

Special Notes –

Irina Fedorevna – Magical Abilities

You use what is technically termed “Spirit-Assisted Spell Magic”, which is in fact just about the only way to get access to standard **GURPS** spell-magic in this setting. The drawback, however, is that, well, it’s not really you casting the spells – it’s the spirit which chooses to assist you, for its own peculiar reasons (and you’re not clear on the details of those). You don’t actually know the *spells* at all; you just know some procedures which ask the spirit for this sort of aid.

The good news is that you’ve got an *exceptionally* obliging spirit aiding you. Apart from requiring you to maintain your secret, and holding you to your vow of service, it doesn’t seem to want to devour your soul or whatever. Still, you’re limited to the spells which it’s willing (and perhaps able) to provide.

These are listed on your character sheet; see the Spell Grimoire section for extra detail. All of them are described in the **GURPS Basic Set** (as well as in **GURPS Magic**, if anyone has a copy of that handy), and the names are fairly self-explanatory. However, despite what the Grimoire list says, the minimum casting time for any of your spells is 2 seconds (2 rounds); petitioning a spirit takes a bit of talking. For you, it also requires a bit of waving of hands and pointing, incidentally.

Any **GURPS** spell casting has a Fatigue cost, but you have a special option to make things easier; you can ask the spirit to provide some or all of the cost (up to 33 points, in your case, but that’s more than enough for anything you might reasonably attempt). There are two big drawbacks, though:

1. Any failure on a casting triggers a roll on a special critical failure table. A critical failure on the casting lets the GM run amok.
2. The magic *will* change you over time. At the end of any day on which you cast one of these spells, make a Will roll, with a penalty equal to the total amount of energy that you “borrowed” for any of these castings. On a failure, you accumulate *Spiritual Distortion* – the GM will tell you how much. To begin with, only people who can see your mystic aura will notice this, but eventually, the spirit will be able to transform you into a subservient minion with a weird personality. You want to avoid this for as long as possible.