

More dramatic concepts of shamanism add the capacity to assume the shapes of totem animals via Alternate Form. Others let the shaman enter the spirit realm *physically*, using Insubstantiality with Projection (**Powers**, p. 56) – typically combined with Invisibility with Substantial Only, Switchable, and Accessibility, Only in spirit form (-10%). Some shamans also have Blessed, but this isn't considered part of the power, as it already incorporates restrictions analogous to the power modifier, and as special aptitude at dealing with minor spirits (Shamanic Talent) doesn't help in dealings with higher powers.

SOOTHSAYING

Soothsaying is the power to foretell the future and discern hidden truths. While most soothsayers are limited to a single method, they can often acquire more than one sort of useful information this way – and some have a broader sensitivity to signs and portents. Soothsayers often know what to do so instinctively that they appear uncannily lucky, and well-controlled soothsaying can aid skill performance by anticipating problems.

Soothsaying Modifier

Variable

A soothsayer typically has to focus on his power to the exclusion of a normal life, implying Disciplines of Faith as a required disadvantage: Ritualism (-5%), if he merely needs to follow various procedures scrupulously; Mysticism (-10%), if he must spend much of his time contemplating omens; or Asceticism (-15%), if he has to detach himself almost entirely from the here-and-now. Alternatively, if the power is god-given, then he may have to follow a code represented by a different self-imposed mental disadvantage,

such as Honesty or Code of Honor. Typically, loss of the power comes quickly but not in a dangerous way (+0%), and restoration requires only a minor quest or moderate sacrifices (+0%).

In some cases, the power “descends on” the soothsayer *despite* his wishes and efforts. This may imply completely different limitations. Uncontrollable is likely, perhaps with Unconscious Only, and very possibly also Nuisance Effect or Temporary Disadvantage (Odious Personal Habits, Noisy, etc).

Soothsaying Talent

5 points/level

If the soothsayer receives his guidance from a god, uses clerical spells from the same source, and has Power Investiture, then the GM may let him treat his Power Investiture as Soothsaying Talent when using Soothsaying abilities.

Soothsaying Abilities

Absolute Direction; Blessed, but *not* Heroic Feats; Clairsentience, but *not* with Reduced Time; Danger Sense; Detect, for supernatural beings and/or phenomena; Empathy; Intuition; Luck, with Active (a quick look at the immediate future); Oracle; Precognition; Psychometry; Serendipity; Spirit Empathy; Super Luck; and Visualization.

If the soothsayer acquires the Blessed advantage through his power and has a power modifier that requires him to follow his god's rules or commandments, then the restrictions that the modifier imposes must be noticeably more severe than those already built into Blessed. Mortals entrusted with knowledge of the future and hidden truths are held to *very* high standards by higher powers!

Freeform Folkloric Magic

Any game system that offers rules for magic inevitably has to *restrict* it, limiting it to what the rules permit. That doesn't necessarily “feel” the same as magic as it appears in myths and stories, however. There, it's often depicted as an unrestricted but unreliable, whimsical force, beyond the comprehension of the story's point-of-view protagonists.

Thus, in “folkloric” or “fairytale” games, the GM may prefer to rule that magic is essentially the preserve of NPCs, who can just *do things* as the tale demands, without worrying about game mechanics – and without making excuses when the story requires them to remain inactive. This doesn't necessarily mean that magic is entirely inaccessible to PCs, though; one of the *things* that magical NPCs sometimes *do* is grant magical gifts to heroes, either as payment for services rendered or out of enigmatic benevolence. Some of these boons may take the form of advantages with modifiers suitable for magic; see *Magical Advantages* (pp. 197-201). Others will be one-off rituals, intended to accomplish a single effect that meets a

specific need; e.g., so long as the PC follows some specific instructions correctly, he can travel to another dimension, or walk unharmed through molten lava. These rituals are generally highly specific, and probably won't work outside of a particular time and place, so there's no need to charge points for them.

That said, while the powers of magical NPCs are mostly enigmatic, *some* of their abilities may be predictable and consistent; e.g., all wizards can fly, or change shape, or travel to the Nine Hells. Likewise, such figures might be powerless in a church, or vulnerable to silver weapons regardless of any precautions. This gives them a degree of controllability in plot terms, and offers the PCs clues as to how to deal with them if they turn hostile.

In general, this approach works best in a “narrative-heavy” campaign where an interesting plot counts for more than PC dominance, and where the players trust the GM to play broadly fair and spin a good tale, without too many ego issues.