

## 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.

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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)

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**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.

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