

ALLIGATOR	1
ARCANA	1
BAT	2
BEAR	2
BERSERKER.....	2
BOAR	2
CAPRICORN.....	2
CAT	2
CHAOS.....	3
DARK KING	3
DEATH	3
DOG.....	3
DOLPHIN	3
DOVE.....	4
DRAGONSLAYER.....	4
EAGLE	4
FIRE-BRINGER	4
FOX	4
GIRAFFE	5
GREAT MOTHER.....	5
GREEN MAN.....	5
GROUNDHOG.....	5
HEINZELMÄNNCHEN	5
HOLY TEXT.....	5
HORSE.....	6
MONKEY	6
MOON	6
MOUNTAIN.....	6
OAK.....	6
ORACLE.....	7
PEACEMAKER.....	7
PIG	7
PLANAR ENTITY.....	7
RACCOON.....	7
RAT	7
RAT (ALT).....	8
RAVEN.....	8
SEA	8
SEAL.....	8
SEDUCER.....	8
SHARK.....	8

SNAKE.....	9
SPIDER.....	9
SPIDER (ALT).....	9
SQUIRREL.....	9
STAG.....	9
SUN	10
THUNDERBIRD.....	10
TIDES.....	10
TOHU WA-BOHU.....	10
WAR.....	10
WHALE.....	10
WILD HUNT.....	11
WISE WARRIOR	11
WOLF	11
WOLF (ALT).....	11

ALLIGATOR

A follower of the Gator mentor spirit feels at home in cities as well as swamps and rivers. Gator shamans are ill-tempered and lazy, expecting a larger share for the work he does—assuming you can get him to agree to do it. He is also a miser when it comes to having to pay for anything including meals and he's a real big eater. The virtuous aspects of the gator magician is that he's a strong fighter and will finish what he agrees to do. They may seem to be motionless, but once roused to action they are ferocious and nearly unstoppable.

Advantages:

All: +2 to Intimidation skill tests

Magician: +2 to Conjuring skill tests for spirits of water or man

Adept: Inertia Strike

Disadvantages: A follower of the alligator is stubborn in changing plan or action after he has committed to it. When the rest of the team goes to plan B, the magician must succeed in a Charisma + Willpower (3) Test to make the mental adjustment. Otherwise, they continue trying to execute plan A.

Similar Archetypes: Crocodile, Sloth, Greed

ARCANA

Arcana is not a traditional mentor spirit as such, but an interaction that its followers describe as an intimacy with the Tarot. Followers of the Arcana place their decisions and fates in the hands of the cards, as they believe that their destiny can be found there, along with great power. While the traditional mentor relationship isn't present, the influence of the Arcana is felt in more tangible ways. Those under the sway of Arcana are not just seers or fortune tellers, but believers in the will of magic itself. Of course, the will of the Tarot is always open to interpretation, and so adherents are not monolithic in their belief or practice. For its part, while Arcana might not speak with words, the cards are always present for guidance.

Advantages:

All: Once per day, when making a decision or test influenced by a Tarot reading/card, may re-roll misses as if they had used Edge
Magician: +1 dice pool modifier for casting Detection spells, an additional +2 dice pool modifier to cast Clairvoyance spells
Adept: 2 levels of Danger Sense

Disadvantages: Followers of the Arcana must use Tarot decks or individual cards as foci and fetishes, or else take -2 when attempting to use them. The Tarot Arcana plays such a major part in the lives of its adherents that when a follower of Arcana becomes a grade 1 initiate, they must choose centering or adept centering for their first benefit, with the cards of Tarot being the focus of their centering.

Similar Archetypes: Gambler, Lady Luck

BAT

Bat is well-traveled, rarely staying in one place. As a seeker, she sets far-reaching goals and gets restless when not moving. She is adaptable and can make herself at home anywhere. Magicians following Bat keep things light and portable for traveling.

Advantages:

All: +2 to Navigation tests
Magician: +1 die to Conjuring tests for any spirit
Adept: Motion Sense

Disadvantages: A follower of Bat is easily distracted and becomes irritable during enforced inaction. She prefers spontaneity to routine. Every week that the magician stays in the same place, she takes a -1 penalty to all actions until she finds a new place to stay. Also, unless she succeeds in a Charisma + Willpower (3) Test, she cannot enter a hangout (bar, club, restaurant) more than once in a week without suffering a -1 to all Magic tests for the next twenty-four hours.

Similar Archetypes: Wanderer

BEAR

This mentor symbolizes strength and protection. He is a healer and cannot turn down those in need without good reason, and he defends those under his care. Bear is more than a gentle healer; he is a ferocious protector, disregarding his own safety in combat if wounded or if someone he is protecting is injured.

Advantages:

All: +2 dice for tests to resist damage (not including Drain)
Magician: +2 dice for health spells, preparations, and health spell rituals
Adept: 1 level of Rapid Healing

Disadvantages: You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you incapacitate the target(s) before the time is up, the berserk fury dissipates.

Similar Archetypes: Strength, Protection

BERSERKER

Those who follow the path of Berserker love fighting just for the sake of fighting, be it with words, fists, or spells. He is the greatest of all warriors, capable of wading into battle without fear, and he will wage his war singlehandedly if necessary.

Advantages:

All: +2 dice pool modifier for Composure tests
Magician: +2 dice for Physical-type Combat spells, preparations, and rituals
Adept: Mystic Armor or Pain Resistance

Disadvantages: Berserker's followers have very short fuses. Whenever someone strongly disagrees with you (gamemaster's discretion), you must pass a Charisma + Willpower (3) Test to keep from striking out against the offender. If the test fails, the attack can be in any form you choose (fist, spell, etc.), but it must have the intent to cause damage.

Similar Archetypes: Warrior, Warmonger

BOAR

Followers of the Boar are static in their ways. They keep to a daily routine and hold on to their stuff till it wears away. Some people would call them boring or unspontaneous, others would call them hoarders. Followers believe themselves to be loyal to the places that are part of their routine, and they are very protective of their territory.

Advantages:

All: Home Ground Quality is gained for free
Magician: +1 to the number of services gained when successfully summoning a spirit
Adept: 2 levels of Rooting

Disadvantages: A follower of Boar does not like it if there are others intruding in his space or disrupting his routine. At best, the follower protects the bar and employees of the bar he always goes to. At worst, he will start a fight for a specific table or stool that he thinks is his. A warning is optional and usually proffered by the follower's friends. It takes a Charisma + Willpower (3) Test for a follower of Boar to leave his home, safehouse, or routine permanently, otherwise he will keep coming back, even at the risk of his own safety. If the Boar does leave, he receives a -1 penalty to all active skill tests for three weeks until he finally settles into a new place and routine.

CAPRICORN

Capricorn climbs the mountain and defies the abyss. A master of decision and steadfastness. There is no time to delay decisions.

Advantages:

All: +2 to Gymnastics tests
Magician: +2 to tests to summon earth spirits
Adept: 2 levels of Hang Time

Disadvantages: If a decision making process seems too convoluted or starts taking too long, succeed Composure (3) or immediately begin to set out and enact the solution you think to be best at the time.

CAT

Cat is honored in cultures around the world. Cat is often seen as the guardian of mystical secrets, including those involving the afterlife. She certainly knows many secrets but rarely decides to share them, and never with anyone who is not worthy. She is stealthy, sly, and arrogant. Cat toys with her prey—threatening, taunting, and confusing her targets—rather than going directly for the kill.

Advantages:

All: +2 dice to either Gymnastics or Infiltration tests

Magician: +2 dice for illusion spells, preparations, and illusion spell rituals

Adept: 2 levels of Light Body

Disadvantages: Cat magicians toy with their prey. Unless you succeed in a Charisma + Willpower (3) Test at the start of combat, you cannot make an attack that incapacitates your target. If you take any Physical damage, all this playing around stops.

Similar Archetypes: Mystery, Stealth

CHAOS

Adherents of Chaos seemingly do things at random and love to start arguments or barroom brawls just for kicks, often through random trickery. While most people have a rather fixed sense of right and wrong, a Chaos follower's moral compass points in a different direction from moment to moment.

Advantages:

All: +2 dice pool modifier for Manipulation tests

Magician: +2 dice to Illusion spells, preparations, and rituals

Adept: Improved Potential

Disadvantages: You are an inveterate gossip trying to stir up trouble, especially between friends, and thus cannot keep damaging secrets to yourself. Also, anytime you encounter a public situation deemed too quiet or stable (gamemaster's discretion), make a Willpower + Intuition (3) Test. Failure means that you are compelled to stir the pot in any way you desire, be it attacking, telling lies, or throwing a drink on someone nearby.

Similar Archetypes: Trickster, Troublemaker

DARK KING

Most know him as the keeper of the dead with a kingdom in the underworld. Followers of the Dark King know him as the keeper of many secrets, as "taking it to the grave" doesn't apply to him. Followers are business suits who deal with secrets. Some are simple blackmailers or insider traders; others are more mystical, looking to negotiate with spirits for more esoteric knowledge. Unfortunately for some, the cost is at times no object.

Advantages:

All: +2 dice to Intimidation tests

Magician: +2 dice to Contractual Rituals

Adept: Spirit Ram

Disadvantages: The odd connection followers have to the Dark King makes pain and dying much more significant. It's as if the Dark King wants his followers to join his court soon and tell him of their collected

secrets. Followers receive a -1 dice pool penalty when resisting physical damage.

DEATH

Every belief system deals with Death. Either they worship it as a god, or their god fights against it. But it is present. Those who take Death on as a mentor spirit are not necessarily evil (although there are those), but they would suggest they see the world for what it truly is. Temporary. Those who follow Death are not bothered by the final destination of the living, but rather they celebrate it and spend their time alive preparing for the inevitable. Along with the fixation on the unliving comes a knowledge of and fascination with those subjects that are traditionally taboo in most societies: undead, necromancy, corpses, and disease. These aren't the focus of death followers, but they are well-versed in them, as they have all been touched by their master's cold embrace.

Advantages:

All: +4 ranks of the Knowledge Skill Anatomy, Disease, Infected, or Undead

Magician: +2 dice pool modifier when casting the spells Death Touch, Manaball, Manabolt, One Less, Slaughter, Slay

Adept: Killing Hands or Plague Cloud

Disadvantages: While followers of Death understand more than many how the body works, they are loathe to heal it, as they see the process of death and dying as the most sacred of events. In order for a follower of Death to attempt to help someone who is dying or injured, they must first pass a Charisma + Willpower (3) Test.

Similar Archetypes: Hades, Osiris, Hel, Dis Pater, Grim Reaper, Mannanan, Sheol

DOG

Dog is a loyal friend. He fights ferociously to defend his home and those under his protection. Dog protects people from harmful magic and dangerous spirits. Dog is loyal, generous, and helpful to those who show him kindness. He is single-minded, often to the point of stubbornness.

Advantages:

All: +2 dice for Tracking tests

Magician: +2 dice for Detection spells, preparations, and rituals.

Adept: 2 Improved Sense

Disadvantages: A Dog magician is stubbornly loyal. You can never leave someone behind, betray your comrades, or let another sacrifice themselves in your place without making a successful Charisma + Willpower (3) Test.

Similar Archetypes: Friendship, Loyalty

DOLPHIN

Followers of Dolphin are graceful, free-spirited characters who enjoy playful banter and have to move when music plays. They see things optimistically and believe there is good in the world despite current conditions of corporate politics and pollution. They are not naïve—at least, they don't believe they are. They just have faith in humanity. Somehow.

Advantages:

All: +2 dice on Artisan skill tests or Pilot (Watercraft) skill tests

Magician: +2 for health spells, preparations, and spell rituals

Adept: 2 levels of Flexibility

Disadvantages: Followers are altruistic when it comes to helping people and cannot turn a blind eye to those who they believe deserve their help. It is difficult for them not to get involved when they see someone being bullied or obviously polluting the environment. If they see such a situation, it takes a Charisma + Willpower (3) Test for a follower of Dolphin not to intervene. If the job that the follower of Dolphin is on involves polluting the environment or becoming the bully/enforcer on those less deserving, then the follower loses 2 dice after each such deed until she atones. Atonement is up to the gamemaster but can involve time and money spent with charities.

DOVE

The mentor spirit Dove is a messenger of peace and a mediator for harmony. Often, those who are found following Dove care so deeply that they are willing to endure harm for the safety of others. Doves seek to remain aware and in touch with the environment around her. She is in tune with her environment, and she prides herself on remaining aware in all circumstances. Encouraging purity and integrity, followers of Dove often have difficulty remaining true to their highest ideals, but Dove also represents gentleness and forgiveness, allowing those on her path to dust themselves off and try again.

Advantages:

All: +2 dice pool modifier for Negotiation tests

Magician: +1 dice pool modifier for casting Health spells, +1 dice pool modifier to summon air spirits

Adept: 1 level of Enhanced Perception

Disadvantages: Dove discourages combat whenever possible. As such, those who follow Dove are at -2 dice pool modifier to cast Combat spells or when using lethal force.

Similar Archetypes: Peace

DRAGONSLAYER

This most heroic of mentor spirits is also the most fun loving. Though he fights to protect his own against all dangers, he loves a good party even more. He is a big brother who takes a friendly interest in everything his family does. Though sometimes naïve, he makes a staunch friend and a deadly enemy. The dragons he slays have changed with the times: current beasts include crime, pollution, corruption, and of course, actual dragons. Dragonslayer fights hard and plays hard. Once he has given his oath, he never breaks it. A Dragonslayer magician behaves with honor and respect, and demands the same from those around him.

Advantages:

All: +2 dice pool modifier for one social skill of choice

Magician: +2 dice for Combat spells, preparations, and rituals.

Adept: 1 level of Enhanced Accuracy (skill) and 1 level of Danger Sense

Disadvantages: If you break a promise, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you make good on your promise.

Similar Archetypes: Heroism, Adventure

EAGLE

Eagle is the highest-flying bird in the sky, considered the most noble by many cultures. He is proud and solitary, and sees everything happening in the world below. Eagles are noble defenders of the purity of nature. They are intolerant of those who do not share their views and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and Eagle will brave great danger to defeat polluters and other evildoers.

Advantages:

All: +2 dice to Perception tests

Magician: +2 dice for summoning spirits of air

Adept: 1 level of Combat Sense

Disadvantages: You get the Allergy (pollutants, mild) quality

Similar Archetypes: Nature, Warding

EURASIAN JAY

Perceptive, cautious, bit of a thief. Possessions are split amongst multiple safe places to be prepared for any eventuality.

Advantages:

All: +2 to Palming or Perception tests

Magician: +2 to tests for Spells, Rituals and Preparations of the type Illusion or Manipulation

Adept: 2 levels of Danger Sense or 1 level of Voice Control

Disadvantages: If you receive a reward that can be split, succeed Composure (3) or split it amongst multiple accounts or locations.

FIRE-BRINGER

The Fire-Bringer stole the secret of fire from the heavens and gave it to metahumanity as a gift and a tool. He is a figure of kindness and concern, but his good intentions sometimes get him into trouble and his plans may fail to work out the way he envisions them. He is a shaper and a creator, forming new things from the primal clay and breathing the fiery spark of life into them. Fire-Bringers devote themselves to the betterment of others, even at their own expense. Most followers of Fire-Bringer throw themselves into a particular cause with great zeal.

Advantages:

All: +2 dice to Artisan or Alchemy skill tests

Magician: +2 dice for spells, preparations, and spell rituals in the Manipulation category.

Adept: 1 level of Improved Ability on a non-combat skill

Disadvantages: When someone sincerely asks you for help, you can't refuse without succeeding in a Simple Charisma + Willpower (3) Test.

Similar Archetypes: Invention, Generosity

FOX

Smart, cocky and deceptive, making fun of dumber people and taunting them.

Advantages:

All: +2 to Perception tests

Magician: +2 to tests for Spells, Rituals and Preparations of the type Illusion

Adept: 1 level of Combat Sense

Disadvantages: When in combat, succeed WIL + INT (3) or cannot stop self from killing an enemy that has been beaten.

GIRAFFE

A follower of the Giraffe mentor spirit sees beyond the horizon. She seeks to see/hear the truth beyond what is presented. A giraffe follower may seem a little off as she either looks off into space and appears to not pay attention or looks too intently at you as if she's judging your soul.

Advantages:

All: +2 Assensing skill tests or +2 to Judge Intentions test

Magician: +2 to Conjuring skill tests of air spirits

Adept: 2 levels of Piercing Senses

Disadvantages: A follower of Giraffe stumbles through social etiquette, as she believes the small talk and chitchat that are the core of social chatter are fundamentally dishonest and not worthy of her efforts. She can make a wide range of situations awkward and receives -2 dice for Etiquette skill tests.

GREAT MOTHER

The Great Mother is the embodiment of life-giving nature, giving her bounty freely to all who need it. Those who mistake her generosity for weakness are asking for trouble. Like any mother, she fights to the death to protect her children. Followers of the Great Mother are healers, both of the body and the spirit; they cannot refuse aid to anyone who needs it. Strict followers have a very stringent moral code. They must fight against the forces of corruption, whether environmental, social, political, or magical.

Advantages:

All: When not in an urban area, gain +1 to any skill test with skills in the Outdoors skill group

Magician: +2 for health spells, preparations, and spell rituals

Adept: Empathic Healing

Disadvantages:

Treat any background count due to pollution or twisted element as twice the actual rating.

GREEN MAN

The Green Man mentor spirit, not to be confused with the green man extraplanar spirit, is a totem of the natural life and death cycles of plants. Green Man is that life-giving and nurturing aspect of nature, and the embodiment of it. While most consider vegetation to be passive, there is rather a wild element to the growth and death gathered together in plant life. While other, more particular totems like Oak and

Great Mother are also nature spirits, Green Man is solely focused on plant life in all of its diversity and breadth.

Advantages:

All: +2 dice pool modifier for Negotiation tests

Magician: +2 dice pool modifier to summon Plant Spirits

Adept: 2 levels of Rooting

Disadvantages: Followers of the Green Man value Earth's flora above almost anything else. As such, they will not stand idly by while plant life is wantonly destroyed. That isn't to say that every follower must avenge every broken branch, but when significant damage is being done to vegetation, they must pass a Charisma + Willpower (3) Test or use all means possible to stop the destruction.

Similar Archetypes: Tree, Viridios

GROUNDHOG

Groundhogs understand the importance of familial and friendly ties and believe in strength in numbers. Not fighters by nature, they are constantly on the lookout for danger and escape routes.

Advantages:

All: +2 to Etiquette or Perception tests.

Magician: +2 to tests for Spells, Rituals and Preparations of the type Detection

Adept: 2 levels of Attribute Boost (Reaction) or 1 level of Motion Sense.

Disadvantages: Whenever in combat, whether planned or not, succeed Composure (3) or immediately flee combat.

HEINZELMÄNNCHEN

A race of tiny creatures connected to a tale about the city of Cologne, in the Rhein-Ruhr-Megaplex. They are a friend of humans and help them in their every-day labor, day or night, working diligently at all times. Computers are weird to them, however.

Advantages:

All: +1 to Artisan tests and tests to any skill in the Engineering group.

Magician: +2 to tests for Spells, Rituals and Preparations of the type Manipulation.

Adept: 1 level Improved Skill for Artisan or any skill in the Engineering group

Disadvantages: Heinzelmännchen prefer to do their business unseen. If you want to do magic in public or under close scrutiny, you must succeed Composure (3). Otherwise, your magic fails you for the moment.

HOLY TEXT

Throughout history, the faithful of myriad faiths have claimed that their particular sacred scriptures spoke to them. For some, this guidance may come in the form of the words themselves, but for others, it is a more mystical experience where the text comes alive. Those who follow these texts have a solitary commitment to the values and insights they glean from them, and as such, there is nothing in this world that can shake their confidence or commitment to them. While the texts are all

different, the discipline used in reading, understanding, and practicing their words is common.

Advantages:

All: Gain +4 ranks of (Choose Holy Text) Knowledge Skill

Magician: +2 dice pool modifier when casting Health spells or using the Banishing skill

Adept: 1 level of Empathic Healing or Mystic Armor

Disadvantages: Having a Holy Text means that some actions will be considered illicit or counter to the teachings of the text. When a follower of a Holy Text wishes to take an action that is contrary to the teaching of the text (whatever that text is), they must pass a Charisma + Willpower (4) Test to take the action.

Similar Archetypes: Vedas, Dhammapada, Torah, Bible, Qur'an, Book of Mormon

HORSE

Followers of the Horse mentor spirit are the embodiment of freedom. They must be out in the open air and allowed to roam the open road. Followers are never intentionally stubborn or malicious, but they do not like to feel impeded or confined by someone else. This unfortunately also means that followers of Horse may sacrifice personal relationships for freedom.

Advantages:

All: +2 dice to Running or Pilot Ground Crafts tests

Magician: Reduce Drain Value from Reckless Summoning by 1

Adept: May learn to use the Movement critter power as a metamagic (self only, 3 times a day)

Disadvantages: Followers of the Horse can't sit still for long nor be confined indoors. They must spend at least four hours a day outside and be able to run or drive around (any method of travel faster than walking). If followers are not able to meet this condition, they suffer -1 die to all action skill tests. This penalty is cumulative, meaning if the follower is stuck at a desk all day (indoors and not moving around) for two days in a row, they suffer -2 to all actions until they get that free time in.

MONKEY

Monkey is clever and playful and finds people amusing. A follower of Monkey is a foe of evil and enjoys taunting and frustrating the plans of those who would harm him or his friends. Magicians following Monkey like to taunt opponents, using magic to misdirect, confuse, or otherwise trick them into "learning their lesson" rather than seriously harming or killing them.

Advantages:

All: +2 to Gymnastics tests involving climbing.

Magician: +2 dice for spells, preparations, and spell rituals in the Manipulation category

Adept: 2 levels of Hang Time

Disadvantages: Because Monkey is not an assassin, the magician must succeed in a Charisma + Willpower (3) Test in order to strike a surprised opponent. Monkey must be able to watch his prank go off or

see the look on the opponent's face after taunting them, otherwise he suffers -1 to all Magic tests until the next sunrise/sunset.

MOON

Moon is changeable and secretive. She sees much from her high vantage point and keeps many secrets hidden from prying eyes under the veil of night. Moon is also a transformer, ever changing and unknowable. Followers of Moon are not aggressive, taking the subtler approach with any mission. They prefer to keep a low profile and act through subterfuge.

Advantages:

All: +2 dice to Negotiation tests

Magician: +2 dice for Illusion and transformation-focused Manipulation spells, preparations, and spell rituals

Adept: 2 levels of Stillness

Disadvantages: Followers of Moon must make a Charisma + Willpower (4) Test in order to engage in direct confrontation; failure means they cannot make any action considered as such. Negotiation is not considered confrontation (Moon loves discussion), but arguments fall into that category.

MOUNTAIN

Mountain is rooted in the very heart of the Earth but reaches toward lofty heights. She has limitless strength and endurance, but Mountain's inflexible nature limits her. Mountain is a stubborn and unyielding force, and Mountain magicians are difficult to persuade once they have made up their minds about something.

Advantages:

All: +2 dice to Survival tests

Magician: +2 dice for Counterspelling tests and anchored rituals

Adept: 1 level of Mystic Armor

Disadvantages: When a Mountain magician makes a plan, she sticks to it. You must make a Charisma + Willpower (3) Test to abandon a planned course of action in favor of a new one. If you fail, you must endeavor to continue with your original plan, even if it means going on alone. Similarly, you must succeed in a Charisma + Willpower (3) Test to proceed in anything without a plan.

Similar Archetypes: Endurance, Stubbornness

OAK

Followers of Oak are stalwart and silent. They listen to the world around them and calculate their next action. A follower may be slow to act, but when they make their move, they do it with conviction. He protects others, shielding small plants and moss from the elements. Strong shields, buildings, and ships are made from Oak. Followers protect anyone they have agreed to defend steadfastly, even unto death.

Advantages:

All: +1 to Damage Resistance tests

Magician: +2 dice pool bonus when summoning plant or air spirits (choose 1 when selecting this mentor spirit)

Adept: 2 levels of Stillness

Disadvantages: Must have a natural (meaning unaugmented) Body and Strength of 4 or greater to select this mentor spirit

ORACLE

Past, present, and future — Oracle knows all and sees all. She peels back the veil of mystery and reveals what has been, what is, and what will be. Nothing escapes her notice, and things that are hidden do not remain hidden for long.

Advantages:

All: +2 dice pool modifier for Arcana tests

Magician: +2 dice for Detection spells, preparations, and rituals

Adept: Astral Perception

Disadvantages: You hate mysteries with a passion and can disappear for days trying to track down the answer. When confronted by a particularly haunting question (gamemaster's discretion), you must take a Willpower + Intuition (3) Test. Failure means you must undertake an Intuition + Logic [Mental] (5, 1 hour) Extended Test to try researching the answer. Completion of the Extended Test does not necessarily mean you found the answer, but it at least silences the question in your mind for the time being.

When a follower of Oracle becomes a Grade I initiate (p. 324, SR5), she must choose Divination (p. 147) for her first metamagic rather than a Power Point or any other benefit.

Similar Archetypes: Teacher, Mystic

PEACEMAKER

Deep down, all Peacemaker wants is for everyone to get along, even if they are currently mortal enemies. She believes every argument can be solved in some way; on the other hand, she knows some arguments require force or bodily harm in order get one's point across.

Advantages:

All: +2 dice pool modifier for Negotiation tests

Magician: +2 dice to Detection spells, preparations, and rituals

Adept: 1 level of Enhanced Perception

Disadvantages: You see even enemies as potential friends and go out of your way to keep from hurting anyone unless the situation truly warrants it. At the very beginning of combat, you must pass a Charisma + Intuition (3) Test; failure means you are unable to take actions that cause Physical damage for the duration of combat. At the beginning of a new Combat Turn, you may choose to retake the test if you failed the first time and you or a member of your team suffered damage in the previous Combat Turn.

Similar Archetypes: Mediator, Pacifist

PIG

The pig is seen as a hedonist amongst mentor spirits, being sociable and fun-loving. From their rather big stature it is apparent that they avoid stress and generally calm, rather enjoying the nicer things in life.

Advantages:

All: +2 to Manipulation tests

Magician: +2 to tests for Spells, Rituals and Preparations of the type Manipulation

Adept: 1 Level of Improved Skill for any one skill in the Acting or Influence group

Disadvantages: Succeed Composure (3) to be able to pull away from an enjoyable activity such a food, sleep, drink or drugs.

PLANAR ENTITY

Taking Planar Entity as a mentor spirit is only available to Planar mages. The Planar mage must choose (with gamemaster permission) a free spirit or extraplanar entity to serve as a mentor spirit. The gamemaster determines what advantages the spirit brings to the pact with the player, but they should be complementary to the spirit's influence. For example, a free fire spirit may grant +2 when casting fire-based spells, whereas a shedim may grant immunity to aging.

Advantages:

All: Determined by spirit type and gamemaster approval

Magician: Determined by spirit type and gamemaster approval

Adept: Determined by spirit type and gamemaster approval

Disadvantages: Taking on an extraplanar entity into one's soul is not without its drawbacks. Much of their mental ability is taken up keeping themselves from losing their identity as a result of their shared existence. Mages suffer a -2 dice pool penalty when making tests involving Willpower.

RACCOON

Followers of Raccoon would not call themselves thieves. Maybe entrepreneurs. They are inquisitive and have an intense curiosity about things, which can lead them into danger. They are above petty thefts and don't delve into violent robberies. Followers of Raccoon are artists in the field of pilfering or trickery, and will strategize a plan that emphasizes their talent and flamboyance.

Advantages:

All: +2 to Palming skill tests

Magician: +2 dice for spells, preparations, and spell rituals in the Manipulation category.

Adept: 2 Improved Sense

Disadvantages: The Raccoon is commonly one of the Thief totems, so the followers can tend to err on the side of greed. A follower of Raccoon must make a Charisma + Willpower (3) Test to resist the urge to open that next locked door to look for something to steal, or to follow that Matrix rabbit trail in the quest for more paydata.

RAT

Rat is found wherever humans and the things they discard are, for what other bounty can sustain him? Rat is a scavenger, a stealthy thief who takes what he needs to survive. He dislikes working out in the open, preferring to stick to the shadows. Rat avoids fights whenever he can when he must fight, he fights to kill quickly and move on.

Advantages:

All: +2 dice for Sneaking tests

Magician: +2 dice to Alchemy tests when harvesting reagents, and you may use reagents of any tradition

Adept: 2 levels of Natural Immunity

Disadvantages: A Rat magician must make a Charisma + Willpower (3) Test to not immediately flee or seek cover whenever caught in a combat situation. If there is nowhere to flee, she is forced to fight.
Similar Archetypes: Survival, Scavenging

RAT (ALT)

Contrary to the way that Westerners understand rats to be dirty, disease-ridden filth that exist within the cracks of society, Chinese culture has a much more positive understanding of the totem Rat. As the first animal of the Chinese zodiac, Rat occupies a place of prominence, with none of the negatives typically associated with dirty rodents. Rather, rats are seen as bringing vitality and intelligence. Rat encourages creative problem-solving and alertness to potential threats. A life of following Rat can lead to tremendous fortune.

Advantages:

All: +1 dice pool modifier for tests using the Perception, Navigation and Sneaking skills

Magician: +1 dice pool modifier when casting Health spells, preparations, and rituals

Adept: 1 level of Analytics

Disadvantages: Rat is a loner by nature. As such, it is sometimes hard to trust others. Combined with Rat's intolerance for incompetence, this could lead to problems in a team environment. Followers of Rat cannot receive aid or aid others with a Teamwork test unless they trust the individuals they are teaming with. Further, if they do trust the individuals, but that trust is broken through incompetence or betrayal, they must pass a Charisma + Willpower (4) Test to be able to use teamwork with that individual each time in the future.

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:

All: +2 dice for Manipulation tests

Magician: +2 dice for Spells, Preparations, and spell Rituals in the Manipulation category.

Adept: 1 level of Voice Control

Disadvantages: You must make a Charisma + Willpower (3) Test to avoid exploiting someone else's misfortune to your own advantage or to pull a clever trick or prank even if it's to the disadvantage of your friends.
Similar Archetypes: Deception, Mischief

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:

All: +2 dice for Swimming tests.

Magician: +2 for summoning spirits of water

Adept: 1 level of Improved Ability on an Athletic skill (select when receiving this bonus)

Disadvantages: You must make a Charisma + Willpower (3) Test to give away something you own or be charitable in some way.

Similar Archetypes: Chaos, Greed

SEAL

Seals are driven by yearning and curiosity, explorers by heart. Often seen as a symbol of introspection. Likes humans and being close to them.

Advantages:

All: +2 to Judge Intentions tests

Magician: +2 to tests to summon water spirits or +2 to tests for Spells, Rituals and Preparations of the type Illusion

Adept: Astral Perception

Disadvantages: Has problems judging what is socially acceptable to talk about, or respecting private boundaries. Whenever you are witness to deep emotions of another being, succeed Composure (3) to stay discreet. Glitches on social tests are always automatically critical glitches.

SEDUCER

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

Advantages:

All: +2 dice for Manipulation tests.

Magician: +2 dice for spells, preparations, and spell rituals of the Illusion category.

Adept: 1 level of Improved Ability for a skill in the Acting or Influence skill group.

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

Similar Archetypes: Seductress, Temptation

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:

All: +2 dice to Unarmed Combat tests

Magician: +2 dice for Spells, Preparations, and spell Rituals in the Combat category.

Adept: Killing Hands

Disadvantages: You might go berserk when you take Physical damage in combat. Every time it happens, make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you run out of targets before the time's up, you keep attacking their bodies.

Similar Archetypes: Hunger, Violence

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:

All: +2 to Arcana tests

Magician: +2 dice for spells, preparations, and spell rituals of the Detection category

Adept: 2 levels of Kinesics

Disadvantages: You must succeed in a Charisma + Willpower (3) Test to avoid pursuing secrets or knowledge that few people know about when you receive hints of its existence.

Similar Archetypes: Knowledge, Curiosity

SPIDER

Spider likes to feel a connection to everything. To be at the center of a web connecting all sorts of news and able to feel the pulse of the world. Followers of Spider like to be in the know, establishing connections, be it directly with people or through surveillance. Some may feel that followers of Spider are nothing more than Awakened bloggers who scan the Matrix for tidbits of the truth.

Advantages:

All: +2 dice to Computer skill tests

Magician: +2 dice for Illusion spells

Adept: 2 levels of Hang time

Disadvantages: Followers of Spider are already paranoid about people having any misconceptions about them being insect shamans. They will keep such details from casual conversation. Followers of Spider also have taken advantage of the Matrix more than more traditional shamans in creating connections. This makes followers more agoraphobic as they avoid uncontrolled social situations and unfamiliar environments. They receive a -1 dice pool modifier to Magic tests while out in the open (this includes very large indoor rooms such as auditoriums, theatres, and stadiums). The penalty doubles if there is a large crowd of people to deal with.

SPIDER (ALT)

Spider is one of the more feared and despised totems in the Sixth World. The threat posed by insect spirits is never far from the world's consciousness, and most metahumans still group spiders together with insects (although they are arachnids, scientifically speaking). But the fear of spiders goes deeper than that. Metahumanity has an almost biological fear of spiders, and for good evolutionary reasons, but that isn't all Spider is. As many cultures know, Spider is not just one thing. Also known as Anansi, Iktomi, or Grandfather Spider, this totem has adapted quite well to the Sixth World. In regions across the globe, Spider presents as a trickster, schemer, and hunter. Followers of Spider embody all of these traits and see Spider not as a boogeyman, but as a wise and powerful patron.

Advantages:

All: +1 dice pool modifier for tests using the Stealth skill group

Magician: +2 dice pool modifier when casting Manipulation spells, preparations, and rituals

Adept: Spirit Claw (although in this case, it manifests as a fang) and level I Freefall

Disadvantages: Spider followers, like their mentor, become anxious when events happen beyond their control. As such, they go to great lengths to limit the randomness of their encounters. When not following a plan or a plan doesn't go according to plan, followers of Spider must pass a Charisma + Willpower (4) Test or suffer -2 to all rolls until a new plan is established.

Similar Archetypes: Grandfather Spider, Anansi, Iktomi

SQUIRREL

Good climbers, vulnerable on the floor, love elevated positions.

Advantages:

All: +2 to Gymnastics tests for climbing, balance or jumping

Magician: +2 to tests for Spells, Rituals and Preparations of the type Detection

Adept: +2 levels of Light Body

Disadvantages: If in a confined space, must succeed Composure (3) or feel trapped, receiving a -1 to all tests.

STAG

Stag is noble and swift, a spirit of life and death. Stag represents the timeless cycle of birth, death, and rebirth that encompasses all living things. Followers of the Stag live life to the fullest and do not forget slights to their dignity. Vengeance in the form of duels or single combat is quite common.

Advantages:

All: +2 to Blades tests

Magician: +2 to summoning earth spirits

Adept: 2 levels of Light Body

Disadvantages: Followers of the Stag demand respect, especially to those they give it to. Once disrespected, they must succeed in a Charisma + Willpower (3) Test, or they will demand satisfaction against the slight.

SUN

Sun is the life giver of the world. Sun loves to shine on and give warmth to everyone. On the other hand, it does not trust those who do their deeds where Sun cannot see them. Similar to fire, the Sun can be a force for life through heat, light, and life, but can also be a force for great destruction if not respected. Those who follow Sun value honor, honesty, and integrity. As a result, shadowrunners who follow Sun are a rare sort indeed, often falling into groups of like-minded individuals. Sun is among the most likely mentors to strip powers away from wayward shamans, so those who follow it should be on their guard against giving offense.

Advantages:

All: +2 dice pool modifier for Perception tests when outside during the day

Magician: +2 dice pool modifier when casting Sun or Fire-based spells

Adept: 2 levels of Temperature Tolerance (only to heat, not cold)

Disadvantages: Followers of Sun must pass a Charisma + Willpower (4) Test in order to purposefully deceive others.

Similar Archetypes: Apollo, Ra, Doumu, Sol, Aryaman

THUNDERBIRD

Thunderbird is a majestic creature who is storm incarnate. Her wings are dark clouds, her beak and claws lightning, and her cries the clap of thunder. She 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 her anger be roused.

Advantages:

All: +2 dice for Intimidation tests

Magician: +2 dice for summoning spirits of air

Adept: 1 level of Critical Strike (skill)

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

Similar Archetypes: Anger, War

TIDES

The tides are continuous force, in constant change, steadfast and persistent.

Advantages:

All: +2 to Ritual tests

Magician: +2 to summon water or earth spirits. Which changes every six hours with the tidal rhythm

Adept: 1 level of Heightened Concern

Disadvantages: Should your natural rhythm be interrupted, for example due to lack of sleep, illness or similar, suffer -1 to all tests until the rhythm has been reinstated.

TOHU WA-BOHU

In the beginning, there was only chaos. A vast, swirling morass of emptiness without form or function. Sources vary about what comes next. (the Big Bang, YHWH, Marduk, aliens) but Tohu Wa-Bohu is the

name given to the nameless IT that preceded the more-or-less ordered universe we have now. Tohu Wa-Bohu is no devil, demiurge, or force of evil. Neither is it a trickster, prankster, or simple force of chaos out to mix things up. Rather, it is the primal force of entropy that seeks to break down all life, all structure, all elements back into the chaotic dark from whence the universe emerged. Followers of Tohu Wa-Bohu do not seek to rule the world, nor do they seek to correct it. They seek its end. Whether they want it now, or after they have had their fun, is up for debate, as followers of Tohu Wa-Bohu live to see every form of order brought low and for everything reasonable to be tossed into disarray.

Advantages:

All: +2 dice pool modifier for Intimidation or Demolitions tests

Magician: Gain the Witness My Hate quality for free

Adept: Adept Accident

Disadvantages: Followers of Tohu Wa-Bohu can be difficult to work with, as they don't like goals, which seem to them like building instead of tearing down. Followers gain the Driven quality, in which the focus is the opportunity to destroy something meaningful. Further, they find it hard to work in groups given their destructive nature. They can never benefit from teamwork or leadership bonuses.

Similar Archetypes: Tiamat, Yam, Abyss

WAR

Some have said war is hell. Others have said war is all there is. One thing is certain, however. War is inevitable. Since the first time one tribe fought another, there has been war, and there always will be. That is why gods of war have always been present in every pantheon. That is why the world's nations and megacorporations still pay homage to War through military industrial complexes, R&D departments, troop deployments, flag-waving civil religion, and honoring the military above all else, regardless of right or wrong. The Worship of War is alive and well, and as War's followers know, there is always more that can be taught to those willing to listen and act. War can't be considered "good," but not truly evil either. War is inherently selfish, using violence as a means to get what one wants, although sometimes what one wants is violence for its own sake. Either suits War just fine.

Advantages:

All: After character creation, may purchase combat skills at rank 3 or higher for 1 less Karma

Magician: +2 dice pool modifier when casting Combat spells, preparations, and rituals

Adept: 1 level of Critical Strike

Disadvantages:

There is a distinct difference between noble combat, fighting when one has to, and winning at all costs. War is about the latter. As a result, those who follow War fear losing more than they fear anything or anyone else. If it looks as if they are going to lose a battle, those with the War mentor must pass a Charisma + Willpower (4) Test, or else use all means necessary - including the lives, nuyen, and honor of their teammates - to overcome their adversary.

Similar Archetypes: Ares, Mixcoatl, Chi You, Woden, Indra, Mars

WHALE

Followers of Whale appreciate beauty and the longtime traditions of working in the arts. With a long life, they also hold personal honor and loyalty in high esteem. Those Whale adopts into her personal circle receive her total loyalty, and she expects the same in return. Followers of Whale are patient in their work and will take the time to make sure all the details are complete.

Advantages:

All: +2 dice to Swimming or Pilot (Watercraft) skill tests

Magician: +2 to Conjuring skill tests for spirits of water

Adept: 2 levels of Iron Lungs

Disadvantages: Because of their personal sense of ethics, followers of the whale must honor any agreement they enter into. This can be an oath to an organization or a verbal contract with a corporation. Failing to honor the contract or oath results in a loss of a point of Magic. The Whale mentor spirit understands if circumstances to complete the contract are out of the Awakened's hands. For everything else, the follower can attempt to atone, but at the gamemaster's discretion.

WILD HUNT

An old legend of the Wild Hunt tells of a wild, mounted hunting society of spirits who in life were sinners and blasphemers. Now they do penance by striking down the enemies of the gods. The Wild Hunt is a dark mentor spirit; only its self-conception of an executioner of higher powers separates it from (toxic) concepts like vengeance or destruction. Often seen in members of biker gangs.

Advantages:

All: +2 to tests for Pilot Ground Craft or Intimidate

Magician: +2 to tests to summon Guardian or Human Spirits

Adept: Berserker power

Disadvantages: A follower of the Wild Hunt does not care for any casualties that arise from carelessness on the hunt. If they want to be actively mindful and careful of third party bystanders, they need to succeed Composure (3) or they suffer a -2 to all tests for the remainder of the scene.

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:

All: +2 to dice to Leadership or Instruction skill tests

Magician: +2 dice for spells, preparations, and spell rituals in the Combat category

Adept: 1 level of Improved Ability on a Combat skill

Disadvantages: If you act dishonorably or without courtesy, whether by choice or by accident, you take a -1 dice pool modifier to all actions until you atone for your behavior.

Similar Archetypes: Duty, Wisdom

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—the one that kills him. Wolf magicians are loyal to friends and family unto death. They do not show cowardice in battle, and their word is their bond.

Advantages:

All: +2 dice to Tracking tests

Magician: +2 dice for spells, preparations, and rituals in the Combat category

Adept: 2 levels of Attribute Boost (Agility).

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

Similar Archetypes: Hunting, Fellowship

WOLF (ALT)

While Wolf can often be a positive totem in Native American cultures, for most of the world and its mythologies, wolves have been nothing but trouble. Whether among the Germanic peoples, Indic, Finnic, Christian, Islamic, or Middle-Eastern, or in folk and fairy tales, wolves are often the hunter and enemy of the civilized world. That is not to say they're evil, but certainly hostile and predatory on those too weak to defend themselves.

Advantages:

All: +2 dice pool modifier for tests using the Sneaking, Perception, Survival or Tracking skills

Magician: +1 dice pool modifier when casting Combat spells, preparations, and rituals

Adept: 2 levels of Danger Sense

Disadvantages: Wolf is not honorable. Wolf is a survivor and preys on the weak. Whenever a follower of Wolf sees an opportunity to survive by attacking or sacrificing the weak, they must pass a Charisma + Willpower (4) Test or attempt to seize the opportunity. This does not apply to those the Wolf considers friends or family.

Similar Archetypes: Hyena, Vulture