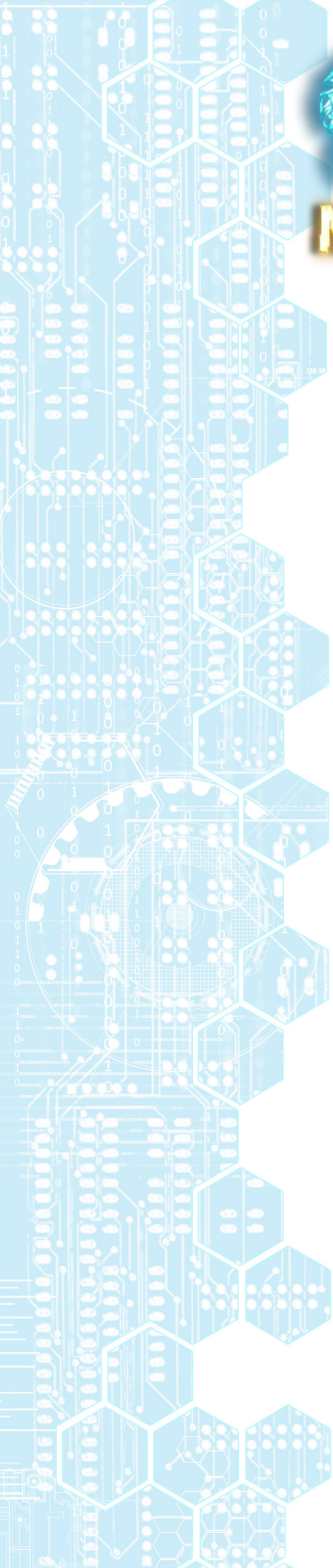




SHADOWRUN

NEON CITY OVERDRIVE





SHADOWRUN

NEON CITY OVERDRIVE



Shadows darken and deepen. They're cast by the enormous, world-striding megacorporations that grasp for power and strangle humanity in their clutches. By 2080, most of the planet has given in bowing and scraping before their corporate overlords; selling their souls to the almighty nuyen. The corps gotta make a trillion, no matter who dies.

But in the darkest depths, defiance flickers. Spikes, mohawks, and tattoos flash, while blades and appetites sharpen. The ignored and the marginalized refuse to be ground down. And their reactions set their destiny. They may seek to repair the world's injustices, or build wealth to keep themselves safe, or just strike a match and watch the world burn.

Regardless of the chosen path, they stand up and survive. They're called Shadowrunners, and they risk everything. Wrestling magical energies, channeling them into power; Pitting their minds against the electronic void of the Matrix; Trading flesh and blood for chrome and steel to become more than human.

Will you stand up, join them, and dare to risk it all?

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NEON CITY OVERDRIVE

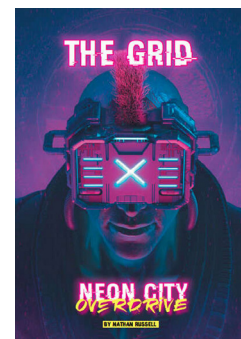
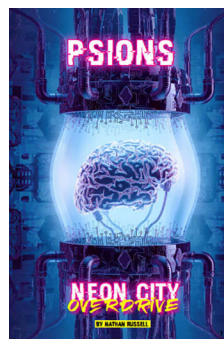
This campaign uses NEON CITY OVERDRIVE with the supplements PSIONS and THE GRID.

The rain-slick streets gleam like silver on a circuit board and holographic signs paint the metroplexes in a river of neon. The city stretches as far as the eye can see, from the toxic coast to the city limits where the walls keep the wasteland from encroaching. Despite advances in technology most people continue to live as cogs in a machine, distracted from their ineffectual lives by slick consumerism and invasive media.

You are a cyberpunk, a desperate individual with valuable skills, willing to put your life on the line in return for a little cash, reputation or leverage. With a lot of effort and a little luck you may survive the dangerous streets long enough to fulfill your goals and escape this life of violence and trouble.

NEON CITY OVERDRIVE is a fast-playing RPG of cyberpunk action. With a focus on story and action, character creation is fast and the rules are intuitive. Create any kind of cyberpunk character you want and throw them into the action within minutes.

- Simple, intuitive D6 dice pool system
- Create any kind of cyberpunk you can imagine
- Broad sandbox setting and random tables help make the setting your own





It's 2080, Chummer

Look, megacorporate oppression isn't new to the Sixth World. So what's changed?

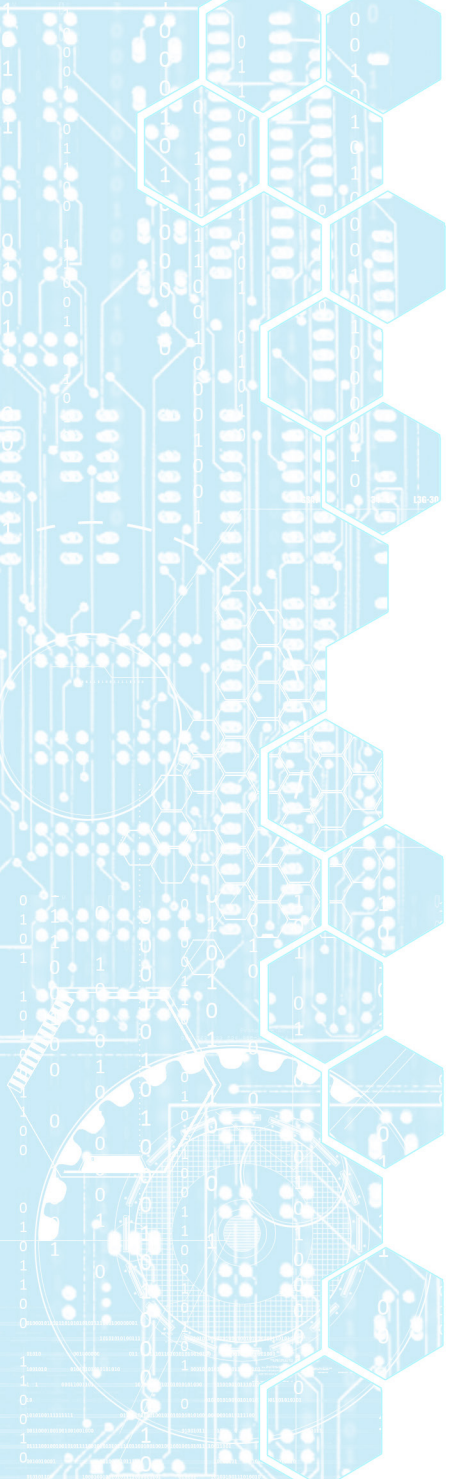
The ever-shifting boundaries, that's what. The Big Ten is always seeing what they can get away with. How far can they push people and nations before they break? How hard can they hit before the people of the world decide to hit back?

Shadowrunners believe that the time to start hitting back was yesterday, which means today is just about hitting harder.

THE MATRIX

Most everyone in the Sixth World is connected by a vast electronic network that provides the chance to develop relationships over shared interests and use the continuous flow of information to cut through error and find truth. So of course it's used to divide people into groups based on shared ignorance, and then turn those groups against each other.

The corps are behind it all, trying to make sure Matrix use stays on their terms. But they have to deal with rebels (known as deckers) who take the tools of Matrix architects use and use them to reshape and rejigger the on-line world. Those rebels are the last hope that some freedom in the Matrix remains.



MAGIC

Along with the dominance of the megacorps, the emergence—or re-emergence—of magic is one of the powers shaping this world. When magic emerged, some people gained the ability to channel unseen energy into spells enhanced far beyond normal human capabilities. Individuals conjured spirits from compelled them into their service. This new source of power vastly changed how the world worked, and new tools and techniques are continually being developed.

On top of that, new forms of life emerged in the world through Goblinization and Unexplained Genetic Expression our corporate dystopia a fantasy kingdom twist. In the Sixth World, nothing is too weird.

SHADOWRUNNERS

What you think shadowrunners are is as much about yourself as it is about them. Corp drones see them as nuisances or necessary assets, depending on the day of the week. Law enforcement sees them as criminals who need to be locked up. To the common citizens of the world, they are a kind of demon Robin Hood, people who might bring you a taste of justice or who might eat your soul. To other shadowrunners, they are the only people capable of any sort of honest life.

This much is clear: They do the work others can't do, won't do, or both. They uncover hidden data, get people out of bad job situations and into better ones (or sometimes the reverse), recover people who are missing, find lost treasures, and if they're ethically pliable enough, eliminate people for money. They survive, try to thrive, all while balancing ruthlessness with whatever code they claim to follow.





You are a skilled mercenary who plies their trade on the deadly streets of the city. Make your character by doing the following:

1. Visualize your shadowrunner. Who are they, what do they do and what trouble have they just escaped from?
2. Choose or create three trademarks. These are broad tags that describe the most important, interesting or useful things about your character.
3. Pick four triggers to become edges and write them next to the relevant trademarks. An edge is a particular focus, specialization or advantage. You can create your own edges if you wish.
4. Write two flaws for your character. These are troubles, problems or disadvantages your character must deal with.
5. Choose or randomly determine a drive for your character. What makes them keep taking dangerous jobs?
6. Write your gear. You can have any basic equipment that your trademarks would logically allow. Roll for up to four items of special equipment.

Round out your character by giving them a cool nickname and description. Tell the other players about your bad-ass shadowrunner.



A trademark defines your past, occupation, unique talents, or special equipment. When you write a trademark, you're telling everyone "this is important!" It will become a central component of your character, defining a detail such as their background, profession, signature equipment or amazing abilities.

Each trademark has a name and a list of triggers. These are skills, knowledges or traits someone with that trademark is known for. Use them to guide decisions in play. The trigger lists aren't exhaustive, though, and you should adjust them to fit your particular vision of a character.

Discuss major changes with the GM and other players. Finally, each trademark has a few example flaws to inspire you later in the character generation process. The below examples are arranged in categories, but you can choose or create any trademark that makes sense for your character. You are not restricted to a specific selection or type of trademarks.



HUMAN

Triggers: Adaptable, Bland, Just Another Human, SIN

Flaws: Only Human, SIN (System Identification Number)

ELF

Triggers: Agile, Beautiful, Enhanced Hearing, Long Lived, Night Vision, Quick, Sneaky

Flaws: Allergy, Arrogant, Draws Attention, Metahuman

DWARF

Triggers: Enhanced Endurance, Ingenuity, Low Center of Gravity, Magic Resistant, Thermographic Vision, Toxin Resistance

Flaws: Allergy, Short Stature, Metahuman, Stubborn

ORK

Triggers: Big, Low Light Vision, Large Lower Canines, Menacing Presence, Strong, Thick Bones, Extensive Family

Flaws: Allergy, Bulky, Metahuman, Second Class Citizen, Short Lifespan, SINless

TROLL

Triggers: Massive Size, Long Arms, Bone Plates, Thermographic Vision, Intimidating, Strong

Flaws: Allergy, Oversized, Metahuman, Second Class Citizen, Short Lifespan, SINless

NOTE: If you do not choose a Metatype Trademark then you will be Human by default. You do NOT automatically receive the Triggers from the Human Trademark unless you pick it in character creation.



BACKGROUNDS

CORPORATE ARCOLOGY

Triggers: Educated, Lie, Savings, Sneak, Gossip, Athletic, Respectable, I know my rights!, SIN

Flaws: Family ties, Looks soft, Naive, Corporate Oversight, SIN (System Identification Number)

GOGANGER

Triggers: Racing bikes, Brawling, Hotwire, Control Rig, Bat out of Hell, Underground street racing

Flaws: Adrenaline junkie, Gang Obligations, Old injury, Stolen car/bike

METROPLEXER

Triggers: Just a face in the crowd, Duck & cover, Take notice, Brawling, Scrounge, Haggle

Flaws: Unremarkable, In debt to a gang, Don't trust anyone, SINless

SPRAWL SCUM

Triggers: Gang Connections, Sneak, Pick pockets, Hand Razors, Spot danger, Escape, Fight dirty, At Home on the Streets

Flaws: Gang Tattoos, Gang Colors, Snitch, Criminal record, SINless

TRIBAL

Triggers: Athletic, Hunt, Run, Endurance, Knife-Fighter, Survival, Well Educated

Flaws: Obvious outsider, Honest, Innocent, SIN (System Identification Number)

SARARIMAN

Triggers: Corporate contacts, Bureaucracy, Gossip, Computing, Forgeries, Sense motives, Detail oriented, Look busy, SINner

Flaws: Stole from the Corp, Still employed, Old flame, SIN (System Identification Number)



BOUNTY HUNTER

Triggers: Track, Brawl, Chase, Intimidate, Awareness, Cyber arm, Shoot, Disarm, Follow leads, Subdue

Flaws: Cold hearted, Only in it for the money, Soft hearted

COMPANY MAN

Triggers: Cyber Eyes, Imposing, Synaptic Booster, Rapid Healing, Dermal Plates, Augmented Muscle, Smart Link, Shoot

Flaws: Bio-tracker, AWOL, Bloodthirsty

COVERT OPERATIVE

Triggers: Stealthy, Quick, Hide, Alarms, Awareness, Locks, Concealed weapon, Cyber Eyes, Agile, Climb, Traps, Silent takedown, Escape

Flaws: Trust no-one, Calling card, Wanted

DECKER

Triggers: Hacking, Matrix security, Crash Program, Falsify data, Matrix expert, Cyber Combat, Backdoor, Dodge, Jack Out, Datajack

Flaws: Attention Seeker, Fugitive, Opinionated

FACE

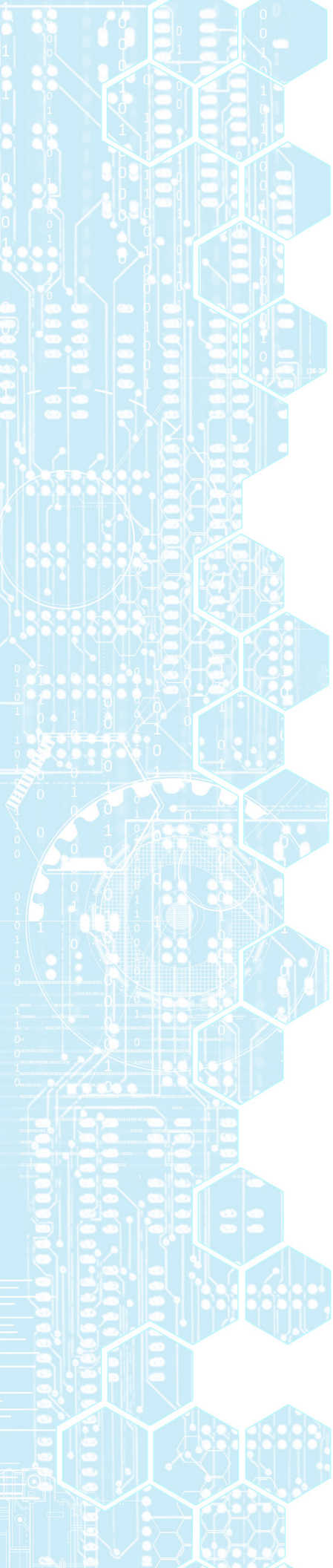
Triggers: Smooth talker, Charming smile, Calm things down, Read motives, Let's make a deal, Sucker punch, Keep them talking, Lie

Flaws: Greedy, Playboy/girl, Reputation for double crosses

DRONE RIGGER

Triggers: Drone pilot, Hack drones, Multitask, Repair drones, Drone assault, Quick reflexes, Remote vehicle operation, Datajack, Control Rig

Flaws: Rap sheet, Thrill seeker, Voyeur



INVESTIGATOR

Triggers: Hard Boiled, Tracker, Brawl, Find Clues, Smooth Talker, Police Contacts, Streetwise, Interrogator

Flaws: Heavy Drinker, Truth seeker, Trust no one

MERCENARY

Triggers: Muscle Augmentation, Reaction Enhancers, Cyber Legs, Orthoskin, Bone Density Augmentation, Smartgun Link, Shoot

Flaws: Bio-tracker, AWOL, Bloodthirsty

SPRAWL GANGER

Triggers: Hand Razors, Brawling, Hotwire, Jury Rig, Escape, Intimidate, Break Stuff, Human Shield, Underworld Contacts

Flaws: Anti-Authoritarian Gang Obligations, Illegal Drugs, Stolen Contraband

STREET SAMURAI

Triggers: Adrenaline Booster, Martial arts, Break stuff, Leaping, Shoot, Subdermal armor, Stare down, Retractable Spurs, Underworld contacts

Flaws: Stands out in a crowd, Violence is always the answer, Code of Honor

TECH WHIZ

Triggers: Tech Savante, Tool Hand, Grease Monkey, Demolitions Expert, Jury-Rig, Eye For Flaws, Repairs, Security Expert

Flaws: Easily Distracted, Social Misfit

TRIBAL WARRIOR

Triggers: Reaction Enhancers, Cat's Eyes, Enhanced Articulation, Stealthy, Leaping, Olfactory Booster, Survival, Sniper

Flaws: Obvious outsider, Blunt, Cold hearted, Tribal Ties

VEHICLE RIGGER

Triggers: Drive, Push a machine to its limits, Control Rig, Drive offensive, Adrenaline Pump, Knows a shortcut, Shoot while driving, Repair, Datajack

Flaws: Collateral damage, Stolen vehicle, Sentimental ride

WEAPON SPECIALIST

Triggers: Quick draw, Guns akimbo, Cyber eyes, Smart Guns, Steeleyed stare, Custom Weapon, Dodge, Flashy tricks

Flaws: Shoot first & ask questions later, Wanted, Attention seeker



CYBERARM

Triggers: Push, Pull, Hit hard, Block a blow, Crush, Armored

Flaws: Obvious Cybernetic, Poor Sense of Touch, Clumsy

CYBERAUDIO

Triggers: Amplified Hearing, Level Damper, Audio Recorder, Voice Stress Analyzer, Bug Detector

Flaws: Sensory Overload, Hackable

CYBERLEGS

Triggers: Fast, Lift, Kick, Jump, Swim, Armored

Flaws: Clumsy, Obvious Cyberware, Heavy Footsteps

CYBEROPTICS

Triggers: Low Light Vision, Flare Compensator, Vision Enhancement, Vision Magnification, Camera, Image Link, Smartlink, Thermographic Vision

Flaws: Obvious Cybernetic, Faulty, Hackable

CYBERSPUR

Triggers: Long blades, Slice & dice, Pierce, Parry, Scary, Climb

Flaws: Self-Inflicted Wounds, Too Long, Pop out when over-excited

INTERNAL CYBERNETICS

Triggers: Bone Density Augmentation, Muscle Toner, Toxin Extractor, Platelet Factory

Flaws: Heavy, Special Diet, Hyperactive

SUBDERMAL ARMOR

Triggers: Armor, Fire-Resistant, Ballistic Plates, Light Tattoo

Flaws: Obvious Cyberware, Inflexible, Heavy

WIRED REFLEXES

Triggers: Dash, Fast Reaction time, Dodge, Run

Flaws: Muscle Tremors, React Without Thinking



AWAKENED ARCHETYPES

MAGE

Triggers: Assensing, Astral projection, Banishing, Binding, Counterspell, Rituals, Spellcasting, Summoning

Flaws: Allergy, Drain

SHAMAN

Triggers: Assensing, Astral projection, Banishing, Binding, Rituals, Spellcasting, Summoning, Summon (Spirit Type)

Flaws: Allergy, Drain

COMBAT MAGE

Triggers: Combat Magic, Astral Combat, Mystic Armor, Fireball, Physical Barrier, Magical Security, Shoot

Flaws: Addiction to Stims, Burnout

KENSEI

Triggers: Sword Master, Riposte, Focused Archery, Elemental Weapon, Danger Sense, Missile Parry, Penetrating Strike, Cloak

Flaws: Code of Honor, Overconfident

MAGE DETECTIVE

Triggers: Detection Magic, Deduction, Data Search, Streetwise, Invisibility, Mind Probe, Stun Bolt, Tracking Spell

Flaws: Functioning Alcoholic, Bad Luck

PHYSICAL ADEPT

Triggers: Martial Arts, Killing Hands, Blind Fighting, Freefall, Improved Reflexes, Indomitable Will, Nerve Strike, Traceless Walk, Wall Running

Flaws: Cannot Refuse a Challenge, Sheltered

RADICAL ECO-SHAMAN

Triggers: Manipulation Magic, Control Actions, Flamethrower Spell, Corrode Spell, City Spirits, Nature Spirits, Sabotage

Flaws: Gremlins, Fanatical

STREET MAGE

Triggers: Manipulation Magic, Detection Magic, Clairvoyance Spell, Lightning Bolt, Underworld Contacts, Magic Theory, Levitate

Flaws: Gremlins, Eerie Presence

STREET SHAMAN

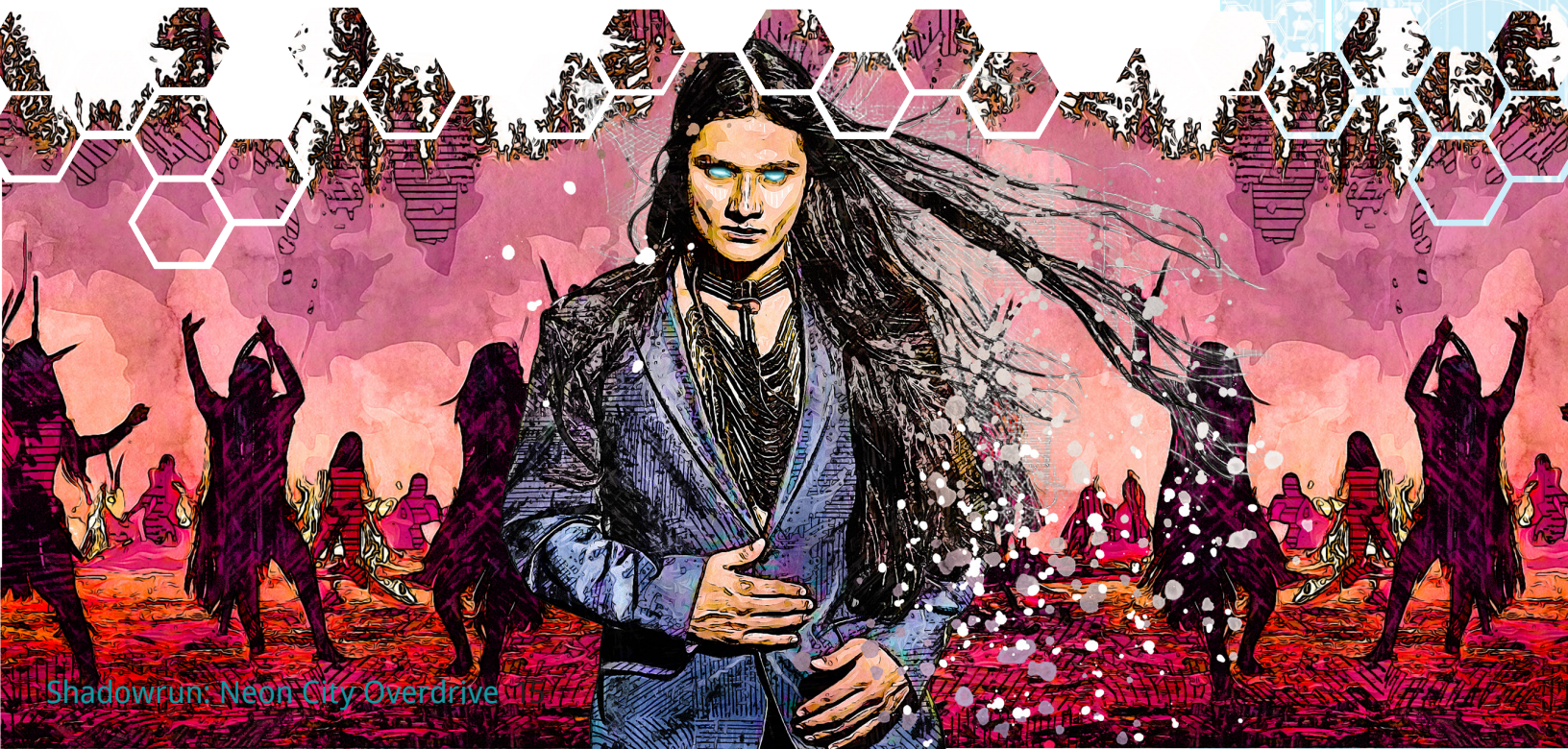
Triggers: Healing Magic, Illusion Magic, Manabolt, Streetwise, Confusion Spell, Spirit Pact, City Spirits, Knife Fighting

Flaws: Addiction to Hallucinogens, Weirdness Magnet

TRIBAL SHAMAN

Triggers: Healing Magic, Illusion Magic, Spirit Pact, Nature Spirits, Visions, Mask Spell, Invisibility Spell, Survival

Flaws: Tribal Obligations, Weirdness Magnet





SHAMANIC TOTEMS

BEAR

Triggers: Health Spells, Manipulation Spells, Strong, Forest Spirits
Flaws: Berserk, Sacrifice to Protect Others, Clumsy

CAT

Triggers: Illusion Spells, Detection Spells, Stealthy, City Spirits
Flaws: Plays With Her Prey, Vain, Solitary

COYOTE

Triggers: Illusion Spells, Bold, Nature Spirits, City Spirits, Trickster
Flaws: Cowardly, Greedy, Reckless

DOG

Triggers: Detection Spells, Field Spirits, Hearth Spirits, Protective
Flaws: Single-minded, Stubborn

EAGLE

Triggers: Detection Spells, Wind Spirits, Eagle-Eyed, Fierce
Flaws: Distrusts Tech, Must Defend the Land

GATOR

Triggers: Combat Spells, Detection Spells, City or Swamp Spirits, Intimidate
Flaws: Lazy, Greedy, Glutton

LION

Triggers: Combat Spells, Prairie Spirits, Brawl, Ambush
Flaws: Vain, Demands Loyalty

OWL

Triggers: Spells at Night, Summoning at Night, Wise, Sneak

Flaws: Helpless During the Day, Detached

RACCOON

Triggers: Illusion Spells, Manipulation Spells, City or Forest Spirits, Clever

Flaws: Intensely Curious, Greedy, Avoids Combat

RAT

Triggers: Detection Spells, Illusion Spells, Spirits of Man, Stealthy

Flaws: Coward, Dirty and Unkempt, Selfish

RAVEN

Triggers: Manipulation Spells, Wind Spirits, Clever, Trickster

Flaws: Gluttonous, Greedy

SNAKE

Triggers: Health Spells, Illusion Spells, Detection Spells, Wise

Flaws: Avoids Conflict, Obsessed with Secrets

WOLF

Triggers: Detection Spells, Combat Spells, (Forest, Prairie or Mountain) Spirits, Hunter

Flaws: Loyal to the Death, Berserk

MAGE ELEMENTS

AIR

Triggers: Intellectual, Push, Lightning, Tempest, Air Elementals

Flaws: Flighty, Easily Distracted

EARTH

Triggers: Unbending Will, Deflect, Quicksand, Break Wall, Earth Elementals

Flaws: Stubborn, Inflexible,

FIRE

Triggers: Inspirational, Burn, Firestorm, Ignite, Fire Elementals

Flaws: Quick Tempered, Accidental Fires

WATER

Triggers: Evasive, Flood, Freeze, Extinguish, Water Elementals

Flaws: Temperamental, Unsympathetic



HOW PREVALENT IS MAGIC?

Everyday: Most know someone who is Awakened. Laws and customs have been made in reaction to the prevalence of Magic.

WHAT IS THE PERCEPTION OF MAGIC?

Mistrust. Mana users are mistrusted and looked on with suspicion and even loathing.

WHAT IS THE RELATION BETWEEN MAGIC AND TECH?

Neutral. There is little obvious connection between the two outside of a few magic users who seem to cause tech to malfunction sometimes.

SPECIAL RULES

ESSENCE LOSS

Cyberware and other invasive tech interferes with a person's essence. When an Awakened character makes a check to use a power, apply the following penalties in addition to any others.

The character has one or more cyberware Trademarks or triggers, add a Danger Die to any roll involving magic.

Add another Danger Die for each distinct piece of cyberware (cybereye, cyber arm, toxin filter) they have recorded as an edge, trademark or special gear. Triggers and edges attached to cyberware trademarks and tags on special gear do not add further danger dice.

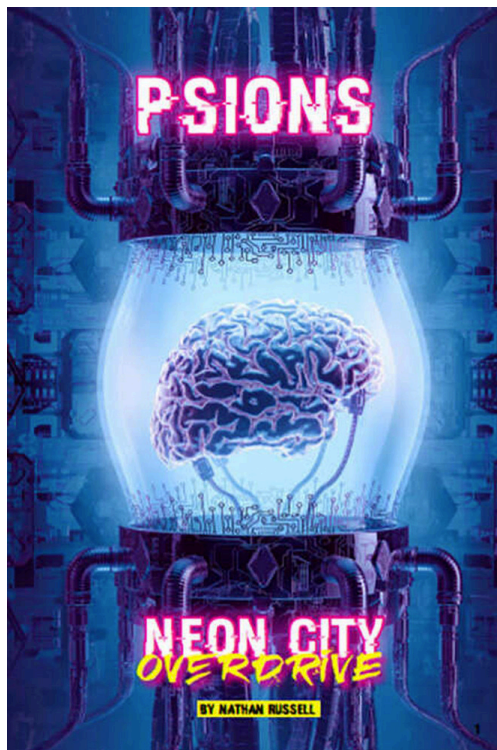
LEY LINES AND DEAD ZONES

Ley Lines and Power sites are areas so saturated with mana that magical energy becomes more potent and easier to manipulate. Ley Lines are conduits of mystical power, crisscrossing the globe while connecting to power sites, spots of concentrated magical energy.

A character using magic on a Ley Line adds an Action Die to magic checks.

Some places have been completely drained of mana or had the flow of mana disrupted by horrible events.

A character using magic in a Dead Zone adds a Danger Die to magic checks.





SORCERY

Spell Type is either mana or physical. Mana spells affect their targets through the mana that permeates the astral and physical planes—affecting the target in a magical and spiritual manner that is only effectively resisted by the willpower of a living or magical being. Physical spells directly target the body; resistance relies on the target's physical abilities. Only mana spells can affect astral forms. Either type of spell may be used in the physical world, but mana spells cannot affect non-living targets.

The following are the most common spells in use in the shadows. The name given for each spell is the common name used by shadowrunners. Spellcasters from different backgrounds may have different names for their spells, but their effects remain the same. This list is not exhaustive and other spells are possible.

TAGS FOR SPELLS

COMBAT SPELLS

Combat spells work by damaging the target directly, bypassing physical armor and other non-magical forms of protection. A combat spell can affect any target in the caster's line of sight. Physical spells cannot effect Astral targets while Mana spells can only effect living beings, including Astral targets. Tags based on these spells are similar to the ones for weapons.

- Punch, Clout, Blast (Physical)
- Firebolt, Fireball (Physical)
- Lightning Bolt, Ball Lightning (Physical)
- Mana Bolt, Mana Ball (Mana)
- Power Bolt, Power Ball (Physical)
- Stun Bolt, Stun Ball (Mana)

DETECTION SPELLS

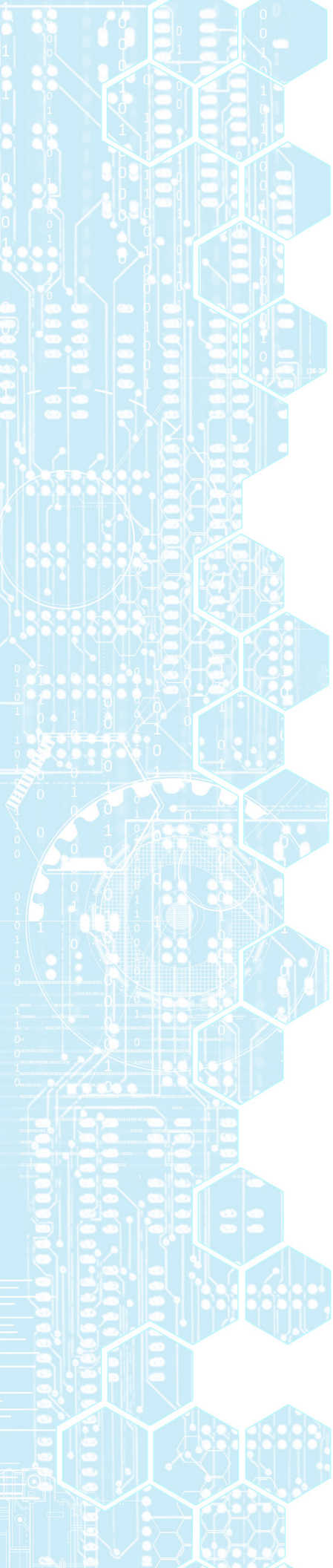
Detection spells give the subject a new sense beyond the normal five senses.

- Analyse Device (Physical)
- Analyze Truth (Mana)
- Clairvoyance (Mana)
- Clairaudience (Mana)
- Combat Sense (Physical)
- Detect Enemies (Mana)
- Detect Individual (Mana)
- Detect Life (Mana)
- Detect Object (Physical)
- Mind Probe (Mana)

HEALTH SPELLS

Health spells can heal physical injury, cure diseases (or inflict them), detoxify poisons or drugs (or mimic their effects), as well as modify physical attributes. No techniques currently known to magic can erase fatigue, cure psychological conditions

- Antidote Toxin (Physical)
- Cure Disease (Physical)
- Impede (Mana)
- Detox (Physical)
- Enhance (Mana)
- Increased Reflexes (Mana)
- Heal (Mana)



ILLUSION SPELLS

No matter how realistic they are, illusions cannot cause permanent harm. They can cause distractions, loss of balance or orientation, and even symptoms like nausea or pain.

- Chaos (Mana)
- Chaotic World (Mana)
- Confusion (Mana)
- Entertainment (Mana)
- Invisibility (Mana)
- Improved Invisibility (Physical)
- Mask (Mana)
- Phantasm (Mana)
- Silence (Mana)
- Stink (Mana)

MANIPULATION SPELLS

Control, animate or transform matter and energy.

- Control Actions (Mana)
- Control Emotions (Mana)
- Control Thoughts (Mana)
- Levitate (Physical)
- Magic Fingers (Physical)
- Poltergeist (Physical)
- Armor (Physical)
- Barrier (Physical)
- Mana Barrier (Mana)
- Ignite (Physical)
- Flame Bomb (Physical)
- Flame Thrower (Physical)
- Ice Sheet (Physical)
- Light (Physical)
- Shadow (Physical)
- Spark (Physical)



Mages and Shaman may summon a wide variety of spirits and bind them to their will. The spirits can be used to perform a variety of tasks and operate like a sort of equipment, requiring summoning rolls based on the number of services they provide.

When summoning a spirit the conjurer choses the type of spirit they want to summon and how many services they want to ask from the spirit. There is no minimum or maximum of services that can be chosen. Make a focused roll as normal. A number of Danger Dice are added to the conjuring roll equal to the number of services .

Once a spirit is summoned it provides the benefit of its tags to the character just like any other equipment until it is dismissed or banished, or the number of services is reached. Each time a Tag is picked by the Conjurer for a task and used it counts as a service, with the tag lasting for the scene or until the spirit is banished or dismissed.

To banish a spirit is a normal Check with a number of Danger Dice equal to the number of services the summoner originally summoned.

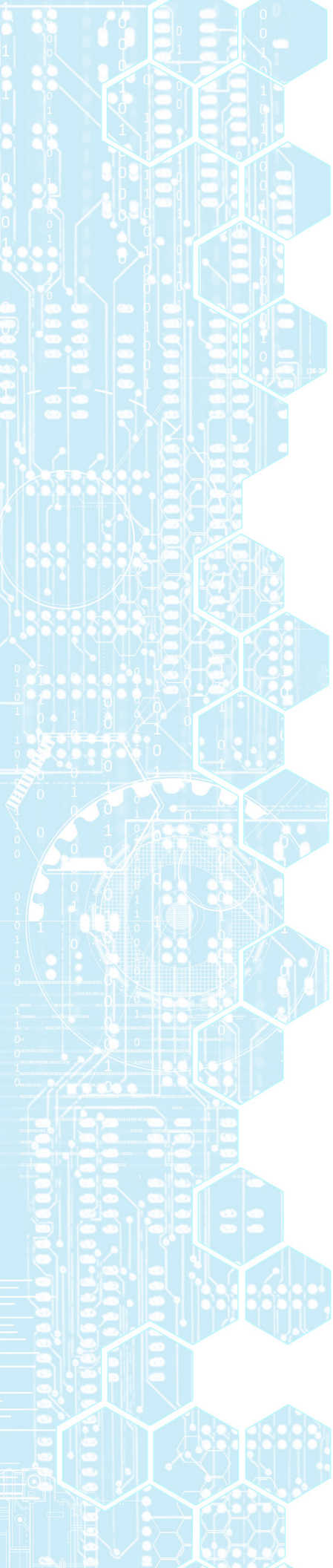
The two traditions of magic, shamanic and hermetic, have very different ways of conjuring.

HERMETIC – CONJURE ELEMENTALS

Hermetic mages summon elementals – air, earth, fire or water. The summoning takes a number of hours equal to the number of Tags the elemental has and is normally performed in a hermetic library or workshop. A suitably large amount of the desired element must be present.

A mage may have one of each type of elemental summoned.

The summoned elemental spirit remains in astral space until it is called via a quick action. Once called it remains for the current Scene or until it is dismissed or banished or is used up.



SHAMAN – CONJURE NATURE SPIRITS

Shaman summon nature spirits taking a single focused action. Only a spirit applicable for the domain (area) the shaman is currently in may be conjured.

A shaman may only have one summoned spirit per domain.

The summoned nature spirit remains for the current Scene or until it is dismissed or banished or the number of uses is reached.

TAGS FOR SPIRITS

All mention of “you” could be applied to someone or something else.

- ▶ Accident: Cause you to have an accident.
- ▶ Astral Form: Battle your enemies on the Astral Plane.
- ▶ Binding: Cause you to stick to a surface.
- ▶ Concealment: Hide you within the spirit’s terrain.
- ▶ Confusion: Confuse you, make you lose your sense of direction.
- ▶ Element Attack: Manipulate their element, e.g. Fire – shoot fire at you, Air – suffocate you, nauseate you.
- ▶ Energy Aura: Surrounds you with energy making melee attacks on you harder.
- ▶ Engulf: Draw you into the terrain which may suffocate, crush, burn or harm you in other ways.
- ▶ Fear: Fill you with fear.
- ▶ Guard: Prevents you having accidents.
- ▶ Influence: Implant suggestions in your mind.
- ▶ Magical Guard: Counter a spell for you.
- ▶ Materialization: Appear in corporeal form.
- ▶ Movement: Increase or decrease your speed.
- ▶ Noxious Breath: Poison the Air you breath
- ▶ Psychokinesis: Move an object with its mind.
- ▶ Sapience: Act on their own accord
- ▶ Shadow Cloak: Cloak you in utter darkness.
- ▶ Search: Search for you.
- ▶ Venom: Poison you.
- ▶ Vulnerable to opposing element: i.e. water vs fire and air vs earth.
- ▶ Weather Control: Manipulate local weather conditions for you (within reason).

TYPES OF SPIRITS

SPIRITS OF AIR

Accident, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search, Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

SPIRITS OF BEASTS

Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Sapience, Concealment, Confusion, Guard, Search, Venom

SPIRITS OF EARTH

Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search, Concealment, Confusion, Engulf, Elemental Attack, Fear

SPIRITS OF FIRE

Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience, Fear, Guard, Noxious Breath, Search

SPIRITS OF GUARDIAN

Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, Animal Control, Concealment, Psychokinesis

SPIRITS OF GUIDANCE

Astral Form, Confusion, Divining, Guard, Magical Guard, Materialization, Sapience, Search, Shadow Cloak, Engulf, Enhanced Senses (Hearing, Low-Light, Thermographic, Or Smell), Fear, Influence

SPIRITS OF MAN

Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search, Fear, Movement, Psychokinesis

SPIRITS OF PLANT

Astral Form, Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Sapience, Silence, Accident, Confusion, Movement, Noxious Breath, Search

SPIRITS OF TASK

Accident, Astral Form, Binding, Materialization, Movement, Sapience, Search, Concealment, Enhanced Senses (Hearing, Low-Light, Thermographic, Or Smell), Influence, Psychokinesis

SPIRITS OF WATER

Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search, Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

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