

still relies on her Physical attributes and skills in combat; the weapon focus merely makes him more effective. This also applies to astrally perceiving characters fighting an opponent on the astral plane. Weapon foci are effective against astral forms and continue to add their Force in dice against such enemies.

An astrally projecting character takes her weapon focus with him to the astral plane. Making an attack with a weapon focus in astral space relies on the character's Willpower + Astral Combat dice pool (see *Astral Combat*, p. 184), but this dice pool is increased by the Force of the weapon focus. The damage of the weapon is the same on the astral plane as it is in the physical world.

POWER FOCI

Power foci are the most potent and treasured of all. Possession of a power focus feeds a magician's Magic directly, making her efforts more powerful in all forms of magical ability. A power focus adds its Force to all tests in which the magician's Magic is included. A single power focus can increase a magician's ability to cast spells, call on and control spirits, and bypass astral barriers. A power focus does not help in Counterspelling a hostile spell as it is cast, nor can it duplicate the unique ability of a weapon focus.

MENTOR SPIRITS

In the search for magical insight, many Awakened individuals find themselves drawn to a certain animal, mythological figure, or concept. This entity is somehow symbolic of their personality, their relation to magic, or their spiritual beliefs, and thus is deeply tied into the way they practice magic. Once a character Awakens, she may find that this person or idea she had always felt strongly about has taken on a more concrete existence, perhaps materializing in a physical form, perhaps speaking to him mentally, or perhaps appearing in astral space and guiding him to ever greater epiphanies.

Each mentor spirit embodies an ideal, a mythic image or archetype. By seeking to embody the same ideal, the magician gains magical power. Members of any tradition may have mentor spirits, including adepts.

A mentor spirit can be taken by any Awakened character with the Mentor Spirit quality (p. 79).

ROLEPLAYING A MENTOR SPIRIT

The gamemaster can use a mentor spirit as a tool to communicate information to the magician and enhance roleplaying. Mentor spirits provide cryptic clues, riddles, omens, and sometimes even straightforward advice. For example, the gamemaster can foreshadow a particular event in the game by having a magician's totem send a dream where she sees hints of what is to come. A mentor spirit might even become the driving force behind an adventure, telling a character of a magical threat only the player characters can handle.

If a magician strays from the path, the mentor spirit may send a vision or other indication of its displeasure, seeking to correct the character's behavior. If she fails to heed this suggestion, the magician begins to lose some of the mentor spirit's power, starting with any bonuses. If the magician continues to

act contrary to her mentor's philosophy, reduce the character's Magic attribute by a point. Only by seeking to communicate with the mentor spirit and returning to its ideals can a magician hope to regain any lost power. A special adventure where the magician gains redemption in the eyes of the mentor spirit may be required, at the gamemaster's discretion.

MENTOR SPIRIT MODIFIERS

A mentor spirit places certain restrictions on the magician's behavior and use of magic. It also bestows various advantages. A magician gains bonus dice when acting or using Sorcery or Conjuring skills in accordance to the mentor's ideals. The magician may also lose dice when using magical skills outside her mentor's realm. These bonuses and penalties are called mentor spirit modifiers.

Some modifiers require the player of the magician to choose a particular bonus. This choice, once made, is permanent.

MENTOR SPIRIT ARCHETYPES

Each of the mentor spirits noted represents an archetype. These archetypes are idealized as totem animals, deities, and forces of nature by different cultures and traditions. The archetypes below serve merely as examples of different archetypes and are not meant to apply to all cultures. A totem animal considered a Healer in one culture may be considered a Deceiver in another. Additional archetypes will be presented in future sourcebooks, and players can always work with their gamemaster to develop a mentor spirit archetype that fits their character's outlook best.

Bear

Bear is a mentor found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow-moving and easy-going unless urgency requires speed. Bear is slow to anger, but terrible in battle. Bear tends to be calm, cool, and collected. He is the healer and protector of the natural world. Bear cannot turn down someone who needs healing without good reason.

Advantages: +2 dice for Health spells, +2 dice for resisting Physical damage.

Disadvantages: Bear magicians can go berserk when wounded (taking Physical damage) in combat or if someone under their care is badly injured. Make a Willpower + Charisma Test (wound modifiers apply). The character goes berserk for 3 turns, minus 1 turn per hit; 3 or more hits avert the berserk rage entirely. A berserk magician will go after the attacker(s) without regard for her own safety. If the magician incapacitates a target before the time is up, the berserk fury dissipates.

Cat

Cat is honored in cultures around the world. Cat is often seen as the guardian of mystical secrets, often involving the afterlife. She certainly knows many secrets, but rarely decides to share them, and never with anyone less than worthy. She is stealthy, sly, and arrogant. Cat toys with her prey—threatening, taunting, and confusing—rather than going directly for the kill.

Advantages: +2 dice for Illusion spells, +2 dice to either