

Movement, Sapience, Search

Optional Powers: Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

Spirits of Beasts

B A R S C I L W EDG ESS M Init IP
F+2 F+1 Fx2 F+2 F F F F F F F Fx3 2

Astral INIT/IP: F x 2, 3

Movement: 10/45

Skills: Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Powers: Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Sapience

Optional Powers: Concealment, Confusion, Guard, Natural Weapon (DV = Force Physical damage, AP 0), Noxious Breath, Search, Venom



Spirits of Earth

B A R S C I L W EDG ESS M Init IP
F+4 F-2 Fx2 F+4 F F F F F F F Fx3 2

Astral INIT/IP: F x 2, 3

Movement: 10/25

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers: Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search

Optional Powers: Concealment, Confusion, Engulf, Elemental Attack, Fear



Spirits of Fire

B A R S C I L W EDG ESS M Init IP
F+1 F+2 Fx3 F-2 F F F F F F F Fx4 2

Astral INIT/IP: F x 2, 3

Movement: 15/40 (flight)

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Powers: Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience

Optional Powers: Fear, Guard, Noxious Breath, Search

Weaknesses: Allergy (Water, Severe)



Spirits of Man

B A R S C I L W EDG ESS M Init IP
F+1 F Fx2 F-2 F F F F F F F Fx3 2

Astral INIT/IP: F x 2, 3

Movement: 10/25

Skills: Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat

Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search.

Optional Powers: Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis



Spirits of Water

B A R S C I L W EDG ESS M Init IP
F+2 F Fx2 F F F F F F F F Fx3 2

Astral INIT/IP: F x 2, 3

Movement: 10/25 (30/75 swimming)

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers: Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers: Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

Weaknesses: Allergy (Fire, Severe)



Watcher Spirits

B A R S C I L W EDG ESS M Init IP
1 1 1 1 1 1 1 1 0 1 1 2 3

Skills: Assensing 1, Astral Combat 1, Dodge 1

Powers: Astral Form, Search

Note: Watcher spirits only exist on the astral plane (though they may manifest on the physical). Their Force is always 1.



DRACOFORMS

Dracofoms refer to the various types of dragons found around the world. These are large saurian creatures of tremendous intelligence, and they match or exceed the mythological legends of the areas of the world where they reside. What little is known about them comes from interviews with the late great dragon Dunkelzahn. Most dragons are solitary creatures, avoiding unnecessary contact with other races, but of late several dragons have taken more public roles in the Sixth World.

Because of their unique natures, dragons should *always* be considered Prime Runner characters (see p. 276), and gen-

