

Reagents

- Locating Reagents Survival-Test: Raw → (8, 1 hour), Refined → (16, 1day), radical → (12, 1 week)
- Gathering Reagents: Animal → Zoology, Herbal → Botany, Metal → Metallurgy, Mineral → Geology
- Refine Reagents: Enchanting (#reagents, 1 day) (→ refined), x 28-Tage (→ radical)
- Reagents (Grob): Simpel 50, Mittel 75, 100, 300, 500; Refined x2, radical x4; Availability 4/6/8

Vessel Preparation

- Can do anything the vessel can do
- no AR/VR/Matrix/Devices
- Living Vessels
 - Willing or helpless (Bound, drugged, mind control)
 - unwilling: Essenc/Magic is negative Dice-Pool-Modifier for Enchanting-Test
 - Enchanting-Test: Magic+Enchanting(vessels Willpower, 1 day)
 - 2x refined or 1xradical Reagent
- Inanimate Vessels:
 - Magic+Enchanting-Test(Object Resistance x3, 1day)
 - 2x refined or 1xradical per 10kg
 - Dead Vessels:
 - Inanimate Vessel
 - -1 pro Woche Tot auf alle physischen Attribute
 - Homunculus:
 - TODO
 - Object Vessels

Possession

- Possession-Action: Type P, Action: Complex, Range: Touch
- Possession-Check: Forcex2 vs. Intuition+Willpower (Living vessel);Fx2 (Objects Resistance) (Object);
- +6 if vessel is prepared
- Possessed Vessels:
 - Dual-Natured, Immunity to normal Weapons
 - Living Vessel:
 - Add force to physical attributes
 - Mental/special Attributes of Spirit
 - Dead/Inanimate Vessel:
 - Add force to physical attributes

Spirits

- Summoning:
 - Magic + Summoning vs. Force → Net-Hits an Diensten
 - Drain → 2x Hits
- Binding
 - Magic+Binding vs. 2XForce → Net-Hits an Diensten
 - 500 NY x Force, Force Stunden
 - Drain → 2x Hits
- All Spirits:
 - Skills: Assensing, Astral Combat
 - Powers: Astral Form, Materialization/Possession, Sapience
 - +1 Power per 3 Force-Points
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- Guardian Spirit
 - Bo +1, Ag +2, Re +3, St +2
 - Blades, Clubs, Counterspelling, Dodge, Exotic Ranged, Perception, Unarmed Combat
 - Powers: Fear, Guard, Magical Guard, Movement
 - Optional: Animal Control, Concealment, Elemental Attack, Natural Weapon, Psychokinetics, Skill(Combat)
- Spirit of Man
 - Bo +1, Re +2, Movement 10/25
 - Dodge, perception, Spellcasting, Unarmed Combat
 - Powers: Accident, Concealment, Confusion, Enhanced Senses (Lowlight, ...)
- Plant Spirits
 - Body +3, Agility-1, Rea+2, Str+4, Movement 5/15
 - Skills: Couterspelling, Dodge, Perception, Unarmed Combat
 - Powers: Concealment, Engulf, Fear, Guard, Magical Guard, Silence
 - Optional: Accident, Confusion, Movement, Noxious Breath, Search
- Task Spirits
 - Re+2, St+2, Movement 10/25
 - Skills: Artisan, Dodge, Perception, Unarmed Combat
 - Powers: Accident, Binding, Movement, Search
 - Optional: Concealment, Enhanced Senses (Hearing, Lowlight, tHErmographic, Smell), Influence, Psychokinesis, Skill(Technical, Physical)
- Spirits of Air
 - Body-2, Agility+3, Reaction+5, Strength-4; Movement 15/75 (Flight)
 - Skills: Exotic Ranged, Flight, Perception, Unarmed Combat
 - Powers: Accident, Concealment, Confusion, Engulf, Movement, Search

- Optional: Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinetics
- Spirits of Beast
 - Body +2, Agility +1, Reaction +2, Strength +2, Movement 10/45
 - Dodge, Perception, Unarmed Combat
 - Powers: Animal Control, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Movement
 - Optional: Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Search, Venom
- Spirits of Earth
 - Body +4, Agility -2, Reaction +2, Strength +4, Movement 10/25
 - Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat
 - Powers: Binding, Guard, Movement, Search
 - Optional: Concealment, Confusion, Engulf, Elemental Attack, Fear
- Spirits of Fire
 - Body +1, Agility +2, Reaction +3, Strength -2, Movement 15/40 (Flight)
 - Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat
 - Powers: Accident, Confusion, Elemental Attack, Energy Aura, Engulf
 - Optional: Fear, Guard, Noxious Breath, Search
 - Weaknesses: Allergy(Water, Severe)
- Spirits of Man
 - Body +1, Reaction +2, Strength -2, Movement 20/25
 - Dodge, Perception, Spellcasting, Unarmed Combat
 - Powers: Accident, Concealment, Confusion, Guard, Influence, Search, Senses(Lowl., Infra)
 - Optional: Fear, Innate Spell, Movement, Psychokinesis
- Spirits of Water
 - Body +2, Reaction +2
 - Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat
 - Powers: Concealment, Confusion, Engulf, Movement, Search
 - Optional: Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control
 - Weaknesses: Allergy(Fire, Severe)

Alchemy [SR5]

- Force des Zaubers angeben, Trigger waehlen (Command +2 Drain, Contact +1 Drain, Time +2 Drain)
- Dauer ist `Force` Minuten. Magic+Alchemy [Force] vs Force des Zaubers
- Net-Hits → Potency x 2 Haltbar, danach -1 Potency pro Stunde
- Wenn Sustained → Potency Minutes