

Spirit Reference Sheet 1



Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2
Skills										
<u>Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat</u>									Astral Init/IP:	Fx2 / 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
<u>Astral Combat</u>	<u>F/2</u>	<u>P or S</u>	<u>Astral</u>	<u>Mystic</u>	<u>-</u>	<u>Fx2</u>
<u>Unarmed Combat</u>	<u>(F-3)/2</u>	<u>S</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)+3</u>
<u>(Elemental Attack)</u>	<u>F</u>	<u>P</u>	<u>Ranged</u>	<u>half Imp.</u>	<u>Cold</u>	<u>(Fx2)+3</u>
<u>(Unarmed w/ Aura)</u>	<u>(F-3)/2+4</u>	<u>P</u>	<u>Melee</u>	<u>half Imp.</u>	<u>Cold</u>	<u>(Fx2)+3</u>
Powers						
<u>Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search</u>			Optional Powers (choose one per 3 Force)			Condition Monitor:
			<u>Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis</u>			Physical:
						7 + (F/2)
						Stun:
						8 + (F/2)

Spirit of Beasts

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F+1	F+2	F+2	F	F	F	F	F	Fx2+2	2
Skills										
<u>Assensing, Astral Combat, Dodge, Perception, Unarmed Combat</u>									Astral Init/IP:	Fx2 / 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
<u>Astral Combat</u>	<u>F/2</u>	<u>P or S</u>	<u>Astral</u>	<u>Mystic</u>	<u>-</u>	<u>Fx2</u>
<u>Unarmed Combat</u>	<u>(F/2)+1</u>	<u>S</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)+1</u>
<u>(Natural Weapon)</u>	<u>F</u>	<u>P</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)+1</u>
Powers						
<u>Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Sapience</u>			Optional Powers (choose one per 3 Force)			Condition Monitor:
			<u>Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Search, Venom</u>			Physical:
						9 + (F/2)
						Stun:
						8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2
Skills										
<u>Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat</u>									Astral Init/IP:	Fx2 / 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
<u>Astral Combat</u>	<u>F/2</u>	<u>P or S</u>	<u>Astral</u>	<u>Mystic</u>	<u>-</u>	<u>Fx2</u>
<u>Unarmed Combat</u>	<u>(F/2)+2</u>	<u>S</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)-2</u>
<u>(Elemental Attack)</u>	<u>F</u>	<u>P</u>	<u>Ranged</u>	<u>half Imp.</u>	<u>-</u>	<u>(Fx2)-2</u>
Powers						
<u>Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search</u>			Optional Powers (choose one per 3 Force)			Condition Monitor:
			<u>Concealment, Confusion, Engulf, Elemental Attack, Fear</u>			Physical:
						10 + (F/2)
						Stun:
						8 + (F/2)

Spirit of Fire

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F-2	F	F	F	F	F	Fx2+3	2
Skills										
<u>Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat</u>									Astral Init/IP:	Fx2 / 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
<u>Astral Combat</u>	<u>F/2</u>	<u>P or S</u>	<u>Astral</u>	<u>Mystic</u>	<u>-</u>	<u>Fx2</u>
<u>Unarmed Combat</u>	<u>(F/2)+3</u>	<u>P</u>	<u>Melee</u>	<u>half Imp.</u>	<u>Fire</u>	<u>(Fx2)+2</u>
<u>Elemental Attack</u>	<u>F</u>	<u>P</u>	<u>Ranged</u>	<u>half Imp.</u>	<u>Fire</u>	<u>(Fx2)+3</u>
Powers						
<u>Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience</u>			Optional Powers (choose one per 3 Force)			Condition Monitor:
			<u>Fear, Guard, Noxious Breath, Search</u>			Physical:
						8 + (F+1)/2
						Stun:
						8 + (F/2)

Spirit of Guardians

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F+2	F	F	F	F	F	Fx2+3	2
Skills										
<u>Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat</u>									Astral Init/IP:	Fx2 / 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
<u>Astral Combat</u>	<u>F/2</u>	<u>P or S</u>	<u>Astral</u>	<u>Mystic</u>	<u>-</u>	<u>Fx2</u>
<u>Unarmed Combat</u>	<u>(F/2)+1</u>	<u>S</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)+2</u>
<u>(Natural Weapon)</u>	<u>F</u>	<u>P</u>	<u>Melee</u>	<u>Impact</u>	<u>-</u>	<u>(Fx2)+2</u>
Powers						
<u>Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience</u>			Optional Powers (choose one per 3 Force)			Condition Monitor:
			<u>Animal Control, Concealment, Elemental Attack, Natural Weapon, Psychokinesis, Skill (additional Combat skill)</u>			Physical:
						(F+17)/2
						Stun:
						(F+16)/2

Spirit Reference Sheet 2



Spirit of Guidance

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+3	F-1	F+2	F+1	F	F	F	F	F	Fx2+2	2
Skills										
Arcana, Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat										Astral Init/IP: Fx2 3
										Armor (B/I): F / F
										Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F+1)/2	S	Melee	Impact	-	(Fx2)-1
Powers						
Astral Form, Confusion, Divining, Guard, Magical Guard, Materialization, Sapience, Search, Shadow Cloak			Optional Powers (choose one per 3 Force)			Condition Monitor:
			Engulf, Enhanced Senses (Hearing, Low-Light Vision, Thermographic Vision, or Smell), Fear, Influence			Physical: (F+19)/2
						Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat										Astral Init/IP: Fx2 3
										Armor (B/I): F / F
										Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2
Powers						
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search			Optional Powers (choose one per 3 Force)			Condition Monitor:
			Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis			Physical: (F+17)/2
						Stun: 8 + (F/2)

Spirit of Plants

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+3	F-1	F+2	F+4	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat										Astral Init/IP: Fx2 3
										Armor (B/I): F / F
										Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-1
Powers						
Astral Form, Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Sapience, Silence			Optional Powers (choose one per 3 Force)			Condition Monitor:
			Accident, Confusion, Movement, Noxious Breath, Search			Physical: (F+19)/2
						Stun: 8 + (F/2)

Spirit of Tasks

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F	F	F+2	F+2	F	F	F	F	F	Fx2+2	2
Skills										
Artisan, Assensing, Astral Combat, Dodge, Perception, Unarmed Combat										Astral Init/IP: Fx2 3
										Armor (B/I): F / F
										Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	P	Melee	Impact	-	Fx2
Powers						
Accident, Astral Form, Binding, Materialization, Movement, Sapience, Search			Optional Powers (choose one per 3 Force)			Condition Monitor:
			Concealment, Enhanced Senses (Hearing, Low-Light, Thermographic, or Smell), Influence, Psychokinesis, Skill (Technical or Physical)			Physical: 8 + (F/2)
						Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat										Astral Init/IP: Fx2 3
										Armor (B/I): F / F
										Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat (Elemental Attack)	(F/2)	S	Melee	Impact	-	(Fx2)
(Unarmed w/ Energy Aura)	F	P	Ranged	half Imp.	Water	(Fx2)
	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)
Powers						
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search			Optional Powers (choose one per 3 Force)			Condition Monitor:
			Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control			Physical: 9 + (F/2)
						Stun: 8 + (F/2)

Hermetic Spirit Reference



Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-3)/2	S	Melee	Impact	-	(Fx2)+3
(Elemental Attack)	F	P	Ranged	half Imp.	Cold	(Fx2)+3
(Unarmed w/ Aura)	(F-3)/2+4	P	Melee	half Imp.	Cold	(Fx2)+3

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search	Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis	Physical: 7 + (F/2) Stun: 8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
(Elemental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search	Concealment, Confusion, Engulf, Elemental Attack, Fear	Physical: 10 + (F/2) Stun: 8 + (F/2)

Spirit of Fire

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F-2	F	F	F	F	F	Fx2+3	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+3	P	Melee	half Imp.	Fire	(Fx2)+2
Elemental Attack	F	P	Ranged	half Imp.	Fire	(Fx2)+3

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience	Fear, Guard, Noxious Breath, Search	Physical: 8 + (F+1)/2 Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search	Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis	Physical: (F+17)/2 Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
(Elemental Attack)	F	P	Ranged	half Imp.	Water	(Fx2)
(Unarmed w/ Energy Aura)	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search	Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control	Physical: 9 + (F/2) Stun: 8 + (F/2)

Shamanic Spirit Reference



Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-3)/2	S	Melee	Impact	-	(Fx2)+3
(Elemental Attack)	F	P	Ranged	half Imp.	Cold	(Fx2)+3
(Unarmed w/ Aura)	(F-3)/2+4	P	Melee	half Imp.	Cold	(Fx2)+3

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search	Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis	Physical: 7 + (F/2) Stun: 8 + (F/2)

Spirit of Beasts

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F+1	F+2	F+2	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	S	Melee	Impact	-	(Fx2)+1
(Natural Weapon)	F	P	Melee	Impact	-	(Fx2)+1

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Sapience	Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Search, Venom	Physical: 9 + (F/2) Stun: 8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
(Elemental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search	Concealment, Confusion, Engulf, Elemental Attack, Fear	Physical: 10 + (F/2) Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search	Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis	Physical: (F+17)/2 Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2
Skills										
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat									Astral Init/IP:	Fx2 3
									Armor (B/I):	F / F
									Edge:	F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
(Elemental Attack)	F	P	Ranged	half Imp.	Water	(Fx2)
(Unarmed w/ Energy Aura)	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)

Powers	Optional Powers (choose one per 3 Force)	Condition Monitor:
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search	Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control	Physical: 9 + (F/2) Stun: 8 + (F/2)