

The background of the cover is a complex, layered illustration. It features a large, ornate golden symbol, possibly a stylized 'M' or a magical sigil, set against a background of intricate, glowing blue and green patterns. The patterns resemble a mix of organic, crystalline structures and technical diagrams. The overall color palette is dominated by vibrant blues, greens, and yellows, creating a sense of magical energy and depth.

MAGE™

THE AWAKENING

THE ARCANUM

1 OF 4

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THE AWAKENING

The Arcana of Creative Thaumaturgy

A Summary of Arcana Capabilities By Rank and Practice

by Libra

For use with Mage: the Awakening

A summary of the listed capabilities of each Arcanum, organised by Practice within each rank, from Initiate to Master in that order.

Document Notes

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MAGE THE AWAKENING

Introduction

This file presents the summarised listing of the Arcana capabilities in the **Mage: the Awakening** core book. If you want to know at what level a mage can read someone's thoughts, turn gold into lead, convert Mana into Essence and store it in a Medicine Bag or turn back time for a split second to retake a bad decision, here's your Cheat Sheet to the basic Mysteries of The Arcana.

You're going to need the **Mage: the Awakening** core book, and the **World of Darkness** core book, to make sense of the descriptions below. That much is a given, but some things need to be stated, if only to ensure that White Wolf don't send lawyers after me for attempting to take the bread from their mouths. Perish the thought ...

Some liberties have been taken. Archmaster (Rank 6) capabilities are not directly listed in the core book, only indirectly described as Archmaster-level extensions of existing abilities at lower levels of each Arcanum.

Furthermore, apart from the already noted errors at various points in the core book, of which some may already have commented upon, some spells have been listed in Practices other than the ones listed. Some spells have been listed in, say, Patterning, even though their description (the gathering of arcane knowledge) more rightly fits the description one might expect of a very high level of Unveiling. I have taken the liberty of reclassifying such accordingly.

In some cases, a Practice has not been listed in the book at all. I have endeavoured to list some of my personal ideas in this file, as an example of what might be possible with such unrepresented practices. One or two ideas I have added, simply because I have reasoned that if a given spell for, say, Death is possible with a different, though similar, Arcanum e.g. Spirit armour to block spirit Numina, what's to stop an enterprising Moros mage from coming up with something for Death that has a similar effect, e.g. Death armour to block ghostly Numina?

Future Mage: the Awakening Supplements and This File

This probably isn't the last you're going to hear of what magic in **Mage: the Awakening** can, and can't, do. Future books are likely to come with a Creative Thaumaturgy section, at the very least, describing what this Path, or this Order, has got up its sleeve to tempt the unwary with.

There are also so many magical tasks not covered in the core text. For example, does Spirit have any effect on Abyssal creatures? What Mind Practices are required to journey into the Oneiroi, or even further into the Dream Realms of the Temenos and the Dreamtime? Can a mage use Mind to create a Dream Sanctum for themselves in their personal Oneiros, and what Arcana do they need? We want to know.

It's likely that future books will expand upon the basic descriptions of the Arcana as time goes on. In which case, should a new ability for magic appear, I'll endeavour to insert the description somewhere into this file, reversion it, and make it available for your enjoyment and education.

I'll now let you get on with it. Enjoy, and I hope this article helps straighten out some of the problems you might have with the Arcana. Don't let confusion spoil your enjoyment of the game.

Peace,

Libra.

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DEATH

Purview: Darkness, death, decay, ectoplasm, enervation, ephemera, ghosts, soul handling, soul stealing, Twilight, the undead, the underworld.

Death • (Initiate)

• **Compelling**

- Shape and thicken shadows.
- Control and shape ectoplasm.

• **Knowing**

- Sense the presence of ghosts and ectoplasm in the vicinity.
- Sense the presence of cadavers in the vicinity.
- Sense if something is decaying, low in vitality, being drained of life or dying in the vicinity.
- Observe a soul's health, including injuries to and marks upon it.
- Determine the presence of derangements by the marks on their soul.
- Determine if a mage's soul carries the marks that indicate he has made a soul stone.
- Determine the "soul stitching" that indicate that a soul had been detached and reattached to a body.
- Sense whether an object contains a soul (a Soul Jar).
- Determine a corpse's cause of death.
- Understand and speak with ghosts.
- Perceive Twilight and everything within.
- See spirits in Twilight as indistinct shapes, unless Spirit • is added to the casting. With Spirit •, can see spirits in Twilight as clearly as ghosts.
- Cannot perceive mental projections in Twilight unless adds Mind • to the casting.

• **Unveiling**

- Mage Sight (Grim Sight). Sense magic. Scrutinise magic.
- Gain sensory perception of phenomena within the purview of the Death Arcanum.
- Sense if a person has killed, has witnessed death, or has simply suffered loss or bereavement.
- Sense if an object has death associated with it, e.g. whether a knife or a gun has actually caused a death.
- Sense if a place is the scene of a death.
- Sense if a person, creature, object or location is the site of a ghost's anchor.
- +1 bonus to sensing and scrutinising vampire powers.

Death •• (Apprentice)

•• **Ruling**

- Animate shadows. Cause shadows to flow from place to place.
- Cause an object to decay by lowering its Durability permanently.
- Create ectoplasm from any bodily orifice or from any bodily orifice of a corpse. Generated ectoplasm can be used to grant a ghost a temporary body in which to materialise.
- Issue a call to ghosts, or summon a specific ghost, to appear before the caster, if it is within its power to do so (cannot travel outside maximum distance from its Anchor).
- Create a soul jar for ghosts, souls or spirits.
- Physically interact with ghosts and the ghostly reflections of objects in Twilight. Pull ghostly objects out of Twilight.
- Interact with spirits in Twilight (with Spirit •).
- Interact with mental projections in Twilight (with Mind •).

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•• Veiling

- Conceal or alter the marks of death on a corpse.
- Conceal or suppress one's own, or another's, aura to protect it from scrutiny.

•• Shielding

- Protect self by using forces of decay to leach the vigor and vitality from incoming attacks, making them weaker. Equivalent of armour points. Does not protect against initiating grapple attacks. Does protect against attempts to overpower once grappled.

•• Knowing

- Analyze the phenomena revealed by • Knowing.
- Grant • Knowing upon others.

•• Unveiling

- Confer Death • Mage Sight upon others (Grant The Grim Sight).
- More in-depth scrutiny.

Death ••• (*Disciple*)

••• Weaving

- Create a gateway into Twilight through which mage can enter.
- Turn a destroyed object into an ephemeral object in Twilight (must destroy object first).
- Sculpt and shape ephemera.
- Create shadows from nothing, and make them semi-solid. Shadows have Strength and Durability, can lift or push, but have no Structure (so cannot be damaged).
- Animate corpses (zombies).

••• Fraying

- Destroy an ephemeral object with decay (inflicts aggravated damage).
- Destroy a material object with decay (inflicts aggravated damage).
- Replenish Willpower from someone who is dying (suffering from aggravated wounds). Touch range.
- Burn out a dying person's Pattern (suffering from aggravated wounds) for Mana. Touch range.
- Sever a soul from a Sleeper. Touch range.

••• Perfecting

- Sculpt and shape ephemera.
- Strengthen an ephemeral object's Durability, equipment bonus or the protection of ephemeral armour.
- Heal a ghost's Corpus.

••• Ruling

- Control and compel ghosts.
- Create a soul jar with greater Duration (potentially with an Indefinite Duration) than at Death ••.

••• Shielding

- Bestow effects of Death •• Shielding upon others.
- Create a personal ward against ghostly powers, Numina, vampiric Disciplines, Devotions and rituals.

••• Veiling

- Suppress one's own life temporarily (caster becomes a corpse for a time) Covert: yes, really it is.

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Death ●●●● (Adept)

●●●● Patterning

- Force a recently dead Sleeper's ghost to cling to a physical anchor, or a dying Sleeper's soul to turn into a ghost and haunt a physical anchor immediately the Sleeper dies.
- Create a Revenant immediately a Sleeper dies (Sleeper must remain inside own body).
- Bind a soul to a soulless person (includes restoring a soul stolen by Death spells).
- Cause someone's flesh to rot (lethal damage). Touch range.
- Shift into Twilight without needing to pass through a gateway.

●●●● Unravelling

- Enervate an enemy, sapping his strength. Touch range.
- Permanently destroy own aura (new aura forms by the end of a week)

●●●● Veiling

- Suppress others' life, turning them into temporary corpses. Touch range. Again, Covert. Don't ask.

Death ●●●●● (Master)

●●●●● Making

- Quicken a ghost, raising mindless shades to a semblance of sentience and their former personality.
- Summon a ghost from the Underworld.

●●●●● Unmaking

- Destroy Mana.
- Dispel any spell, "killing" it.
- Siphon years from a victim's lifespan to add to the caster's lifespan, prolonging their life at the expense of others.

●●●●● Veiling

- Suppress others' life, turning them into temporary corpses. Sensory range.

●●●●● Fraying

- Devour a dying person (aggravated damage) for Willpower or burn out their Pattern for Mana. Sensory range.
- Sever a soul from a Sleeper. Sensory range.
- Sever an Awakened soul. Touch range.
- Create shadows from nothing.

●●●●● Unravelling

- Enervate an enemy, sapping his strength. Sensory range.
- Devour a healthy soul for Willpower or burn out their Pattern for Mana. Touch range.
- Devour a ghost for Willpower or burn out their Corpus for Mana. Touch range.
- Cause someone's flesh to rot (aggravated damage - requires Mana). Touch range.

Death ●●●●●● (Archmaster)

●●●●●● Veiling

- Suppress others' life, turning them into temporary corpses. Can be cast as Sympathetic magic with Space ●●.

●●●●●● Unravelling

- Enervate an enemy, sapping his strength. Can be cast as Sympathetic magic with Space ●●.
- Devour a healthy soul for Willpower or burn out their Pattern for Mana. Sensory range.
- Devour a ghost for Willpower or burn out their Corpus for Mana. Sensory range.

FATE

Purview: Luck, chance, oaths and curses.

Fate • (Initiate)

• **Compelling**

- Offset probabilities of deleterious factors (mitigating dice pool penalties, for example).
- Compel a small, immediate turn of good fortune that is not life altering.
- Evade or attract good or ill fortune in self or others.
- Trigger a conditionally prepared spell, fulfilling the conditions required to activate it?

• **Knowing**

- Reveal themes and interconnections between people, places and things (read sympathetic connections between subjects).
- Spot an oathbreaker.
- Read a Destiny.
- Read and analyze whether multiple destinies are connected, e.g. if a certain knife is destined to kill a certain person.
- Sense if a Destiny has been tampered with.
- Detect supernatural mind control.
- Detect spiritual possession.
- Lock onto an object or creature with enough precision to offset combat ranged penalty factors such as target range, target size, environmental factors such as wind or rain, specified target or positional penalties such as target being prone. Requires Space •, plus Life • to lock onto a living creature or Matter • to lock onto an object. Cannot be combined with Space • "Spatial Map" effect.

• **Unveiling**

- Mage Sight (Sybil's Sight). Sense magic. Scrutinise magic.
- Gain sensory perception of phenomena within the purview of the Fate Arcanum.
- Detect momentous events, determined by the Storyteller.

Fate •• (Apprentice)

•• **Ruling**

- Exceptional luck. Gain the 9 Again quality in a number of skill rolls. Does not affect chance die results. Costs 1 Mana.
- Evil Eye. Remove dice from a victim's dice pool for the next few rolls he makes. Sensory range.
- Conditional trigger. Can set up another spell to activate (or deactivate) on fulfilment of a certain condition.
- Be at the right place at the right time.
- Smooth out the normal function of a mechanism.
- Make small manipulations of destiny.
- Make a simple oath sworn by self binding. Self-sworn oaths cannot be cancelled until Fate •••. They must be dispelled.
- Exempt specific individuals or groups of people from the effects of an area effect spell.

•• **Veiling** *(not listed in the spell descriptions)*

- Make one's own Destiny unclear and hard to read.
- Alter appearance of personal Destiny to magical scrutiny, to make it look as if that Destiny was something else.
- Alter apparent Destiny to make it look as if it has been tampered with.

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- Conceal marks of tampering with one's Destiny.
- Bestow a false Destiny reading on oneself.
- Conceal any personal sympathetic connections with things, e.g. to conceal sympathetic connections with a soul stone.
- Alter personal aura to appear as if one were labouring under a curse, an oath or had good luck cast upon them.
- Alter personal aura to appear as if one were under the direct or indirect influence of mind control or spirit possession.

•• Shielding

- Fate deflects incoming attacks (equivalent of armour points). Protects against attempts to grapple the caster. Does not protect against attempts to overpower a grappled caster.

•• Knowing

- Analyze the phenomena revealed by • Knowing.
- Grant • Knowing upon others.

•• Unveiling:

- Grant Fate • Mage Sight upon others (Granting the Sybil's Sight).
- More in-depth scrutiny.

Fate ●●● (*Disciple*)

••• Weaving

- Alter the terms and conditions of an oath sworn with Fate.
- Grant 8 Again on a number of personal dice pools. No effect on chance dice.
- Grant the 9 Again dice pool blessing on others. No effect on chance dice.

••• Fraying

- Bestow bad luck upon an object (imposing dice pool penalties upon it when it is used).

••• Perfecting

- Bestow luck upon an object (granting it equipment bonuses).

••• Shielding

- Bestow Shielding •• protection upon others.
- Protect a given Destiny (including a Destiny Merit) from tampering.
- Conceal a Destiny from being scrutinised at all (Veiling).
- Protect an oath from being tampered with.

••• Veiling

- Alter appearance of another's Destiny to magical scrutiny, to make it look as if that Destiny was something else.
- Alter another's apparent Destiny to make it look as if it has been tampered with.
- Conceal marks of tampering with another's Destiny.
- Bestow a false Destiny reading on a person, animal, place or object.
- Conceal another's sympathetic connections.
- Make someone, creature, place or thing appear as if one were labouring under a curse, an oath or had good luck cast upon them.
- Make someone, creature, place or thing appear as if one were under the direct or indirect influence of mind control or spirit possession.

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Fate ●●●● (Adept)

●●●● Patterning

- Witness and sanctify oaths sworn by others.
- Freely manipulate an oath one has sworn.
- Sever an oath completely. (Shouldn't this be Unravelling?)

●●●● Unravelling

- Free a stolen soul from its prison within a Soul Jar.
- Momentarily sever the bonds between a mage and her familiar.
- Release a spirit from a fetish.
- Cut the bond between a ghost and its anchor, a spirit from a fetter or mooring.

●●●● Ruling

- Ensure an object ends up where the caster wants it to end up, through manipulations of chance and happenstance. Requires Space ●●.

●●●● Perfecting

- Caster's luck becomes almost certain (gains Rote Action on a number of dice pools). Does affect chance dice.

Fate ●●●●● (Master)

●●●●● Making

- Forge a Destiny upon oneself or another.
- Declare a living being, a place, an object, a condition, a circumstance, a behaviour or an action a Godsend, protecting a person fulfilling the terms of the Godsend (e.g. "The Gods protect those who behave virtuously," etc).
- Create a geas. With Indefinite Duration and the sacrifice of a Willpower dot, the geas can be made generational.
- Create a swarm of Fortean phenomena, e.g. a rain of frogs, every telephone in the area ringing at the same time, hail falling from a clear sky, Oregon Crud etc.) Within the area, Sleeper witnesses do not exacerbate Paradoxes caused by vulgar spells, nor do they bring about Disbelief.

●●●●● Unmaking

- The Great Curse: whatever the victim does (any number of dice rolls) is doomed to fail.
- Turn someone or something into something else's doom. For example, forging a doom upon a serial killer's knife such that it is the knife which brings about the killer's arrest and conviction, or placing a doom upon a race car such that it will win the next race, but subsequently crash and kill its driver.

●●●●● Patterning

- Freely dispel or rearrange the conditions of another mage's geas.

Fate ●●●●●● (Archmaster)

●●●●●● Unmaking

- Supreme Curse: whatever the victim does (any number of dice rolls) is doomed to suffer Dramatic Failure.

Note: Some of these effects are extrapolations. Liberties have been taken, especially with Death and Fate ●●●●● effects.

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FORCES

Purview: Chemical reactions, combustion (which is a form of chemical reaction), elemental fire, electricity, gravity, kinetic energy, light, magnetism, nuclear radiation, physics, sound, weather

Forces • (Initiate)

• **Compelling**

- Guide the direction and flow of existing light.
- Split existing light into a spectrum as if through a prism.
- Focus existing light into a beam or a pinpoint.
- Disperse direct lighting, forming a local chiaroscuro effect.
- Draw diffuse local lighting into a beam, like a reading light.
- Guide the direction and flow of existing radiated heat.
- Extract heat from one area, sending it into another area.
- Focus the heat onto a small spot, or diffuse it over an area.
- Guide the direction and flow of existing sound.
- Keep one's own sounds from travelling too far from oneself: e.g. a zone of privacy.
- Redirect sounds of a conversation from a distance to oneself to overhear what is being said.

• **Knowing**

- Listen in on free-floating radio transmissions, e.g. mobile communications, radio broadcast TV signals, the images on non-Tempest protected TV screens and monitors. Making sense of it all requires Wits + Science, possibly Mind magic.

• **Unveiling**

- Expand perceptions: find one's way in the dark in conditions of very little light. Supplement nightsight with ability to perceive radiated heat, and to "see" the presence of obstacles in the dark through a form of echolocation.
- Hear sounds beyond the human hearing range.
- Mage Sight (Read Matrices). Sense magic. Scrutinise magic.
- Gain sensory perception of phenomena within the purview of Forces.
- Perceive energy and magical resonance.
- Detect the presence of all of the Universe's energies in the area, including magnetic fields, gravity and nuclear radiation.

Forces •• (Apprentice)

•• **Ruling**

- Brighten or darken an area by altering ambient light intensity. Can't create light from nothing.
- Amplify or diminish the volume of sounds in an area. Can't create sound from nothing.
- Increase or decrease ambient temperature in an area. Can't create heat from nothing.
- Cause electricity to arc at someone. Aimed. Can't amplify or diminish electricity. Can't create electricity from nothing.
- Limited control over magnetism. Can't amplify or diminish magnetism. Can't create magnetic fields from nothing.
- Control the direction or flow of fire, causing it to jump in the direction the caster desires, or dance around. Can't amplify or diminish fire, or create fire from nothing.
- Focus the kinetic impact of a blow to a pinpoint, turning bashing damage into lethal damage.
- Hijack an extant radio signal, superimposing his own signal onto the frequency.

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•• Veiling

- Render an object invisible to light, including cameras.
- Render an object inaudible.
- Render an object invisible to heat sensors.

•• Shielding

- Deflect incoming physical attacks by dispersing the energies of those attacks along invisible contours surrounding the caster.
- Protection against kinetic blows, bullets, lasers, flame attacks, electrical arcs, lightning and nuclear radiation.
- Grants additional protection against knockdown.
- Does not protect against attempts to grapple the caster. Does not protect against attempts to overcome a grappled caster.

•• Knowing

- Analyze the phenomena revealed by Forces • Knowing.
- Grant Forces • Knowing upon others.

•• Unveiling

- Grant Forces • Mage Sight upon others (Eyes of The Matrix).
- More in-depth scrutiny.

Forces ●●● (*Disciple*)

••• Weaving

- Create an invisible, semi-autonomous servant to lift, fetch and carry. Mind • allows the mage to “multitask” control of the servant; Mind •••• grants the servant a measure of autonomy. Space •• permits the servant to operate outside of sensory range.
- Call lightning from a pre-existing storm. Aimed.
- Diminish or cut off electrical power, or alter its flow/direction. Cannot create electricity from nothing at this point.
- Make a fire or chemical reaction more intense, or diminish its intensity. Can reduce the intensity of a fire enough to extinguish it altogether.
- Speed up or slow down a chemical reaction, or reverse it.
- Create light from nothing.
- Extinguish an existing light.
- Create sounds from nothing.
- Destroy sounds (including make oneself inaudible).
- Record sounds onto points of Mana (may require Prime to convert those points of Mana into Tass for storage and replay).
- Lift and operate objects remotely via telekinesis. Duration of Concentration. Requires Space •• to operate beyond sensory range.
- Control the direction of motion of a fast projectile, e.g. a bullet, possibly turning it back upon an assailant.

••• Fraying

- Create a ball of telekinetic force which is aimed at the target.

••• Perfecting (*not listed*)

- Strip extraneous signals from a free-floating transmission, e.g. a signal jammer.
- Turn an ordinary light source into a source of laser light.

••• Veiling

- Make oneself invisible (Concentration duration).

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••• Shielding

- Bestow Forces Shielding •• protection upon others.
- Protect an object from being mechanically tampered with, e.g. to provide a computer with EMP shielding.

Forces ●●●● (Adept)

•••• Patterning

- Mage Celerity: mage gets a burst of kinetic energy.
- Increase an object's (but not a living creature's) velocity, speeding it up tremendously. Objects include trucks, bullets, falling objects.
- Alter weather patterns: can generate any non-adverse weather conditions (thunderstorms, but not tornadoes or hurricanes).
- Transform into fire (does lethal damage to people and items touched). Requires Life ••••. If caster wants all objects carried and worn by her to transform into fire as well, requires Matter ••••.
- Levitate oneself off the ground and travel slowly in any desired direction. Concentration Duration.
- Transform one type of energy into another. Forces which can be so transformed are: Sound, heat, light, electricity, magnetism, combustion.

•••• Unravelling

- Create a bolt of electricity to fry someone (lethal damage). Aimed.
- Diminish an object's (but not a living creature's) velocity, slowing it down tremendously. Objects include trucks, bullets, falling objects.

•••• Veiling

- Make another person invisible (Concentration duration).

•••• Weaving

- Lift people telekinetically, or hold them in place. Duration of Concentration. Requires Space •• to operate beyond sensory range.
- Lift and operate objects remotely via telekinesis. Default Duration of 1 scene. Requires Space •• to operate beyond sensory range.
- Extinguish a fire or halt a chemical reaction.

•••• Fraying

- Converts the force of friction into a source of lethal damage. The very wind itself becomes a deadly weapon, inflicting lethal friction burns on its victims.

Forces ●●●●● (Master)

••••• Making

- Create an adverse weather phenomenon, e.g. a tornado, a hurricane, a tsunami etc.
- Bestow levitation on willing subjects (target must concentrate).
- Create sunlight.
- Redirect the force of gravity.
- Increase the pull of gravity.
- Take off and fly (no longer requires concentration).
- Completely control an object's velocity, including speeding them up beyond their control.
- Completely control part of an object's velocity, e.g. one wheel of a truck, including speeding them up beyond their control.
- Completely control a person's velocity, including speeding them up beyond their control.

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•••• Unmaking

- Create an earthquake by manipulating the balance of force and pressure beneath the ground.
- Create an EMP that destroys localised power and electrical devices.
- Extinguish a source of nuclear radiation.
- Flood an area with nuclear radiation.
- Nullify the pull of gravity.
- Completely control an object's velocity, including slowing them down beyond their control, or stopping them dead in midair.
- Completely control part of an object's velocity, e.g. one wheel of a truck, including slowing them down beyond their control, or stopping them dead in midair.
- Completely control a person's velocity, including slowing them down beyond their control, or stopping them dead in midair.
- Stop bullets in midair.

•••• Veiling

- Make oneself invisible (does not require concentration).

•••• Weaving

- Lift people telekinetically, or hold them in place. Default Duration of 1 scene. No concentration required beyond concentration required to move objects around. Mage can drop concentration at will, even leaving subjects hanging in midair. Requires Space •• to operate beyond sensory range.

•••• Patterning

- Transform into fire as for •••• Patterning above (does aggravated damage to people and items touched - requires 1 Mana, as well as the prerequisites for the Rank •••• spell above).
- Bestow Mage Celerity upon others.
- Transform one type of energy into another. Forces which can be so transformed now include kinetic energy, gravity and radiation.

•••• Unravelling

- Create a bolt of electricity to fry someone (aggravated damage). Aimed. Requires 1 Mana.

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LIFE

Purview: Life forms, from microbes to human beings [i]and beyond[/i]. Disease, evolution, healing, metamorphosis, vigour.

Life • (Initiate)

• **Compelling**

- Purge drugs and poisons from one's body.

• **Knowing**

- Discern the age, sex and species of a nearby creature, even human.
- Discern enough information about the characteristics of a given life form that one can recognise it later.
- Sense the presence of life forms all around the caster. Can tune out types of life form, e.g. ignoring the signals of airborne bacteria or trees, or selecting "humans" or "roe deer." Can be used to tune in to the locations of recognised life patterns, as long as they remain alive.
- Sense the general state of health of a life pattern, identifying drugs, poisons, diseases or injuries.

• **Unveiling**

- Mage Sight (Pulse of The Living World). Sense magic. Scrutinise magic.
- Gain sensory perception of phenomena within the purview of Life.
- Sense whether life forms in the area are under the influence of Life magic, or of any supernatural power which is altering their Life Pattern.
- Determine if a drug, poison, injury or disease is of supernatural origin, or has been directly caused by a supernatural being. Damage caused by a supernatural creature's powers or attacks counts, but not if that supernatural creature had simply shot the victim with a pistol.

Life •• (Apprentice)

•• **Ruling**

- Perfect body control. Mage can slow down or stop own heart, reduce breathing rate without risking oxygen starvation, speed up own reflexes (Initiative boost), greatly speed up healing times for bashing damage and slow down own metabolism so the mage can do without food for longer.
- Control base life forms.
- Control smallish swarms of insects, e.g. bees, wasps.
- *Healing:*
 - Wounds of base and median life. Touch range.
 - Heal bashing or lethal damage (self).
 - Cure sickness or disease (self).
- *Transfer feature:*
 - Base life to base life. Touch range.
- *Transformations:*
 - Base life to base life. Touch range.
 - Large plant into swarm of insects. Touch range.
 - One plant into another.

•• **Veiling** (not listed in book)

- Mask wounds and signs of injury in base and median life forms, making them appear healthy, or making it appear as if they are suffering from some other cause of ailment.

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- Mask one's own injuries or signs of ill health.
- Mask the presence of identifying moles, birthmarks and scars.
- Make one life form appear to be another life form, e.g. making a red rose look like a black rose, make a tangle of briars look like a comfortable hummock of grass or make deadly nightshade berries appear to be tasty blackberries.
- Mask a base life form's scent from predators.
- Mask own scent, or alter scent to appear like an unappetising creature to predators.
- Send out disruptive pheromonal signals to confuse a swarming mass of insects. e.g. ants, bees.
- Make one's trace DNA evidence at a crime scene unreadable.

•• Shielding

- Life Pattern is strengthened, made denser, to ward off physical attacks. Body develops a natural armour. Doesn't affect attempts to grapple a mage. Does not protect against attempts to overpower a grappled mage.

•• Compelling

- Purge drugs and poisons from others' bodies. Touch range.

•• Knowing

- Sense the presence of specific life forms beyond sensory range using Space ••. Sense the proximity of local life forms over a wider area than at Knowing •.

•• Unveiling

- Grant Life • Mage Sight upon others (Visions of The Living World).

Life ••• (Disciple)

••• Weaving

- Control median life forms.
- *Transfer feature:*
 - Base life or median life to median life. Touch range.
 - Base or median life to self.
- *Transformations:*
 - Base life to base life. Sensory range.
 - Median life to median life. Touch range.
 - Base life to common solid, e.g. wood. Touch range. Matter
- Alter one's appearance slightly: eye colour, skin colour and texture, hair colour and length. Height, weight, the length of toes, fingers, can be altered slightly.

••• Fraying

- Reduce one physical characteristic to appear weak and infirm.
- Reduce one physical characteristic of a base or median life form.

••• Perfecting

- *Healing:*
 - Wounds of base and median life. Sensory range.
 - Bashing and lethal in humans. Touch range.
 - Cure sickness in others. Touch range.
 - Aggravated damage (self: always vulgar. Costs 1 Mana).
- *Honing:*
 - One personal physical characteristic.
 - One physical characteristic of a base or median life form.

MAGE

THE AWAKENING

••• Compelling

- Purge drugs and poisons from others' bodies. Sensory range.

••• Ruling

- Control median life forms.
- Control larger swarms of insects.

••• Veiling

- Appear to be somebody else. Alterations can be as radical as you wish: gender, size, skin, hair, eye colour, identifying features.

••• Shielding

- Bestow Life •• Shielding protection upon others. Don't let them get too close to wrestlers.

Life ●●●● (Adept)

•••• Patterning

- Exert gross motor control over a base or median life form, wielding it like a puppet.
- Physically transform one's own appearance to resemble another person. Alterations can be as radical as you wish: gender, size, skin, hair, eye colour, identifying features.
- *Transformation:*
 - Shapechange self into another life form. Danger of losing one's identity to the animal. Clothes and gear don't transform unless Matter •••• or Matter ••••• are used to shift clothing and gear accordingly.
 - Base life form to median life form.

•••• Unravelling

- *Degradation:*
 - One Physical Characteristics of a human. Touch range.
 - Two Physical Characteristics of a base or median life form.
- Cause a contagious sickness or disease.
- Directly attack a person's or creature's life force (lethal damage).

•••• Ruling

- Cure sickness or disease within others. Sensory range.

•••• Perfecting

- *Honing:*
 - One physical characteristic in another. Touch range.
 - Two personal physical characteristics.
 - Two physical characteristics of a base or median life form.
- *Healing:*
 - Aggravated in humans (aggravated). Touch range. Vulgar. 1 Mana.
 - Bashing and lethal in humans (bashing and lethal). Sensory range.

•••• Weaving

- Control humans by their instincts.
- *Transfer features:*
 - base or median life form into a median life form. Sensory range.
 - base or median life to another human. Touch range.
- *Transformations:*
 - Median life form to median life. Sensory range.
- Alter another's appearance slightly, as above. Touch range.

MAGE

THE AWAKENING

Life ●●●●● (Master)

●●●● Making

- Transformations:

- Shapechange without risk of being "lost" in the new form.
 - Shapechange into fantastic life forms.
 - Human to base or median life form. Human retains identity.
 - Human to base or median life form. Human risks losing identity.
- Create a new life, up to human in complexity. This host body is effectively mindless. Requires other magics to give it a mind and a soul.
- Shape and warp living matter, granting it fantastic characteristics out of legend (e.g. turn a horse into a dragon) or inventing new characteristics never found in nature. Sensory range.
- Make the effects of a spell which transfers features from one animal to another a hereditary change.
- Temporarily (!) regrow lost organs or limbs through a form of regeneration.

●●●● Unmaking (Not listed in the book)

- Bestow a deleterious hereditary change on a creature, such as a weak immune system or colour blindness.

●●●● Weaving

- Alter another's appearance slightly, as above. Sensory range.
- Alter another's appearance more radically, as above. Touch range.
- Feature transfer:
- Base or median life form to another human. Sensory range.

●●●● Perfecting

- Raise one personal physical characteristic in another. Sensory range.
- Heal injuries in humans (aggravated). Sensory range. Vulgar.

●●●● Patterning

- Transformation:

- Base or median life form to human. Human still has identity of creature.
- Exert gross bodily control over a human being, wielding his or her body like a meat puppet.

●●●● Unravelling

- Degradation:

- One Physical Characteristic of a human. Sensory range.
 - Two Physical Characteristics of a human. Touch range.
- Directly attack a person's or creature's life force (aggravated damage).

Life ●●●●● (Archmaster)

●●●●● Weaving

- Transfer a feature of one base or median life form to another human with Sympathetic magic. Requires Space ●●.

●●●●● Perfecting

- Honing:

- One physical characteristic in another using Sympathetic magic. Space ●●.
- Two personal physical characteristics in another. Sensory range.
- Three personal physical characteristics in another. Touch range.

●●●●● Unravelling

- Degradation:

- One Physical Characteristic of a human with Sympathetic magic. Space ●●.
- Two Physical Characteristics of a human. Sensory range.
- Three Physical Characteristics of a human. Touch range.

MAGE

THE AWAKENING

MATTER

Purview: Alchemy; elemental earth, air, water; stone, metal, plastics, ceramics, other lifeless substances; shaping; transmutation

Matter Note: Common and Rare Materials, and Simple vs Complex

- **“Simple liquids”** are liquids composed of one substance. Wine and milk are included, even though chemically they are mixtures.
- **“Multiple liquids”** mean more than one liquid mixed together, e.g. watered - down beer, blackcurrant juice mixed with vodka etc.
- **“Common solids”** include: steel, brass, bronze, tin, aluminium, titanium, lead etc., soil, plastic, paper, stone, glass, ivory, clay, porcelain, obsidian or wood (wood to wood includes, e.g. oak to mahogany, ebony to teak). This could also include processed drugs, such as cocaine, cannabis resin and heroin.
- **“Complex objects”** mean machinery, clockwork and electronic items, items with moving parts (doors, windows, boxes) and anything composed of more than one substance, e.g. a gunmetal pistol with a walnut handle and steel-jacketed copper tipped lead rounds.
- **“Rare materials”** include: precious gems (diamonds, rubies, sapphires, topaz etc.) and radioactive materials (uranium, iodine radioisotope etc).

Matter • (Initiate)

- **Compelling**
 - Alter the conductivity of objects, up or down, even to making objects non-conductive. Concrete can become conductive like copper: electrical wire can become as conductive as stone.
- **Knowing**
 - Analyze the function of complex objects with moving parts (e.g. to see how a puzzle works, or to see what makes a clock work).
 - Detect the presence of a given substance (gold, copper, a type of plastic, cocaine, heroin, diamonds, rubies).
 - Determine the physical composition of an object. Weight, density, chemical composition, conductivity, the purity of a stash, etc. Can be used to sense if cocaine has been cut, or if a diamond is a lab-grown stone, as compared to a mined one (and, if the caster is familiar with diamonds, which mine).
- **Unveiling**
 - Mage Sight (Dark Matter). Sense magic. Scrutinise magic.
 - Gain sensory perception of phenomena within the purview of Matter.
 - Sense if an object is subject to a Matter spell of any kind: and if so, what sort.
 - Discern dense, sluggish, thick or ponderous Resonances.
 - Find secret compartments within seemingly solid matter. Detect concealed traps or hidden switches.

Matter ●● (Apprentice)

●● Ruling

- Improve the balance and heft of a simple item, improving its function. The object grants the 9 Again rule to attempts to use it.
- *Control and shape:*
 - Liquids. Touch range. Includes water droplets in fog, mist and rain. Covert. Yes, honestly.
- *Transmutation:*
 - Simple liquid to simple liquid. Touch range. Includes water droplets in rain, mist and fog.
- Alter an object's light conductivity. Opaque objects can be made translucent or transparent: windows can be blacked out; steel panes can be made into windows. Caster could choose only to make one surface transparent, if he wishes (steel panes on the outside, clear windows on the inside).

●● Veiling (Not listed in the book)

- Make a substance appear to be another substance. Make water look like wine, or gold look like lead.
- Veil a simple substance, e.g. cocaine, diamonds, from scrutiny.
- Conceal a hidden switch, trap or concealed compartment from scrutiny.
- Make an identifiable object look like a different object of its type by removing or altering characteristics.
- Alter the appearance of a fake artwork to look like the real thing, or alter the appearance of a real artwork to look like a fake.

●● Shielding

- Ambient matter surrounding the mage alters its characteristics to protect the caster. Air hardens or becomes non-conductive to electricity; water vapour quenches flame; a laser's progress through the air is impeded because the air became opaque between it and the caster; bullets soften, blunting their impact. Protects against physical attacks. Does not protect against being grappled. Does not protect against being attempts to overcome a grappled mage.

●● Unveiling

- Bestow Matter • Mage Sight upon others (Eyes of The Earth).

Matter ●●● (Disciple)

●●● Weaving

- Transpose components of one machine to another machine (e.g. creating a hybrid of a machine gun and a shotgun to create a device which can shoot shotgun rounds in bursts or autofire).
- Soften solid matter, allowing one to sculpt steel or stone like clay. When the spell ends, the substance does not return to its original shape. Durability and Structure are unchanged.
- Turn an object into a mass of swarming vermin. Requires Life ●●●.

●●● Fraying

- Degrade an object's Durability.

●●● Perfecting

- Reinforce an object's Durability.
- Repair objects seamlessly, repairing damage to Structure.

●●● Ruling

- *Control and shape:*
 - Simple liquids. Sensory range.
 - Multiple liquids. Touch range.
- *Transmutation:*
 - Simple liquid to simple liquid. Sensory range.
 - Multiple liquids to simple liquids. Touch range.

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THE AWAKENING

- Multiple liquids to multiple liquids. Touch range.
- Simple common solid to simple common solid. Touch range.
- Bestow the armour piercing quality upon an object or multiple bullets (armour piercing factor 1).

•• Shielding

- Bestow Matter Shielding •• protection upon others.

Matter ●●●● (Adept)

•••• Patterning

- Control and Shape:

- Multiple liquids. Sensory range.
- Simple liquids with Sympathetic magic. Space ••.
- Air and gases. Prevent a gas or smoke from filling selected areas.
- Rate of dispersion of gases, such as anaesthetic gas being poured into a room, mustard gas or nerve gas.
- Move a mass of air or gas around. Increase the strength of a wind.
- Alter air or gaseous pressure up or down, even to vacuum.

- Transmutation:

- Simple liquid to simple liquid with Sympathetic magic. Space ••.
- Multiple liquids to simple or multiple liquids. Sensory range.
- Common solid substance to simple liquid substance.
- Simple common solid to simple common solid. Sensory range.
- Complex or rare solid to simple common solid. Touch range.
- Object made of one matter into different kind of object made of same matter.
- Part of an object (e.g. turning the hammer of a gun into glass). Touch range.
- Gas to gas.

•••• Unravelling

- Destroy inert mundane objects, damaging Structure (ignore Durability). An object so destroyed ceases to be.

•••• Ruling

- Bestow the armour piercing quality upon an object or multiple bullets (armour piercing factor 2).

•••• Weaving

- Improve or degrade a mechanical object's efficiency, affecting its ability to function. Equipment bonuses, including vehicle handling, can be altered up to +5 or down to -5. Vehicles' acceleration can be improved up to +25 mph or down to -25 mph; the maximum speed can be increased up to +50 mph or down by -50 mph. Touch range.

Matter ●●●●● (Master)

••••• Making

- Alter an object's Size, making it larger or smaller.
- Forge Thaumium, an extraordinary metal. Requires Prime •••.
- Create objects, even complex objects, out of nothing.
- Forge rare materials such as gold, even some kinds of extraordinary materials such as uranium, out of nothing, or transmute any available substance, solid, liquid or gas, into them.

••••• Unmaking

- Destroy objects made out of magical substances, including Atlantean Artifacts, etc., damaging their Structure (ignore Durability). An object so destroyed ceases to be.

MAGE™

THE AWAKENING

•••• Ruling

- Bestow the armour piercing quality upon an object or multiple bullets (armour piercing factor 3).

•••• Weaving

- Improve or degrade a mechanical object's efficiency, affecting its ability to function. Sensory range.

•••• Patterning

- *Transmutation:*

- Simple liquid to simple liquid or multiple liquid.
- Complex liquid to complex liquid or simple liquid.
- Liquid (simple or multiple) to solid (simple or complex).
- Liquid (simple or multiple) to gas.
- Solid (simple or complex) to liquid (simple or complex).
- Solid (simple or complex) to gas.
- Gas to liquid (simple or multiple), or solid (simple or complex).
- Common substance to rare substance.
- Rare substance to common substance.

MAGE

THE AWAKENING

Mind

Purview: Sentience, communication, hallucination, emotions, empathy, ESP, psychometry, mind control, telepathy, mind shields, psychic assault, insanity, dreams, psychic projection, Twilight projection. The intellect. Social, psychic and mental mastery.

Mind • (Initiate)

• **Compelling**

- Perform two separate non-physical Extended action knowledge tasks at the same time.

• **Knowing**

- Sense the presence of consciousness around the caster.

• **Unveiling**

- Mage Sight (Third Eye). Sense magic. Scrutinise magic.
- Gain sensory perception of phenomena within the purview of Mind.
- Read living auras, and discern the emotional states of those whose auras are read.
- Detect the presence of mental projections in Twilight.
- Sense when others nearby are using, or under the influence of, extraordinary abilities such as telepathy, mind control, psychometry or ESP.
- Read, identify and analyse Resonances.

Mind •• (Apprentice)

•• **Ruling**

- Manipulate a simple mind (base life form up to the level of reptiles, insects, or fish).
- Project emotions subliminally into others' minds.
- First Impressions: Boost the first Social Attribute roll made at an encounter.
- Limited telepathic projection (a few words).

•• **Veiling**

- Alter one's own aura, making it harder to read, or sometimes even to identify.
- Become a forgettable non-entity, unobtrusive, forgotten and quickly dismissed.
- Hide away a personal memory from scrutiny ("There is a hole in your mind").

•• **Shielding**

- Protect one's mind from being sensed, read, probed, assaulted or controlled by psychic forces.
- Protect one's body with a combination of misperceptions, minor hallucinations and psychic projections.

•• **Unveiling**

- Opening the Lidless Eye: Grant Third Eye (Mind •) upon others.

Mind ●●● (Disciple)

●●● Weaving

- Telepathy: mental communication; thoughts, emotions, images (transitory Duration).
- Read a subject's conscious mind (thoughts).
- Cloud people's minds, making them see(, hear, smell, feel) you as someone else.
- Perform three separate non-physical Extended action knowledge tasks at the same time.
- Regulate one's sleep cycle (how long or how little one sleeps) and control one's dreams.
- Understand, translate and communicate in any language. Extremely useful.

●●● Fraying

- Crude psychic assault that inflicts bashing psychosomatic damage. Even harms vampires.

●●● Perfecting

- Raise a single Mental or Social Attribute. Self only.

●●● Veiling *(listed as Ruling, but at Rank ●● it is Veiling)*

- Alter another's aura as you can alter your own.

●●● Ruling

- Manipulate a more complex mind (non-primate mammals, birds, large fish, but not primates, cetaceans or cephalopods - squid, cuttlefish or octopi).

●●● Shielding

- Bestow Shielding ●● protections upon others.

Mind ●●●● (Adept)

●●●● Patterning

- Control other's memory. Add to, modify or delete memories.
- Enter the dreams of a sleeping individual. (Use other Mind spells to alter that dream).
- Create false sensory input - a sensory hallucination.
- Read a subject's unconscious mind (hidden motivations, memories). Prolonged Duration vs Sleepers; Transitory Duration vs mages and other supernaturals.
- Psychic projection into Twilight.
- Exert telepathic control over humans and just about any mundane creature.

●●●● Unravelling

- Lower a single Mental or Social Attribute of another.
- Powerful psychic assault (lethal damage).

●●●● Weaving

- Telepathy (prolonged Duration).

●●●● Perfecting

- Raise one's own Mental or Social Attributes in any combination.
- Raise a single Mental or Social Attribute of another.

●●●● Patterning

- Read a subject's unconscious mind. Prolonged Duration vs mages and other supernaturals.

MAGE

THE AWAKENING

Mind ●●●●● (Master)

●●●● Making

- Establish a telepathic communication network (a Qutb).
- Possess another's body;
- Dominate the mind of a human being (including issuing suicidal commands).
- Completely reprogram a person's mind from the memories up. Prolonged Duration against mages and supernaturals: Lasting (though dispellable) vs Sleepers.
- Create a consciousness from nothing (Prolonged Duration).
- Psychically project past Twilight into the Shadow.
- Sculpt a Twilight sanctuary in which a psychic consciousness is safe.

●●●● Unmaking *(Nothing listed in book)*

●●●● Weaving

- Telepathy (advanced prolonged Duration factors).

●●●● Unravelling

- Lower two Mental or Social Attributes of another. Touch range.
- Lower one Mental or Social Attribute of another. Sensory range.
- Powerful psychic assault (aggravated damage - requires 1 Mana). "Such a neuron-frying assault exceeds any known threshold of headache pain." So yes, that's gotta hurt.

Mind ●●●●●● (Archmaster)

●●●●● Perfecting

- Raise another's Mental or Social Attributes in any combination.

●●●●● Unravelling

- Lower three Mental or Social Attributes of another. Touch range.
- Lower two Mental or Social Attributes of another. Sensory range.
- Lower one Mental or Social Attribute of another with Sympathetic magic (Space ●●).

PRIME

Purview: Magic itself. Mana, Tass, Resonance, Hallows, illusions, enchantment.

Prime • (Initiate)

• **Compelling**

- Unweave (dispel) existing magic of any Arcanum (caster has to know each Arcanum being used).
- Inscribe Rotes into a Grimoire (caster loses Rotes, has to relearn them: but can read and activate them from within the Grimoire).

• **Knowing**

- Scrutinise an enchanted item, and (with exceptional success) identify its nature and powers, including any curses on it, etc.

• **Unveiling**

- Mage Sight (Supernal Vision). Sense magic. Scrutinise magic.
- See through Prime-based illusions.

Prime •• (Apprentice)

•• **Ruling**

- Activate a contingent Artifact or imbued item.
- Squaring the Circle: Create a mystical space where two mages can fight the Duel Arcane.

•• **Veiling**

- Transform one's own Aura.
- Hide oneself from other mages' magic senses when scrutinising their spells.

•• **Shielding**

- Counterspell Prime: counteract any spell as it is being cast, Covert or Vulgar (must first detect it with Mage Sight). Do not need to identify any of the Arcana used. A Counterspell not using the Prime Arcanum (see "Counterspell", p. 123, **Mage: the Awakening**) requires knowledge of at least Rank • in one component of the spell being used; further, it can only counteract Vulgar magic.
- Magic Shield (protect against magic directly cast at the mage, not aimed at the mage).

•• **Unveiling**

- Sense The Threads: Sense when a mage is scrutinising one of your spells or items. Space ••.
- Primal Flow (Grant Supernal Vision to others).

Prime ••• (Disciple)

••• **Weaving**

- Draw Mana from a Hallow without needing to perform an Oblation. Touch range.
- Draw Mana from Tass or an enchanted item. Touch range.
- Convert Mana into Tass.
- Enchant a weapon, allowing it to strike at Twilight or Shadow creatures.

MAGE

THE AWAKENING

- Enchant armour to protect against Twilight or Shadow creatures.
- Create an imbued magic item.
- Imbue a living creature with Mana. Touch range.
- Tap ley lines at a node where they cross for perpetually - replenishing energy.
- Create an inanimate Phantasm - an illusion, albeit a solid one.

••• Fraying

- Smite the foe: manifest celestial fire (direct Prime attack). Aimed.
- Selectively unweave an existing spell to exclude selected subjects only, letting the spell carry on to affect others.
- Dissolve Tass back into the Tapestry.

••• Perfecting *(Not listed in the book)*

- Perhaps cleanse a magic item of dark Resonance, replacing it with a healthier Resonance.
- Higher levels might be able to cleanse Tainted Hallows, or even work on Wounds (Prime ••••• or Prime ••••••).

••• Shielding

- Bestow Magic Shield upon others.

••• Veiling

- Weave a barrier around a soul, preventing it from being stolen or severed (Should be Shielding, but what the hell ...).
- Alter the Resonance of an area, or even disperse it altogether.
- Alter another's Aura, as the Prime •• Effect.

Prime ••••• (Adept)

•••• Patterning

- Awaken a dormant Hallow.
- For a brief time, endow a Sleeper with Mage Sight. They can affect Paradoxes, but no longer affect magic with Disbelief whilst this spell is operating.
- Create a solid illusion which the mage must concentrate to move around like a puppet.
- Create a sturdy phantasm, and even functional illusionary weapons and armour.

•••• Unravelling

- Pull Essence from a spirit, ghost or Locus and convert it to personal Mana.
- Pull Mana from an object, damaging its Structure (each point of Structure damage = 1 Mana, max 1 Mana per 3 Size of object. Caster can replenish oen Mana only once per 24 hours: Mana gained from successive castings has to be funnelled into other objects).
- Dispel (unweave) any sort of magic. Don't need to know any Arcana being used.
- Suppress an active Hallow.

•••• Weaving

- Draw Mana from a Hallow, Tass or an enchanted item. Sensory range.
- Imbue a living creature with Mana. Sensory range.

Prime •••••• (Master)

••••• Making

- Create a highly detailed, solid, animated phantasm (if used to mimic a person, has that person's Social and Mental Attributes), but requires caster concentration to animate it.
- Create a temporary Hallow.
- Create a tulpa (an independent thought form). (Mind •••••).

MAGE

THE AWAKENING

•••• **Unmaking**

- Expel Mana from an area, creating a magical “dead zone.”

•••• **Weaving**

- Draw Mana from a Hallow, Tass or an enchanted item with Synpathetic magic (Space ••).

•••• **Unravelling**

- Siphon Mana from an unwilling mage (their Mana goes into caster’s Mana pool). Sensory range.

MAGE

THE AWAKENING

SPACE

Purview: Conjunction, scrying, sympathy, Portals, teleportation, co-location, wards, Bans. **Command over space and distance.**

Space ● (Initiate)

● **Compelling (Zero Compelling Space spells listed in the book!)**

- Perhaps close an open Portal (or open a portal that's held shut but not yet dispelled?).

● **Knowing**

- Analyse sympathetic connections between people, places and things.
- Flawlessly track an item in caster's immediate surroundings.

● **Unveiling**

- Mage Sight (Spatial Awareness). Sense magic. Scrutinise magic.
- Perceive in a full 360° arc about oneself.
- Detect spatial disturbances (Portals, wormholes etc).
- Sense whether space has been distorted, altered, pinched off.
- Sense if a given point is the start point or terminus of a teleport.
- Sense the presence, and boundaries, of Bans and Wards.
- Spatial Map: Eliminate environmental penalties in a combat. Ignore blindness penalties.

Space ●● (Apprentice)

●● **Ruling**

- Apport an item either to a scryed location or from it.
- Step through an already opened portal to its destination: scrying first is recommended.
- Allow a spell to be cast at Sympathetic range.
- Create a Ward to bar the use of other Space spells, from scrying on.

●● **Veiling**

- Conceal sympathetic connections the mage has to a single other person, place or thing.

●● **Shielding**

- Create minor tweaks in localised space time, or gain an uncanny sense of opponents' vectors of attack with enough time to respond accordingly.
- Protects against attempts to grapple the mage, but not to overpower or damage a grappled mage.

●● **Knowing**

- Flawlessly track an item anywhere.

●● **Unveiling**

- Bestow Spatial Awareness: Grant Mage Sight to another.
- Scry a remote location.

MAGE THE AWAKENING

Space ●●● (Disciple)

●●● Weaving

- Create a Ban, blocking a specified thing from entering a protected area. A Ban can be cast on an existing Ward, above, to forbid a specific person or people, item or items, from entering it.

Examples: Ban vs Possession (+ Mind ●●●●); Ban against nuclear radiation (+ Forces ●●●●); Ban against Fire (+ Forces ●●).

One can have Bans against people (Life), metal objects (Matter), ghosts (Death) or spirits (Spirit).

- Create a new sympathetic connection, or reinforce a weak one.
- Create a Portal to another location without crossing the intervening space. Scry first.
- Punch, kick or strike a foe from a distance.

●●● Fraying

- Destroy a sympathetic connection.

●●● Perfecting (Not listed in the book)

- Repair a severed sympathetic connection?
- Reopen a closed Portal?

●● Unveiling

- Scry multiple locations simultaneously (This is listed as Fraying. I am listing it here as Unveiling instead).

●●● Shielding

- Bestow Shielding ●● (Untouchable) protection upon others.

Space ●●●● (Adept)

●●●● Patterning

- Co-location to a number of different locations. Requires Mind ●●● to act in those locations simultaneously. Transitory Duration.
- Create a pocket Realm pinched off from the Tapestry (requires other Arcana such as Matter ●●●● or Life ●●●●● to make the space inhabitable).
- Place items into (and take them out of) mage's own Pocket Realm.
- Set conditions to trigger an existing Portal the mage creates, e.g. "redheads," "anyone carrying a gold amulet" etc.
- Wrap Space around an opponent, trapping them. With Spirit ●●, can trap Twilight spirits: with Death ●●, can trap ghosts in Twilight. With Spirit ●●●, can snare beings in the Shadow Realm. Transitory Duration.
- Teleportation (do not need to open a Portal first). Can use this to break snares (above).

●●●● Unravelling (Not listed in book!)

- Perhaps destroy a Portal?
- Counter a spell being cast at sympathetic range by making it harder to form a sympathetic connection?

Space ●●●●● (Master)

●●●●● Making

- Physically cause multiple objects to "stack" in the same co-location.
- Hide a location, e.g. a sanctum, behind folds, knots and twists of Space.
- Mutate and twist the dimensions of locations and spatial axes.
- Advanced co-location. Requires Life ●●●● or Life ●●●●● (to create distinct clones), and optionally Matter ●●●●● (to duplicate equipment as well - 1 Mana per duplicated item) and / or Mind ● or Mind ●●● to allow multitasking.

MAGE

THE AWAKENING

- Throw a victim into a maddening funhouse of mirrors (involves Forces ●●, Mind ●●● and Time ●●●● to create the effect). Also requires Space Unmaking Practice.
- Expand or shrink Space. To shrink base life requires Life ●●: median life, Life ●●●: human beings, Life ●●●●: objects, Matter ●●.

●●●● Unmaking

- See “funhouse” effect, above.
- Destroy the space between people, objects and things, causing them to physically co-locate and interact in the same space simultaneously ... and messily (Worlds Collide).

●●●● Patterning

- Co-location to a number of different locations. Requires Mind ●●● to act in those locations simultaneously. Prolonged Duration.
- Wrap Space around an opponent, trapping them as Space ●●●● above. Prolonged Duration.

SPIRIT

Purview: Exorcism, Twilight, the Shadow Realm, the Gauntlet, Loci, Essence, soul retrieval, spirits, fetishes.

Spirit • (Initiate)

• **Compelling**

- Partially awaken a slumbering spirit within a tool or object for one scene, giving a single equipment bonus to a dice roll in that scene.

• **Knowing**

- See, hear and talk with spirits in Twilight.
- Sense the unseen presence of Twilight spirits in hiding.

• **Unveiling**

- Mage Sight (Second Sight). Sense magic. Scrutinise magic.
- Determine the strength of the local Gauntlet.
- Detect the presence of a possessing entity within a terrestrial being.
- Perceive the Twilight.

Spirit •• (Apprentice)

•• **Ruling**

- Physically interact with spirits and spirit objects in Twilight. Death •• to affect ghosts and ghostly objects; Mind •• to affect bodiless psychic projections.
- Call a nearby spirit to attend the caster.
- Fortify or weaken the Gauntlet at a Hallow.
- Create a Soul Jar.

•• **Veiling** (*Not listed in the book*)

- Perhaps conceal the caster from the scrutiny of spirits?
- Conceal the nature of a soul jar, Fetter or Fetish, making it look like an ordinary object.
- Make soul jars, Fetters or fetishes invisible to spirits?

•• **Shielding**

- Protect oneself against physical attacks and attacks from spirits.
- Does not protect against grapple attacks. Does not protect against overcoming a grappled mage.

•• **Unveiling**

- Grant Second Sight upon others.
- Peer across the Gauntlet into the Shadow (or from the Shadow into the material).

MAGE

THE AWAKENING

Spirit ●●● (*Disciple*)

●●● Weaving

- Exorcise a possessing spirit or drive it from its Fetter.
- Forge a pact with a spirit familiar (requires Familiar Merit).
- Summon a spirit from the Shadow Realm.
- Reach across the Gauntlet to touch, be touched by, or strike a spirit in the Shadow.
- In the Shadow, reach across to the physical world and interact with physical items.
- Strike people in the physical world from the Shadow.
- Restore a soul to its rightful body. Space ●●+ to retrieve the soul from a remote location.
- Rouse the spirit within an object.
- Spirit road (cross the Gauntlet into the Shadow):
 - Transitory Duration. Extended casting. No control over access until Spirit ●●●.

●●● Fraying

- Damage the Corpus of a spirit in Twilight, or inside a soul jar or fetish.

●●● Perfecting

- Heal the Corpus of a spirit in Twilight, or inside a soul jar or fetish.

●●● Ruling

- Control a spirit.
- Create a soul jar with a longer Duration, potentially Indefinite.

●●● Shielding

- Create a personal ward against spirit powers, Numina, werewolf Gifts and rites.
- Bestow Shielding ●● protection upon others.

Spirit ●●●● (*Adept*)

●●●● Patterning

- Bind a spirit to a location or object in the material world.
- Bind a spirit guardian to protect a physical object, location or person.
- Create a fetish.
- Create a Medicine Bag to store Essence.
- Convert Mana into Essence, Essence into Mana (Prime ●●●).
- *Channel Essence:*
 - From a Locus.
 - Spirit to spirit.
 - To or from a Medicine Bag or other object that can contain Essence.
 - From a Locus, Medicine Bag or other Essence container to a spirit.
- Forge a familiar pact between a Familiar and another mage.
- Compel a spirit to possess a terrestrial being.
- Control access to a spirit road caster creates.
- Cross the Gauntlet without needing a spirit road.

●●●● Unravelling (*Not listed in the book*)

- Destroy a fetish spiritually, freeing the spirit and leaving the object intact?
- Sever the link between a spirit and a Fetter?
- Damage the Corpus of a spirit across the Gauntlet in the Shadow?
- Destroy a Medicine Bag's ability to contain Essence?

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THE AWAKENING

•••• Perfecting

- Heal the Corpus of a spirit across the Gauntlet in the Shadow.

•••• Weaving

- *Spirit road:*
 - Prolonged Duration. Extended casting.

Spirit ●●●●● (*Master*)

•••• Making

- Control the strength of the local Gauntlet without a Hallow.
- Reduce Gauntlet strength to 0, creating a Verge.
- Cause a spirit to physically materialise in the material world.
- Fundamentally create a spirit out of ephemera.
- Forge a soul out of ephemera.
- Add to and alter a spirit's Attributes, Corpus, Influences, Numina and Rank.
- Create a gruesome, dark animated servant made of living shadows (Death ●●).
- Create an entire spirit Court of her own.
- Create a temporary Sanctum in the Shadow Realm.

•••• Unmaking

- Shape and alter a spirit, removing Attributes, Corpus, Influences, Numina and Rank.

•••• Weaving

- Spirit road:
 - Advanced prolongation. Instant casting.

•••• Patterning

- Bind spirit (advanced prolongation).
- Bind spirit guardian (advanced prolongation).

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THE AWAKENING

TIME

Purview: Temporal sympathy. Clairvoyance of the past, divination of the future, control over the passage of time. Temporal acceleration and deceleration. Temporal pockets. Time travel.

Time • (Initiate)

• **Compelling** (*Nothing listed in the book*)

- Let a small event occur at just the right (or wrong) time, e.g. ensure that a falling plant pot just misses a person walking below, or that a person happens to bump into his future soulmate at a street corner at just the right time - or that a payphone call at a bus stop ends just as the bus heaves into view?
- Trigger a prepared spell, fulfilling the conditions required to activate it?

• **Knowing**

- Scrutinise an ongoing event and determine whether it will benefit or hinder caster in future.
- Sense the perfect moment to perform one mundane action (bonus to the next Skill roll made).

• **Unveiling**

- Mage Sight (Temporal Eddies). Sense magic. Scrutinise magic.
- Sense resonance by the way it affects the timestream.
- Sense perfect time, anywhere.
- Sense temporal disturbances (e.g. use of Time Arcanum, people suffering from "lost" time etc).

Time •• (Apprentice)

•• **Ruling** (*no specific examples given in the book*)

- Prepared Spells (+ other Arcana). ("I cast Exploding Runes this morn" - BOOM)
- Temporal Sympathy: mage can use sympathetic links between objects separated by time.

•• **Veiling**

- Protect self against being scryed upon with Time senses.

•• **Shielding**

- Protect oneself from physical harm with slight Time warps and eddies.

•• **Unveiling**

- Bestow Temporal Eddies upon others (Temporal Flow).
- See the future in general terms (simple answers).
- Postcognition: Perceive an event in the past with clarity (optional Space ••). Concentration.

•• **Knowing**

- Scry ahead in time to check the result of an ongoing event with a simple outcome (coin toss, dice throw, red wire or green wire etc).
- Scry the outcome of a current personal action, and reroll it if necessary. Instant casting.

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Time ●●● (Disciple)

●●● Weaving

- Personal acceleration (Temporal Mage Celerity).
- Rewind a turn of Time, allowing the mage to do that same turn differently.
- Temporal Ban (selectively warding mage or object from certain temporal effects)?

●●● Fraying *(Nothing listed in book)*

- Burn out a process by shortening its duration (mundane things only, like fires)?

●●● Perfecting *(Unlisted in book)*

- Restore the Duration of a spell targeted by adverse temporal spells?

●●● Knowing

- Scry the outcome of a current personal action, and reroll it if necessary. Reflexive casting.

●●● Unveiling

- See the future with greater detail.
- Postcognition: view 1 minute per success (optional Space ●●).

●●● Shielding

- Bestow Temporal Dodge's protection upon others.
- Protect a spell's Duration from being terminated prematurely?

Time ●●●● (Adept)

●●●● Patterning

- Slow down time around an individual.
- Gain prescriptive advice on how to alter the future (e.g. "Tell her to diet!")
- Cause people or things to stutter forward in time (a few turns).
- Extend the Duration of a Transitory spell to Prolonged?

●●●● Unravelling *(Not listed in the book)*

- Bring the Duration of a spell forwards to the present, immediately causing its untimely end?

●●●● Unveiling

- Predict the immediate future with absolute clarity (Listed as Patterning).
- Postcognition: view 10 minutes per success (optional Space ●●).

●●●● Weaving

- Accelerate others (Temporal Mage Celerity).
- Get a good connection speed online with a dialup modem ...
- Create a personal temporal pocket.

MAGE

THE AWAKENING

Time ●●●●● (Master)

●●●● **Making**

- Push an area into a Temporal Pocket (Faerie Glade).
- Shunt objects far into the future (years or decades).
- Amend personal history temporarily (Skills, Attributes, but not Path or Gnosis).

●●●● **Unmaking**

- The Unmaking complement of History Sculpting above.
- Suspend a person in time.

●●●● **Weaving**

- Give a Prolonged spell an Indefinite Duration (not life forms, unless a condition included)?