

SHINTO POWERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
1		1	P	D	A	S					
1	<i>Musashi</i>	1	1	0	0	0	Transmits knowledge/information to target spirit instantaneously, causing immediate understanding.	-	-	-	1
2	<i>Shinjitsu</i>	2	2	0	0	0	Can determine truth or falsity of another spirit's words.	-	-	-	1
3	<i>Kaibyaku</i>	3	1	0	0	2	Increases chance to successfully craft a new item.	-	-	-	2
4	<i>Kyouwa</i>	4	2	2	0	0	Increases group harmony amongst selected spirits. Effects are increased by 1.5x when the spirits next bond.	-	-	-	2
5	<i>Omikuji</i>	5	0	0	3	3	Gives the user a detailed glimpse of a possible, likely future.	-	-	-	3
4	<i>Hinote</i>	4	2	1	1	2	Holy fire erupts beneath the target, dealing 2d10 damage. Effective against Corrupted spirits (double damage).	-	-	Amaterasu	2
5	<i>Nukumi</i>	5	2	2	3	3	attacks. Reduce incoming Corrupted damage by 3 on the next round.	-	-	Amaterasu	3
4	<i>Nihonshu</i>	4	2	2	1	1	Induce a state of temporary dazedness in the target, which cannot take actions on the next round.	-	-	Susano-o	2
5	<i>Kumo-mi</i>	5	3	2	2	3	Manifests an autonomous, heavenly sword to slash up to 3 targets, dealing 2d10 damage to each.	-	-	Susano-o	3
4	<i>Chiyu</i>	4	1	1	2	2	Causes reservoir to regenerate twice as fast for the next 2 rounds.	-	-	Inari	2
5	<i>Jinchi</i>	5	2	3	3	2	Increases all die rolls related to knowledge by 4 temporarily.	-	-	Inari	3
4	<i>Tsunami</i>	4	2	2	1	1	Crushes up to 6 targets with an ethereal water wave, dealing 2d8 damage to each.	-	-	Ryujin	2
5	<i>Rikugun</i>	5	2	3	2	3	Summons a swarm of 2+d6 obedient sub-spirits to do your bidding.	-	-	Ryujin	3

EGYPTIAN POWERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
1		1	P	D	A	S					
1	Spirit Companion	1	0	0	0	1	Summons a sub-spirit to accompany the user until it is defeated or dismissed.	-	-	-	1
2	Preserve <i>Ka</i>	2	0	0	0	2	Sets aside any amount of reservoir that cannot be lost until used or the user is defeated.	-	-	-	1
3	Apep's Gaze	3	2	0	0	1	Can hypnotize a spirit to force it to obey you for this round. Roll success on 1d6 vs Will.	-	-	-	2
4	Desert Drought	4	2	2	0	0	Up to 4 targets are afflicted by a draining heat that saps 1 Willpower every round for the next 3 rounds.	-	-	-	2
5	Will of the Nile	5	3	3	0	0	Affects up to 6 target spirits by either restoring reservoir (1d8) or damaging them (2d6).	-	-	-	3
4	Eye of Ra	4	2	1	2	1	Reveals the degree of a spirit's Corruption and Piousness.	-	-	Atum-Ra	2
5	Sun God's Wrath	5	3	2	3	2	Focuses a piercing, damaging light ray on the target, dealing 2d8 damage and sapping 3 Will.	-	-	Atum-Ra	3
4	Eternal <i>Ka</i>	4	1	1	2	2	Reduces reservoir consumption by half on the next round.	-	-	Osiris	2
5	Royal Authority	5	3	2	2	3	Attempts to force a group of spirits to obey you on the next round (up to 6; roll d6 to determine how many are affected).	-	-	Osiris	3
4	Rejuvenation	4	1	1	2	2	Restores reservoir points to the target equal to half of their maximum reservoir pool.	-	-	Isis	2
5	Knot of Isis	5	3	2	2	3	Imprisons a spirit within a braided net of ethereal energy, preventing actions for the next 2 rounds.	-	-	Isis	3
4	Discord	4	2	2	1	1	Causes spirits to start disagreeing with or fighting with one another.	-	-	Set	2
5	<i>Simoom</i>	4	3	3	2	2	Attacks up to 10 targets with an ethereal particle storm, dealing 2d10 damage to each.	-	-	Set	3

HINDU POWERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
1		1	P	D	A	S					
1	<i>Jnana Yoga</i>	1	0	0	1	0	Allows user to acquire one piece of information about a given subject (P/C, current reservoir, etc.).	-	-	-	1
2	<i>Bhakti Yoga</i>	2	0	0	0	2	Causes a spirit to become more devoted to a cause, increasing Willpower effectively for actions that support it.	-	-	-	1
3	<i>Ahimsa</i>	3	1	0	0	2	Can cause a hostile spirit to become pacified temporarily, preventing offensive actions on the next round.	-	-	-	2
4	<i>Pranayama</i>	4	0	0	2	2	User can survive for up to three rounds even when reservoir is exhausted.	-	-	-	2
5	<i>Sattva Aura</i>	5	0	0	3	3	Removes any impurities from the system of the target spirit and restores 2d6 reservoir.	-	-	-	3
4	<i>Bala</i>	4	1	1	2	2	Doubles the effects (damage, stat boost, etc.) of all actions on the next round.	-	-	Vishnu	2
5	<i>Virya</i>	5	2	2	3	3	Allows user to take two actions per turn for the next 2 rounds.	-	-	Vishnu	3
4	<i>Vajra</i>	4	2	1	1	2	lightning, dealing 2d6 damage and stunning it on the next round.	-	-	Indra	2
5	War Courage	5	3	3	2	2	Can inspire a group of spirits to be braver than usual, increasing combat-based Will rolls by 4 for 2 rounds.	-	-	Indra	3
4	Thousand Eyes	4	2	1	1	2	Allows user to get information about a distant location (who is there, how to get there, etc.).	-	-	Varuna	2
5	Righteous Oath	5	3	2	2	3	Binds a Corrupted spirit to perform a Pious action of the user's choice once.	-	-	Varuna	3
4	<i>Saptajihva</i>	4	2	2	1	1	total damage dealt is 2d10; user must decide which targets are hit.	-	-	Agni	2

5 Sacrifice Strength 5 3 2 2 3 Transfers up to 10 reservoir from user to any other target. - - Agni 3

GRECO-ROMAN POWERS

Level	Name	Cost	P	D	A	S	Description	Notes	Latent Ability	Associated Deity	OP Cost
1		1	P	D	A	S					
1	<i>Logos</i>	1	0	0	1	0	Increases all die rolls related to reasoning by 2 temporarily.	-	-	-	1
2	<i>Pathos</i>	2	2	0	0	0	Reveals surface thoughts and feelings of target spirit.	-	-	-	1
3	Shapeshift	3	0	0	1	2	Allows user to take on a different form, changing appearance radically.	-	-	-	2
4	Polymorph	4	2	0	0	2	Forces the form of another spirit to change, making it unrecognizable. Roll success on 1d6 vs Will.	-	-	-	2
5	Patriotic Pride	5	3	0	0	3	All nearby Greco-Roman practitioners gain +4 on their combat-based rolls for the next 2 rounds.	-	-	-	3
4	Thunderbolt	4	2	2	1	1	Tosses a powerful bolt of ethereal lightning at one target, dealing 2d10 damage.	-	-	Zeus	2
5	True Transformation	5	2	2	3	3	Changes user into another form. User acquires all stats and powers of the target form for the duration of the effect.	-	-	Zeus	3
4	Earth-Shaker	4	2	2	1	1	tremors, dealing 2d6 damage to all spirits present besides the user.	-	-	Poseidon	2
5	Maelstrom	5	3	3	2	2	Attacks up to 3 spirits with a vortex of ethereal water, dealing 5+2d10 damage to each. Source of water must be nearby.	-	-	Poseidon	3
4	Silver Bow	4	2	1	1	2	Strikes a spirit with an arrow that deals 2d8 damage is effective (double damage) against Corrupted targets.	-	-	Artemis	2
5	Track Spirit	5	3	2	3	2	Aids the user in finding another spirit (offers location, how to get there, etc.).	-	-	Artemis	3

4	Dark Mist	4	1	2	2	1	Makes the user untargetable by other spirits on the next round.	-	-	Hades	2
5	Ruthless Will	5	2	3	3	2	Allows a Pious spirit to commit a minor Corrupted deed without a change in P/C.	-	-	Hades	3