



INCOMING FEED.....

As a rule, spirit forms are metahuman-sized or smaller and tend to have an obvious ethereal or otherworldly nature (there is no mistaking them for real people). Materialized physical forms are not subject to gravity, though most spirits (except air spirits) stay earthbound or close to it (perhaps floating or hovering).

Spirit Combat

Combat with spirits follows the normal rules for physical (p. 146) or astral (p. 184) combat. Astral spirits use Force for all attributes in astral combat; physical spirits use their physical attributes. It is very difficult for non-magical characters to attack and damage a physical spirit. Only the truly courageous, driven, or mad have enough force of personality to allow their attacks to affect a spirit. Physical spirits have the power of Immunity to Normal Weapons (see p. 288), giving them Armor equal to twice their Force against all attacks. This makes powerful spirits virtually immune to most physical attacks. A spirit in physical form can use its powers against any target in its line of sight.

If all of the boxes on a spirit's Condition Monitor Track are filled in, that spirit is disrupted and forced back to its home metaplane. Any services still owed by the spirit are lost.

Spirit-Summoner Link

A telepathic link exists between a spirit and its summoner at all times. This allows the spirit to communicate with its summoner from astral space without revealing itself. This link also allows communication over a distance—though it does not ex-

tend to the metaplanes. For this reason, a summoner will know when a spirit she has summoned has been disrupted, as she will feel the loss of the mental link.

Spirit Services

The manner in which a spirit helps a magician is measured by *services*. A service is a single continuous task the summoner demands or requests from a spirit (depending on her tradition); the number of services obtained depends on the number of hits that the magician scores on her Summoning Test. A spirit will perform the services it owes until the next sunrise or sunset. At that time, regardless of any remaining services or what it was doing, the spirit will depart and return to its home deep in astral space.

Continual use of a specific power counts as only one service. A spirit can use its powers on an individual target or a group, depending on the power. If the parameters of a service are changed, for example by requesting a spirit use its Concealment power on more characters than it had been affecting previously, another service is used. The use of combative powers or abilities by a spirit on behalf of its summoner only counts as one service, regardless of the number of foes involved.

Spirits in physical form can also perform any physical task as a service, as appropriate to their form, of course. A fire elemental can burn through a door, for example, or a mountain spirit can move a great weight, and any spirit might use its powers against an enemy of the summoner. Asking a river spirit to put out a fire, however, might get the magician in hot water.