

SPIRIT POWERS



THE IAH

The **Iah** have the power of foresight. Those that have this spirit type will be prone to seeing visions of the future and recalling distant memories. The proficient will be able to look through one another’s eyes, or through the eyes of their Chosen. The Iah are most powerful when feeling isolated or lonely, and the more powerful that they become, the less seen or understood they will feel. They may struggle to remain in the present, and often slip into episodes of derealisation and dissociation. At the height of their skills, Iah may find themselves capable of making full blown Prophecies or can use telepathy to converse with those around them. Over time, the Iah’s vocal chords will weaken, until they are rendered mute.



THE GHER

The **Gher** have the power of immense stamina. They have far higher health and energy than the other spirits, and can recover from severe damage far more quickly. The proficient will be able perform great feats of strength, and will be able to charm those around them. The Gher are most powerful when feeling confident and accepted within their group, and the more powerful they become, the more desperately they yearn for companionship. They may struggle with crippling anxiety when alone or rejected, and are prone to forming codependent relationships. At the height of their skills, Gher may find themselves capable of sustaining their entire group or lending their strength to others. Over time, the Gher’s will be greatly physically weakened when not surrounded by a large group.



THE MWRT

The **Mwrt** have the power of casting illusions. Those that have this spirit type will be able to manipulate all five senses and mute their own presence. The proficient will be able to see in pure darkness or extend their senses further than the other spirits. The Mwrt are most powerful when feeling inadequate, envious or jealous, and the more powerful that they grow, the more paranoid and distrusting they become. They may struggle with maintaining healthy relationships, and can become pathological liars. At the height of their skills, Mwrt may find themselves able to create corporeal illusions or inflicting the Placebo Effect on others. Over time, the Mwrt will begin to experience intense shocks of pain when coming into physical contact with others, similar to the sensation of touching an exposed nerve.



THE MYM

The **Mym** have the power to withstand inhospitable conditions. Those that have this spirit type will be able to swim for longer periods of time and to survive colder weather than the other spirits. The proficient will be able to influence the emotions of those around them, and to control small bodies of water. The Mym are the most powerful when shut off from their emotions, feeling cold and distant, and the more powerful they become, the more difficult it is for them to feel any emotional responses. They may struggle with sociopathic tendencies, especially in regards to a lack of empathy. At the height of their skills, they may find themselves capable of breathing underwater, or able to force intense emotional reactions in others. Over time, the Mym will lose all physical sensation, and will therefore be at higher risk of unwittingly injuring themselves, and being more prone to infection.



THE DJNN

The **Djnn** have the power of physical control. Those that have this spirit type will be able to numb themselves to pain or to stave off hunger. The proficient will be able to force muscle contractions and spasms in others, as well as slowing or raising the heart rate. The Djnn are the most powerful when in perfect control of themselves and their surroundings, and the more powerful they become, the more they crave absolute authority. They may struggle with narcissism and greed, and they may also become hypersensitive to their physical surroundings. At the height of their skills, they can master full control of the Shells for short periods of time, or can force the body of others to fully shut down. Over time the Djnn’s bones grow more brittle, and their muscles more prone to strain.



THE JIA

The **Jia** have the power to withstand inhuman amounts of heat. Those that have this spirit type will be able to raise their own core temperature and burn those that come into physical contact with them. The proficient will be able to start fires wherever there is fuel, as well as heating their immediate surroundings. The Jia are most powerful when in comfort and safety, and the more powerful they become, the more that they will struggle to sense imminent threats, often underestimating danger. They may grow cripplingly dependent on those around them in order to make up for their inability to respond appropriately to situations, and can be agoraphobic or anxious in new places. At the height of their skills, they are fireproof, or are able to summon and sustain fires without fuel. Over time, the Jia will find their stamina hampered, and may find themselves increasingly short of breath.



THE GURA

The **Gura** have the power of incredible speed. Those that have this spirit type will have increased agility and far faster reaction times than the other spirits. The proficient will be able to track scents over further distances, as well as covering ground at twice the speed of others. The Gura are most powerful when caught up in moments of stress or uncertainty, and the more powerful they become, the more neurotic and restless they will be. They may grow hyperactive or may struggle to maintain focus, and often suffer from acute insomnia. At the height of their skills they are able to summon gale-like winds, or to slow time within their immediate surroundings. Over time, the Gura will become prone to debilitating migraine and intense shakiness.



THE OD

The **Od** have control over sound waves. Those that have this spirit type will have the ability to create shockwaves and temporarily stun others with loud blasts of noise. The proficient will be able to increase the gravitational force in their immediate surroundings, as well as sensing vibrations through the earth. The Od are most powerful when angry, and the more powerful that they become, the more susceptible they are to having violent outbursts. They will be prone to berserker rages and blind fits of impulsivity, and may not take well to being given orders. At the height of their skills they are able to create earthquakes or crush other creatures alive. Over time, the Od’s bone density increases, making them slower, heavier and more liable to dislocation.



THE SAMSR

The **Samsr** are able to heal or poison at will. Those that have this spirit type will have the ability to spread sickness with physical touch and absorb damage from others’ minor injuries. The proficient will be able to create unique poisons and antidotes from the resources in their immediate surroundings, and can transfer sickness from one creature to another. The Samsr are most powerful when feeling concerned for or guilty about those around them. They will be prone to fits of intense empathy that will override their own sense of safety, or will be debilitatingly protective over those that they consider theirs. At the height of their skills they are able to bring back those on the brink of death with no ill side effects, or breathe acids and poisons into the air. Over time the Samsr’s healing factor falls, making injuries that they sustain slower and more difficult to recover from.

