot weather, more if the body has been preserved). Without a Duration roll this spell will normally last one turn only (the turn it was cast), which would mean the caster could ask but one question of the deceased before the spell runs out. An Extend roll will have no effect on this spell (because the caster must be in the presence of the body).

Cloak of the Shadows (Level Four): When standing unmoving in darkness, the spellcaster remains effectively invisible to anyone looking for him. Note that other senses or Aura Perception can still detect him, as will a True Sight spell. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

True Sight (Level Five): Allows the character to see through obscuring conditions like fog or dust, to see in normal darkness as if it was twilight, and to penetrate the Obfuscation of the undead (though this requires a Perception + Alertness roll opposed by the Vampire’s Wits + Stealth, with only 1 success needed). Versus creatures and things that are hidden (with Hide skill), this spell will allow a +20 to the caster’s spot roll. The distance the caster can see thru will depend on a successful Extend roll. Without the Extend roll, the caster could see no more than 5’. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

**Intelligence Spells:**

Gift of Psyche (Level One): With this spell, the caster can determine the mental state of the target - frenzied, asleep, in torpor, drugged, insane, charmed, meditative, etc. This spell will affect both the undead and mortals alike. Without a Duration roll this spell will normally last one turn only (the turn it was cast). Once a single target is studied with this spell, the spell ends (i.e. cannot be used to study more than one target with an increased duration).

Return of Light (Level Two): For as long as the spell is in effect, the target will not be affected by one of her derangements. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

Confess (Level Three): This spell can force whomever it is cast upon to tell the truth in answer to any question(s) put to him. Once cast, the caster rolls his Charisma + Intimidate versus a difficulty of the target’s Willpower. A botch means a lie was told, but the caster is unaware, and will take it for the truth. Unless a successful Duration roll is made, the basic duration (instantaneous) will allow for only one, immediately-asked question. Unless a successful Extend roll is made, the character must be touching the person or immediately next to the person that is the subject of the spell. Only one target may be affected, no matter how long the duration.

Grasp of the Mind (Level Four): The character’s mind is shut off from the effects of outside Domination. Any attempt to control her mind (with Domination discipline or similar) has its number of successes decreased by the number of successes gained during the Casting of this spell. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

Heart of Evil (Level Five): With this spell, the caster can determine who is really behind the actions of the individual being studied. Thus, this spell will reveal Domination, bribes, Blood Bonds or blackmail. It will not show simple alliances and friendships, however. Without a Duration roll this spell will normally last one turn only (the turn it was cast). Once a single target is studied with this spell, the spell ends (i.e. cannot be used to study more than one target with an increased duration).

**Wits Spells:**

Bring to Body (Level One): With but a snap of the fingers, the character can awaken someone in the depths of slumber. Note that this will not work on a Vampire in torpor. Without a Duration roll this spell will normally last one turn (the turn it was cast). Once a single target is awoken with this spell, the spell ends (i.e. cannot be used to awaken more than one target with an increased duration).

Light of the True Spirit (Level Two): The caster of this spell becomes infused with the purity of his cause, and thus more commanding. Add the number of successes (on the casting roll) to the total for any roll involving commands or leadership. This spell will not aid fast-talking or deception. Without a Duration roll this spell will only apply to a command or leadership task that takes place *immediately* after this spell is cast (i.e. on the same turn it was cast).

Soul of the Tree (Level Three): This spell is cast on a wooden stake. The number of successes made when casting is added to the number of successes used to hit a Vampire through the heart. Additionally, the ensorcelled stake seeks out the Vampire’s heart, no matter where it is. Without a Duration roll this spell will normally last one turn (the turn it was cast). A stake so enchanted will remain enchanted for the duration of the spell, or until it hits a Vampire’s heart (i.e. if the caster tries unsuccessfully, over and over, to hit the heart but does not succeed, the enchantment still remains on the stake – until the duration ends the spell).

Shield of the Thinker (Level Four): A character shielded by this spell is less affected by Vampiric Presence than are others. Every success on casting this spell reduces the Vampire’s successes on the Presence roll. Note that this spell can also keep the character from being swayed by demagogues or the Faith of others. Without a Duration roll this spell will normally last until the beginning of the caster’s next turn.

Flash (Level Five): A burst of light fills the area around the caster, blinding those who can see and sending Vampires into frenzy. While it does not cause physical damage to the Kindred, they must make a Courage roll against a difficulty of 6 to avoid frenzy. Kindred and humans alike will be blinded (automatic unless their eyes were covered or closed, and no roll needed). Without a Duration roll, the blindness effect will last only until the beginning of the caster’s next turn.

**RITUALS**

Rituals are similar to spells – they are **cast** the same way (using Magic Rating) and can benefit from Duration and Extend rolls (where applicable). However, they differ from the Mental attribute-based **spells** in three ways: One, they may take longer to cast (each is different). Two, they may require material components. Three, each ritual is highly specialized.

You may take levels (dots) of Rituals that exceed your Magic Rating level. (For example, if your Magic rating is 3 you could still take Conveyance level 4 and higher.)

**Each ritual costs 1 Mana Point per level of the ritual to successfully cast.**

To cast a ritual normally requires a Casting Roll: The casting roll is always the same:

***Casting Roll:*** Magic Rating + level of the ritual vs. difficulty of the ritual’s level + 4.

**Casting.** For a ritual to go off successfully, at least one success on the casting roll is needed. A willpower point can be burned on this roll if desired. A failure means the ritual does not go off and no Mana is spent. A botch means the Mana is spent and the ritual does not go off (and it is possible other ill effects could occur). All rituals have an instant duration (of 1 turn) after the ritual is successfully cast, and only affect the area directly around the caster. To manipulate the rituals for greater potency, the caster must use the other traits (Duration and Extend).

Only one level of ritual of a given type may be in effect at any given time (the exception to this being Alchemy). For example, with successful Duration rolls on each ritual cast, it is possible to have Telekinesis level 2 and Conveyance level 3 up and running at the same time – subject only to their individual durations. But you could not cast TK level 2 then come back and cast TK level 3 and hope to have them both operating concurrently – only the most recent of the two rituals would be in effect.

**Casting a ritual normally requires one full action (1 turn) casting time**. There are a few exceptions to this (noted in some rituals below). Multiple actions *during casting* are not allowed – dice pools cannot be split. The caster can do nothing other than cast the ritual. Casting rituals usually require the caster to be able to gesture with hands (somatic) and make sounds with mouth (verbal). In some cases a material component may be required. A caster can avoid the somatic component with a successful Magic Rating + Legerdemain vs. diff 7 roll – only one success needed. A caster can avoid the verbal component with a successful Magic Rating + Subterfuge vs. diff 7 roll – only one success needed. Both rolls are free, take no time, and cost no Mana. A botch on either roll means the gestures or sounds the caster makes are bigger/louder than normal.

**All rituals have a base instant duration and only affect the area directly around the caster.** The ritual will normally take effect right at the end of the caster’s casting turn (initiative) and will remain in effect until the end of the caster’s next turn (initiative) – unless the duration is increased. There are a few exceptions. In order to manipulate the rituals for greater potency, the caster must use the other traits (Duration and Extend, see above) – use them in the same way they are used to modify spells.

#### **Alchemy**

The user uses alchemical rites and herbalism skills to perfect and combine material objects to produce useful effects when consumed. People can practice it as a kind of advanced chemistry, traditional herbalism, or as a mystical science. Because it is highly versatile with many potential applications, there is a separate handout detailing the Alchemy/Herbalism powers and levels.

**Price of Botching:** The created substance either does not work or has the opposite effect.

*  The Alchemist can brew simple potions.
*  The Alchemist can brew potions that heal and restore.
*  The Alchemist can create substances that enhance attributes for a limited time.
*  The Alchemist can create substances that can mimic certain lower-level supernatural abilities (such as Disciplines).
*  The Alchemist has mastered his craft and can brew enhanced potions.
*  The Alchemist has reached the pinnacle, becoming able to create potions almost instantly. Other results are possible, such as creating a Philosopher’s Stone, slowing age, transmuting one element into another, etc. See GM for details.

#### **Conveyance**

Conveyance, also called the *Path of Subtle Transportation*, allows the caster to increase travel speed. At higher levels, the caster can skip the speed enhancement and teleport themselves instead. If a teleportation power is used, once the caster teleports the ritual ends. At the higher levels, if the caster has already placed a Conveyance bonus on himself (and others), once he chooses to teleport himself the Conveyance on himself (and others) also immediately ends. A Duration roll may be made with this ritual to increase its duration, but an Extend roll is not allowed (because the spell has its own area/distance characteristics built in).

**Price of Botching:** The spell fails, the caster may be *slowed*, and/or the caster ends up somewhere other than they wanted to or attracts the notion of dark entities.

*  The caster adds +2 Dex for movement purposes only. Self only.
*  The caster adds +4 Dex for movement purposes only. Self only.
*  The caster may either add +6 Dex for movement purposes to himself or may add +4 Dex for movement purposes to (Magic rating + Ritual level) number of creatures, including himself. The multiple creatures must all be within 10’ of the caster during the turn the spell is cast to receive the bonus. Alternatively, the caster may teleport himself (and all that he carries up to Magic rating x 100 lbs) one or two squares (5’ or 10’), into an unoccupied square in any direction, within line of sight. Movement by teleportation is instantaneous, meaning that the caster can take his full normal actions either immediately before teleporting, or immediately after teleporting (but not part before, part after).
*  Same as the level 3 power. Alternatively, the caster may teleport himself (and all that he carries up to Magic rating x 100 lbs) up to Magic rating x 10’ distance, within line of sight. The act of teleporting is a full action for the turn. The ritual then ends.
*  Same as level 3 power. Alternatively, the caster may teleport himself (and all that he carries up to Magic rating x 100 lbs) up to Magic rating x 100’ distance. *Does not have to be within line of sight* but must be a location that the caster has seen before and that is not already occupied by another creature or object. The ritual then ends.
*  Same as level 3 power. Alternatively, the caster may teleport himself and up to (Magic rating) others (plus all that each carries up to Magic rating x 100 lbs per individual), that are each within 5’ from or touching the caster, up to Magic rating x 1000’ distance. *Does not have to be within line of sight* but must be a location that the caster has seen before and that is not already occupied by other creatures or objects. The ritual then ends.

#### **Cursing**

Cursing, also called the *Path of Fortune*, is the art of applying hexes and curses to a person. Casting time is 1 turn per level of the ritual (this differs from normal casting time of 1 turn for most rituals). For the curse to work, the user must harness their hatred/spite or conviction against the target. Supernatural beings may have a chance to notice and resist the curse. If the caster is interrupted during casting no Mana is spent, but the caster must begin casting anew.

After a successful casting roll (along with Duration and Extend, if desired), when the caster wishes to affect his target, the caster must then score three (or more) successes on the Curse Roll: Caster Magic Rating + Ritual level versus a difficulty equal to target’s Willpower. The Curse roll itself is a free action (takes no time). No Mana is required to be spent on the Curse roll (the Mana was already spent on the successful Casting roll). A failed Curse roll against the target may be reattempted the next turn or later, as the caster desires. Thus, a caster can try to Curse his target again and again until he either scores at least 1 success on the Curse roll, botches the Curse roll, or the duration of the ritual ends. If the caster botches the Curse roll, the caster suffers a botch effect (see below) and the ritual is discharged (ended). Once a specific curse is in effect, another curse cannot be cast against that same target until the current curse has fully run its course and been fully discharged.

**Price of Botching (Curse roll):** The curse may end up turning back on the caster.

*  A brief inconvenience targets one person, typically subtracting three dice from the target’s dicepool at a time of the caster’s choosing (while the curse ritual is still in effect; see Duration).
*  One target can be made to botch a single roll at a time of the caster’s choosing (while the curse ritual is still in effect).
*  As with level 2 power but the caster can cause up to three botched rolls.
*  As with level 3 power. In addition, the target will suffer an injury or illness. This will be partially GMO – the injury can take the form of 3 bashing or lethal wound levels that come on over a short period of time (i.e. 1 wound level per turn), **or** an illness/disease (from the book) that will manifest over the course of 1 scene.
*  As with level 4 power. The injury will be severe (reduction to incapacitated at the rate of 1 lethal wound level per turn); the illness/disease will be fully debilitating and will manifest very quickly (within minutes).

#### **Dowsing**

Dowsing is the practice of locating lost items with magical means. For this, the user needs a magical attuned implement to use. This implement can be most anything which the caster prefers – a pair of thin metal or wooden rods, a stone on a string, etc. Should the implement become lost or destroyed, the caster can create a new one. This requires finding a suitable item and spending 24 hours attuning it. Casting time is the normal 1 turn.

**Price of Botching:** The caster does not find the object or is lead in circles.

*  The Dowser can find a small item (under 10lbs and under 1 cubic foot in size) within the radius of the spell’s area of effect. It must be a single item (although a single simple item with a few parts, like a bag with silver, is okay). The Dowser must have seen or held (at least one time) the object to be found. The approximate distance and direction of the item will be revealed (presuming it is within the ritual’s area of effect). This ritual will also add a +2 dice to the caster’s standard search rolls (Perception + Alertness) for the ritual’s duration.
*  As with level 1 power, but the item can be up to 100lbs and up to 5 cubic feet in size. As with level 1, the item must have been seen or held (at least one time) by the caster. This ritual will also add a +4 dice to the caster’s standard search rolls (Perception + Alertness) for the ritual’s duration.
*  As with level 1 power, but the item can be any size, any weight. As with level 1, the item must have been seen or held (at least one time) by the caster. This ritual will also add a +7 dice to the caster’s standard search rolls (Perception + Alertness) for the ritual’s duration.
*  The Dowser can find an item of any size or weight, but need not have previously been seen or held by the caster. As long as the caster knows what the object is and/or has some idea of what it may look like, it can be located (within the area of effect of the spell). The caster can also locate a living creature that the caster knows or has interacted with at some point in the past. This ritual will also add a +10 dice to the caster’s standard search rolls (Perception + Alertness) for the ritual’s duration.
*  As with level 4 power. Locating a living creature only requires the name of the creature or person, or an image of that creature (in the caster’s mind), or an item that had previously been held by the creature, in order to be located. The caster will automatically succeed (at 5 successes) on any standard search rolls (Per + Alertness) for the duration.

#### **Elementum**

You are able to shape the elements to your will, to produce a variety of magical effects. Manifested material lasts for the duration of the spell. If the caster chooses to create Thrown materials, that material *must* be thrown (expended) on the caster’s very next turn – it cannot be held for longer periods; it does not benefit from a Duration roll. Casting time is 1 turn.

**Price of Botching:** The ritual does not take effect and you suffer a small reverse of the power you were attempting to manifest.

*  The caster may manifest up to 5 cubic feet of elemental material within the range of the spell. This material may be air (gust of wind), earth (pile or glob of dirt), fire (bonfire), or water (pool or globe of water). **Air** may be placed anywhere (except inside solid objects) within the ritual’s range and cannot be moved; there will be a fast gust of wind within that 5’ area for the duration of the spell. **Earth** must be placed upon any surface (hard or liquid) and will remain there for the duration of the spell. **Fire** must be placed upon any solid surface and will continue to burn there – alighting any flammables – for the duration of the spell. **Water** may be placed anywhere (including within solid objects); once placed it will fall/flow to the lowest point it can reach and will last for the duration of the spell.
*  As with level 1 power except the material may be manifested within a 10 cubic foot area; this area contains four 5’ cubic foot areas, which may be placed in any sequence or pattern, as long as they all touch each other and as long as each of the four sections is 5’ x 5’ x 5’.
*  As with level 2 power. Alternatively, the caster can call forth a destructive ball or glob of elemental material (basically a 1’ diameter sphere) and sling it at a target. If this slung material is used to strike an enemy, treat it as a thrown object – which requires a Magic Rating + Athletics roll (diff 6) to hit the target (other modifiers applying to the thrown weapon attack). Damage of this attack is 1B per net success on the attack roll. Other logical results/effects are in play: air may blow small targets off balance or knock small objects away; fire may set combustibles alight; water may put out fires.
*  As with level 3 power. Alternatively, the thrown elemental material can cause either 2B or 1L damage per net success (caster’s choice) on the attack roll.
*  As with level 4 power. Alternatively, the thrown elemental material can cause 3B or 2L damage per net success (caster’s choice) on the attack roll.
*  As with level 5 power. Alternatively, the thrown elemental material can cause 4B, 3L, or 1A damage per net success (caster’s choice) on the attack roll.

#### **Enchantment**

Enchantment allows for the creation of minor magical talismans or can place temporary magical enhancements on existing items. Normally these enchantments have only one application and either affect one item or one person that the enchantment is cast upon. Casting time is 10 minutes per level of ritual.

**Price of Botching:** Either the item remains a mundane tool, breaks apart or it becomes cursed.

*  The Enchanter creates a minor talisman with limited use only and a tight area of influence. Examples include +1 dice bonus to one specific Ability for the duration.
*  The Enchanter creates a more powerful talisman that is noticeable as magic. Examples include +2 dice bonus to one specific Ability or +1 bonus to two specific Abilities for the duration.
*  The Enchanter creates a talisman or enchantment whose function is obviously magical. This includes +3 dice bonus to one specific Ability (or combination of +2 and +1 to two Abilities, or +1 to three Abilities) for the duration. Alternatively, the caster may instead add +1 to any one Attribute for the duration. Or, the caster can enchant a weapon to provide it with +1B or +1L damage die bonus (depending on the type of weapon) for the ritual’s duration. Or the caster can enchant a piece of armor to provide it with a +1B/+1L soak die bonus for the ritual’s duration.
*  As with level 3 power, but the Ability bonus rises to +4. Alternatively, the caster may instead add +2 to any one Attribute, or +1 to any two Attributes for the duration. The weapon enchantment becomes +2B or +2L. The armor bonus becomes +2B/+2L.
*  As with level 3 power, but the Ability bonus rises to +6. Alternatively, the caster may instead add +3 to any one Attribute, or +2 and +1 to any two Attributes, or +1 to any three Attributes for the duration. The weapon enchantment becomes +3B or +3L. The armor bonus becomes +3B/+3L/+1A.
*  This powerful level is largely GMO. Enchantment effects of level 5 will take place plus additional benefits or powers can be manifested for the duration.

#### **Healing**

The user can heal wounds, illnesses and similar ailments. Healing can ease pain at its worst, instantly heal wound levels at its best. The caster can heal himself or others. The caster needs at least a minimum of (one dot in) Medical knowledge to apply their treats correctly. The caster must have material components. There is no limit to how many times a caster can apply a Healing ritual to one creature (or to himself) – essentially if the caster has enough Mana and is able to successfully cast the spell over and over, he can heal a great many wound levels in a scene or a day. (In Dark Ages, it has a counterpart called *Infliction*, which worked the opposite and caused harm instead.)

Healing yourself or others takes a little bit of time. Casting time is 1 turn *per level of the ritual* (this differs from normal casting time of 1 turn for most rituals). The caster must have herbs, roots, salves, concoctions, or some other form of medicinal item.

**Price of Botching:** The healing either does not take place or is inverted.

*  Soothe injuries. This level generally improves the mortal’s current health level *for natural healing purposes only* and affects both bashing and lethal damage*.* Healing time and difficulty is reduced by a number of levels equal to the number of successes the caster makes on a Heal roll: Ritual Level + Medicine vs. difficulty 6. If the effective level rises one step above Bruised, the patient heals in a few hours; more than one step above Bruised, the patient heals instantly. The effects last only until the patient recovers a health level. This power also speeds recovery from illness and poison the same as any other sort of injury. (This power does not affect aggravated damage levels.)
*  Minor Cure. Instantly heals 1 bashing wound level.
*  Moderate Cure. Instantly heals 2 bashing or 1 lethal wound level. Heals certain minor illnesses like colds and fevers.
*  Major Cure. Instantly heals 3 bashing or 2 lethal wound levels. Heals certain chronic illnesses like asthma and pneumonia.
*  Instantly heals all bashing levels or 4 lethal wound levels. Cures near deadly wounds and heal maladies like plague or cancer permanently.
*  Total Cure: Instantly heals all damage (no matter what type), and all diseases and maladies on the patient. Resurrection: will also bring a person back that has recently died (within 6 hours of death). The person brought back will be at incapacitated level, and must receive additional medical attention immediately, or they will likely just die again. There is also a slight possibility of the personality of the resurrected person being slightly altered thru use of this powerful magic. Resurrection is special and requires at least three successes on one Magic Rating + Medicine roll vs. difficulty 8 to succeed at the resurrection. A willpower point can be burned by the caster on this roll. If the roll is failed, the caster may reattempt the next turn if he has enough Mana available. If the roll is botched, the patient cannot be resurrected by the caster – ever.

#### **Hellfire**

Rumored to be the result of infernal dealings, Hellfire grants its caster destructive powers. While generally summoning forth fire-like material, variants have been observed that call forth lightning, sleet, sandstorms, or smoke. The caster determines the special effect of his own hellfire – but it is always obvious and unsubtle. There are always visible flashes, the physical manifestation, and loud sounds associated with both the casting and the discharge of the hellfire. In Western societies, Hellfire is often regarded as black magic, thus if people see a caster firing off sheets of hellfire there could likely be serious ramifications (i.e. witnesses may believe the caster to be a witch or demonic, may try to find the caster and put him under trial, etc.). This differs from Elementum, as with that ritual the elements manifested may not necessarily seem to originate from the caster – those elements sometimes simply manifest/appear at the designated location. With hellfire, the material obviously flashes out from the caster. The Ritual of Hellfire has no individual powers, further advancement only allows to call forth more destructive forces.

Casting time is the standard 1 full turn (so the hellfire discharges at the beginning of the character’s next turn unless the duration is increased). Attacking a target with manifested hellfire requires a Hellfire Attack roll: Dex + Magic Rating vs. difficulty 7. The attack is treated as a Thrown weapon attack (so any defenses/modifiers pertaining to such an attack will apply). It is also treated as an action so if the caster wishes to do something in addition to throw hellfire at an opponent the caster must split dice as normal. A duration roll may be made which, if successful, will allow the caster to keep the hellfire “on hold” until the caster chooses to release it at a target. An extend roll will increase the range at which hellfire can be thrown.

**Price of Botching:** The summoned forces turn against their summoner. Ambient Mana in the area may also be adversely affected for a short time.

*  The hellfire causes no actual damage but will cause the target to be distracted on his next turn (results of distraction are GMO).
*  The hellfire causes 1B damage to the target per net success on the attack roll.
*  The hellfire causes 2B or 1L damage to the target per net success on the attack roll.
*  The hellfire causes 3B or 2L damage to the target per net success on the attack roll.
*  The hellfire causes 4B or 3L or 1A damage to the target per net success on the attack roll.

**Supernatural Enhancement**

Characters who practice Magic may expend Mana points to mimic a few of the vampiric disciplines, in a limited way and for a short time. These can be placed on the caster or an ally. These are not “vampire” abilities, per se, that the character is manifesting. Rather, these are powers that can be called up from the power of and energy of the earth and spirit. A caster cannot have more than one of these powers up at any one time, nor may the caster place more than one of these on an ally at one time. Casting time is the usual 1 full turn.

**Price of Botching:** The enhancement does not activate and the caster may temporarily lose a dot in an Attribute.

*  The caster may place Protean 1 on himself or another for the duration.
*  As level 1, or the caster may place Fortitude 1 or Potence 1.
*  As level 2, or the caster may place Obfuscate 1, Fortitude 2, or Potence 2.
*  As level 3, or the caster may place Celerity 1. \*
*  As level 4, or the caster may place Obfuscate 2.
*  As level 5, but new and more powerful Discipline effects are placed (GMO).

*\*A character/caster may not use a gained Celerity round to cast another spell or ritual.*

#### **Mana Manipulation**

Mana Manipulation deals with what the user perceives as the raw stuff of magic – chi, mana, ley line energy and the like. The caster learns to harness these energies to either store additional Mana or to drain Mana from their environment (or from other creatures). If the caster is interrupted during the casting turn the ritual is lost but no Mana is spent. The caster may retry to cast the ritual the next turn or later at his choosing. Casting time is 1 turn.

**Price of Botching:** The ritual does not go off and the caster may lose additional Mana points depending on the level of the ritual being attempted.

*  Sense Mana presence. The caster will know the approximate levels of Mana within all creatures (that have Mana) within the ritual’s area of effect. Without the Duration being increased, this ritual will last until the end of the caster’s next turn.
*  As with level 1 power. Additionally, the caster may extract Mana points from the nearby environment and store it as his own temporarily. The caster may store 5 points of temporary Mana which remain available for the duration of the ritual. The caster still expends his own Mana to successfully cast this ritual (2 points); the player should record this temporary Mana somewhere on his character sheet. Other spells or rituals may be powered with this temporary Mana. Once expended, it is gone and does not replenish like personal Mana. Only one set of extracted Mana may be in effect at any one time. Once that extracted Mana has been used or the duration of this ritual ends, the caster may once again cast the ritual. This restriction applies to all levels of this ritual where Mana is being extracted from the environment or from others.
*  As with level 2 power. However, the caster may extract 10 Mana points from the environment (instead of 5), OR the caster may attempt to extract Mana directly from a target creature that is within range. To do this the caster must roll Magic Rating + Manipulation vs. difficulty of the target’s Magic Rating + Stamina. (The caster may burn a willpower on this to gain an additional success as normal; the defending target may not.) Each success on this “drain” roll will drain 1 Mana point from the target. Only targets with Magic Ratings can be affected. If more Mana is drained from the target than the target has remaining, the target suffers no further ill effects and is reduced to zero Mana. Mana extracted from a target go immediately into the caster’s Mana pool (i.e. they are not temporary). If the caster should gain more Mana from the draining than the caster has in permanent Mana pool, the excess Mana points are treated as temporary Mana points (as level 1 power). If the caster botches the drain roll it is possible that the caster could be drained of additional Mana which may end up being transferred to his target instead! Note: This ritual cannot be cast against the same target creature again until at least 24 hours have passed.
*  As with level 3 power. However, the caster may choose to either extract 15 temporary Mana points from the environment, or the caster may attempt to extract Mana directly from *one or more* target creatures that are within range. Up to five total targets can be drained in this way. The caster makes the drain roll (as in level 3) against each of the targets. The caster then adds together all of the Mana drained away from all of the targets. If the caster should gain more Mana from the draining than the caster has in permanent Mana pool, the excess Mana points are treated as temporary Mana points (as level 1 power).
*  As with level 4 power. Alternatively, the caster may manipulate ambient Mana in the area to create a Mana pool instead. When this ritual is cast, the character places into this “pool” a total amount of Mana equal to the number of successes on the ritual casting roll x 10. Once done, this pool will last for the duration of the ritual. Any friendly character or creature (which the caster designates) within the range of the caster when it was first cast may access this pool of temporary Mana to fuel their own spells and rituals. Once the pool reaches 0 points the ritual ends. The “pool” itself is ephemeral (cannot be seen but can be detected with the level 1 Mana Manipulation ritual) and generally cannot be destroyed or manipulated by unfriendlies.

#### **Shapeshifting**

The user can manipulate their own physical form. Shapeshifting demands intense study of both the bodies of animals as well as your own. There is a lot of leeway and variety that can go into this ritual. At levels 1 and 2 the shapeshifting do not feature animal characteristics, but can help with disguises (physical subterfuge or stealth) and appearance. At levels 3 and up actual animal features can be manifested and benefits gained. Players taking this should choose a specific animal they wish to specialize in.

**Price of Botching:** The shapeshifting goes awry or the user is stuck in his animal shape or their mind becomes animalistic.

*  A minor cosmetic change, like hair color. This may help with disguise.
*  A major cosmetic change, like height and weight. The caster may increase or decrease his Appearance rating by 1 dot if desired. This definitely helps with disguise.
*  A replacement of a body part with that of an animal (i.e. bear claw). This will allow a single claw/fist attack with that body part.
*  A replacement of several body parts with that of an animal (i.e. both arms or both legs or the head). Arms can be used for attack and the caster gains the strength of the animal (if higher than his own); legs can be used for locomotion and the caster gains the speed/Dex of the animal (if higher than his own). The head can be replaced instead of arms or legs, in which case the caster gains the perception abilities (sight/smell/hearing) of the animal and can even communicate with animals of the same species.
*  A full transformation into an animal. The caster gains ALL physical abilities of the animal while retaining his full mental, knowledge, and magical traits.
*  A full transformation into a mythical animal. This would be a supernatural version of the character’s animal choice. See GM for details.

#### **Summoning, Warding and Binding**

The complex path that consists of both summoning, warding against as well as the binding of creatures is among the most dangerous to practice. With summoning, the user calls the creature forth. The creature will tend to be from the same area the caster is in, up to perhaps a mile distant. Most summoned creatures will be confused at first; some may be immediately hostile. What they do right after appearing will depend on what the caster does. Normally a caster will attempt a Warding, to help defend themselves against the summoned creature. Then the caster will want to do a Binding, where they exhort obedience from it or command it to do something. With Dismissal, the caster can cause the creature to leave before the ritual duration expires. Each of these steps demands a different roll to be used. While the first levels target mundane creatures, higher levels manage to compel even supernaturals. This is a ritual where range/area of effect does not play a role on what gets summoned, so there is no need for the caster to make an Extend roll with this ritual.

Steps in a summoning:

**First**, a successful casting roll, then spend the Mana points.

**Second**, one object or creature (see below) will appear within 10’ of the caster/summoner. The summoned thing will appear (instantly) at the beginning of the caster’s next turn (initiative).

**Three**, the caster may make a Warding roll. This is optional and takes no time (free action). This roll will help prevent the creature from attacking the caster. One or more successes is needed on a Wits + Courage vs. diff 8. A willpower point may be burned on this. All this does is prevent the summoned creature from immediately attacking the caster. Not all summoned creatures will seek to attack the caster – though supernatural creatures or humans of evil intent may very well do so if the caster is not Warded. If this roll is successful, the creature cannot attack the summoner for one turn per number of successes on the Warding roll (but if the summoner attacks the creature first or commands it to do something self-destructive, the Warding ends). Once a Warding ends, the caster may attempt another Warding on his turn as a free action.

**Four**, the caster must make a Binding roll (if he wants to command the creature). This roll is optional and takes no time (free action). One or more successes is needed on a Charisma + Occult vs. diff 8. A willpower point may be burned on this (if it wasn’t on the Warding). If successful the caster/summoner may now command the creature for the duration of the ritual. Commands must be understood. If the caster does not know the language of the summoned creature (or vice versa), only one-word commands and gestures can be made (such as pointing a finger at an enemy and yelling, “attack!”, or stating “follow”). Some of this will be GMO. If there is no active Warding up, a creature may still attack the caster even if he is able to command it. This will also be partially GMO and depend on the circumstances.

**Five**, the summoned thing will remain until the duration of the ritual ends. Alternatively, the caster may attempt a Dismissal, where he can force the creature to leave sooner. This can be especially useful if the summoned creature has suddenly attacked the caster or his party. To succeed in dismissing, the caster must win in a contested roll of: Caster’s Magic Rating + Wits vs. the creature’s Wits + Self-Control/Instinct. Reroll ties. A willpower may be burned by either or both sides on this roll.

Summoned creatures, once dismissed or the duration leaves, usually return to the same place they were before being summoned. All creatures/humans/supernaturals with an Intelligence higher than a dot will clearly remember the summoning (since it did happen), and may have very interesting (and likely unfavorable) reactions to being summoned and commanded in this way.

**Price of Botching (the casting roll):** Either nothing appears, or the creatures summoned turn against the summoner.

*  Minor manifestations can be “summoned” – these include faint sounds, odors, small objects (like rocks, small plants), or even a glowy light source (bright as a torch) which can be affixed to yourself or an object. Will last for the duration of the ritual.
*  Simple creatures, like birds, badgers, and cats, can be summoned and commanded.
*  Larger creatures, like wolves and bears, can be summoned and commanded.
*  As with level 3, but named humans can be summoned and commanded.
*  As with level 4, but minor supernaturals, like fae, ghasts, or minor wraiths, can be summoned and commanded.
*  As with level 5, but major supernaturals, like cainites, minor demons, or werewolves, can be summoned and possibly commanded. This is a very powerful and dangerous ability and control is not always guaranteed. See GM for details if you should ever reach this level....

#### **Telekinesis**

Telekinesis allows the caster to move objects with the force of his magic. During this casting time the caster can do nothing else. If the casting is interrupted, no Mana is spent but the caster must start casting again on another turn.

**Living creatures can be moved, but if the subject is conscious and unwilling the caster must succeed on a contested roll**: Caster Magic Rating + Ritual Level versus Target Strength + Self-Control rating – whoever scores the highest number of successes wins. If a tie, reroll. A willpower point may be burned on the roll by the caster and/or his target. Any creature that is being held or moved by this power may expend a Willpower point to fully resist for 1 turn. Without Duration or Extend roll, the object or creature to be moved must be immediately adjacent to the caster and since the ritual goes off at the *beginning* of the caster’s next turn, the object or creature can only be moved or held until the *end* of the caster’s next turn.

A caster may move or hold one object or creature at a time. Moving or holding something is considered a full action and requires the caster’s concentration (but no additional roll needed). For example, if the caster wants to do something else (like Dodge an incoming attack), the caster must either release the held/moved object in order to be able to take the Dodge action with a full dice pool, or the caster can continue to hold/move his target by splitting his dice pool to take the Dodge action. (Releasing an object or creature from the effects of this ritual is a free action, requiring no dice pool.) The caster could then resume holding/moving the same (or a different) object on the next turn, presuming the duration of the ritual was still in effect.

There are two aspects: Distance (how far an object can be moved per turn) and Weight (the maximum weight of the object to be moved). The caster may determine how fast to move the object, but typically no faster than (Magic Rating x 10 mph). Objects thus cannot be moved as thrown objects (in combat). Objects and creatures need not be moved every turn (presuming sufficient Duration) but instead can be held in place (or levitated) if desired.

Distance = (Magic Rating + Ritual level) x 5’ Weight = weight of target plus all items carried

**Price of Botching:** The objects either don’t move or the object is damaged or flies at the caster.

*  The Caster can move or hold an object of up to 10 lbs.
*  The Caster can move or hold an object of up to 50 lbs.
*  The Caster can move or hold an object of up to 100 lbs.
*  The Caster can move or hold an object up to 250 lbs.
*  The Caster can move or hold an object up to 500 lbs.
*  The Caster can move an object up to 2000 lbs.