

Raven

Raven is a harbinger of trouble in cultures worldwide. He is a trickster and a transformer, dark and devious. Raven thrives off the bounty of carnage and chaos, but does not cause them—he merely knows an opportunity when he sees one. Raven loves to eat and rarely refuses an offer of food.

Advantages: +2 dice for Manipulation spells, +2 dice for air spirits.

Disadvantages: A Raven magician must make a Willpower + Charisma (3) Test to avoid exploiting someone else's misfortune to her own advantage.

Sea

Sea is the birthplace of all living creatures. She is unfathomable and moody, tranquil and comforting one moment, fearsome and destructive the next. Though she possesses great wealth, she jealously guards what comes into her hands. Sea can be a powerful ally, but she must be courted with great care.

Advantages: +2 dice for water spirits, +2 dice for Swimming Tests.

Disadvantages: -1 die on Negotiations Tests.

Seductress

The Seductress is the incarnation of desire. She has many whims and vices that she must frequently satisfy. She encourages jealousy and greed and seeks to inflame the wants of others. She avoids direct confrontation but gains pleasure when others fight for her attention or on her behalf. She exists to exploit weaknesses and will not hesitate to sacrifice those who get in her way.

Advantages: +2 dice for Illusion spells, +2 dice for Con Tests.

Disadvantages: Seductresses must succeed in a Willpower + Charisma (3) Test to avoid pursuing a vice or indulgence (drugs, BTLs, sex, and so on) when it is made available.

Shark

Shark is a cold and relentless hunter. His power is known to all who live near the sea. When Shark strikes, he does so without mercy, driven into a frenzy by the blood of his prey. Shark magicians tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark magician believes the only good enemy is a dead enemy. If challenged, he does not waste time with threats or boasts but strikes to kill.

Advantages: +2 dice for Combat spells, +2 dice for water spirits.

Disadvantages: Shark magicians can go berserk in combat (similar to Bear magicians) when they are wounded or when they wound an opponent (see p. 192). A berserk Shark character may continue to attack the body of her last victim instead of moving on to attack a new target, if the player chooses.

Snake

Snake is wise and knows many secrets. She is a good counselor, but always exacts a price for her advice. Snake characters fight only to protect themselves and others. They are obsessed

with learning secrets and take great risks in order to do so. They trade their knowledge to others for whatever they can get in exchange.

Advantages: +2 dice for Detection spells, +2 to Binding Tests.

Disadvantages: -1 die for Combat spells.

Thunderbird

Thunderbird is a majestic creature who is storm incarnate. His wings are dark clouds, his beak and claws lightning, and his cries the clap of thunder. He is a primal force, often savage but necessary to the survival of the land and the continuation of the cycle of life. Thunderbird is a force to be respected and approached with great care, lest his anger be roused.

Advantages: +2 dice for air spirits, +2 dice for Intimidation Tests

Disadvantages: A Thunderbird magician must succeed in a Willpower + Charisma (3) Test to avoid responding to an insult in kind.

Trickster

The Trickster is the clever one, swift of mind and body, master of disguises and deception. He is always thinking up new pranks and ways to outwit his enemies rather than fighting them. He prefers to work in the service of others, turning and stealing behind their backs when they aren't looking. His tricks can often backfire, resulting in trouble for everyone, but the Trickster's cleverness always wins out in the end.

Advantages: +2 dice for Illusion spells, +2 dice for Con Tests.

Disadvantages: A Trickster character must make a Willpower + Charisma (3) Test to resist an opportunity to pull a clever trick or prank, even if it is to the detriment of herself or her friends.

Wise Warrior

The Wise Warrior is skilled in the art of war, for battle is an art to her, an exercise in the powers of the mind as well as the body. She studies the tactics of her foes and overcomes them through a combination of superior strategy and battle prowess. The Wise Warrior does not act out of savagery or battle-lust, but from a position of knowledge and wisdom. Wise Warriors must follow the warrior's code of honor and conduct themselves properly or risk the loss of favor.

Advantages: +2 dice for Combat and Detection spells.

Disadvantages: -1 die to all tests if acting dishonorably, until the character atones for her action.

Wolf

Wolf is recognized as a hunter and warrior worldwide. He is devoted to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one, he dies. Wolf magicians are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

Advantages: +2 dice for Combat spells, +2 dice for beast spirits.

Disadvantages: A Wolf magician must succeed in a Willpower + Charisma (3) Test to retreat from a fight.