

Create Your Own Spirit

When designing a spirit, consider using the template below. You can find more detailed guidelines within *Secrets of Pact Magic*, pages 333-334.

Spirit Basics This information comes at the start of each spirit description.

Name:

Title:

Level:

Legend Describe the events that led to the original creature becoming a spirit. Consider the creature's motives, allies, foes, and the world or culture it comes from.

Summoning Rules These rules describe requirements and rituals for binding the spirit.

Binding DC:

Requirements:

Ceremony:

Manifestation:

Granted Abilities Most spirits offer four to six abilities, which should grant power similar to the repertoire of a sorcerer of equivalent level.

1)

2)

3)

4)

5)

6)

Signs and Influence The spirit may affect a binder in various following.

Physical Sign:

Alignment Shift:

Personality Influence:

Favored Ally:

Favored Enemy:

Capstone Granted Ability The capstone ability rewards a good binding and should be slightly more potent than the usual set of abilities.

Tactical Bonuses While bound with the spirit, the binder gains a bonus to d20 rolls when performing certain actions.

1)

2)

3)

4)

Inspired Companion A binder might gain a supernatural companion by trading in a significant granted ability.

Traded Ability:

Alignment Requirement: or

Companion Statistics:

Role-Play Text Select text that is suitable to read aloud and provide an overview of the spirit's life.

1)

2)

3)

4)

5)