

Gymnastics or Infiltration Tests (character must choose one).

**Disadvantages:** Cat magicians toy with their prey. Unless the Cat magician makes a Willpower + Charisma (3) Test, she cannot make an attack that will incapacitate her target (ie., a Combat spell must be cast with a Force/damage level that will not disable). If the magician is wounded, all this playing around stops.

### Dark King

The grim ruler of the Land of the Dead dwells in his kingdom deep beneath the Earth. He has dominion over the spirits of the dead and knows many of the secrets that lie hidden beneath the Earth.

**Advantages:** +2 dice for Perception and Assensing Tests, +2 dice for spirits of man.

**Disadvantages:** -1 die to resist Physical damage.

### Dog

Dog is a loyal friend. He fights ferociously to defend his home and those under his protection. Dog protects people from harmful magic and dangerous spirits. Dog is loyal, generous and helpful to those who show him kindness. He is single-minded, often to the point of stubbornness.

**Advantages:** +2 dice for Detection spells, +2 dice for spirits of man.

**Disadvantages:** A Dog magician is stubbornly loyal. She can never leave someone behind, betray her comrades, or let another sacrifice themselves in her place without making a successful Willpower + Charisma (3) Test.

### Dragonslayer

This most heroic of mentor spirits is also the most fun-loving. Though he fights to protect his own against all dangers, he loves a good party even more. He is a big brother who takes a friendly interest in everything his family does. Though sometimes naive, he makes a staunch friend and a deadly enemy. The dragons he slays have changed with the times. In addition to the literal dragons of legend, Dragonslayer also fights such modern-day monsters as crime, pollution, and corruption. Dragonslayer fights hard and plays hard. Once he has given his oath, he never breaks it. A Dragonslayer magician must behave with honor and respect, and demands the same from those around him.

**Advantages:** +2 dice for Combat spells, +2 dice for tests with one Social skill of choice.

**Disadvantages:** If a Dragonslayer magician breaks a promise, whether by choice or by accident, she takes -1 die to all actions until she fulfills the promise or otherwise atones for her error.

### Eagle

Eagle is the highest-flying bird in the sky, considered the most noble by cultures in North America, Central America, and Europe. He is proud and solitary, and sees everything happening in the world below. Eagles are noble defenders of the purity of nature. They are intolerant of those who do not share their views and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and Eagle will brave great danger to defeat polluters and other evildoers.

**Advantages:** +2 dice for Detection spells, +2 dice for air spirits.

**Disadvantages:** Eagle magicians receive the Allergy (pollutants, mild) negative quality (p. 81; they do not receive bonus BP).

### Fire-Bringer

The Fire-Bringer stole the secret of fire from the heavens and gave it to metahumanity as a gift and a tool. He is a figure of kindness and concern, but his good intentions sometimes get him into trouble and his plans sometimes fail to work out the way he envisions them. He is a shaper and a creator, forming new things from the primal clay and breathing the fiery spark of life into them. Fire-Bringers devote themselves to the betterment of others, even at their own expense. Most Fire-Bringer magicians devote themselves to a particular cause they follow with great zeal.

**Advantages:** +2 dice for Manipulation spells, +2 dice for fire spirits.

**Disadvantages:** -1 die for Illusion spells.

### Moon Maiden

The Moon Maiden is the embodiment of the night sky. Moody, changeable, emotional, mysterious, sometimes gentle and pleasant and other times wild and uninhibited, she represents the triumph of woman's nurturing ways over man's destructive impulses. Not surprisingly, she is most venerated by women.

**Advantages:** +2 dice to Illusion spells, +2 dice to Negotiation Tests.

**Disadvantages:** -1 die for Combat spells.

### Mountain

Mountain is rooted in the very heart of the Earth but reaches toward lofty heights. He has limitless strength and endurance, but Mountain's inflexible nature limits him. Mountain is a stubborn and unyielding force, and Mountain magicians are difficult to persuade once they have made up their minds about something.

**Advantages:** +2 dice for Counterspelling Tests, +2 dice for earth spirits.

**Disadvantages:** When a Mountain magician makes a plan, she sticks to it. The magician must make a Willpower + Charisma (3) Test to abandon a planned course of action in favor of a new one. If she fails, she will endeavor to continue with her original plan, even if it means going on alone.

### Rat

Rat is found wherever humans are, for who else's bounty can sustain him? Rat is a scavenger, a stealthy thief who takes what he needs to survive. He dislikes working out in the open, preferring to stick to the shadows. Rat avoids fights whenever he can—when he must fight, he fights to kill.

**Advantages:** +2 dice for Infiltration Tests, +2 dice for resisting disease and poisons

**Disadvantages:** A Rat magician must make a Willpower + Charisma (3) Test to not immediately flee or seek cover whenever caught in a combat situation. If there is nowhere to flee, then she is forced to fight.