

### Astral Form

Type: M • Action: Auto • Range: Self • Duration: Always

A critter with the Astral Form power exists in the astral plane only. It cannot be damaged by physical attacks or physical spells; only astral attacks or mana spells may hurt an astral critter. Likewise, an astral critter cannot affect other creatures in the material world, only dual-natured creatures or astrally perceiving characters.

Critters with this power may manifest on the physical plane in the same way as astrally projecting magicians can (see p. 182).

### Binding

Type: P • Action: Complex • Range: LOS • Duration: Instant

The critter can make its victim “stick” to any surface he is touching (or to the being itself). The victim may attempt to break free with a Complex Action, rolling Strength + Body against the critter’s Magic + Willpower. If the victim prevails, he has escaped.

### Compulsion

Type: M • Action: Complex • Range: LOS • Duration: Sustained

A being with the Compulsion power can compel a target to perform a specific action (generally, each creature can compel only one type of action). To use this power, the critter must beat the target in an opposed Test between its Magic + Charisma versus the target’s Willpower + Charisma. If the victim loses, he must immediately follow through with the compelled action. Compulsion cannot compel a target’s future actions.

### Concealment

Type: P • Action: Simple • Range: LOS • Duration: Sustained

This power refers to a critter’s ability to mystically hide itself or others, or alternatively to hide something that people are looking for. Concealment subtracts a number of dice equal to the critter’s Magic from any Perception Tests to locate the concealed subject. Concealment can be used on a number of targets simultaneously equal to the critter’s Magic; concealed subjects can see each other if the critter allows it.

### Confusion

Type: M • Action: Complex • Range: LOS • Duration: Sustained

The Confusion power allows a critter to befuddle a victim, so that the target is unable to make decisions, loses his sense of direction, remember what he was doing, and so on. The critter makes a Magic + Willpower Opposed Test versus the target’s Willpower. The nets hits scored by the critter serve as a dice pool modifier to any action the character takes.

### Corrosive Spit

Type: P • Action: Complex • Range: LOS • Duration: Special

This creature spits corrosive saliva at opponents with, range increments of (Body) meters. Treat this as a standard ranged combat attack, using the critter’s Exotic Ranged Weapon skill + Agility. The saliva causes Acid damage (see p. 154) with DV equal to Magic, and is resisted with half Impact armor (round up).

### Dual Natured

Type: P • Action: Auto • Range: Self • Duration: Always

A critter that is dual-natured is active in the astral plane and can affect astral beings as well as physical ones. Dual-natured creatures have the ability to perceive and interact with the astral plane in the same way as characters using astral perception (see *Astral Perception*, p. 183.)

### Elemental Attack

Type: P • Action: Complex • Range: LOS • Duration: Instant

A critter with Elemental Attack can release a projected blast of damaging or negative energy, be it flame, intense cold, electricity, water, and so on. The power is treated as a ranged attack (see *Ranged Combat*, p. 140) using the critter’s Agility + Exotic Ranged Weapon to attack. The attack’s DV equals the critter’s Magic, and is treated as Cold, Electricity, or Fire damage (see p. 155), as appropriate to the attack. Such attacks are resisted with half Impact armor. The type of elemental attack used by a spirit is appropriate to their element and chosen at the time of its summoning; once chosen, it cannot be changed.

### Energy Aura

Type: P • Action: Auto • Range: Touch • Duration: Always

A critter with Energy Aura continuously radiates an aura of damaging or negative energy, be it flame, intense cold, electricity, or something similar. Melee attacks made by the critter gain an additional +4 modifier to the Damage Value. Additionally, treat the damage as Cold, Electricity, or Fire damage (see p. 155), as appropriate to the aura. Such attacks are resisted with half Impact armor.

Any successful attack against a critter with Energy Aura means the attacker also takes damage from the attack. The attacker must make a Damage Resistance Test against a Damage Value equal to the critter’s Magic. Impact armor protects with half its value.

### Engulf

Type: P • Action: Complex • Range: Touch • Duration: Sustained

The Engulf power gives a critter the ability to draw victims into itself or the terrain it controls, thus smothering the victim. Treat Engulf as a melee attack. If the attack succeeds, it inflicts damage (see below) and the critter engulfs the victim in its grasp. Every time the critter’s Action Phase comes up, the critter automatically inflicts damage with a base DV equal to its Magic attribute. Net hits on the melee attack increase the DV of this damage. The victim resists this damage normally with a Damage Resistance Test, using Body + half Impact armor (round up) unless otherwise noted.

Engulfed victims may not move. During the victim’s Action Phase, the victim may attempt to escape. Make an Opposed Test, rolling the victim’s Strength + Body against the critter’s Magic + Body. If the victim prevails, then he has escaped and takes no more damage from the attack.