



POWER CARDS



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NOVICE

ARCANE PROTECTION

Power Points	Range	Duration
1	Smarts	5

Success with *arcane protection* means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the power causes harm, damage is also reduced a like amount.

Arcane protection stacks with Arcane Resistance should the recipient have both!

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

VETERAN

BANISH

Power Points	Range	Duration
3	Smarts	Instant

Banish sends entities from immaterial planes back to their native dimensions. This includes ghosts, demons, elementals, and similar beings (at the GM's discretion).

Banishing a being is an opposed roll of the caster's arcane skill versus the target's Spirit. Success means the target is Shaken, and each raise causes a Wound.

If this Incapacitates the target it returns to its native plane of existence. *Banished* entities may return when the Game Master feels it's appropriate, such as the next full moon, when summoned again, or even a few rounds later if it's a particularly powerful creature under the right conditions or in a location of power.

SEASONED

BARRIER

Power Points	Range	Duration
2	Smarts	5

Barrier creates a straight wall 5" (10 yards) long and 1" (two yards) tall, of immobile material that conforms to the surface it's cast upon. Thickness varies depending on what the wall is made of, but is usually a few inches.

The wall has a Hardness of 10, and may be destroyed as any other object (see **Breaking Things**, in *Savage Worlds* core rules).

When the spell expires or the wall is broken it crumbles to dust or dissipates. Trappings are never left behind.

- **DAMAGE (+1):** The barrier causes 2d4 damage to anyone who contacts it.
- **HARDENED (+1):** The wall is Hardness 12.
- **SHAPED (+2):** The barrier forms a circle, square or other basic shape.
- **SIZE (+1):** The length and height of the barrier doubles.

NOVICE

BEAST FRIEND

Power Points	Range	Duration
Special	Smarts	10 minutes

This spell allows an individual to speak with and guide the actions of nature's beasts. The cost to cast is equal to the sum of their Size (minimum 1 per creature). Controlling five wolves (Size 0) costs 5 points, same as a single rhino (Size 5).

Success means the creatures obey simple commands, like a well-trained dog. They attack foes and endanger their lives for their master. A raise on the arcane skill roll means the beasts are more obedient. They won't kill themselves but overcome their natural fears to follow their orders.

Swarms can also be controlled. Small Swarms cost 1 point, Medium Swarms cost 2, and Large Swarms cost 3. *Beast friend* works only on natural creatures with animal intelligence, not humanoids, and has no effect on conjured, magical, or otherwise "unnatural" animals.

- **MIND RIDER (+1):** The caster can communicate and sense through any of the beasts he's befriended.

SEASONED

BLAST

Power Points	Range	Duration
3	Smarts×2	Instant

Blast launches a ball of explosive energy or matter. The area of effect is a Medium Blast Template. Every target within suffers 2d6 damage, or 3d6 with a raise.

- **AREA EFFECT (+0/+1):** The caster can focus the *blast* to a Small Blast Template for no extra cost, or a LBT for +1.
- **DAMAGE (+2):** The *blast* causes 3d6 damage (4d6 with a raise).

NOVICE

BLIND

Power Points	Range	Duration
2	Smarts	Instant

Those affected by this malicious power suffer blurred vision or near-complete *blindness* with a raise.

Success means the victim suffers a -2 penalty to all actions requiring sight, or -4 with a raise.

The victim automatically tries to shake off the effect with a Vigor roll as a free action at the end of his following turns. Success removes 2 points of penalties, and a raise removes the effect entirely.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.
- **STRONG (+1):** The Vigor roll to shake off the effect is made at -2.

NOVICE

BOLT

Power Points	Range	Duration
1	Smarts×2	Instant

Bolt sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the *bolt* is 2d6, or 3d6 with a raise.

- **DAMAGE (+2):** The *bolt* causes 3d6 damage (4d6 with a raise).

NOVICE

BOOST/LOWER TRAIT

Power Points	Range	Duration
2	Smarts	5 / Instant

This power allows a character to increase or decrease a target's Trait.

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise, for five rounds.

Lowering an enemy's Trait reduces the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **STRONG (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at -2.

NOVICE

BURROW

Power Points	Range	Duration
2	Smarts	5

Burrow allows the recipient to meld into raw earth. He can remain underground if he wants in a sort of “limbo” or burrow through the ground at half his normal Pace (or full Pace with a raise). He may not run.

A *burrowing* character may attempt to surprise a foe by making an opposed Stealth vs. Notice roll. If the burrower wins, the target is Vulnerable to him only. With a raise, the burrower gets the Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can’t usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **POWER (+1):** The caster can *burrow* through stone, concrete, or similar substances. (Some substances, like plastic, glass, solid lead, etc., might be resistant at the GM’s discretion.)

NOVICE

BURST

Power Points	Range	Duration
2	Cone Template	Instant

Burst produces a large fan of energy that bathes its targets in red-hot fire, a cone of cold, or other damaging matter or energy.

Success creates a Cone Template starting at the caster and extending outward. Everything within suffers 2d6 damage (or 3d6 with a raise).

- **DAMAGE (+2):** The *burst* causes 3d6 damage, or 4d6 with a raise.

NOVICE

CONFUSION

Power Points	Range	Duration
1	Smarts	Special

Confusion confounds a target, making him both Distracted and Vulnerable if he fails a Smarts roll (at -2 with a raise on the arcane skill roll). Both states are removed at the end of the victim’s next turn.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.

SEASONED

DAMAGE FIELD

Power Points	Range	Duration
4	Smarts	5

Damage field creates a dangerous aura around the recipient that harms foes foolish enough to get too close.

At the end of the affected character’s turn, all adjacent beings (including allies!) automatically take 2d4 damage.

- **DAMAGE (+2):** The *damage field* causes 2d6 damage.

NOVICE

DARKSIGHT

Power Points	Range	Duration
1	Smarts	One hour

Darksight allows a hero to see in the dark. With success, he ignores up to 4 points of illumination penalties. With a raise, he ignores up to six points and can see in pitch darkness.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

NOVICE

DEFLECTION

Power Points	Range	Duration
3	Smarts	5

Deflection powers work in a variety of ways. Some manifestations actually deflect incoming attacks, others blur the target’s form or produce illusionary effects. The end result is always the same, however—to misdirect incoming melee and missile attacks from the recipient of the power.

Once cast, foes must subtract 2 from attack rolls directed at the user (or 4 with a raise).

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

NOVICE

DETECT/CONCEAL ARCANA

Power Points	Range	Duration
2	Smarts	5 / one hour

Detect arcana allows the recipient to see and detect all supernatural persons, objects, or effects in sight. With a raise, the caster knows the general type of enchantment as well.

Detect arcana also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, *invisibility*, or similar abilities (or all penalties with a raise).

Conceal arcana prevents detection of arcane energies on one being or item of Normal Scale.

Detect vs. Conceal: *Detecting arcana* against *concealed* is an opposed roll of arcane skills (roll each time attempted, max once per turn). If the *concealment* wins, the character cannot see through the ruse with this casting, but may terminate this instance and try again.

- **ADDITIONAL RECIPIENTS (+1):** Affect an additional viewer for *detect*, or item for *conceal*.
- **AREA OF EFFECT (+1/+2):** *Conceal* only. Affects everything in a MBT for +1 point, or LBT for +2.
- **STRONG (+1):** *Conceal* only. *Detection* rolls to see through the concealment are made at -2.

SEASONED

DISGUISE

Power Points	Range	Duration
2	Smarts	10 minutes

Disguise allows the target to assume the appearance of another person of the same Size and shape, including clothing. It does not confer any abilities, however.

Those who have reason to question the imposter’s identity make a Notice roll at -2 to see through the *disguise* (-4 with a raise on the casting roll). This is a free action.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **SIZE (+1):** The recipient may assume the shape of someone up to two Sizes larger or smaller than themselves.

SEASONED

DISPEL

Power Points	Range	Duration
1	Smarts	Instant

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally.

Dispel can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action.

Dispelling an opponent's power is an opposed roll of arcane skills (-2 if target power is of another type).

If the dispelling character wins, the targeted power ends immediately (or fails if it was countered). With a raise, the recipient of the dispelled power is also Distracted.

- **POWER (+1):** For +1 Power Points, *dispel* can disrupt enchanted devices for one round, or two with a raise. The difficulty to do so is -2 for permanently enchanted items such as found in most swords & sorcery campaigns, or -4 for divine or legendary relics.

HEROIC

DIVINATION

Power Points	Range	Duration
5	Self	Special

Preparing the spell takes one uninterrupted minute, and must be done at a site relevant to the spirit being contacted.

After preparation, the caster makes an arcane skill roll. Success allows her to engage with the spirit for five minutes. The entity must answer to the best of its ability, as directly or ambiguously as the GM decides. A raise means the spirit is more helpful, knowledgeable, or direct than usual.

The type of entity contacted determines how it communicates. Spirits in the netherworld tend to know only those things pertinent to their life and death.

Likewise, nature spirits know only about their local environs, demons know only about the affairs they're directly involved in, and so on. The Game Master must decide what the entity knows based on its background, origin, and personality.

Once a spirit has been conversed with it may not be contacted again for 24 hours.

VETERAN

DRAIN POWER POINTS

Power Points	Range	Duration
2	Smarts	Instant

Powerful mages, priests, psykers, and the like can use this ability to drain arcane energy from their foes. They can sometimes even leech the stolen energy for themselves.

The power is opposed by the target's Spirit, and the caster suffers a -2 penalty to her roll if the target has a different Arcane Background than her own.

Success drains 1d6 of the rival's Power Points (if any, and the die doesn't Ace). With a raise, the caster adds the points to her own. This may take her above her usual maximum!

They last until used, and must be the first spent when casting.

Drain Power Points can also be used on an arcane device (the creator still resists with her arcane skill whether she wields it or not). The device can't lose more Power Points than it has.

NOVICE

ELEMENTAL MANIPULATION

Power Points	Range	Duration
1	Smarts	5

This power grants basic control over the four traditional elements: air, earth, fire, and water (the elements may vary depending on the setting). The power acts as if it has a d6 Strength, or d8 with a raise.

Here are some ideas for what each element can do. Each is an action.

- **AIR:** Push someone, blow out a torch, fan a flame, cool someone down (+2 to Fatigue rolls in oppressive heat).
- **EARTH:** Move a square foot of earth (half that in stone) each round, cover tracks.
- **FIRE:** Conjure flame about the size of a torch, hurl a small blast of fire at someone (Str damage), spread existing flame.
- **WATER:** Conjure a quart of water (not "inside" objects or people), purify a gallon of water per casting.

NOVICE

EMPATHY

Power Points	Range	Duration
1	Smarts	5

The caster forms an emotional bond between himself and the target with a successful arcane skill vs Spirit roll. He knows the target's emotional state and most basic surface thoughts, and gains +1 (+2 with a raise) to Intimidation, Persuasion, Performance, or Taunt rolls against him.

Empathy also works on animals, adding +2 to Riding or other rolls used to interact with the creature.

NOVICE

ENTANGLE

Power Points	Range	Duration
2	Smarts	Instant

Entangle allows the caster to restrain a target with ice, bands of energy, or other vine like Trappings (Hardness 5). If successful, the target is Entangled. With a raise, he's Bound.

Victims may break free on their turn as detailed in **Bound & Entangled**.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.
- **STRONG (+2):** The *entangling* material is particularly resilient. Rolls to break free are made at -2 and its Hardness increases to 7.

NOVICE

ENVIRONMENTAL PROTECTION

Power Points	Range	Duration
2	Smarts	One hour

Environmental protection allows the target to breathe, speak, and move at his normal Pace in an otherwise fatal environment.

It protects him against intense heat, cold, radiation, atmospheric or fluid pressure, and lack of oxygen. Generally, the adventurer can function normally underwater, in space, within the cone of a volcano, etc. It fails quickly (1d4 rounds) in the presence of super intense conditions such as actual lava or the massive radiation of a melting nuclear core, for example.

Environmental protection reduces damage from like sources by 4 (6 with a raise). If protecting against intense heat, for example, it protects against a flamethrower or *bolt* with a fire Trapping.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

SEASONED

FARSIGHT

Power Points	Range	Duration
2	Smarts	5

Farsight allows the recipient to see in detail over great distances. She can read lips or read fine print up to a mile distant.

With a raise, she also halves Range penalties for Shooting, Athletics (throwing), or other abilities affected by Range.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

NOVICE

FEAR

Power Points	Range	Duration
2	Smarts	Instant

This power causes overwhelming dread and horror. The affected make a Fear roll. Extras who fail are Panicked and Wild Cards roll on the **Fear Table**. If the power is cast with a raise, the Fear roll is at -2 and Wild Cards add +2 to **Fear Table** results.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.

VETERAN

FLY

Power Points	Range	Duration
3	Smarts	5

Fly allows a character to soar at Pace 12", or twice that with a raise (he may not Run).

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.

SEASONED

GROWTH/SHRINK

Power Points	Range	Duration
2 × Size Change	Smarts	5

Growth increases the recipient's Size by 1 for every 2 Power Points spent. Each increase in Size grants the target a one-step increase to Strength and 1 point of Toughness. This does not increase Wounds regardless of change to Scale.

Shrink reduces the Size of the subject one step for every 2 Power Points spent to a maximum of Size -2 (approximately the size of a cat). Each step reduced decreases Strength one die type (minimum of d4) and Toughness by 1 (minimum of 2).

For unwilling targets, the caster's arcane skill roll is opposed by Spirit.

NOVICE

HAVOC

Power Points	Range	Duration
2	Smarts	Instant

With success, the caster places a Medium Blast Template anywhere within Range, or a Cone Template emanating from the caster.

Anyone touched by the template is Distracted and must then make a Strength roll (at -2 if the caster got a raise). Those who fail are hurled 2d6" — directly away from the caster if using the Cone Template or directly away from the center if using a Blast Template (the caster chooses for those in the dead center).

Victims who strike a hard object (such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Airborne Targets: Flying or airborne targets suffer an additional -2 to their Strength rolls as they have no ground to brace themselves on.

- **AREAEFFECT (+1):** *Havoc* affects a Large Blast Template.
- **STRONG (+1):** Strength rolls are made at -2.

NOVICE

HEALING

Power Points	Range	Duration
3	Touch	Instant

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds.

For Extras, a successful arcane skill roll returns the ally to action (Shaken if it matters.)

- **GREATER HEALING (+10):** *Greater healing* can restore any Wound, including those more than an hour old.
- **CRIPPLING INJURIES (+20):** The power can heal a permanent Crippling Injury. This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- **NEUTRALIZE POISON OR DISEASE (+1):** A successful *healing* roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

NOVICE

ILLUSION

Power Points	Range	Duration
3	Smarts	5

Illusion can be used to create a visual scene or replica of most anything the caster can imagine, but it is silent, intangible, and incapable of affecting the real world. For example, illusory weapons pass through foes, one cannot sit in an illusory chair, and an illusory dog has no audible bark.

Those who contact an illusion or doubt it's real make a Smarts roll as a free action (at -2 if the power was activated with a raise). If successful, that individual is no longer subject to this casting.

The GM should make group rolls for Extras.

The volume of the illusion must fit within a sphere the size of a Medium Blast Template.

- **SOUND (+1):** The power generates sound appropriate to the *illusion*. Illusory allies may talk, illusory crows caw, and so on. It may not mask or mute existing sound, however.
- **STRONG (+2):** Smarts rolls to disbelieve the *illusion* are made at -2.

HEROIC

INTANGIBILITY

Power Points	Range	Duration
5	Smarts	5

With a successful arcane skill roll, whoever receives this power becomes incorporeal. He is unable to affect the physical world, and it cannot affect him. He can travel through walls, and non-magical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the character may affect other incorporeal beings (including himself), and he is still susceptible to supernatural attacks, including powers and enchanted items.

The being becomes corporeal when the power ends, but if within someone or something he's shunted to the nearest open space and Stunned.

If cast on an unwilling target, the victim resists with Spirit.

SEASONED

INVISIBILITY

Power Points	Range	Duration
5	Smarts	5

With a success, the character and his personal items are transparent except for a vague blur or outline. Any action taken against him that requires sight is made at -4, or -6 with a raise. The same penalty applies to Notice rolls to detect the unseen presence.

- **ADDITIONAL RECIPIENTS (+3):** The power may affect more than one target for 3 additional Power Points each.

NOVICE

LIGHT/DARKNESS

Power Points	Range	Duration
2	Smarts	10 minutes

Light creates bright illumination in a Large Blast Template. With a raise, the light can be focused into a 5" (10 yard) beam as well.

Darkness blocks illumination in an area the size of a Large Blast Template, making the area Dark, or Pitch Darkness with a raise.

If *light* and *darkness* overlap, they create a patch of Dim light (-2).

- **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round after casting, or attach it to an inanimate object when first cast.

NOVICE

MIND LINK

Power Points	Range	Duration
1	Smarts	30 minutes

Mind link creates a telepathic connection between two individuals (which does not necessarily have to include the caster). The link accommodates only willing subjects and communication – thoughts that aren't consciously transmitted aren't relayed.

Once activated, the Range between all linked minds is one mile, or five with a raise.

If any of the linked characters suffers a Wound, all others must make a Smarts roll or be Shaken (this cannot cause a Wound).

The speed of communication is that of normal speech, but with a raise members may communicate up to 30 seconds or so of speech on a single combat turn.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional individuals for 1 additional Power Point each.

NOVICE

MIND READING

Power Points	Range	Duration
2	Smarts	Instant

Mind reading is an opposed roll versus the target's Smarts. Success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

VETERAN

MIND WIPE

Power Points	Range	Duration
3	Smarts	Instant

Mind wipe removes a target's memories, a terrible violation in most civilized societies. The power is opposed by a victim's Smarts and requires a full minute of mental struggle. The victim must be conscious during this time, so if not restrained he can simply move out of Range.

If successful, the victim forgets a single event (up to about 30 minutes of time). A raise removes a complex memory of several hours. If the defender wins, the caster cannot affect him with mind wipe for 24 hours. (Others may reattempt the power, however.)

The memory remains missing but strong evidence that challenges its "logic" allows a Smarts roll at -2 to remember fragments determined by the GM.

- **EDIT (+1):** Instead of wiping the memory, the caster edits it as she sees fit.
- **FAST CAST (+2):** The caster can wipe a memory as an action.

SEASONED

OBJECT READING

Power Points	Range	Duration
2	Touch	Special

Object reading is the ability to see the past of an inanimate object, discovering who held it, where it's been, and what it might have been used for. The object has no sentience of its own – the caster simply sees and hears visions of the past that took place in its presence.

Success allows the character to see events that occurred within 10 yards up to about five years past. A raise increases this to 100 yards and 20 years. The caster can "fast forward" and "rewind" as desired, skimming about 10 years of history per minute of real time. When watching an actual event, it occurs in real time, just as if watching a digital video.

- **AUDIBLE HISTORY (+2):** The caster can now hear sounds and conversations as well.

NOVICE

PROTECTION

Power Points	Range	Duration
1	Smarts	5

Protection creates a field of energy or armor around a character, giving him 2 points of Armor, or +4 with a raise.

Whether the protection is visible or not depends on the Trapping – this is entirely up to the caster.

Protection doesn't normally stack with other armor, but see the **Toughness** modifier.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional targets at a cost of 1 Power Point each.
- **MORE ARMOR (+1):** Success grants 4 points of Armor (+6 with a raise).
- **TOUGHNESS (+2):** *Protection* provides Toughness instead of Armor and is not affected by AP (magical or otherwise). This means it stacks with natural or worn armor.

VETERAN

PUPPET

Power Points	Range	Duration
3	Smarts	5

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the victim automatically obeys commands that don't directly harm himself or those he cares about.

With a raise, the target is completely controlled, but gets an automatic Spirit roll as a free action to avoid directly harming himself or those he cares about. If the *puppet's* resistance succeeds, he doesn't carry out that particular command but doesn't otherwise resist his master. With a raise, he breaks the controller's hold and the power ends.

Commands are general, such as "attack that person" or "open that door." The controller doesn't get to dictate how many actions the victim uses in a turn, whether or not he uses his Sweep Edge, etc.

- **ADDITIONAL RECIPIENTS (+2):** The caster may affect others at the cost of 2 Power Points each.

NOVICE

RELIEF

Power Points	Range	Duration
1	Smarts	Instant

Relief removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status, and removes Stunned status with a raise.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

HEROIC

RESURRECTION

Power Points	Range	Duration
30	Touch	Instant

Perhaps the greatest power of all is the ability to bring someone back from the dead. It can restore lost loves, bring solace to the grieving, and topple kingdoms.

Returning the dead to life requires a reasonably complete corpse no more than a year old. The caster then prays, meditates, chants, or otherwise concentrates on mending the body and pulling the spirit back to it for four hours.

Once done, the healer makes a casting roll at -8. If successful, the victim returns to life with three Wounds and is Exhausted. With a raise, she returns merely Exhausted.

- **POWER (+5):** The hero can raise a spirit dead up to a decade for +5 Power Points.

NOVICE

SHAPE CHANGE

Power Points	Range	Duration
Special	Self	5

This power allows the caster to take the form of any animal (mundane or magical). What a character can change into depends on his Rank (see *Savage Worlds*).

With a raise on the roll, the character transforms into a particularly large version of its type—increase its Strength and Vigor by one die type each.

While transformed, the character retains his own Smarts, Spirit, Hindrances, Edges, and linked skills (though he may not be able to use some or all of them depending on the form—GM's call). He gains the animal's Agility, Strength, Vigor, and linked skills and cannot use most devices that require humanoid form. He has no capacity for speech and cannot use his own powers, though he may continue to maintain powers previously activated.

A creature's natural abilities inherent to its form are conferred, but magical ones aren't.

Size: The caster does not inherit extra Wounds when transforming into creatures of Large or Huge Scale.

- **SPEECH (+1):** Recipient retains the power of speech.

SEASONED

SLOTH/SPEED

Power Points	Range	Duration
2	Smarts	Instant / 5

Sloth halves the target's total movement each round (round up). With a raise, movement is also an action. The target automatically attempts to shake off the effects of *sloth* at the end of each of his next turns by making a Spirit roll.

Success with *speed* doubles the target's movement (basic Pace and running). With a raise the character also ignores the -2 running penalty.

- **ADDITIONAL RECIPIENTS (+1):** *Speed* only. The power may affect more than one target for 1 additional Power Point each.
- **AREA OF EFFECT (+2/+3):** *Sloth* only. For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.
- **QUICKNESS (+2):** *Speed* only. The character's total Multi-Action penalty each turn is reduced by 2 (she can do two actions at no penalty or three at -2 each).
- **STRONG (+1):** *Sloth* only. The Spirit roll to shake off *sloth*'s effects is made at -2.

SEASONED

SLUMBER

Power Points	Range	Duration
2	Smarts	One hour

Those who favor stealth or want to avoid harming their foes are drawn to this spell, which puts its victims into a deep and restful sleep.

Anyone affected by *slumber* must make a Spirit roll (at -2 if the caster got a raise on her arcane skill roll). Those who fail fall asleep for the Duration of the spell. Very loud noises or attempts to physically wake a sleeper (by shaking him, for example), grant another Spirit roll.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a MBT. For +3 points the area of effect is increased to a LBT.

NOVICE

SMITE

Power Points	Range	Duration
2	Smarts	5

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

NOVICE

SOUND/SILENCE

Power Points	Range	Duration
1	Smarts×5 / Smarts	Instant / 5

Sound mimics any known sound or voice, emanating from a point of origin within Range at a volume up to the sound of a loud shout. If used as a Test, the defender opposes the casting roll with Smarts.

Silence does the opposite, muting all sound up to a loud shout within a Large Blast Template. This subtracts 4 from Notice rolls made by those inside the area of effect, as well as anyone trying to hear sounds made from within. A raise completely mutes all sound inside the template—such Notice rolls automatically fail.

- **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round.
- **TARGETED (+0):** The caster may instead target individuals in Range for 1 Power Point each. Unwilling targets resist with Spirit (at -2 if the caster gets a raise).

NOVICE

SPEAK LANGUAGE

Power Points	Range	Duration
1	Smarts	10 minutes

This power allows a character to speak, read, and write a sapient language other than his own as a native speaker. A raise on the arcane skill roll allows the user to appropriately use and understand slang and dialect as well.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

NOVICE

STUN

Power Points	Range	Duration
2	Smarts	Instant

Stun shocks a target with concussive force, sound, light, magical energy, or the like. A successful casting means the victim must make a Vigor roll (at -2 with a raise on the arcane skill roll) or be Stunned.

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

NOVICE

SUMMON ALLY

Power Points	Range	Duration
2+	Smarts	5

This power allows the character to summon a magical servant (see *Savage Worlds*). It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

- **BITE/CLAW (+1):** The ally can bite or claw at Str+d6.
- **FLIGHT (+2):** The ally can fly at Pace 12.
- **MIND RIDER (+1):** The caster can communicate and sense through the ally.

SEASONED

TELEKINESIS

Power Points	Range	Duration
5	Smarts×2	5

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise.

Unwilling opponents resist the caster's arcane skill with an opposed Spirit roll when targeted and at the start of each of their turns afterward until they're released. They can be moved up to the caster's Smarts per turn in any direction, and can be bashed into walls, ceilings, or other obstacles for Str+d6 damage.

Dropped creatures suffer falling damage as usual.

Telekinetic Tools: A caster can wield tools (including weapons) with telekinesis as an action. Use the caster's relevant skill when attacking in this way (not his arcane skill).

SEASONED

TELEPORT

Power Points	Range	Duration
2	Smarts	Instant

Teleport allows a character to disappear and instantly reappear up to 12" (24 yards) distant, or double that with a raise. Teleporting to an unseen location incurs a -2 penalty on the arcane skill roll.

Opponents adjacent to a character who teleports away don't get a free attack.

If casting teleport on a willing subject, the caster decides where they move to, not the target.

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **TELEPORT FOE (+2):** Foes may be targeted by a Touch attack. This is an action, so the casting must be the second part of a Multi-Action if the attack is successful. The foe resists the casting with an opposed Spirit roll against the arcane skill total and is sent up to 12" away with success and 24" with a raise. Foes may not be teleported into solid objects.

NOVICE

WALL WALKER

Power Points	Range	Duration
2	Smarts	5

Wall walker allows the recipient to walk on vertical or horizontal surfaces. With success, she moves at half her normal Pace. With a raise, she may move at full Pace and even run.

If forced to make an Athletics roll to climb or hang on to a surface, she adds +4 to the total.

- **ADDITIONAL RECIPIENTS (+1):** The caster may affect others at the cost of 1 Power Point each.

SEASONED

WARRIOR'S GIFT

Power Points	Range	Duration
4	Smarts	5

With a successful arcane skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must have the same Rank or higher as the Edge's Requirements. With a raise, the recipient gains the Improved version of the Edge (if there is one, and even if he doesn't meet the Rank Requirement).

- **ADDITIONAL RECIPIENTS (+1):** The caster may affect others at the cost of 1 Power Point each.

VETERAN

ZOMBIE

Power Points	Range	Duration
3	Smarts	One hour

Zombie grants animation and basic intelligence to the remains of a once-living being. The summoned horror is obedient but literal-minded in its duties. It isn't telepathic, and must be controlled by voice.

The being has the physical skills it had in life, but its Smarts, Spirit, and related skills are reset to d4. A raise on the casting roll increases any one of their Traits by one die type (caster's choice).

Corpses aren't summoned by this ability, so there must actually be a supply of bodies in Range (GM's call). An undead servant Incapacitated by damage can't be raised with this power again.

- **ADDITIONAL ZOMBIES (+1):** Raise an additional zombie for 1 Power Point each.
- **ARMED (+1/ZOMBIE):** The dead rise with a weapon.
- **ARMOR (+1/ZOMBIE):** Each have 2 points of Armor.
- **MIND RIDER (+1):** The caster can communicate and sense through one of the undead he's conjured.
- **PERMANENT (0):** Zombies last until destroyed.