

AVAILABLE POWERS BY ARCANE BACKGROUND

MIRACLES (BLESSED)

Aim, Armor, Barrier, Beast Friend, Boost/Lower Trait, Deflection, Dispel, Elemental Manipulation, Environmental Protection, Exorcism, Gambler, Greater Healing, Healing, Inspiration, Light, Protection, Quickness, Sanctify, Smite, Speak Language, Stun, Succor, Windstorm

Curse, Fear, Mind Rider, Puppet, Vision Quest, Zombie (Voodooists only)

SHAMANISM (SHAMANS)

Aim, Armor, Beast Friend, Boost/Lower Trait, Burrow, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, [Entangle], Environmental Protection, Exorcism, Fear, Greater Healing, Healing, Mind Rider, Protection, Quickness, Sanctify, Shape Change, Smite, Speak Language, Speed, Succor, Teleport, Vision Quest, Wilderness Walk, Windstorm

CHI MASTERY (MARTIAL ARTISTS)

Aim, Armor, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burrow, Burst, Curse, Deflection, Elemental Manipulation, Entangle, Environmental Protection, Fly, Gambler, Healing, Quickness, Smite, Speed, Wilderness Walk

MAGIC (HUCKSTERS)

Aim, Armor, Barrier, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burst, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Fear, Gambler, Hunch, Invisibility, Light, Mind Rider, Obscure, Puppet, Quickness, Speak Language, Speed, Stun, Telekinesis, Teleport, Trinkets, Wilderness Walk, Windstorm

WEIRD SCIENCE (MAD SCIENTISTS)

Aim, Armor, Barrier, Beast Friend, Blast, Bolt, Boost/Lower Trait, Burrow, Burst, Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Fear, Fly, Greater Healing, Healing, Invisibility, Light, Mind Rider, Obscure, Puppet, Quickness, Smite, Speak Language, Speed, Stun, Succor, Telekinesis, Teleport, Wilderness Walk, Windstorm, Zombie