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, Detect/Conceal Arcana, Dispel, 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, Fly, Gambler, Healing, Quickness, Smite, Speed, Stun, Telekinesis, Teleport, Trinkets, Wilderness Walk, Windstorm, Zombie