



## Matter 3

### Animate Object

Animate an inanimate object, such as a doll, stuffed animal or even a car.

**Action:** Instant

**Duration:** Prolonged (one scene)

Affect Size 5 or less. +5 Size requires an extra Target factor. Potency is used to fend off attempts to control by other mages. Can move and perform simple actions. Has limited artificial intelligence. With Fate 2/Time 2, the object can be preprogrammed with one single function. Matter 4; object has the artificial intelligence of a dog. Object's Strength for lifting = to animating Potency.

**Rote (SL):** Helper

**Pool:** Presence + Occult + Matter



## Prime 3

### Hallow Bond

Gain a mystical connection with Hallow, letting mage restrict who can harvest Mana.

**Action:** Extended (1 success per Hallow dot)

**Duration:** Lasting (see below)

Spell can only begin at the time of day in which the Hallow normally produces its daily allotment of Mana. Mage must be present. Mage's aura cannot conflict with the Hallow's resonance. As long as Hallow is maintained (see spell description) the spell lasts So long as the spell lasts and the mage can choose who can harvest Mana from the Hallow. Prime 4; can be cast upon a willing target, bonding her to the Hallow instead of the mage. Only one mage can be bonded to the same Hallow at the same time.

**Rote (M):** Marrying the Land

**Pool:** Composure + Occult + Prime



## Prime 3

### Ley Shift

The mage can shift the geographical position of a ley line in a direction or shape of her choosing.

**Action:** Extended (one success per five yards)

**Duration:** Prolonged (one scene)

1st, the mage must mystically "grab" the conduit. Once she has a grip, she can drag the line five yards for each success. Target number is thus determined by the total distance the mage wants to move the line. As soon as the mage reaches the desired distance, she must finally anchor the line into its new position by investing one Mana to "peg" the line down.

Once the spell expires, the ley line snaps back into its natural shape.

**Rote (FC):** Urban Renewal

**Pool:** Strength + Occult + Prime



## Prime 4

### Ley Flow

The mage can alter the flow of energy through a ley line.

**Action:** Extended

**Duration:** Prolonged (one scene)

When adjusting the flow's Strength, raise or lower the Strength by one dot per success. When reversing the line's direction of flow, making it go upstream rather than down, the mage needs one success per Strength dot of the line's flow. It is easier to reverse the flow of a weak line than a strong one.

**Rote (SL):** Governing the Tides

**Pool:** Composure + Occult + Prime