

Jake's Spells

Dots	Arcana	Name	Description	Dice Pool	Duration	Y	M	Pg.
①	Death	Ectoplasmic Shaping	<i>Alter the form of an ectoplasmic manifestation</i>	Presence+Occult+Death	Scene	Y		135
①	Death	Forensic Gaze	<i>Reveals cause of death and exactly how much time has passed since then by staring at it</i>	INT+Medicine+Death	Concentration			136
①	Death	Grim Sight	<i>See how often person or place has been close do death, +1 against vampires</i>	Wits+Occult+Death	Scene			136
①	Death	Shadow Sculpting	<i>Shape 1²m of darkness into shapes or thicken it.</i>	Wits+Occult+Death	Scene			137
①	Death	Soul Marks	<i>Perceive a soul's health</i>	INT+Medicine+Death	Concentration			137
①	Death	Speak with Dead	<i>See, hear, and speak with ghosts, detect hidden ones</i>	Wits+Occult+Death	Scene			137
①②	Death	Animate Shadows	<i>"Shadow Sculpting" + Movement, can make it travel where it shouldn't normally be</i>	Wits+Occult+Death	Scene	Y		138
①②	Death	Corpse Mask	<i>Alter appearance of death by adding or subtracting features from corpse</i>	INT+Subterfuge+Death	Lasting			138
①②	Death	Decay	<i>Cause a material object to corrode, rust, or become rotten</i>	Stamina+Intimidation+Death	Lasting	Y		138
①②	Death	Ectoplasm	<i>Create ectoplasm from one of his orifices or the orifice of a corpse</i>	Stamina+Occult+Death	Scene	Y		138
①②	Death	Entropic Guard	<i>General protection from all sorts of physical harm, +① per dot in Matter to armor, spend ①M for it to last a day</i>	Wits+Occult+Death	Scene			139
①②	Death	Ghost Summons	<i>Call a specific ghost or send out a general call to nearest ghost</i>	Presence+Persuasion+Death	Scene			139
①②	Death	Grant the Grim Sight	<i>Give a supernatural being "Grim Sight"</i>	Manipulation+Persuasion+Death	Scene			139
①②	Death	Soul Jar	<i>Make a sealable container able to store a soul</i>	Presence+Crafts+Death	Scene			139
①②	Death	Suppress Aura	<i>Suppresses his own or another's personal aura</i>	Manipulation+Subterfuge+Death	Scene			139
①②	Death	Touch of the Grave	<i>Physically interact with ghosts and ghostly things</i>	DEX+Survival+Death	Scene	Y		140
①②③	Death	Control Ghost	<i>Force a ghost to perform an action. A single, simple command can be issued per success</i>	Presence+Intimidation+Death	Scene	Y		140
①②③	Death	Destroy Ephemera	<i>Mystically attack an ephemeral object</i>	Resolve+Occult+Death	Lasting	Y		141
①②③	Death	Destroy Object	<i>Mystically attack a material object, causing it to decay instantly</i>	Science+Death	Lasting	Y		141
①②③	Death	Devouring the Slain	<i>Regain willpower by sucking the mana out of a human</i>	Manipulation+Persuasion+Death	Lasting	Y		141
①②③	Death	Entropic Shroud	<i>Cast "Entropic Guard" on others</i>	Wits+Occult+Death	Scene			141
①②③	Death	Ghost Gate	<i>Create a gateway that turns people into Twilight beings</i>	Resolve+Occult+Death	Scene	Y		141
①②③	Death	Ghostly Object	<i>Turn a material object into a Twilight object</i>	Science+Death	Lasting			142
①②③	Death	Quicken Corpse	<i>Make zombies, behave like intelligent dogs. Stats on pg. 143</i>	Presence+Persuasion+Death	Scene	Y		142
①②③	Death	Restore Corpus	<i>Heal a ghost's corpus, one point per success</i>	Composure+Occult+Death	Lasting	Y		143
①②③	Death	Sculpt Ephemera	<i>Reshape Twilight objects</i>	DEX+Crafts+Death	Lasting	Y		143
①②③	Death	Sever the Sleeping Soul	<i>Sever a soul from a Sleeper (Soul Loss, pg. 278)</i>	Presence+Intimidation+Death	Lasting	Y	1	143
①②③	Death	Summon Shadows	<i>"Shadow Sculpting" + "Animate Shadows" + Creating darkness from nothing</i>	Wits+Occult+Death	Scene	Y		144
①②③	Death	Suppress Own Life	<i>Temporarily suppress own life</i>	Composure+Subterfuge+Death	1 Hour			144
①②③④	Death	Enervation	<i>Draw the vigor of life from a person's body (read book)</i>	Presence+Occult+Death	Scene			145
①②③④	Death	Haunting	<i>Dead within the hour or dying sleeper clings to physical anchor (read book)</i>	Presence+Persuasion+Death	Depends	Y	1	145
①②③④	Death	Revenant	<i>Prevent a recently dead Sleeper's spiritual release (read book)</i>	Manipulation+Persuasion+Death	Scene	Y		145
①②③④	Death	Rotting Flesh	<i>Destroy form af a living being</i>	Strength+Intimidation+Death	Lasting	Y	1	146
①②③④	Death	Slay Own Aura	<i>Destroy all signs of his own aura</i>	INT+Subterfuge+Death	Lasting			146
①②③④	Death	Soul Binding	<i>Attach a stolen soul to himself or another if no soul already present</i>	Composure+Empathy+Death	Lasting	Y		146
①②③④	Death	Suppress Other's Life	<i>Suppress life in others, same effects as "Suppress Own Life"</i>	Manipulation+Subterfuge+Death	Scene			146
①②③④	Death	Twilight Shift	<i>Personally transform yourself into a Twilight state of existence</i>	Stamina+Occult+Death	Scene	Y	1	147

Dots	Arcana	Name	Description	Dice Pool	Duration	Y	M	Pg.
①	Matter	Alter Conductivity	<i>Change conductivity to desired level</i>	INT+Science+Matter	Scene			196
①	Matter	Craftsman's Eye	<i>Discover proper function of an object with moving parts</i>	INT+Science+Matter	Concentration			196
①	Matter	Dark Matter	<i>Read resonance that is thicc, +1 when studying dense resonance, -1 when refined resonance</i>	INT+Science+Matter	Scene			196
①	Matter	Detect Substance	<i>Discern presence of a given sort of material in immediate vicinity</i>	Wits+Composure+Matter	Concentration			197
①	Matter	Discern Composition	<i>Determine composition, weight, and density</i>	Wits+Crafts+Matter	Concentration			197
①	Matter	Find the Hidden Hoard	<i>Find secret compartments</i>	Wits+Crafts+Matter	Concentration			197
①②	Matter	Alter Accuracy	<i>Improve balance and heft of simple item</i>	Composure+Crafts+Matter	Scene		1	198
①②	Matter	Eyes of the Earth	<i>Give Mage Sight to someone</i>	Science+Matter	Scene			198
①②	Matter	Shape Liquid	<i>Form & move liquids or vapor as desired, range: touch</i>	Dexterity+Occult+Matter	Scene			168
①②	Matter	Transmute Water	<i>Transmute one common liquid into another, range: touch</i>	INT+Science+Matter	Scene			199
①②	Matter	Steel Windows	<i>Make an opaque object transparent or vice-versa, range: touch</i>	INT+Crafts+Matter	Scene	Y		199
①②	Matter	Unseen Aegis	<i>General protection from all sorts of physical harm, +① per dot in Matter to armor, spend ①M for it to last a day</i>	INT+Science+Matter	Scene			199
①	Spirit	Coaxing the Spirits	<i>Whisper to an object to use it better</i>	Manipulation+Socialize+Spirit	Scene		1	247
①	Spirit	Exorcist's Eye	<i>Detect possessing entity within terrestrial being</i>	Wits+Occult+Spirit	Concentration		1	247
①	Spirit	Second Sight	<i>Determine strength of local gauntlet (pg. 284), +1 dice to Numinal and werewolf gifts and rituals as well as loci</i>	INT+Occult+Spirit	Scene		1	248
①	Spirit	Spirit Tongue	<i>See, hear, and speak with spirits</i>	Presence+Socialize+Spirit	Scene		1	248

Y = Vulgar (QRG 129, full 270) • Learn notes from someone who already knows them, 2 XP per dot in the highest Arcanum used • Disbelief: 276 • Thaumaturgy: 291 • Mage Sight: 112 • All page refernces are PDF pages, not book pages

As long as the requirement is met can be cast instantly (113). Spells start on page 135. Last updated October 13, 2019

If the spell is vulgar or improbable, the DM checks for a Paradox, rolling a base dice pool based on the caster's Gnosis and modified by various conditions.

Gnosis	Base Paradox Dice Pool
1 & 2	1 die
3 & 4	2 die
5 & 6	3 dice
7 & 8	4 dice
9 & 10	5 dice

Dice Mod	Situation
+2	Mage has become accustomed to the spell so that it no longer risks Wisdom loss
+1	Each successive Paradox roll made for the caster within the same scene (or day in the case of extended castings). This bonus accumulates with each roll
+1	One or more Sleepers witness the magic (vulgar magic only)
-1	The mage is casting a rote
-2	The mage uses a magical tool during casting

Caster can mitigate Paradox dice by spending 1 Mana per die subtracted. Before rolling Mage must decide if they want to **contain** it within their own soul or **release** the Paradox and hope for the best.

Roll Results

Dramatic Failure: The mage does not invoke a Paradox, regains a willpower point, and the next Paradox roll made for him within the same scene (for an instant casting) or within the same day (for an extended casting) does not suffer the usual +1 dice modifier.

Failure: The mage does not invoke a Paradox.

Success: A Paradox occurs regardless of the spellcasting's success or failure.

Exceptional Success: The mage gains a Paradox Condition and a Paradox occurs.

Successes	Severity
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

Backlash (voluntary)

Caster can contain the Paradox with a backlash by suffering -1 HP per success on the Paradox roll. Amount of Paradox successes to be mitigated can be chosen by caster. Damage is resistant, so it can't be healed by magic.

Paradox Duration

Wisdom	Bedlam	Anomaly, Branding, Manifestation
5 - 10	One Scene	One Scene
4	Two hours	24 hours
3	12 hours	Two days
2	24 hours	One week
1	Two days	One month*

* If the mage has a Wisdom score of 0, the Paradox might be of indefinite Duration, at the DM's discretion. The method of canceling such an effectively permanent Paradox effect is also up to the DM.

Havoc

The spell affects a randomly chosen target (or targets, if multiple targets were factored into the casting) instead of the caster's declared target(s). The caster himself is included in this pool of random victims. The new target must be of the same type. If the caster is the only viable target present, he is the target of his own spell (unless he was its originally intended target, in which case the spell affects a target of a different kind, such as an object).

Bedlam

Caster gains a derangement, with no chance to make a reflexive roll to resist its effects. If the Storyteller feels that the character acts in opposition to the derangement, he can warn the player to change his action. If the player persists, the Storyteller can levy a Willpower point penalty against the character, rationalizing that he exerted his will to go against the grain of his Bedlam's madness.

Arcanum Dots	Derangement Severity
1-3	Mild derangement
4 & 5	Severe derangement

In addition, the player rolls Wisdom:

Dramatic Failure: The mage's madness is contagious. One other mage per dot of the invoker's Presence also suffers from the Bedlam derangement for as long as the Paradox lasts (based on the invoker's Wisdom, not the victim's). Randomly choose targets from within the spell's range, including any sympathetic targets. The target may contest the Bedlam with a reflexive Resolve + Composure roll. If successful, he is unaffected

Failure: As above, but only one other target is affected.

Success: Only the mage is affected by Bedlam.

Bedlam Derangements

Mild	Severe
Depression	Melancholia
Phobia	Hysteria
Narcissism	Megalomania
Fixation	Obsessive Compulsion
Suspicion	Paranoia
Inferiority	Complex Anxiety
Vocalization	Schizophrenia
Irrationality	Multiple Personality
Avoidance	Fugue

Descriptions of each are on pg. 271

Anomaly

Crazy unpredictable shit happens at the DMs discretion in a 20 yard per dot in highest Arcanum used radius. Usually based on the caster's path. Examples start on pg. 273.

Branding

Arcanum Dots	Brand
1	Uncanny Nimbus
2	Witch's Mark
3	Disfigurement
4	Bestial Feature
5	Inhuman Feature

Examples for the following on pg. 275.

Uncanny Nimbus: Nimbus is disfigured by caster's vice.

Witch's Mark: Wierd but non-prominent plemish that is visible to Sleepers.

Disfigurement: Prominent blemish that is visible to Sleepers, -1 dice penalty on Social rolls with Sleepers

Bestial Feature: Animal trait such as claws, fangs, fur, scales, etc. None of these features can be concealed easily. -3 on all Social rolls.

Inhuman Feature: Bestial Feature that is clearly demonic or supernatural.

Manifestation

An entity from the abyss enters the Fallen World within 10 yards.

Dots	Entity
1	Twilight Poltergeist, Rank 1-2
2	Malicious poltergeist, Rank 3
3	Physical, cunning, lead mage astray, Rank 3 or 4
4	Equal in power to mage, stalk and kill loved ones
5	May try to destroy, possess, or seduce mage

Examples on pg. 275.