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The Player Guide is a manual for building characters and teaching you how to play them in the different game modes of Reality. The only part of this manual intended to establish “rules” is the Mechanics Glossary. While it is recommended you read the MG, it is not required as you can use it like how you would use a dictionary. Your GM is the only person at the table that needs to fully understand the rules in order for you to pick up a character and play.

Reality is a combat strategy game with numerous mechanics and strategies that you could spend a lifetime learning. The game is intended for Tabletop role-playing gamers to experience a believable form of escapism by offering a customizable fantasy or sci-fi setting with mechanics that are realistic. This system is the middle point between realism and imagination made by someone who loves both concepts wholeheartedly for people who love to tell a good story and have a fun and engaging game that makes you think. Hopefully, Reality brings more people together at a table as a community and helps the world to be a more fulfilling and enjoyable place to be.

The amount of content may seem daunting at first. Please realize, I made this game to last you a lifetime. So you have your whole life to learn. This is the door to your world, a better Reality.

Section 1. RPG Basics

To be absolutely clear. If you are new to Tabletop Role-Playing Games in general, read section 1 and 2 {That is about 30 pages, that may seem overwhelming but you only have to do it once}. Otherwise, have someone else who knows the game walk you through it using this guide as a tool. **If you know TTRPGs well enough, skip to section 2** to start building your character. Role play functions normally and you can refer to the combat section when a fight occurs. This game has infinite possibilities, so with that in mind, the manual is actually really short. Have fun and learn at your own pace.

As a player, your job in a TTRPG setting is to enjoy the game and cooperate with the other players to achieve a goal set out by your GM (Game Master). Once your character is built all you have to worry about is rolling dice and sticking to your character’s established personality, which you choose. Your GM might throw a lot of interesting challenges your way and the intended fun of this genre is in overcoming those challenges. If something seems difficult, simply communicate that to the other party members in a way that you think your character would. Your GM may see fit to improvise in a situation and make the challenge easier or harder depending on how you, the players, handle it. These challenges come in the form of combat, NPC (Non-playable Character) encounters, and puzzles for you to solve. As a group you should decide together what kind of challenges would be the most fun for you. Otherwise, your GM will simply use what they think would be fun and without feedback there is no way to fix that. As with all things in life, communication makes it easier.

What you need to start a game. . .

This game requires 1 GM (Game Master) and anywhere from 1-10 players. The more players you have the longer your adventures take in order to allow each player a chance to shine in the areas they are good at. There are multiple worlds that this game may take place in but the actual setting is determined by your GM. The purpose of this game is to cooperate with the people at your table to clear the challenges and trials set by the GM using character sheets, dice rolls, and your wits. Each game is defined as either a “One-Shot”, a “Campaign”, or an “Arena”.

You will need a character sheet. At the end of this document you can find an example of one but the best places to find your own is online, printing one off, or making your own using grid paper. The character sheet contains empty space for you to fill in with things that you think would be useful to you but the only thing on there that you will need to reference regularly is your Stat Block. If you want to save space you can use some grid paper and just fill out a stat block to use as your character sheet. (Fill out anything outside of your stat block with a pencil so you can change it later.)

Obviously, a copy of this player guide is needed. You don't have to read the whole thing, just sections 1, 2, and 5. Everything else is just there for you to reference. This is not a trick, you really only need to read a few pages from this very large manual. It may seem like a textbook but that's just because there is so much content for you to play through. This game is built to last a lifetime. So don't try to learn everything in a day.

The final tool needed is a set of Polyhedral dice. This is a set of 7 dice including a d4, d6, d8, d10, d%, d12, and d20. You will mostly be using the d10, d%, and d20. D10 and d% are both 10 sided dice that are rolled together and referred to collectively as ‘Percentile Dice’. Simply add the 2 dice rolled together where the one with double digits gives you a value equal to 00, 10, 20, 30, 40, 50, 60, 70, 80, or 90. The second die with only 1 digit on each side will give you a value of 0-9. Add the 2 numbers together and you can get any number 0-99. But for the purposes of this game a ‘0’, caused by rolling a 00 and a 0, will result in a value of 100 or 100%. This may seem obvious by looking at the dice but it is important to understand how they are supposed to be used. The other dice are simply rolled on a flat surface and the number facing up is the value you use.

To continue with playing the game you will need information from your GM such as what game mode you will be playing in, how stats will be assigned, the setting, and what classes they will allow you to play. Identify and talk to the other players at your table or in your group. Tell the other players what you want to do, if you don't know simply browse the class options and play whatever looks fun. In the right player's hands, there are no weak spells or abilities. {It's you. You're the right player.}

Game Modes: {These are definitions, you can skip it.}

A **One-Shot** is a version of the game that is played like a normal board game, your GM will establish the setting and the goals then the players will fight, negotiate, and travel their way through to the end goal or until everyone dies. (Dying is not how you win, usually). Ultimately the objective is to work together to tell a short story about your adventures for that day, like watching a movie or reading a short book. This will take 1-8 hrs and can be divided across a couple days if need be. This play style is meant to be just like a board game or cooperative video game.

Campaigns are done in multiple sessions and can take a very long time; they are meant as more of a hobby than a game and are a great way to experience new things with your friends and grow together as a group. No single campaign is going to be run the same way and outside of the core mechanics most things are not going to be the same. The location, timeframe, and even some of the playable options might be changed. This flexibility should be seen as a benefit as it allows you to sit down and play the game 2-8 times a month and fill up your free time with fond memories, good friends,

and interesting challenges and stories that you can tell and recall for decades to come. This is the best way to experience the game and is truly a labor of love and community.

Arenas are more like a card game; they are short encounters where everyone picks an established character at the desired level and your GM will spawn you onto a map or blank grid with enemies. The objective is to simply complete the combat trial. You may roleplay as you see fit but it is not necessary for an arena. This game mode should not take more than 2 hours on your first attempt and after that it should only take 30-45 minutes. Arenas can also be used for competitive Player versus Player fights, or PvP arenas. These take longer and have to follow the competitive rules in order to be fun. These rules are found in the GM manual.

Once you know which of the 3 game types you will be playing in, you'll have to make a character if you haven't already. {You can just pick a class and play as yourself. You'll fit in this world just fine!} When making the character you will need to keep an open line of communication with the GM to see what will fit into the world that they are building for you. It is the GM's job to determine the setting and give you that information, beyond that you have complete creative freedom over your character within the few confines of the game's manuals and approved homebrew content. Your GM will often give you limited resources to start the game with so you cannot claim that your character is something that it doesn't have the resources to be. For example, a divine entity or ethereal concept. If it is your first time playing, it is strongly recommended that you stick to the base game species, class, and spells/abilities, rather than trying to reinvent a concept or add something entirely new without first experiencing the original game.

When starting out with Reality in particular, it is recommended strongly that you play as a "Mage" despite their name not all Mages are focused on magic entirely. They are just capable of producing powerful spells that assist their normal powers as described below. In the lore of this world magic is not seen as a mystical and mysterious form but a well-studied extension of one's being. Combat mages may call their magic 'Chi' Weapon mages may call it 'Technique' and Construct mages may refer to their magic as a 'Science'.

Setting: {Where am I? Who am I? *What* am I?}

Setting is determined entirely by the GM. The details you need to know are just the things that are different from the real world that you live in. You could be playing on earth in a city the players are familiar with, using real world maps and the only difference being that the rules of the world of Reality apply. You could be playing in a medieval fantasy world where magic is seen as something occult and you are one of the few people who are mages, making you a superhero in a world of monsters and villains. You could be playing in the future where technology and magic have mixed together so that you can't tell the difference between one and the other and floating city-planets coast through space long after sapient life abandoned the confines of their home planets. Establishing this setting is what your GM is for. Ask them questions throughout the campaign. Investigate and explore this world as your character just like the relationship between a game designer and their audience. You, the player, are a member of an interactive audience. Your Game Master is there to provide you with a world to play in.

Section 2. Building a Character

This section is a step by step guide for building a character with or without a character sheet. It is intended to hold your hand {platonically} and allow you to build your character independently without relying on help from others. However, this is a team-based game so feel free to consult your friends and navigate this manual in a way that is comfortable for you even if that means relying on online sources and nearby friends whether they are a part of the campaign or not.

12-step easy character builder.

In order to understand this step by step guide it is best to have a character sheet (or lined notebook paper) there with you. This guide tells you how to fill out a character sheet and build a character you are happy with. It does *not* tell you how to read all the information. To do that you need to read the “[Stat Translator](#)” and the “[Mechanics Glossary](#).”

Step 1:

Write your name and your character’s name in the spaces provided on your character sheet. This identifies whose character it is and what you want to be called in the game, additional titles should be included in the “Player Character’s Background” not here.

Name: _____ Character Name: _____

Step 2:

Choose what species you want to play as, descriptions for each can be found right after this 12-step guide in Section 2. Copy down your species spell or ability in the skills and abilities section of your character sheet or wherever you can find it easily.

Species: _____

Step 3:

Pick your Class and Subclass from [Section 3](#). Make sure you ask your GM what level you will be starting at, if you are level 26 and above you need more than one subclass. Be sure to copy down your class abilities and all abilities for your subclass(es). This should be formatted as the shorthand version displayed in each class description. This is the hardest step because it involves a lot of choices. Don’t get overwhelmed, all options are good options and if you make a mistake you can always change things later when you’ve learned more. Just be sure to ask your GM and explain why you want to change it. Be respectful, being a GM is very hard.

Class: _____

Step 4:

Build the cosmetics of your character. Weight. Height. Eye color, shape, or number if applicable. Build is your basic body type such as thin, bulky, chubby, or athletic. Body is for any body markings including skin tone, tattoos, or piercings which will not directly affect the campaign or your playstyle. This part is simply a cosmetic storytelling device for you to use. Don't be stressed, you have full creative freedom here, express yourself.

WT/HT: _____

Eyes: _____ Build: _____ Body: _____

Step 5:

Assign your morals. This is very important to your character; it is where you write defining traits you want your character to have including motivations, strengths, and weaknesses. This section must be approved by the GM and if you want to change it or deviate from it in game your GM may need to make an event occur, often with negative emotional impact, which justifies the sudden change so as not to break the story and prevent it from making sense. Morals are your

character's personal quest and code of conduct. It should be precise enough that you can refer to it in a difficult situation but flexible enough that you can interpret it in a way that lets you have fun. If you need help, talk to the other players and GM to see what kind of story you all want to tell. It is ok if your morals aren't very original, in real life most people share morals with their friends and family or even entire communities.

Ex. "Law-abiding and morally good, follows their parents' teachings of respect. Ambitious, protective of allies. Can't stand seeing or smelling gross fluids, will gag."

Morals:

Step 6:

Skip over the HP/MP section as it is decided by your class and level automatically in section 3 and go to your stats. Your GM will tell you how many stat points you get based on dice rolls or a set number mechanic found in the GM manual, you will then choose where to assign those stats. Bigger numbers are better, 0 is an option, 10 is the maximum number you can have in a stat without an ability or spell that allows for extension. This can seem tough but simply pick 2 stats you want to be good at, 2 you are ok with being bad at, and put your remaining points in the rest. {You're halfway there! Keep up the good work!}

Def:	Str:	Spe:	Dex:	Mag:	Int:
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Step 7:

Using the "Stat Translator" as your guide, fill out the substats in the rows beneath their corresponding stat, you don't need to know what they do yet, however that information is within the "Stat Translator" and the "Mechanics Glossary" as well. This step is super easy, just look at the stat translator and fill in the blanks.

dH:	dS:	Move:	Balance:	dM:	Skill:
Heal:	Carry:	Dodge:	Acc.:	Regen:	Know:
Rec.:	Stam.:	C.Range:	L.Range:	M.Range:	Sense:

Step 8:

You have 5 (Actions over Rounds). Sometimes seen as (A/R), other times seen as AR. The difference is not important to you as a player. You don't have to write this down anywhere, just be aware of it. Every time you receive an AR you get 1 major action, 1 minor action, 1 free action, and an infinite amount of zero actions. This happens every turn. See section 4 for examples on how to use these actions.

Step 9:

Using the information in the "Stat Translator" figure out your Physical mod and Metaphysical mod by adding or subtracting the values in your substats of the same name.

Physical Roll Mod;	Meta Roll Mod;
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Step 10:

Coming back to this section, if you are level 1 simply distribute your Points and fill it out based on what your GM tells you your leveling method will be. If you are not going to be gaining experience in your campaign write 'Milestone' in the experience section.

Ex. HP: 0/52 MP: 0/53. Exp 0/136. Lvl 1.

HP (loss/max)	MP (loss/max)	Experience (acquired/needed)	Level:

Step 11:

Select your skills from the manual and any additional skills such as free Lore skills based on instructions from your GM. At this time you may also request items, starting Liol (money), and of course armor and weapons. Almost done! Good job getting this far, don't worry about how long it took you. Soon enough you'll be able to build whole characters in under 10 minutes, some GMs can even do it in less than 1.

Skills/Abilities

Step 12:

Introduce yourself in a polite and respectful manner to members of the group you do not know and then introduce your character in the game. Be sure to have an idea on what personality you want to have, if this is your first time playing, emulate a character from some other media or just play as yourself.

Congrats! You have completed Tungsten's 12 step character builder! Now you are ready to play the game. If you are reading this you did a great job and you'll be starting a new adventure very soon. Hopefully you are excited to embark on this journey with friends; old and new. Make sure to check on your GM and if you are finished before other people try and help them if they want it. If you were the last one to finish, that's ok. Someone will always be last to finish. It has nothing to do with how good you'll be at the game because from here on out, **everything you need to play is on your character sheet**. You can put this big book down or close the document. The only time you'll need it is to reference the Mechanics Glossary or when you level up. Have fun!

Stat Translator

Metaphysical and Physical Checks: Roll a d20 and add or subtract your Meta or Phys score. Some special {and very rare} circumstances may call for you to add or subtract the scores from multiple stat blocks even if they are not from the same side to make a hybrid roll.

In role playing games core stats are a staple of the industry. Often these status values are used to interpret your character's ability to perform specific tasks. This works great for a highly fictitious setting, but reality is meant to be a bit more flexible. This system is made to discourage people from trying to be perfectly balanced or focusing everything into 1 category without having to pay the price. For most scenarios that don't specifically call for a 'Meta' or 'Phys' roll, you would just use the appropriate substat. Examples of those are given below their place in the stat translator. When you break a person down to their basic building blocks. Your body's strength, speed, and defenses all come from the same source, what you are good at just depends on what you choose to train on a daily basis. Same for the metaphysical stats. Dexterity is a mental attribute, it's all eye to hand coordination and spatial awareness. Magic utilizes creativity, mental imaging, and problem solving skills. Intelligence is just a measure of how quickly and how often you learn things, retain information, and use the skills you have learned. That is why they are divided that way. When faced with a challenge, no single stat will hold the answers, a combination of your life's struggles will answer that call instead.

DEFENSE	Phys+	H+	Healing	Recovery
0	-2	1d4	14HP	68%
1	-1	1d4	16HP	66%
2	-1	1d4	18HP	64%
3	0	1d6	20HP	62%
4	0	1d6	22HP	60%
5	0	1d6	24HP	58%
6	0	1d6	26HP	56%
7	+1	1d6	28HP	54%
8	+1	1d8	30HP	52%
9	+2	1d8	32HP	50%
10	+2	1d8	34HP	48%

H+ represents your antibodies, cardiovascular system, and the overall health of the cultures within your body. This stat is used to represent vitality within your body and may even be used to supplement your strength in the form of adrenaline and pain tolerance. This is a dice roll with potential modifiers.

Healing is your body's natural ability to recover and replicate cells, this attribute was enhanced for all living things after the merger and may seem quite powerful to those who lived before it. This is a static number used by abilities and spells. You heal this much HP for every hour of rest.

Recovery is your body's ability to reject toxins and resist detrimental effects like disease. This is a percentile check to beat the number in your stat block. This stat is also used for consciousness and concentration rolls. It is the drive that keeps you fighting!

STRENGTH	Phys+	S+	Carry	Stamina
0	-2	1d4	22 Units	7
1	-1	1d4	24 Units	8

2	-1	1d4	26 Units	8
3	0	1d6	28 Units	9
4	0	1d6	30 Units	9
5	0	1d6	32 Units	10
6	0	1d6	34 Units	10
7	+1	1d6	36 Units	10
8	+1	1d8	38 Units	11
9	+2	1d8	40 Units	11
10	+2	1d8	42 Units	12

S+ represents your muscle mass and natural body mechanics. This is a dice roll with potential modifiers. Add this roll to every physical attack you make, with or without a weapon.

Carry Spaces are an approximate measurement of how much weight you can carry at once, decreased by the weight of your items and increased through spells and abilities. If someone drops something on you, don't roll Phys, just see if you have enough carry spaces to catch it. See mechanics glossary.

Stamina is often overlooked since you have so much of it in a post-merger world. There is an entire mechanic devoted to it, though, and if you run out it's almost as bad as running out of HP. You can spend stamina to regain HP or MP equal to your heal and regen stat. But this is incredibly risky.

SPEED	Phys+	Movement	Dodge Chance	Close Range
0	-2	7 M	0	1 M
1	-1	7 M	0	1 M
2	-1	8 M	3	1 M
3	0	8 M	3	1 M
4	0	9 M	5	1 M
5	0	9 M	5	2 M
6	0	10 M	7	2 M
7	+1	10 M	7	2 M
8	+1	11 M	9	2 M
9	+2	11 M	9	2 M
10	+2	12 M	10	2 M

Movement is how fast you can move with a major action. This is your running speed when you have gear and are focusing on other things like combat. It is slightly faster than you would be pre-merger but there are many ways to improve it. Moving as a minor action allows you to move at half that speed. If you spend a major and minor action, or more, on movement that is considered sprinting.

Dodge Chance is a small bonus added to a percentile roll when you attempt to dodge an attack, it is your speed versus the enemy's accuracy. It can also be used to dodge traps, typically with disadvantage. Dodge by spending a major action as an interrupt.

C.Range determines how quickly you can step into a target and move back to your starting position. It also represents lunging, vaulting, and diving. The speed at which you can extend and retract the complex network of muscles in your body.

DEXTERITY	Meta+	Balance Roll	Accuracy	Long Range
0	-2	68% RTB	40% RTB	7 M

1	-1	66% RTB	38% RTB	7 M
2	-1	64% RTB	36% RTB	8 M
3	0	62% RTB	34% RTB	8 M
4	0	60% RTB	32% RTB	9 M
5	0	58% RTB	30% RTB	9 M
6	0	56% RTB	28% RTB	10 M
7	+1	54% RTB	26% RTB	10 M
8	+1	52% RTB	24% RTB	11 M
9	+2	50% RTB	22% RTB	11 M
10	+2	48% RTB	20% RTB	12 M

Balance rolls come up every time you try to do something that puts you at risk of falling. It's a percentile roll and failure means you have fallen prone and may need to spend an action to get back up. This is a percentile check to beat the number in your stat block.

Accuracy is rolled every time you make a physical or magical attack, it can also be used to represent sleight of hand and your reaction speed when blocking. This is a percentile check to beat the number in your stat block.

L.Range represents how far you can throw something and accurately hit your mark before you start receiving penalties. It is also the basis for bonuses applied by long range weapons. Attempting to hit a target outside of this range will incur penalties.

MAGIC	Meta+	M+	Regeneration	Magical Range
0	-2	1d4	14MP	5 meters
1	-1	1d4	16MP	5 meters
2	-1	1d4	18MP	6 meters
3	0	1d6	20MP	6 meters
4	0	1d6	22MP	7 meters
5	0	1d6	24MP	7 meters
6	0	1d6	26MP	8 meters
7	+1	1d6	28MP	8 meters
8	+1	1d8	30MP	9 meters
9	+2	1d8	32MP	9 meters
10	+2	1d8	34MP	10 meters

M+ is used when you attempt to do something that requires complex thought within the field of magic. It is a dice roll with potential bonuses and doesn't get used unless a spell or ability tells you to.

Regen is a static number that tells you how much MP you regenerate per hour while resting. It is a representation of your mind's ability to process stress and soothe the inner mind.

M.Range represents how far you can freely control your magic, some spells simply cannot be conjured beyond this range because they take too much focus, other spells just incur an accuracy penalty. This represents your spatial reasoning and visualization.

INTELLIGENCE	Meta +	Skills	Knowledge	Sense
0	-2	4	64% RTB	90% RTB
1	-1	4	60% RTB	87% RTB
2	-1	5	56% RTB	84% RTB
3	0	5	52% RTB	81% RTB

4	0	5	48% RTB	78% RTB
5	0	5	44% RTB	75% RTB
6	0	6	40% RTB	72% RTB
7	+1	6	36% RTB	69% RTB
8	+1	6	32% RTB	66% RTB
9	+2	6	28% RTB	63% RTB
10	+2	6	24% RTB	60% RTB

Skills represent the number of skills you may learn at level 0. You can acquire more skills over the course of a campaign but you can never have more than twice your skill stat.

Knowledge represents a percentile roll used on skill checks. You must beat the number in this substat, so the lower the better. It can also be used to check the memory of your character regardless of the memory of the player which includes rolling to see if the character has information that they could potentially know based on their background.

Sense is your ability to infer information and make predictions based on your senses, including mana perception. This is a percentile check to beat the number in your stat block. Some might refer to this as a 6th sense.

Species

In Reality there are 7 core species but more playable ones will be added in later expansions. The species are referred to as “Sapiods” and are all the same level of consciousness and self awareness. In the cannon lore these 7 species were from different planets in the solar system. Most campaigns will take place after interplanetary travel becomes possible so that there is a melting pot of different species. Before the technology for anti-gravity existed there was still interplanetary travel in the form of gates at the planet’s polar caps on each planet provided by the Srehyah. Most times, when these species breed amongst each other a child that is purely one species or the other will be born but occasionally mixed species do arrive. However, there are no half human half ‘X’ species, if a human mates with a non-human sapiod they are usually whatever species the mother was. The 7 Species are listed below with a brief description, origin, and an ability inherent to that species. Please note that when physical description is given these are not set limits, in the canon world technology exists to change most cosmetic features such as eye color, hair color, and body mods (like horns, teeth, claws for cosmetic purposes, and other bodily features). When colors or features are listed this is just the ‘natural’ features of each species.

Beastfolk.

The Beastfolk came from ancient humans who had strong connections to abstract concepts and a close connection to certain cultural beliefs would sometimes develop animalistic traits. At first it was minor and appeared to be small deformities here and there but as the centuries dragged on they became more defined to the point of some rare cases being complete anthropomorphized versions of animals that existed on Earth, though no traits from other planet’s animals seem to have shown up in their genetics yet.

Beastfolk appear to be humans with animal features allowing for the sapiod to look like almost anything they can imagine. This includes changes to eyes, fur, wings, etc. if an extra appendage would be added they may choose to have it be functional or non-functional by picking the appropriate ability below.

Genus: Beastfolk can communicate with animals that share a genus with them or are at least closely related, animals will usually be inclined to assist a beastfolk seeing them as one of their own but if not a Beastfolk may roll Comp Meta to persuade the creature to help them in exchange for food or attention.

Alt. Appendage: This creature may select a unique appendage from the creature they are emulating and have it be functional. Gills allow water breathing, Wings allow Flight I, Tails are like an extra arm or leg, nocturnal eyes can see in

the dark, fangs may be venomous (Poison I if biting an enemy and rolls with disadvantage), Hands or feet that make climbing easier by offering advantage on related rolls, etc.

Drakeless.

Hailing from Ujys the Drakeless are scaled beings believed to be descended from great wyrms. Ujys was a land of “Might makes Right”. Drakeless are undeniably the strongest of the 7 Core Sapiods, physically. They appear reptilian but are warm blooded; they are actually more similar to insects genetically as they have scales made of chitin all over their body except on their face where they have thick but smooth leathery skin like armor. They have large eyes and their noses are fused to their upper jaw or maxilla. Their nostrils are thin and self-sealing. They are typically extremely tall but their version of dwarfism allows for a large, almost 5%, population of drakeless to be more human sized and their scales become much smaller almost as if their skin were covered in tightly sewn sequins. Their hair only grows out of the centerline of their skull and grows slowly on that same line down their spine and, in some, all the way down to their short spiked tails. Their scales can be any variation of dark green, grey, brown, black, tan, or blue depending on the environment they were born in; some may have small dark or light spots at the tips of their scales making a spotted pattern on all or some of their body. Their eyes are typically yellow sclera and black pupils but some have blue or grey and older Drakeless will develop white lines on their sclera that does not affect their vision. Drakeless have mostly pointed upper teeth and slopped molar-like lower teeth, if they lose a tooth it will grow back within a month or two as it is made of chitin not bone. Drakeless have claws similar to a bird's talons but they are typically short and closely attached to their last knuckle. As a result of more muscle mass and thick skin the drakeless have the following ability.

Scaly: As a free action you may tense up the scales and muscles on your body to give yourself +5/5/5 to your armor rating and +1 to phys. This does not require concentration and lasts 1 hour.

Dwarf.

The dwarven people come from Mylyct but were isolated when they lived there creating two distinct breeds of dwarven people, the Island dwarves with dark almost black versions of the various dwarven skin tones who sailed the seas and lived nocturnally, and the Mountain dwarves who lived underground and had pale skin tones. It is widely thought that dwarves were a branch of evolution in which life tried to make humans but opted for more efficient and compact but dense bodies. Most of Mylyct's history was not written by the dwarves as they had incredibly close isolationist nations and rarely left their home lands or waters as they chose to dig deeper into Mylyct's softer crust or explore the vast oceans. They discovered more and more valuable crystals and monsters as they went. The Dwarf is defined by their short stature, none taller than 4'10 or 147cm, and soft thick hair. Island dwarves wear tight braids to keep water out as it is hard to dry while mountain dwarves have wild and bouncy curls. Both dwarves have manes that grow at the base of their neck like a lion and thin tails that can feel the ground and walls as they walk or test waters and sand on islands. Their mane, head, hair, and tails typically match but may follow wolf-like color schemes. Dwarves typically have dark hair, flat faces, pointed eyes with 2 iris layers, often different colors, and reflective pupils for seeing in the dark. These Iris could be any conceivable color.

Dwarvensense: Dwarves' irises produce an infrared light source that covers a wide spectrum, it is invisible to others but allows them to see even without light. Their tails are extremely sensitive to vibrations, temperatures, and even air pressure. This gives them a +10 on spotcheck rolls, Nightvision, and makes it so they can accurately predict changes in weather up to 2 hours in advance.

Elf.

Two types of elves exist from Mylyc. Northern elves have skin of pink, dark brown, or anywhere between, some even having large “spots” of darker skin in certain areas on their body like a rorschach test. Southern elves, however, have pale blue, pale green, or porcelain white skin with blushes of any color from the rainbow. The elves were separated by an impossible to cross mountain range and while the southern elves tend to find northern ones with patchwork designs less

attractive the 2 races have no record of conflict based on race despite certain Earth organizations referring to southern elves as “High Elf”. Southern elves are usually a foot taller than a human would be but some are comparable to humans in height while northern elves are typically the same height as a human but never shorter than 5 feet or 152 cm. Their sclera normally match their skin tone in a darker shade and their iris are typically bright colors one could find in flowers. Elves have pointy ears and the length of them varies from almost humanoid to extremely long. Elven hair comes in brown, green, white, black, silver, or blue.

Elven Craft: Pick one Skill you have learned. -10% RTB on knowledge checks for that skill and you may spend 5 mana to conjure simple tools that could be used for that trade such as screwdrivers, stencils, wrenches, a flat rectangle for writing on, quills, small but sharp knives, etc. These tools last up to an hour without requiring concentration.

Human.

Humans have experienced little physical changes aside from living longer but their connection to the ethereal seemed to skyrocket over the centuries, allowing them to gain telepathic abilities. Humans came from Earth but quickly spread to the other 2 planets after the gates opened due to their overwhelmingly large population and fertility. They are capable of having orange, brown, blonde, gray, and black hair. Their eyes are typically Brown, blue, or green. Their skin is highly detailed allowing for gradients of color based in tan, brown, or pale pink. Humans on earth were divided into an uncountable number of clans and identities. They do not have the strong community ties that other species do, however, they have the social ability to fit into any group if they really wanted to. Often referred to as the cultural shapeshifters of the galaxy.

Neurowaves: Create an open telepathic link between any number of consenting targets within mana range. Pay 5 mana for each target and they may communicate at any distance. The link lasts 4 hours or until all targets opt out. This does not require concentration but it does require the human that activated it to remain conscious.

Iad.

Iads take the form of either a Niad or a Driad and each form is wildly different. This sapiod evolved on Ujys under the oppressive regime there and mostly lived either underground or deep in the wastes gaining the ability to nourish themselves from nature and the land they stood on, becoming one with their surroundings by evolving a symbiotic relationship with the microbes and single-celled organism which thrived within the water and soil, similar to humans. Iads have incredibly smooth skin and perfectly round eyes with otherwise small facial features, their hair grows quickly and is usually kept long, they are shorter than humans on average but most adult iads are taller than your average dwarf. Niads have blue or white skin, purple, green, or blue eyes, and darkly colored hair of any color that could be found in nature. Driads have green or brown skin, red, orange or yellow eyes, and bright or pale colored hair of any color found in nature. Iads are quite similar to humans aside from their petite form. The only differences are found in their hands and feet were niads are webbed and driads are textured with grips and claws.

Sacred: Iads can telekinetically control about 10 units worth of material after meditating on it for 1 hour. Once the meditation is complete the ability to control this material does not fade unless the Iad meditates on a different material. Niads can perform this action on freshwater. Driads can perform this action on soft soil or muddy sand. As a free action an Iad may use this material to heal themselves or others equal to 1dH. Niads can use their water to breathe underwater, Driads can use their soil to increase the ArRa of an object or form small barriers.

Traelite.

In the mountains of mylyct traelites evolved isolated from other species. It is believed they lived among griffons before the ancient beings became hostile to all life and this is where they learned to fly. Traelites are, on average, taller than any other species of sapiod and they mature very quickly. They have long arms and legs attached to compact torsos with incredible upper body strength. The traelite has massive wings with a complex network of bone structures allowing them to fold in different ways. Before the merger they could only fly short distances and feasted on massive amounts of

food but afterwards their wings could carry them freely, soaring through the skies. Traelites have many hairstyles inspired by their windy travels but their hair color always matches their wings; black, grey, white, brown, dark red, pale yellow, or sky blue. Their eyes are large and spread far across their face with no sclera but instead vibrant large irises of any color imaginable. They have rows of small incredibly sharp teeth and long forked tongues. Their skin is either spotted on the shoulders and back or single-toned coming in at the same colors their wings can come in but very rarely do a traelites skin tone and feather/hair tone match each other.

Flightfull: Traelites have Flight I which can be combined with other sources of “Flight” to increase its tier.

Skills

Skills are meant to compliment your character’s already existing traits and personality. Skills can show your character’s knowledge of the world, craft items, display technical capabilities, or acquire information from your surroundings. You may have a number of skills equal to your “Skill” stat found in the Int section of your stat block. **You may not attempt to use a skill without acquiring it.** Most skills rely upon your Know stat from the same block which is an RTB. However, some skills will rely on other stats. These checks come in 2 forms: Pass/Fail and Margins.

Pass/Fail: Roll a percentile die to beat the number in your Knowledge stat or other applicable stat block. Include any modifications described by the skill. If you pass, the action is a success. Your GM may feel it is necessary to apply ‘weight’ to this roll which will increase the number you need to beat.

Margins: Roll a percentile die to beat the RTB. Simply passing the RTB awards you with 1 margin. For every 10% you pass by, gain another margin. This number will then be used based on the skill description. You may roll multiple times and add your margins together. Checks do not have to be consecutive. You will only lose margins if you fail, then you lose 3 margins. You cannot have negative progress towards completing this task. The idea is to represent you working on a project over time however you do not need to role play it. Just roll the dice and note that time has passed, typically an hour though the flexibility of this system allows the GM to set custom times.

If a character has a skill that uses tools it is assumed that the character also has the basic tools required to use them. These tools are represented vaguely as a ‘Skill Kit’ in your inventory, see section 9 for more information on their uses. Almost any hand-powered tool can be considered a basic tool. To limit a player from having an unfair advantage, if a tool is highly specialized or advanced enough that they would receive an advantage roll or modifier they have to buy it separately, this information is also in section 9.

Below is a list of the skills a character may acquire and how to use them. . .

Analysis: Pass/Fail. Knowledge Check.

Use this skill to make observations based on your senses and a general knack for inferring information from limited data. Upon passing, you may earn advantage on another skill check. This skill can also be used to get more information on an entity presented to you by the GM. This effect may not be applicable in all situations and the GM may award advantage or disadvantage based on other stats. IE if another creature could make a jump over a gap but you have a low Balance substat, you may get disadvantage. However, If you are trying to determine if someone has sensed a spell effect and is concealing it and you have a high Sense stat you might get advantage. This skill can also be used to make accurate maps and record useful data in a way that can be understood by others.

Animal Tamer: Margins. Knowledge check.

Able to tame creatures that are non-sapient after enough time and effort. Teaching the creature individual tricks/commands requires you to start over and pass with the 'Domesticate' difficulty after it has been 'tamed'. Taming, alone, simply makes the creature trust you and understand when you want it to come to you, stay where it is, or do something that is natural for that creature. You cannot tame creatures that are a part of a hive mind, possessed, or under some form of mind control. Failing a roll causes you to lose a number of margins equal to the creature's rank. Some beasts are untameable at GM discretion, already tamed beasts will be twice as hard to re-tame. The GM may increase or decrease the number of margins needed based on in game interactions with the creature. Use the chart below:

Creature Rank	Margins to Calm	Margins to Tame	Margins to Domesticate
0	1	2	4
1	2	4	8
2	4	8	16
3	7	14	28
4	10	20	40
5	14	28	56
6	18	36	72
7	23	46	92
8	28	56	112

*Creatures that are already calm do not need to be calmed.

**If multiple tamers are involved, take the higher number of margins per attempt, this is not cumulative.

Assessment: Margins. Knowledge.

You are adept in assessing your enemies in combat, you may roll this skill once per turn as a free action. If you fail you may try again on a different turn. If you pass you may choose a number of substats and the GM will reveal metadata in a way that your character can use. Each margin passed is an additional substat you may learn. You may roll again to try and get more margins but you may not pick new substats for previous margins passed. You may treat Phys, Meta, HP, and MP as their own substats. If you choose 'skill' you will also learn what skills the target has.

Aurasense: Pass/Fail. Knowledge, Meta.

By possessing this skill, you can see mana trails and mana signatures allowing you to identify a person by it if you pass the knowledge check (This does not replace manavision, you cannot see mana, just auras). Weight will be added to the roll equal to the target's level. By having this skill you may suppress your own mana signature so that it is undetectable, cannot conjure spells or channel mana while doing this. For a trail, the difficulty to identify and track it is increased by 5% for each hour since the target has occupied that space. Upon seeing a spell metaphysical ability you may roll this skill as a pass/fail to be able to identify it. You may roll this skill to determine the emotional state of a target within your M.Range, this can be used to determine if you are being deceived by whether or not their feelings match their words. You must roll a meta check to beat 12 +X. X is the target's Meta mod. If that mod is negative it will lower the RTB.

Automaster: Pass/Fail. Accuracy, Balance, Knowledge.

Able to drive, fly, pilot, or operate any mobile vehicle with an engine. Note: an engine is defined as something that takes energy from a source to power a mechanism. Vehicles operated by animals would be operated with 'Animal Tamer'. Having this skill is all you need to pilot a vehicle. Checks will be rolled based on the event that is occurring; precision maneuvers will be based on Acc, maintaining stability and course in turbulent situations relies on Bal, Knowing how to address malfunctions and complex controls relies on Know. you may choose to specialize in one type of vehicle to give you advantage on all rolls for that vehicle. You may acquire this skill again to gain this benefit for all vehicles. Note, all players can drive consumer or recreational vehicles to some degree, automasters will roll to pilot mechs, ships, aircraft,

and large or strange vehicles.

Bard: No Rolls.

Upon acquiring this skill you may use one instrument well and you play other instruments passably (Not using your favored instrument generates half inspiration rounded up). Singing or other performance art can be selected instead of an instrument. Thanks to this skill you can motivate your teammates and give them inspiration die by doing a performance at the cost of 1 stamina. The number of inspiration dice you have to give is equal to $Xd4/Xd12$. X equals 3 + invocation. A d4 inspiration can be used on a single Phys/Meta check. A d12 inspiration can be used on a single percentile roll of any kind. You simply give a number of inspiration die to allies at the time of performing, they decide which to use upon consuming the die. You cannot inspire yourself. You may distribute inspiration to those around you, they expire after resting. Making another performance removes all previous inspiration. One creature cannot be inspired by multiple bards. You may acquire this skill a second time to increase the die to $Xd6/Xd20$. This skill can only be acquired twice.

Cook: Margins. Knowledge.

Without this skill, anyone can cook edible meals without rolling. This skill allows cooks to be able to make food that comes with beneficial attributes. Roll the Knowledge check and tally up the total number of margins. This is one roll however you may spend an hour of prep to gain advantage (in addition to the time it takes to cook the meal). Valuable and rare ingredients can increase the roll by anywhere from +5 to +30 (An ingredient that increases the dish by +30 should be incredibly rare and expensive, something life altering. The highest bonus for something that could be bought at a normal supermarket would be +15). Premium ingredients cannot offer a bonus greater than +50 in one meal. Using the list below your meal can offer bonuses for up to 2 hours based on the number of margins passed. 1 margin is 1 point. Everyone who consumes the meal receives the same bonuses.

- Heal 1dH HP for 1pt (Stackable)
- Regen 1dM MP for 1pt (Stackable)
- Gain $Xd6$ inspiration (See Bard skill) for Xpts (Max 10 cannot be used on Cook)
- Gain advantage on all Ail.Rec. rolls for 3pts
- Recover stamina equal to an hour of rest for 5pts.

Herbalist: Margins. Knowledge.

You are able to Identify plants, plants that are more rare require a larger number of margins up to 20 for one-of-a-kind plants. Most plants will not require more than 10. Identifying the plant reveals its properties and uses/misuses. You may craft identified plants into poisons or medicinal herbs using the crafting rules. Medicinal herbs can count as a medic kit if you have this skill. See section 9.

Heightened: No rolls.

By learning this skill you become more attuned to the ethereal and metaphysical. Gain advantage on all sense check rolls.

Hunter: Margins. Accuracy, Knowledge.

This skill may be rolled to add a bonus to spotchecks +3 for every margin passed. You may make this roll as a zero action whenever you are asked to roll a spot check. Increase the RTB for accuracy checks by 30% whenever it is used for this skill.

Maneuver: Margins. Balance.

By having this skill you may disengage from creatures around you by rolling a balance check as a zero action once per turn. You must pass by a number of margins equal to the number of entities you are trying to disengage from.

When maneuvering obstacles you may roll balance to surpass them. The GM will set the number of margins needed to pass as 1-20. 1 would be a simple obstacle. 20 would be a feat of acrobatics that would typically require years of practice and mentorship to achieve. Some feats are simply impossible. Those who do not have this skill will need twice as many margins in addition to having disadvantage. There are other mechanics available for achieving dexterous feats, this skill allows you to surpass them. Acquiring this skill multiple times offers stacking advantage up to 3.

Medic: No rolls.

This skill does not have its own kit but players who choose it will start with a Basic MedKit from section 9. When providing healing from any source, if the target is in your C.Range, you may spend a minor action to grant an additional effect from the list below. This effect can only occur once per turn per target from any creature with medic.

- Remove a number of bleed counters equal to half their Heal stat before healing is applied.
- The target may roll Ailment Recovery an additional time as a zero action.
- Heal +2dH HP (Using the target's stats)
- Repair a [limb](#) (Must heal twice the damage dealt to break it, no effect on head)

Metalworking: Margins. Accuracy, Knowledge.

This skill allows you to make crafting checks when working with metal and tools made for metallurgy such as forges, welding equipment, anvils, sharpening devices, etc. The number of margins needed to craft or repair items are determined by the item's rank and modified by the GM for difficulty based on complexity and the availability of tools. See section 9. Using this skill's kit, you may sharpen or maintain a weapon. Add +X damage to that weapon for 1 round of combat. X is equal to the number of margins passed multiplied by 3. Most of the time knowledge checks are required but precision work requires accuracy. The damage bonus can be applied with either. Increase the RTB for accuracy checks by 30% whenever it is used for this skill.

Resilient: No rolls.

By acquiring this skill you improve your ability to overcome the negative effects of various ailments. Gain advantage on Ailment Recovery rolls. This does not affect rolls made in the state of dying.

Runecrafting: Margins. Regen, Knowledge, Meta.

Runecrafting is the power to place spells you possess into runes that others can use. Rune stones must be purchased, see Sec.9. You may have a number of runes equal to your Meta mod +1. If your Meta mod is less than 0 treat it as if it were 0. You may not write a rune with a spell that has a total cost greater than your regen stat. When writing a spell into a rune the number of margins needed is twice the total tier point cost of the spell being written including any abilities used to modify the spell. This is considered a crafting check and all margins are not needed at once.

Speciation: Pass/Fail. Knowledge.

Using this skill without acquiring the sub-type will only allow the user to learn about a creature's bio. Upon acquiring this ability select a number of creature sub-types equal to your 'Skill' stat from the chart below. Roll this skill when exposed to a creature or investigating to determine if observed evidence is caused by a specific creature. Passing will indicate that your character is aware of that creature to include information found in the creature's bio and non substantiated information found in the creature catalogue to include HP, MP, Armor, abilities, spells, and more. Creatures higher than Rank 3 will have additional weight applied to the roll, displayed below the subtype chart. Your character may use reference material in game to apply bonuses up to +30 to your roll based on how commonly known creatures are among the sources you consult. You may acquire this skill multiple times to learn more subtypes.

Overworld	Underworld	Arcane	Other
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Aquatic	Corrupted	Angel	Ancient
Avian	Depthoid	Fae	Demon
Beast	Fiend	Lord	Divine
Bug	Monster	Simulacrum	Dream
Crustacean		Spirit	E.D.B
Flora		Tethered	Summon
Reptile		Wisp	Synthetic
Sapiod			Undead
Wyrms			

*Your GM should inform you of used expansions and homebrew content at the start of the campaign.

Rank 4	+5% RTB	Rank 7	+40% RTB
Rank 5	+10% RTB	Rank 8	+80% RTB
Rank 6	+20% RTB	Rank 9	+160% RTB

(R9 may be impossible outside of an ascension campaign; R9 creatures are, essentially, deities.)

Stable: No rolls.

You have learned various techniques for keeping your footing on uneven surfaces and unstable terrain. Gain advantage on all Balance checks.

Survivalist: Pass/Fail. Spotcheck.

Use this skill to see if your character would be aware of survival information based on their surroundings. This skill is used for things that would not be apparent from a prompted spotcheck. This can be anything from knowing what areas to avoid in a city, what and animals are poisonous or venomous, or identifying hazardous terrain like quicksand or loose rocks or traps (Magical or otherwise). Add +15 to all spotcheck rolls.

Tech-craft: Margins. Knowledge.

This skill allows you to make crafting checks when working with technologies considered advanced for the time setting of the campaign. The number of margins needed to craft or repair items are determined by the item's rank and modified by the GM for difficulty based on complexity and the availability of tools. See section 9. Using this skill's kit, you may attempt to hack into devices by rolling to pass a number of margins set by the GM. Failing any rolls in this attempt will potentially alert the sysadmin or security of some kind but will not stop the hack.

Trade-Arts: Margins. Accuracy, Knowledge.

Select a trade or crafty artform. For example, Tailoring, Drawing, Jewelry, Carpentry, Painting, or Sculpting. By acquiring this skill you may perform crafting checks for things that fall within the chosen category. For recommended margins see section 9. Your GM will determine what rank something is. Increased ranks affect the sale value and/or sentimental significance of the object. Accuracy checks will be used at GM discretion and may be needed for a specific portion of the margins. They are not interchangeable, both checks are needed. Typically half the margins required will

come from one stat and half will be required from the other. Increase the RTB for accuracy checks by 30% whenever it is used for this skill.

Magic

Not all magic that exists in the world of Reality is in the form of spells. From the perspective of a sapiod going about their life, spells play a huge part in how one views magic. Other forms of magic can be found in runes, rituals, potions, and technology integration. All of these forms of magic are vast enough for their own volumes of information. From the player's perspective, though, they are simply acts of magic performed by craftsmen and sages who weave their will into physical or metaphysical forms that are tethered to the overworld. This section focuses on the magic that the player will most frequently deal in, spells. In order to interpret the different spells they have been formatted in a way that allows you to easily infer information without requiring lengthy and often repetitive explanations.

Format:

Spell title. Mana cost. Conjure time.

Targeting type. State(s). Conjure type.

Description.

Spell titles are the names given to spells, names will not typically overlap however a spell may have different forms so the name will be followed by either roman numerals or an additional word or phrase that acts a distinguisher. This does not typically occur in primary spells, though, and is reserved for fusions at the mage's discretion. In the lore secondary spells are invented or discovered by overworlders who study the magical arts or make deals with magical entities. These spells are cataloged in grimoires which typically only have a few spells in them, the majority of their contents are explanations of the spells and information the creator deemed necessary for a reader to fully grasp them. Tomes, on the other hand, are written with the understanding that the person reading them already grasps advanced understandings of the magic they contain. These are more intricately crafted as a channeling device, often the covers of these books are works of fine art.

Mana costs are a numeric value that represents how much MP or Mana Points you must use in order to activate the effects of a spell within the game, this may not be the only requirement from a spell as some spells ask for certain conditions to be met, read the description completely. Mana Points, while written as a finite value, are actually just a representation of how much magic you can use before your metaphysical form starts to tear away from its physical shell, your body. You can use more mana than you have. However, you will be rendered unconscious for whatever number of hours it takes for your character to regenerate their mana from that negative value back to at least 20 mana or your maximum, whatever is lower.

Conjure time is represented in the form of (A/R) which functions within the Reality system. Primary spells will typically cost either a minor or major action, see the Mechanics Glossary for more information on (A/R). A spell's action cost does not have to be paid all in one turn, some spells even allow you to take actions involving its effects after the spell has been conjured. The conjure time is just an interpretation of how long it takes you to visualize the mental components of a spell which are determined by how your character learned magic. It could be a literal visualization, sigils, script, or a personal language between you and a patron. Spells take time to visualize in the same way your muscles take time to swing a weapon or your eyes take time to aim at a target.

Targeting type determines how a spell is able to interact with the world around you if at all. Multi-Target spells can have a number of targets chosen at the time of conjuring. Typically these spells are limited by the campaign settings found in the GM Manual, either 3, 5, 3 +Inv, or no limits at all. No Target Means that the spell either does not target anything or doesn't need targets to be assigned at the time of conjuring, this means it can still affect a target of your choosing, but the spell does not require you to declare your targets when you conjure it. Single Target spells can only have one target chosen at the time of conjuring unless an effect specifically states otherwise you cannot change that target. These spells are absolute and will not interact with other targets. Trigger Targeting means that the spell must be given one initial target but when the spell's effects resolve it will have some kind of secondary effect, often involving other targets. When conjuring a Trigger-Targeting spell you must declare your initial target and clearly set the conditions for the secondary effect. Magic does not abide indecision or weak wills.

States exist to identify how a spell compares to the world around it. They can be either Dimensional, Gas, Liquid, Mystic, Plasma, or Solid. There are spells that have multiple states but these states combined are seen as their own separate state. All spells exist in the metaphysical world constantly. They are products forged by the byproducts of sapient thoughts cast away into the arcane realms. A spell state is designated by the conjurer as a means to sort through the infinite metaphysical plane and select the correct spell. States do not have any effect on the spell from the perspective of a conjurer but for those who make spells, even the gods, it is crucial in their craft.

Conjure types are rule sets that the spell must follow including: in what order a spell resolves, when it is no longer in play, how to counteract them, or how to best utilize them. It contains general information that helps the spell fit into this system and should be used even on spells not from the Reality game or New Galaxy series. The conjure types found in this manual are listed below.

Augments must target a non-living object, the effects of an augment may be activated as a free action or upon the augmented item being used. Other methods of activation may be listed in the description of the spell. An augment's effects may only activate once per turn unless the spell dictates that it occurs "every time" a triggering event happens. You cannot augment something unless you are able to physically touch it. You may only have a number of augments active equal to your invocation. If an entity would augment the ground or a wall, that spell can affect an area of the surface equivalent to a 1 meter diameter. An Augment's targeting type does not refer to the augmented object but to the potential targets of the spell itself.

Auras are spells attached to your soul, essentially you are augmenting your own ethereal form. You cannot lose concentration on them unless you lose consciousness or run out of HP. You may only apply an aura to yourself and you may only have one aura at any given time. This is because you only have one soul and it exists as a whole piece. An aura can only be stopped if a spellbreak is performed on you and damages your HP.

Casts occur quickly and will typically list how long they last or resolve instantly. If a cast does not resolve instantly, as made apparent in its description, and does not have a time limit listed it will last 3 turn cycles. Casts end even if you do not lose concentration, they are fleeting bursts of power. This can seem like a weakness, but in exchange you gain speed. If a creature attempts to interrupt a cast type spell at the time it is conjured you receive a bonus to the interrupt equal to your invocation limit. The same applies if you are using a cast type spell to perform an interrupt.

Summons bring creature-like entities into existence and will have a number listed after the word 'summon'. That number is called an everlast and must be paid at the beginning of every new round. Do not pay the everlast at the time of conjuring. Summons can be given simple orders that they will follow. If you want to change those orders you must pay the everlast cost again and have that summon within your mana range. It is recommended to use commands that get your

point across but are still vague and thus flexible. Good examples are; attack, follow, defend, move, or fetch. Outside of your mana range, summons will follow your command as best they can but you cannot directly control them. Summons may have their own stats or a stat of “C” which means it copies the conjurer’s base stats. Many summons have stats that scale with your invocation limit. If you see a number with ‘*Inv’ after it, multiply that number by your invocation at the time of conjuring. Summons cannot take actions in the same turn cycle they are summoned. Summons also cannot be spellbroken or damaged during this time. Summons will take their turn at the same time as you. If you lose concentration, roll a meta check to beat the everlast number attached to your summon, if you beat that number the summon may stay at the cost of 1 stamina per summon. One roll applies to all summons. Summons cannot be spellbroken if they have HP or an ArRa, instead they must be killed. You may only have a number of summons equal to invocation. If you fall unconscious you will automatically lose concentration and all summons will despawn unless the description says otherwise. If an effect requires a level or invocation from the summon, your summon’s level is equal to half of your level rounded up and the invocation is based on that number.

Descriptions list everything a spell does, if the description doesn't say it, the spell cannot do it. Interpretations of a spell's description fall to the GM. This means that from game to game the effects of a spell may differ. Communicate openly with your GM, tell them what you want the spell to be capable of and see if they approve it. Beware, the interpretations you and your GM make must be consistent. Do not attempt to abuse the flexibility of this system or it may be used against you in a very unfortunate way. If the description does not answer your questions you must refer to your GM. When discussing how a spell exists within this world or story the GM may change their mind, when this occurs it is best to make the change be the result of some kind of story element, even if that means invoking the Arcane Gods themselves. Cosmetic descriptions are up to you, the conjurer. Your spell can look however you want as long as it has a visual appearance and some kind of auditory queue where applicable. Consistency is key, once you establish that your spell looks a certain way you cannot change that appearance unless you spend an hour in game to meditate on that spell and make your changes.

Beyond that, the only thing to remember about magic is that all magical things have to follow a set of rules enforced by the Arcane Gods and Srehyah known only as the Taboos.

THE TABOOS

1. Never alter another soul’s mana. (You cannot cast spells inside another person's metaphysical body, this includes their physical form and anything they are channeling mana into. In a fight even novices unintentionally channel mana into all of their equipment, the ground beneath their feet, and their inventory.)
2. Never conjure a spell with the intent or capability of harming yourself. (Your magic should not hurt you, but if it would you must roll a meta check to beat a weight determined by the GM using the disruption guide.)
3. Never conjure a forbidden spell. (Somewhere in the world, spells and abilities forsaken by the gods exist. If a creature uses an ability, they have their own consequences. If a creature uses a spell, they must stand trial before the Srehyah and potentially the Arcane Gods.)
4. Where magic leaves, so too it must return. (You will always be able to regenerate mana, except in the underworld, but there may be times when your character’s emotional state is preventing or accelerating it at GM discretion. In addition, a creature who doesn't use their mana may lose portions of it, just like with muscles or the mind.)

Genetics

After the merger a microorganism spread throughout the galaxy, it is believed that it originated on Ujys but how it was transferred to other life inhabiting planets is still a matter of speculation. When this organism came into contact with Sapiods and other intelligent species it altered the way their bodies functioned and processed the world. For those who do

not know, you and most creatures you encounter are multicellular organisms. This means that you have entire biomes of living creatures within you that make up your body. Most of these creatures are not sentient or sapient but they still are a part of you and maintain your very existence. The microorganism that spreads across the new galaxy is just another one of those cells and they allow your body to adapt and change rapidly to new experiences throughout your life.

This is how the “Leveling” system of reality is explained and why you get new abilities as you progress through your story and become a stronger character. Your genetic history mixed with micro-creatures that caused the massive evolutionary spikes seen in the flora and fauna of Ujys created the classes you see in the modern, post merger, world. The mysterious organism is no longer distinguishable from the other microbes known to live on and in Sapiod bodies but its effects remain. Sometimes your abilities will interact with existing magic or technology but that is because, over the course of 3000 years sapiods have grown alongside their ever-changing environment.

If it is an ability, it is a genetic adaptation acquired based on the creature’s will as a result of their journey. Before the merger this microorganism did not respond to will but afterwards something changed. Your abilities have to be trained and it helps to tell the story of a campaign if you, the player, role-play the process of acquiring and learning to use your abilities. How you do it is entirely up to you, the cosmetic appearance of your abilities is also up to you, within reason. It must be approved by your GM and you must be consistent. The world of genetics often punishes fickle creatures in the fight to become and stay a dominant life-form.

Beyond this most genetic properties remained the same, there are still dominant and recessive genes, DNA is still the best way to identify an individual, children still carry over properties from their parents. However the classes you could receive are entirely based on the personality of the individual regardless of actual capability, so classes are only inherited if the child believes they should inherit their parent’s class when they come of age.

One genetic property that has changed involves mating between sapiod species, the various species are capable of cross breeding but only to 1 degree. If a half drakeless half driad had a child with an elf they would produce either an elf, a drakeless, a driad, an elf-drakeless, or an elf-driad. In the event of mating with humans, humans have extremely recessive genes and a unique ‘Homosapien Toggling’ effect. This is studied intensely by post merger biologists. If a human mates with another sapiod species, the child will be the species of the mother, if the mother is a cross-species then the child will be a cross- species without any human traits. Fertility rates across sapiod species are also incredibly low. Put plainly, you would have to try for a child very frequently and both partners would need to be in excellent health in order for a life to be brought into this world from that union. Because of this, cross-species mating is rare due to lack of attraction, lack of fertility, and stigma applied by more conservative nations and organizations throughout the galaxy. Mechanically, a cross breed would simply pick one of the parent species abilities, this means that some crosses between traelites may have non functioning wings that the creature could later acquire abilities for and certain half-dwarves would have double iris that don’t produce light. Of course there is medical technology in this world to fix that giving you both species abilities/spells but it is very expensive and should not be allowed at the start of a campaign but rather acquired ‘in-game’. Cosmetically, players are free to do as they please.

Technology

On all three planets, technology has greatly advanced. Specifically medical technology, transportation, building structures, environmental concerns, weapons, armor, and of course entertainment. You can find anything from hoverboards to neutron weapons to facilities that can cure cancer, STIs, and dismemberment. But if you don't miss your

newly departed arm you could always become a cyborg. The possibilities are endless so feel free to submit ideas to the GM to add inventions into your campaign.

The accepted canon is that during the initial merger players have access to only modern tech that exists in real life since Earth was the most technologically advanced planet. During the throws of the Bicentennial Wars there is more tech that advances during these times. Advanced medical tech, anti-gravity tech, neutron weapons with hard light tech in its infancy towards the end of the wars. Post Bicentennial wars there will be intergalactic travel (reasonably paced travel within this galaxy) and space colonies as well as cyborgs and advanced robotics thanks to the creation of mitan. After the 1,000 year mark players will get to experience Artificial Intelligence, wormhole travel, Neurological implants, and Giant size Mechs. At the 2,000 year mark you can expect to see floating cities, magic and tech mixed together seamlessly, advanced artisan crafts that boggle the imagination, and seamless travel from planet to planet and every asteroid colony, space station, and Solar-City on the way. After that technology slows to a halt and most research is done to fill the gaps in between what we don't know and the infinite universe we have yet to experience, travel outside of our universe has not yet been achieved but exploratory wormhole missions to other worlds and planes of existence hold the eyes of everyone interested in science and space, the arcane realm brings new mysteries every hour and the underworld always finds new ways to remain a viable threat for the sapiods to fear. A scientist's work will never be done, not in a billion years and most certainly not in a measly 3,000. This 3,000 year point is known as the second age of information. New discoveries are being made faster than the theoreticals can be engineered, and inventions become obsolete less than a decade after their conception.

Mechanical details of various technologies are covered in the item's description. This section does cover general knowledge about how that tech exists in a campaign whether it is in the 'New Galaxy' lore or not. The remainder of this section will explain how this science fiction functions at its most basic to inspire players and GMs alike to incorporate it into their world.

Obsolete Technology:

Gunpowder, battery acid, fossil fuels, chronic illness medication, private vehicles, and regional currency are all obsolete in this world but that doesn't mean they stopped existing. Firearms are still used for the purposes of assassinations or by artisans and templars who choose not to use modern technological advancements. Using a firearm in actual combat is no longer practical, it is extremely expensive and dangerous since 98% of the population can spontaneously conjure fire and extreme heat out of thin air. In the early stages of the bicentennial wars horrifying casualties were caused by using these weapons against Mylyct's popular pyromancy strike teams. Several supplementary technologies were made to keep firearms viable and they can still be seen on the battlefield on rare occasions. The modern issue being the weight and cost of ammo, fragile firing systems, weight and poor performance of protection systems, and of course being countered by most mages. Firearms do still function as intended at a distance of more than 250 meters provided your target does not know you are there. After your position is revealed it takes an organized force about 40 seconds to respond and arrive at your location. Because of this these weapons are used almost exclusively for assassination attempts on multiple targets.

Battery acid and fossil fuels were replaced by DiCry fuel cells within 20 years of the merger. The fuel cells simply hold more energy and take up less space as they are not limited by quantum tunneling (in its most simple terms, when batteries are too small electrons with energy in them can escape and the batteries lose power over time). In addition, with renewable energy being more easily accessed it actually became more expensive to use depleting fossil fuels. Energy conservation is still a serious concern among researchers but the resource lifespan has been greatly extended.

Thanks to the natural regenerative abilities gained after the merger chronic illnesses that don't affect the brain or bones are no longer treated with medication. It is easier to surgically remove any damaged pieces and artificially regenerate them. This was thought to extend lifespans and at one time it was believed to be the key to immortality. Unfortunately, cells can only be regenerated a number of times and cloned cells deteriorate slightly faster than normal

ones. Provided you are only suffering organ failure or cancer after the halfway point of your lifespan this does not change your lifespan as it tends to balance out or even add up to 10 years in the best case scenarios. For those below the median age range it can shorten your expected lifespan and make you prone to similar complications later in life. On a positive note cancer, STIs, and organ specific diseases are no longer fatal.

Bicentennial Wars:

During this timeframe most technological advances were to serve the war effort. Most notably A-Grav engines, Mitan, DiCry fuel cells, the Artisan Forge, and Neutron thrusters.

A-Grav functions by isolating the gravitons of a physical structure and placing them in a pocket dimension held open through the use of mana. This is strictly regulated as billions of people isolating gravitons could one day result in the unintentional formation of a black hole. There are 3 designated pocket dimensions in use by different companies. No physical material other than the anchoring system can be placed inside them. A-Grav engines use electricity to cycle gravitons in and out of the pocket dimension, decreasing the weight of a vessel by up to 98% allowing for much larger vehicles to carry even more weight. This also allows weaker systems like hydraulics and pneumatics to carry more mass, thus leading to the mass production of combat mechs, airships, floating fortresses, rail-guns, and spacecraft that do not need large fuel reserves.

Mitan is a hybrid alloy between Micryl (A rare mineral found in Ujys' acid rivers) and Titanium. This material is lightweight, sturdy, and flexible. It can be polished to an extremely low friction surface and is used in many technological advances. Any machine that has moving parts has been revolutionized by Mitan. It's sometimes even used for weapons and armor, specifically power armor.

DiCry fuel cells were invented by a librarian with a collegiate interest in thermodynamics. These fuel cells use pocket dimensions to store charged electrons and magic to encourage charged electrons to abandon their host atoms through quantum tunneling. They are essential super batteries that come in all sizes and often replace engines in vehicles, traditional batteries are still used for smaller objects.

The Artisan Forge is an ability held by most citizens that aren't mages or nons after the merge. It is called a forge but is actually capable of using magic to replace almost any power tool or hand tool and expedites the manufacturing process. A sapiod can exert their will on a given space and telekinetically control every aspect of the matter and energy within it. This alone made advanced techniques accessible to the everyday person allowing billions of people to advance every known field from the comfort of their home.

Neutron Thrusters work similar to nuclear power. Thanks to the artisan forge a way for neutrons to be isolated, not separated, was discovered. As the nucleus of an atom is split and a nuclear reaction begins it is possible to balance the energy in a sort of limbo between particle and wave. This is similar to how light behaves naturally. This 'Limbo Wave' can then be stored in the empty space of an atom anchored to its neutrons with their neutral charges. Upon use the Neutron Thrusters can fire steady streams of propellant cleaner and faster than fossil fuels or proposed alternatives. This technique requires little fuel injection and works well for space travel. Neutron weapons were made during the bicentennial wars however, thanks to the diligent efforts of various agencies, none were ever fully implemented. Neutron Thrusters can only legally be used as engines in space. They have a unique energy signature and are easily detected on planets and moons.

+1,000 Years:

At this point in time AI became SI (Synthoid Intelligence) and a few limited synthetic sapiods were introduced into the world. They were not invented by organic scientists, but rather created themselves from poorly managed AI. This AI was shut down however the SI were conscious and sapient but had no way to interact with the world essentially becoming disembodied brains. This technology allowed for neurological implants to accelerate the education process and lengthen sapiod lifespans slightly.

Unrelated to this, 'Wormhole Storms' were discovered to be predictable phenomena within the galaxy in between solar systems. This mostly only allowed for faster travel between solar systems within the galaxy. After years of effort the storms were mapped and a roughly 10 year cycle was identified to allow for sapiod transit across the galaxy for mining,

exploration, and colonization. No planets were colonized, however, asteroid clusters were used to make Multi-Orbit Moons that would travel from planet to planet within a system.

As a result of these advancements and previous models spacecraft and vacuum-capable mechs were made available converting asteroids into massive space stations monitored by highly advanced AI. Some of these space stations were fitted for war by asteroid pirates and warmongering nations while others were made to be small sovereign nations free from law and order.

+2000 Years:

While many advancements in science and magic were made by this point in time, there is enough distance from the original merger that no two worlds in this multiversal timeline would be entirely similar. Imagination is the only limit for tech at this point. The natural progression of previous sciences should include hard light fabrication, cutting the material cost of any and all construction projects. Hard light would be used to replace any and all temporary structures needed for development and also replace anything considered to be disposable. A hard light constructor would be commonplace in every home.

In addition there would be 2 wormholes on each planet at the caps (used for instant inter-planet transit and to maintain the climate of the planets by slowly fluctuating global temperatures). The post merger solar system has been thoroughly explored and every planet and mass is being used to fuel the progress of sapient kind. A person could walk outside their home on one planet, head to work on another, and take a vacation on a Solar-City floating through space, slowly replacing the need for natural planets at all.

Section 3. Core Classes

The class section is not intended to be read in its entirety. Since everything in this game is fully customizable except for the core attributes that define each class, it is not necessary to look at each ability and spell when building your character. It is recommended that, for your first few characters, you simply pick what seems the most fun to you regardless of whether or not it is strategically beneficial, you can always pick up items, spells, and abilities as a result of role-play during your campaign, so if you make a mistake or change your mind later its ok. {Even if you played every week for 100 years you wouldn't come close to playing every possible class build. That's not even including future expansions!}

Reality in its most basic form is played with only Mages as playable characters. The other class options are Artisans and Nons. Do not think you're limited though. The main classes are referred to as mages because they all have magical and genetic attributes that make them more suited for combat. In all RPGs the characters have abilities that a normal person couldn't possibly do and in each one they call it different things. In vanilla lore people refer to their powers as magic because "Magic" was simply the best way to describe it. There are 3 Mage classes in the player's guide and each one has 3 Subclasses that fill different roles in a party and form massively different playstyles. The classes are 'Combat Mage', 'Construct Mage', and 'Weapon Mage'. Each containing the subclasses listed below.

Combat Mage	Construct Mage	Weapon Mage
Assassin (CmA)	Caster (CnC)	Archer (WeA)
Berserker (CmB)	Disciple (CnD)	Reaper (WeR)
Senshi (CmS)	Sorcerer (CnS)	Swordsman (WeS)

By their names alone, it is easy to see that despite being considered Mages, these subclasses fill traditional RPG roles. Each subclass will progress through 25 levels before being completed in the vanilla version of the game. {That's a lot of content!} At each level you will gain abilities, spells, or other upgrades to your character. All Mages have the 'Fusion' legendary gift (See [section 8](#)) which allows them to mix the effects of 2 or more Primary spells together to make an entirely new spell. New Classes are added in expansions and by the Reality community If you have a good grasp on Mages feel free to check them out as they are released in the future. Reality was made with the intention of being fully customizable and modular. If you want to make your own Mages or Nons, do so. Just make sure everyone in the playgroup is ok with your customizations.

Nons operate under a variety of styles and each one practically has their own rule set. They are found, in alphabetical order, beneath the "Mages" section. The core game includes the following Nons;

[Blessed](#), [Juggernaut](#), [Scholar](#), [Templar](#), [Witch](#), and [Classless](#).

Each Non subclass is wildly different, so read carefully and be prepared to process a lot of information. **Nons are NOT for beginners.** Instead of pulling their powers from intense study, exercise, and existing power, they borrow or take power from other sources. Nons are rare and complicated but not unheard of in the lore. Often their class determines the way they live their life as opposed to artisans and mages who can walk many paths.

Below is a list of all classes starting with mages in the order of the table above and ending with Nons in alphabetical order. . .

As a Mage you gain five **5** points to distribute between your HP and MP whenever you level up. These points increase either your Max HP or Max MP and you can distribute them any way you want. You start the game with 40 HP and 40 MP then add your DEF stat to your Max HP and your MAG stat to your Max MP. (GM may offer a simplified version where you start with 50 or 45 instead).

At level 0 all Mages have the Legendary Gift: Fusion

Combat Mage

These mages fulfill defensive rolls in unique ways that allow them to do more than just absorbing blows. They specialize in neutralizing threats but as a consequence are very reactive. They will last the longest in a fight, but they must take risks to achieve victory.

At level 0 this class receives the following abilities and may select 10 spells from the subclass they choose. These spells are found below the Subclass' abilities.

Defensive	Once per turn you may perform a block action that would normally cost a major action as a zero action.
Arcana	If you would take damage to HP you may instead choose to reduce your MP equal to the damage you would have taken. Any damage taken this way will not generate counters or status effects and will be treated as if the damage was applied to armor. For each attack you may only take an amount of damage to MP equal to your level x2.

Assassin

The Assassin is typically a person who does not want to directly confront things in life but still feels a strong desire to stand for something and defend those they see fit to. The assassin is considered a defensive class due to their ability to enter and exit combat at will and misdirect enemies causing them to waste actions. The assassin is also a good support since they can easily cover a retreat and control enemy positioning. Use your stealth to defend your teammates or prepare one big attack all the while controlling combat from the shadows.

As an assassin you are awarded either Dagger or Cleaver proficiency +1 proficiency of your choice.

CmA.DS.

As you progress through the Assassin subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Defensive , Arcana .
1	+1 Primary Assassin ability.
2	+2 Tier points.
3	+1 Primary Assassin ability.
4	+2 Tier points.
5	+1 Primary Assassin ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Assassin ability.
8	+2 Tier points.
9	+1 Primary Assassin ability.
10	+1 Primary Assassin ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Assassin ability.
12	+2 Tier points.
13	+1 Primary Assassin ability.
14	+2 Tier points.
15	+1 Primary Assassin ability.
16	+1 Primary Assassin ability.
17	+1 Primary Assassin ability.
18	+2 Tier points.
19	+1 Primary Assassin ability.
20	+2 Tier points.
21	+1 Primary Assassin ability.
22	+2 Tier points.
23	+1 Primary Assassin ability.
24	+2 Tier points.
25	+1 Primary Assassin ability.

Primary Abilities, Assassin.

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Hide. Active. Assassin. R1.

Activate this ability as a free action. While active, apply a penalty to [spot checks](#) and sense checks rolled in an

attempt to find you while you are concealed or hiding. The penalty is 5% plus an additional 5% for every 5 levels you acquire up to 30%. While hidden from an enemy you cannot be targeted by them, this penalty is in addition to the [stealth](#) mechanic for spot checks. This ability affects all targets within X meters. X is equal to your long range +Lvl. This ability stacks with 'Sneak', when using both of them, add the penalty and increase the range. While using this ability your external body temperature is masked and Infrared vision will not see you.

Cloak. Active. Assassin. R2. So long as “Hide” is active, secrete a vapor through your sweat glands that has a reflective mirage effect allowing you to blend into your surroundings. This allows you to use the effects of “Hide” even after being spotted. Creatures must roll to spot you every turn even if they already spotted you.	Guerilla. Passive. Assassin. R2. If you are hidden from a target, and you attempt to block their attack, gain advantage on the interrupt and accuracy roll. If your block is successful you may take a minor move action as a zero action. The movement effect can only occur once per turn but the blocking bonuses apply to each block.
Dagger. Passive. Assassin. R3. Your 'Cloak' vapor now also acts as a memetic toxin. When damaging creatures in your close range they will barely feel the pain. Thus your attacks no longer automatically reveal your position, rather the target must roll an additional spot check for each attack.	Dishonor. Passive. Assassin. R3. If you block an attack while hidden you may perform an attack of opportunity on the target you blocked provided they are within your close range or the attack range of the weapon you are using. This attack will deal half damage but you may use this ability each time you block.

Viper. Passive. Assassin. R1.

Gain +1 to phys when applying constriction to a target, +1 for every 5 levels you have acquired (Max 11). In addition, if you are engaged with a target, that target is considered to be flanked even if no one else is engaged.

Opening. Active. Assassin. R2. If you have a target constricted you may spend a free action, once per turn to create an opening giving X selected allies an attack of opportunity on that target. X equals 1 +1 for every 10 levels you acquire.	Boa I. Active. Assassin. R2. As a free action you may reroll a constriction roll when applying constriction. This can be done a number of times per turn equal to 1 +1 for every 10 levels you acquire. Any bonuses or advantages you have will apply to the reroll.
Assassination. Passive. Assassin. R3. Spend 1 stamina as a zero action to perform an AoO on a constricted target. This can be repeated any number of times. Roll max damage on a number of S+, H+, or M+ damage rolls. X equals invocation. Apply Bleed I to this attack.	Boa II. Passive. Assassin. R3. If you are using 'Boa' and if you have advantage rolls you may apply bonuses instead of taking the rolls. You may choose to do this after seeing the roll. For every 'Boa' roll or advantage you did not use add +X to the roll. X equals 2 +1 for every 10 levels you acquire (Max 7 each). (Stackable)

Sneak. Active. Assassin. R1.

Activate this ability as a free action. While active, apply a penalty to spot checks and sense checks rolled in an attempt to find you while you are concealed or hiding. The penalty is 5% plus an additional 5% for every 5 levels you acquire up to 30%. While hidden from an enemy you cannot be targeted by them, this penalty is in addition to the stealth mechanic for spot checks. This ability affects all targets within X meters. X is equal to your long range +Lvl. This ability stacks with 'Hide' when using both of them, add the penalty and increase the range. While using this ability, your mana is hidden as well.

Unseen. Passive. Assassin. R2. While hidden, any lightsource you create or are using cannot be seen by others unless you allow them to so long as you maintain concentration and are channeling mana through the lightsource.	Cornered I. Passive. Assassin. R2. If you are hidden, gain +XdH to all accuracy checks. If spotted by an enemy while successfully sneaking, deal +XdH damage on your next attack against that target. X equals 1 +1 for every 10 levels you have acquired (Max
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	6). This damage does not stack if multiple enemies see you. The bonus lasts 2 turns or until used.
Unheard. Passive. Assassin. R3. While hidden, any object you are channeling mana into has counter soundwaves pushed upon them thus making them completely silent.	Cornered II. Passive. Assassin. R3. Upgrade the bonus from the ability 'Cornered'. X now equals 1 +1 for every 5 levels you have acquired (Max 11).

Jutsu. Passive. Assassin. R1.

Your mana becomes untraceable and undetectable. Your mana signature cannot be matched to you unless you allow it to. Any sense checks or other rolls used to identify your mana or mana signature (This includes all sense checks) receive a penalty equal to your level (Max 50).

Hardening. Passive. Assassin. R2. Ninjutsu Earth will receive +9 to the armor rating bonus for every 5 levels you have acquired.	Burning. Passive. Assassin. R2. Add your level to Ninjutsu Fire's damage.
Puddles. Passive. Assassin. R3. When using Ninjutsu Water, spawn additional puddles equal to 1 +1 for every 5 levels you acquire (Max 11). All puddles count as 1 summon.	Torrents. Passive. Assassin. R3. When using Ninjutsu Wind, add +X to your mana range for the purposes of this spell. The bonus will only apply to this spell and fusions made with it. X equals half your level (Max 25).

Vanish. Active. Assassin. R1.

As a minor action you can place a metaphysical mark on a consenting target or an object that fits within your mana range. Unless you choose not to, the marked entity will become difficult to perceive as the mark emits psychic interference. Each turn, when an entity attempts to observe the target, they must roll a Meta check to beat 5 +Inv in order to see it (Max 22). Entities that are not perceived cannot be targeted by anyone other than you, the target, and creatures you choose in your L.Range. Vanish does not require consent, just physical contact. You may have a number of vanish marks equal to 1 +1 for every 10 levels you have acquired (Max 6). Removing the mark is a competitive Meta check as an object interaction, it requires that the creature removing the mark has already passed the initial Meta check. The mark has no range limitations once applied

Substitute I. Active. Assassin. R2. You may spend 10 mana and a minor action to switch places with a consenting marked entity provided they are within X meters. X equals L.Range + Move stat. Gain advantage on the interrupt roll if substituting as an interrupt.	Detective. Active. Assassin. R2. Marking a target with vanish now costs a free action. You may detect the presence of the marked entity at any time provided they are within X kilometers. X equals level. Removing the mark now requires an hour of meditation as well.
Substitute II. Passive. Assassin. R3. You may now use the effects of substitute on targets within range even if they are not marked. If used as an interrupt, add your invocation to the interrupt roll in addition to other bonuses.	Marker. Passive. Assassin. R3. You can now remotely transfer marks from one target to another once per turn as a zero action. The objects must be within X meters of each other but they do not need to be within your mana range or in contact with you. X equals invocation. Your marks no longer require you to have concentration or consciousness.

Poison Smith. Active. Assassin. R1.

Your body has adapted to poisons allowing you to touch a poison and create an antidote for it. Using this ability

you may also replicate poisons you have encountered using your bodily fluids. Antidotes and poisons cost 1 stamina and 1 hour to create and are consumed after one use. It can remove or apply a number of poison counters equal to the tier of poison they were created from. Antidotes and poisons made with this ability expire after 24 hours.

Antidote I. A. Assassin. R2. Add your level to all Ailment Recovery rolls. Roll Ail. Rec. an additional time each turn as a zero action.	Toxicity. Passive. Assassin. R2. Your blood becomes Toxic and corrosive to others, outside of your body the poison is only effective for 8 hrs. if a creature deals bleed counters to you while in close range, your blood will come into contact with them. Those who come into contact with your blood while it is potent will receive physical Poi X. X equals 1 +1 for every 12 levels you acquire.
Antidote II. A. Assassin. R3. Targets affected by the antidotes from the ability 'Poison Smith' also receive the effects of the ability 'Antidote' for the duration.	Sepsis. Passive. Assassin. R3. If a poison counter made with 'Poison Smith' or 'Toxicity' is dealt to a creature, then they will only receive half the amount of healing granted to them by items, spells, abilities, and legendary gifts until all poison counters are removed.

Assassin spells.

Chakra. 10m. Min.

Single Target. Mystic. Aura.

So long as this aura is active you may heal yourself equal to XdH HP once per turn as a zero action. X equals 1 +1 for every 8 levels you have acquired.

Chi. 16m. Min.

Single Target. Plasma. Cast.

Create a barrier of lightning around a target. This barrier lasts a number of turn cycles equal to invocation. Incoming attacks are resisted by this energy field causing all physical damage to be reduced by 1dM. All enemies that physically attack your target receive a paralysis counter on a random limb. At levels 8, 16, and 24 increase the number of counters dealt by 1.

Clone. 12m. Min.

No Target. Solid. Summon 3.

Create a near perfect copy of a target. This clone will have a rubbery texture and will be convincing even to someone looking directly at it, except for it not being able to move. These clones can be posed and contorted in any way you could imagine even if it is not a normal body position. If the clone would be destroyed you may pay everlast to reconstruct it. You may also pay everlast to change the pose of the clone. The clone must be small enough to fit into a cube with length width and height equal to your invocation.

Fade. 12m. Maj.

Single Target. Gas. Aura.

As a free action you may turn an equipped item gaseous. You may cancel the effect or change the affected target at any time without dispelling the aura. The target becomes like a gas but can maintain its momentum from before its state was changed, allowing it to pass around objects. If used as an interrupt, add your invocation to the initiative roll. If used on a weapon to damage a target around walls, shields, or even other creatures the GM may apply an accuracy penalty based on

how precise you must time making the object tangible again. The gaseous form will move liquids, gasses, and low density plasmas out of the way.

Grasp. 12m. Min.

Single Target. Liquid. Cast.

Conjure a hand or tendril that grabs onto a target within your mana range, wrapping around them and applying constrict 10 +X. X equals invocation (Max 10+17). The spell begins to corrode the target dealing YdH direct damage each turn. Y equals 1 +1 for every 5 levels you have acquired. This spell has a carry stat equal to yours and an armor rating equal to 20 +10 for every 5 levels you acquire (Max 70). If the target breaks out of constriction the spell will end.

Lure. 14m. Min.

Single Target. Mystic. Augment.

Set a mark on an object. If a creature attempts to spot you or an ally for any reason this mark will resonate making the targets believe they sensed something in the direction of the augment. A creature cannot identify the lure unless they pass a spotcheck with a weight of 30 +lvl. The knowledge this lure exists may discourage targets from looking for you to begin with, which works in your favor.

Mischief. 8m Min.

No Target. Mystic. Summon 2.

Summon a dark spirit that takes the form of a medium or smaller creature you are familiar with. You can perceive everything the spirit senses. This summon does not require concentration or consciousness. The everlast must be paid every hour. Upon conjuring a spirit you may give it one of the following features +1 for every 10 levels you acquire (Max 6):

- The spirit has a flying speed equal to your movement.
- The spirit has a swim speed equal to your movement.
- The spirit has twice your movement (this affects flight and swim if those traits were acquired).
- The spirit is invisible and silent.
- The spirit gains a sense stat of 50%.
- The spirit gains a bonus to spot checks equal to your level (Max 50).

HP: 30 +Lvl. MP: None. Armor: None.

Def: 4	Str: 4	Spe: C	Dex: 4	Mag: 4	Int: 4
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Moon. 8m. Min.

No Target. Liquid. Summon 3.

This summon creates a mass of black vapor that floats around within your mana range obscuring your movements. If you attack or block an attack from a target you may prevent them from spotting you by rolling a comp Phys check. This spell only takes effect if you or an ally were already hidden or using the stealth mechanic.

Ninjutsu Earth. 8m. Maj.

Multi-Target. Solid. Cast.

Raise an earthen barrier that mimics your own fortitude from the ground. It is the length of your mana range and the height of your close range. This barrier can take any shape you choose and its ArRa is equal to XdH where X equals invocation.

Ninjutsu Fire. 8m. Maj.

Single Target. Plasma. Cast.

Breathe fire on a target in your long range. This spell deals $XdM + XdH$ P/S damage. X equals 1 +1 for every 8 levels you have acquired.

Ninjutsu Water. 5m. Min.

Trigger-Targeting. Liquid. Summon 3.

Summon a puddle on the ground with a 1 meter diameter. If a target comes into contact with this puddle it will swarm it in a gel-like liquid that deals constriction $10 + 1dH$. Targets trapped in this substance begin the process of suffocation as listed in the mechanics glossary.

Ninjutsu Wind. 5m. Min.

Trigger-Targeting. Gas. Cast.

Your mana slows the air around you making a semi solid barrier that flows with your breath. If a target tries to move in your mana range it is treated as difficult terrain. This affects flying targets.

Poof. 20m. Maj.

Single Target. Gas. Cast.

After conjuring this spell, if your consenting target would take damage or receive an impact, it turns into a puff of smoke instead. While in this form, HP cannot be damaged. All equipped items are affected. If used as an interrupt, roll a dodge check using the target's stats in addition to your interrupt. After turning into smoke the target may still move and conjure spells but all other actions are impossible. This spell lasts a number of turns equal to invocation.

Poisonous. 15m. Min.

Single Target. Liquid. Augment.

Augmented targets add Poi I to their damage. At level 12 this upgrades to Poison II. This poison is dealt separately from other poisons.

Sacrifice. 12m. Min.

No Target. Solid. Summon 6.

Summon a totem standing 1 meter tall and half a meter wide that appears to be made of wood. This totem has an armor rating equal to $30 +$ your level. As a zero action you may pay the everlast and teleport the summon to a location that you can see. You may use this to block attacks as if you were blocking it yourself. You may do this a number of times per turn equal to $1 + 1$ for every 10 levels you acquire (Max 6). Should the totem be broken the spell will despawn and you will take all remaining damage to include any associated counters or effects.

Shadow Run. 10m. Min.

Single Target. Dimensional. Cast.

Turn your next minor action into a major action. Whatever you do in this major action cannot be detected unless the onlooker passes a comp Phys check in addition to any other checks they would need to pass. After level 12 you may pay an extra 10 mana to turn a free action into a major action instead.

Shift. 10m. Maj.

Single Target. Dimensional. Augment.

The augmented object becomes physically attracted to another object you can see in a way that essentially changes their gravitational pull. Once per turn you may change the target it is attracted to. This can be used on shoes to walk on walls, traps to suspend them on ceiling or other surfaces, or even restraints to detain targets. The gravitational pull is strong enough to support 40 carry spaces +10 for every 5 levels you acquire, not including the weight of the object. Fall damage may be applied as a result of this spell.

Silhouette. 8m. Min.

Trigger-Targeting. Dimensional. Cast

Create a shadow from within a target creature's close range in order to block an attack by absorbing it into the darkness. If the initial target is outside of your mana range you must roll accuracy in addition to your block check. Absorb the damage that would have been dealt to make a cloak of shadows around the initial target either metaphysically constricting them or applying a defensive forcefield. Either way, the ArRa is equal to half the damage that would have been dealt. The ArRa cannot be higher than your level x10. Any excess damage will pass through as if blocking with a shield. This spell lasts so long as you maintain concentration.

Throw. 5m. Min.

Single Target. Solid. Cast.

Conjure X small sharp objects like shuriken and launch them at a target. Each object deals 1d6. At lvl 1 X equals 2. At lvl 5 X equals 1dM. At level 10 gain advantage on accuracy with these projectiles. At level 15 add 10 to your L.Range when calculating Acc for this spell.

Trap. 12m. Min.

Trigger-Targeting. Plasma. Summon 3.

Summon a 3u ball of nearly transparent plasma. As a zero action dispel this summon causing the material to violently explode dealing XdM D AoE damage where X is equal to invocation. If the spell is broken for any reason you may choose to detonate it. The spell affects targets within a radius equal to your base close range.

Berserker

A berserker is a person who cannot be stopped and stubbornly pursues their goals. They can take hits like no one else and are more than willing to cover for their teammates if it means the fight goes on. They have strong offensive capabilities and can give anything they get. After preparing for the fight in the first few seconds, a berserker will go on the offensive and let loose against their enemy blocking attacks only when necessary, instead taking blows head on and drawing the attention of multiple enemies.

As a berserker you are awarded either Club or Axe proficiency +1 proficiency of your choice.

CmB.DO.

As you progress through the Berserk subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Defensive , Arcana .
1	+1 Primary Berserker ability.
2	+2 Tier points.
3	+1 Primary Berserker ability.
4	+2 Tier points.
5	+1 Primary Berserker ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Berserker ability.
8	+2 Tier points.
9	+1 Primary Berserker ability.
10	+1 Primary Berserker ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Berserker ability.

12	+2 Tier points.
13	+1 Primary Berserker ability.
14	+2 Tier points.
15	+1 Primary Berserker ability.
16	+1 Primary Berserker ability.
17	+1 Primary Berserker ability.
18	+2 Tier points.
19	+1 Primary Berserker ability.
20	+2 Tier points.
21	+1 Primary Berserker ability.
22	+2 Tier points.
23	+1 Primary Berserker ability.
24	+2 Tier points.
25	+1 Primary Berserker ability.

Primary Abilities, Berserker (CmB).

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Berserking. Active. Berserker. R1.

As a free action you may choose to go berserk. While berserking your H+ stat becomes 1d20+ Modifiers. Add your H+ stat to melee attacks and attacks performed with a weapon you are proficient in. You receive +1 Phys for every 5 levels acquired (Max 10). You may only begin berserking once per round.

Natural. Passive. Berserker. R2. While berserking, gain natural armor equal to 12/12/12. Then, for every 5 levels you acquire add +15 ArRa distributed as you see fit. Once you decide on a distribution you must meditate for an hour to change it.	Melee. Passive. Berserker. R2. While berserking, if an enemy in your close range performs an attack on a target other than you or your equipment, you gain an attack of opportunity. This can only occur once per 5 levels you have acquired in a turn.
Stricken. Passive. Berserker. R3. While berserking, you can block Direct damage and other ethereal or non-physical attacks. If your block is successful you will take the hit to your body after applying a damage reduction equal to XdS + XdH. X equals 1 +1 for every 10 levels you acquire. Max 6.	Angery. Passive. Berserker. R3. While berserking your S+ also becomes 1d20+ Modifiers. If you would drop to 0 HP, instead heal equal to your heal stat, maintain consciousness, spend 1 stamina and end berserking. Excess damage must still be calculated.

Charge. Passive. Berserker. R1.

You may spend a major action to move equal to half your move stat and attack at the same time. If you spend a minor action to move in the same turn it does not count as a sprint. This action will not end berserking.

Impact I. Passive. Berserker. R2. You may choose to end a move action by ramming into a target. Deal KB to that target equal to half your remaining movement for that action. KB cannot be higher than your level. Target may roll balance, if they pass they will receive half the KB.	Pursuit I. Active. Berserker. R2. When using “Charge” deal +XdH damage to the entity you attack where X is equal to +1 for every 10 meters moved before attacking the target. X cannot be greater than 1 +1 for every 5 levels you acquire.
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Impact II. Passive. Berserker. R3.

Impact now also deals XdS damage and Para Y. X equals 1 +1 for every 5 levels you have acquired. Y equals 1 +1 for every 10 levels you have acquired. KB may now be as high as twice your level.

Pursuit II. Passive. Berserker. R3.

X now equals +1 for every 5 meters. X can now be as high as invocation.

Perturbed. Active. Berserker. R1.

As a minor action your body can break down and regenerate your cells allowing you to heal equal to XdH where X equals invocation. Add +1 damage to your attacks for every 5 HP you healed this way. This damage bonus lasts so long as you have concentration. Using this ability again will only increase the damage bonus if the amount you healed was greater, thus replacing the lower value. Using this ability will never decrease the damage bonus.

Peeved. Passive. Berserker. R2.

'Perturbed' now heals equal to XdH + Heal stat. X still equals invocation. 1 point of healing with this ability can remove 2 bleed counters.

Headache I. Passive. Berserker. R2.

If you would roll consciousness you may instead roll Phys. The RTB is equal to 1 +1 for every 5 damage you took to HP. If you pass, you will remain conscious. If not, roll consciousness normally.

Irate. Passive. Berserker. R3.

At the end of every turn cycle you may heal an amount equal to your level. This healing is treated as if it came from the ability 'Perturbed'.

Headache II. Active. Berserker. R3.

You may roll a Phys check X times as a free action to remove a non-bleed counter. The RTB is 8 +1 for every burn, freeze, or sickness counter and +3 for every poison, para, or fatigue counter. X equals 1 +1 for every 5 levels, each roll can remove a counter if it passes. This ability does not remove counters that aren't listed.

Breaking. Passive. Berserker.

If you block an attack your body will absorb the kinetic energy. On your next attack apply Para X where X equals the number of times you have blocked since the last time you used this ability. If you do not target a limb each counter will be applied randomly using the limb targeting system in the GM manual. Your tier of para cannot be higher than invocation.

Black Pawn. Active. Berserker. R2.

When you block an attack, if you take no damage to HP, counter with an attack. This can only be done once per turn cycle as a zero action. Every other time you must have a free action available to spend on this counterattack.

White Pawn. Active. Berserker. R2.

Every time you block an attack, reduce the damage from that attack equal to XdH. X equals 1 +1 for every 10 levels you acquire. You may then heal yourself equal to the damage reduced. This ability stacks with other sources of damage reduction and can be applied before or after those sources.

Black Rooke. Passive. Berserker. R3.

'Black Rooke' now also deals Para X. X equals 1 +1 for every 5 levels you have acquired. You no longer have to roll accuracy for a counterattack on a target in your close range unless you choose to perform a called shot.

White Rooke. Passive. Berserker. R3.

If the damage you blocked would be reduced to 0 you will be refunded the action or partial action used to block it. This cannot generate new actions, only replace what was used. This can be done a number of times per turn equal to 1 for every 10 levels you have acquired.

Squish. Active. Berserker. R1.

If you perform an attack on a target you may spend a free action to grapple and constrict them this turn. The target

must be in your C.Range when you spend the free action.

Brute I. Active. Berserker. R2. As a minor action, deal XdH + XdS Direct damage to a constricted target in your close range. X equals 1 +1 for every 10 levels you acquire.	Headbutt. Active. Berserker. R2. Perform an unarmed attack as a free action dealing XdH B damage to a target in your close range. X is equal to the number of times you have used this ability in this battle including this one. X cannot be greater than invocation.
Brute II. Passive. Berserker. R3. Brute can now be used without a constricted target instead dealing mass damage distributed evenly amongst targets in your close range and dealing double damage to targets constricted by you. The doubling effect resolves after damage is calculated. This effect only applies to damage generated from dH and dS rolls used in the ability 'Brute'.	Headram. Passive. Berserker. R3. When performing a headbutt, apply a number of meters of knockback equal to a phys roll +X. Where X is equal to the number of times you have used 'Headbutt' in this battle including this one. X cannot be greater than invocation.

Endure. Passive. Berserker. R1.

+1 to your max stamina stat for every 5 levels you have acquired (max 10). You may spend 1 stamina as a zero action at any time to harden your flesh and generate armor, The Bludgeoning, Piercing, and Slashing stat of this armor are each equal to your heal stat. If used as an interrupt it will pass without rolls.

Carbs I. Passive. Berserker. R2. Add +X to your heal stat. X equals your level. (Max 50)	Squash. Passive. Berserker. R2. If you would take damage from fall damage or encumberment halve that damage.
Carbs II. Passive. Berserker. R3. Increase your Max HP equal to your heal stat.	Protein. Passive. Berserker. R3. Increase your carry stat equal to 20 + your level. (Max 70)

Berserker spells.

Attention. 10m. Min.

Multi-Target. Liquid. Cast.

So long as this spell is active, A swirl of watery tendrils swarms around you. If an enemy within your close range performs an attack that targets anything other than you or your equipped gear, you may attempt to constrict them as if it were an attack of opportunity. If you have actions available and successfully constricted your target you may use those actions against them and they cannot be interrupted. This includes attacks and blocks of opportunity.

Awaken. 10m. Min.

Trigger-Targeting. Mystic. Cast.

At the time of conjuring this spell select a target in your mana range. The target will hear a voice imploring them to attack you in their head. If they spend a major action doing anything other than attacking you, they will take XdM damage. X equals invocation. The target is aware that if they don't engage you they will be harmed. This effect lasts a number of turn cycles, including this one, equal to invocation. Stackable.

Boil. 10m. Min.

Single Target. Plasma. Augment.

Channel the flames within your heart to heat an object with your mana range. The augmented object will deal XdH D damage upon coming into contact with a target. X equals invocation. This will apply if a target attempts to grab the object

or if the object is used to deal damage to a target's HP. Any time a target comes into direct contact with the augmented target this effect will occur.

Confrontation. 12m. Min.

Single Target. Dimensional. Cast.

Your target gains +X to all block checks so long as you maintain concentration as this spell by reinforcing their body on an atomic level. X is equal to your level (Max 50). At level 12 the target gains a bonus to interrupt rolls when blocking equal to 1 +1 for every 10 levels you have acquired (Max 6). At level 24 the target gains advantage on a block check and the interrupt roll made with it once per turn.

Contain. 10m. Min.

No Target. Plasma. Cast

Conjure a dome up to the size of your mana range. If a creature attempts to leave the dome you may apply X paralysis counters to them on a limb of your choice. X equals 1 +1 for every 5 levels you have acquired (Max 11). This dome can not move, if a creature is forced through, the spell's effects do not resolve. This spell lasts so long as you maintain concentration. You may choose whether or not the enemies can see the dome at the time of conjuring.

Divide. 10m. Min.

Single Target. Solid. Aura.

So long as this spell is active you may spend a free action to raise a wall within your mana range with an armor rating of XdH. X equals invocation. You may have a number of walls equal to invocation. If a wall is destroyed it dissolves and no longer counts toward the total walls you may have. You may choose to dissolve a wall at any time, if done as an interrupt you will do so successfully. The wall will be 3 meters tall and 3 meters long but no wider than a few centimeters or an inch. You may layer walls together and use layered armor rating mechanics. You may fuse walls together to make new dimensions or trap a target. You may raise multiple walls in one free action.

Hype. 10m. Min.

No Target. Dimensional. Cast.

Heal yourself XdH + 1dM where X is your invocation. Generate a forcefield with an ArRa equal to 1 for every 1 point of healing generated by this spell remaining after you reach max HP.

Immutable. 8m. Min.

Trigger Targeting. Mystic. Cast.

Target a creature you can see, if that creature is outside your mana range, roll accuracy. There is no accuracy penalty for this spell so long as you can physically see your target. If the target would lose concentration, they must instead roll Phys to beat 18 -X. X equals invocation (Max 17). On a fail they may choose to either lose concentration or spend 1 stamina and maintain it. This spell lasts until you lose concentration.

Knockout. 12m. Min.

Multi-target. Gas. Cast.

Create a whirlpool of air around a target that makes it harder to breathe and buffets them with concussive force. If the target would roll a consciousness check their RTB is increased by +10%. At levels 8, 16 and 24 increase this weight by 5 for a total of +25% at level 24 and up.

Might. 16m. Min.

Single target. Dimensional. Cast.

Create a gravitic field that flexes with your muscles. Increase your carry spaces by 10 +10 for every 5 levels you have acquired. Increase your S+ and H+ mod by 1 +1 for every 5 levels you have acquired. Increase your heal substat by 5 +5 for every 5 levels you have acquired.

Milestone. 12m. Min.

Single target. Gas. Aura.

After activating this aura add +X damage to your next attack where X equals the amount of meters you have moved using move actions excluding flight. After attacking the damage bonus resets to 0 until you move once more.

Rage. 10m+X. Min.

Single target. Plasma. Cast.

Run a powerful electric charge through a target or a conductive surface they are touching, dealing 1dM B Para X. X equals invocation. For every 5 mana spent beyond the initial cost, the charge deals an extra 1dH. You do not have to touch the target so long as they are within your close range.

Riot. 10m. Min.

Single Target. Mystic. Cast.

Using mana, turn your rage and focus into a precise mechanism that slows the world around your target. Add XdH to your target's next accuracy roll for an attack, block, or strikebreak. X equals 1 +1 for every 5 levels you acquire.

Rude. 10m. Min.

No target. Gas. Cast.

Move the air around you out of your way and underneath you to lift your weight, reducing your carry weight to 0 for a brief instance when you attack. This effect accelerates your movements without losing any momentum. So long as this spell is active, gain +X when rolling to interrupt. X equals 1 +1 for every 5 levels you have acquired. This spell lasts as long as you maintain concentration.

Saline. 8m. Maj.

No Target. Liquid. Cast.

For the duration of this spell's effect you may generate a saltwater barrier as a zero action each time you are attacked. This spell lasts until you lose concentration or run out of barriers. You have a number of barriers equal to invocation. Each barrier prevents an amount of damage equal to your heal substat. If a barrier is used it will be lost even if the full damage reduction was not taken advantage of. Spend 5 HP off of the barrier to remove a burn counter, 15 to remove a poison counter from the incoming attack. Cannot remove counters that were already applied. You may choose to apply damage and counters to these barriers after damage is declared.

Terrified. 12m. Min.

Multi-Target. Mystic. Cast.

Exude an intimidating presence that overpowers the minds of your victims. Select X targets. X equals invocation. Roll a competitive check of your Phys versus their Meta. Each target that fails will be focused solely on you and will receive disadvantage on all percentile and Phys/Meta rolls when attacking targets that aren't you. This spell lasts 2 turns +1 for every 10 levels you have acquired (Max 2+5). This spell does not require concentration.

Thunderclap. 8m. Min.

Single Target. Gas. Augment.

Augment a weapon or object. Whenever that item is used to attack a creature a clap of thunder will shake them causing them to roll a balance check, on a fail they fall prone. If, for any reason, the attack fails to hit its target, they must

roll Phys to beat 8 +X. On a fail, they are still affected by this spell even if they weren't hit. X equals invocation (Max 17). The target must be within range of the object's wielder.

Tombstone. 8m. Min.

Trigger-Targeting. Solid. Augment.

Whenever the wearer or wielder of the augmented object takes damage, residual energy is stored in that object. Gain +1 damage for every 10 HP lost. Healing does not remove that damage bonus. The damage bonus cannot be higher than your level. After level 8 you do not lose concentration on this spell as a result of taking damage. After level 16 this spell does not require concentration. After level 24 If someone attempts to spellbreak this spell you may roll Phys instead of Meta.

Vaccinate. 14m. Maj.

No target. Mystic. Cast.

Absorb your physical pain into your psyche through a metaphysical portal, then clear your mind. Heal equal to your heal stat. You may reduce the healing gained from this spell by 5 to remove a paralysis, burn, freeze, or sickness counter. Spend 20 points of healing to remove a poison counter.

Wardrum. 10m. Min.

Trigger-Targeting. Gas. Cast.

Generate a pocket of air capable of absorbing kinetic energy. Creatures may attack this charged pocket, glowing with mana, track all damage dealt to it, counters do not apply. As a zero action or after 4 AR the bubble will pop, dealing the damage that was dealt to it to all creatures within X meters from it. X is equal to your mana range + invocation. You may release the bubble while it is being attacked to send it flying a number of meters equal to up to half the damage dealt on the blow. The creature that dealt the blow must roll accuracy.

Senshi

The senshi focuses more on the flow of life and combat than the substance, being the kind of person who would redirect an enemy's malice back at them. They are masters of a strong defense able to block as easily as one would breathe. The senshi is capable of negating an enemy's offensive output wholly and entirely, essentially removing an opponent from the fight before ever delivering a single blow. When in a desperate situation the senshi can use their overwhelming strength to take any hit and even prevent the hits before they come.

As a senshi you are awarded either Gauntlet or Staff proficiency +1 proficiency of your choice.

CmS.DD.

As you progress through the Senshi subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Defensive , Arcana .
1	+1 Primary Senshi ability.
2	+2 Tier points.
3	+1 Primary Senshi ability.
4	+2 Tier points.
5	+1 Primary Senshi ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Senshi ability.
8	+2 Tier points.

9	+1 Primary Senshi ability.
10	+1 Primary Senshi ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Senshi ability.
12	+2 Tier points.
13	+1 Primary Senshi ability.
14	+2 Tier points.
15	+1 Primary Senshi ability.
16	+1 Primary Senshi ability.
17	+1 Primary Senshi ability.
18	+2 Tier points.
19	+1 Primary Senshi ability.
20	+2 Tier points.
21	+1 Primary Senshi ability.
22	+2 Tier points.
23	+1 Primary Senshi ability.
24	+2 Tier points.
25	+1 Primary Senshi ability.

Primary Abilities, Senshi (CmS).

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Denial. Active. Senshi. R1.

Upon acquiring this ability you may perform a block action as a minor action once per turn. At level 12 you can perform 2 blocks as a minor action once per turn.

Defender's Chi. Passive. Senshi. R2. Add your level to all block checks and gain advantage on competitive initiative rolls made for blocking.	Warrior's Way. Passive. Senshi. R2. For each successful Block, Dodge, Counter, or Disarm over the course of this battle gain 1 WW point. You may spend 1 point to add +5 to an accuracy roll including block checks. Multiple points can be spent at once. You cannot have more WW points at one time than invocation.
Guardian's Chi. Passive. Senshi. R3. Gain +X to your Phys or Meta rolls when blocking. X equals 1 +1 for every 5 levels you acquire. Gain advantage on all block checks.	Warrior's Path. Passive. Senshi. R3. Gain 2 points instead of 1 when using "Warrior's Way". You may spend 4 WW points to perform a block as a zero action, once per turn. This block and anything that is triggered by it will not generate WW points.

Counter. Active. Senshi. R1.

Every time you block an attack successfully you may spend a free action to perform an attack as if you were spending a major action.

Disarm. Passive. Senshi. R2. After successfully blocking an attack, if you have a free hand and the attack had a physical component within your close range (weapon, fist, claw, arrow), you may constrict	Jab. Passive. Senshi. R2. If you successfully block an attack, absorb the damage dealt and immediately redirect it at a target within your close range. Up to X damage can be absorbed this way. X
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whatever attacked you as a zero action applying constrict equal to 8 +Inv. This may disarm an enemy.	is equal to your level multiplied by 10. Jab is guaranteed to hit.
Kick. Passive. Senshi. R3. After attacking or blocking a target you may have them roll balance. If they fail, deal knockback equal to XdH meters. Where X equals 1 +1 for every 5 levels you have acquired.	Punch. Passive. Senshi. R3. 'Jab' may now redirect an amount of damage equal to twice your level. Counter can now be performed as a zero action. This can be once for every 10 levels you have acquired.

Serenity. Passive. Senshi. R1.

At the end of every turn gain X stacks of serenity you may spend 3 stacks of serenity to block an attack within your close range as a zero action, interrupt must still be rolled. X is equal to 1 + 1 for every 20 levels you acquire (Max 3). Stacks of serenity will carry over between rounds. You may not have more serenity stacks than invocation.

Bide. Passive. Senshi. R2. Your held actions are not lost at the end of a turn cycle. Held actions cannot be carried over between rounds. You may spend a free action once per turn to gain 1 stack of serenity.	Evader I. Passive. Senshi. R2. You may add any bonuses that would apply to your block checks to a dodge check.
Instinct. Active. Senshi. R3. Spend 1 stack of serenity to gain advantage on a failed roll associated with blocking or dodging. (stackable) (Interrupt, Block check, Dodge check.)	Evader II. Passive. Senshi. R3. Once per turn you may perform a dodge as a zero action. Gain an additional zero action dodge for every 20 levels you have acquired.

Fisticuffs. Passive. Senshi. R1.

Select a target within your close range. Once per turn, if that target attacks, you will receive a block of opportunity. This block is guaranteed to interrupt. Add your level to the block check and reduce the damage equal to invocation multiplied by 10. You may assign your fisticuffs target at any point during the turn but, once assigned, it cannot be changed until the next turn.

Boxer I. Passive. Senshi. R2. If your fisticuffs target takes a move action while in your C.Range, receive an attack of opportunity. If you would have received an AoO anyways you may perform 2 attacks as if they were one.	Wrestler I. Passive. Senshi. R2. If your fisticuffs target attempts to to leave your C.Range you may attempt to grapple them as a zero action. This is guaranteed to interrupt.
Boxer II. Passive. Senshi. R3. The AoO as a result of 'Boxer' cannot be blocked or dodged.	Wrestler II. Passive. Senshi. R3. Automatically block all attacks from targets you have physically constricted as a zero action, if possible. The interrupt is guaranteed and no block check needs to be rolled.

Armor-channel. Active. Senshi. R1.

Take the time to focus your mental and physical energy on a target, this will create a forcefield with a different value based on what kind of action you use to make it. You must have your target within close range and you must maintain concentration. As a free action generate an amount of ArRa equal to your level, as a minor action generate XdH, and as a major action generate XdH + XdS. X equals invocation. The forcefield is stackable and multiple iterations of this ability on 1 target will be considered 1 forcefield.

Hardness I. Passive. Senshi. R2. Upon acquiring this ability gain a natural armor rating of X/X/X where X is equal to your level (Max 50).	Slip. Active. Senshi. R2. Once per turn you may perform a dodge action as a free action
Hardness II. Passive. Senshi. R3. Upon acquiring this ability gain a natural armor rating equal to X/X/X where X is equal to twice your level (Max 100).	Slide. Active. Senshi. R3. Upon acquiring this ability you may now dodge twice as a minor action at no stamina cost and add your level to all dodge checks.

Temperamental. Passive. Senshi. R1.

Just as your lungs can breathe hot or cold air your fists can channel energy or set it free. All attacks on targets within your close range have either Freeze II or Burn II depending on the creature's choice at the time. At levels 8, 16, and 24 increase the tier of Freeze or Burn by 1.

Empathize. Passive. Senshi. R2. The spell 'Empathy' does not count against the number of auras you can have active at one time.	Sympathize. Passive. Senshi. R2. The spell 'Sympathy' does not count against the number of auras you can have active at one time.
Empathetic. Passive. Senshi. R3. So long as the spell 'Empathy' is active, gain a damage reduction of X that applies to all damage taken. X equals invocation. The effect lasts as long as the spell does.	Sympathetic. Passive. Senshi. R3. Upon conjuring the spell 'Sympathy', gain +X to all H+ rolls. X equals invocation. The effect lasts as long as the spell does.

Senshi spells.

Acupuncture. 8m. Min.

Trigger-Targeting. Mystic. Cast.

Conjuring this spell stocks its effect on your target X times. X equals invocation There is no limit to how many stocks a single target may possess. This spell takes effect whether the spell's target takes damage to health, armor, or a shield by being targeted or by blocking. Inflict intense pain on targets as if needles were targeting their nerve endings. Deal XdH P damage in an AoE to the attacker using the conjurer's stats. This spell lasts so long as you maintain concentration.

Aerial. 10m. Min.

No Target. Gas. Cast.

Move with the wind at your back and beneath your feet. Take a full move action and ignore 1 stack of difficult terrain. You may move in any direction as if you were flying until the spell ends. If you already have flight, increase the degree of flight by 1 tier. After level 8 you may add your invocation to movement. After level 16 if you use this spell as a dodge action gain advantage on the dodge roll. After level 24 if you use this spell as a dodge action gain advantage on the interrupt roll.

Arms. 10m. Min.

Single Target. Dimensional. Cast.

So long as this spell is active you may perform a counter attack as a zero action after blocking. This spell lasts a number of turns equal to invocation +1. You may only use this spell's effects once per turn. At level 8 you may use it 2 times. At level 16 you may use it 3 times. At level 24 you may use it 4 times.

Capture. 15m+X. Min.

Single Target. Solid. Cast.

Vines of steel cover a target in your mana range. It applies Constriction equal to a Phys roll +1 for every 5 mana you pay in addition to this spell's cost. You cannot add more than your invocation to that roll using this spell.

Clamp. 12m. Min.

Single Target. Solid. Cast.

Launch a mass of arcane metal at a target, giving them an armor rating of X/X/X for the spell's duration or until destroyed. X equals half your level rounded up (Max 25 per stack). The spell lasts so long as you maintain concentration (Stackable).

Deflect. 8m. Min.

Single Target. Solid. Aura.

So long as this aura is active you may perform a block for a target within your long range by conjuring a mass of earthly material at the instance of an attack. This is rolled as if you were blocking with a normal shield but can be done as a 0 action once per turn. The barrier lasts as long as the aura does or until you release it. This material's armor rating is based on your level. At level 1 deflect has 18 ArRa. At level 5 it has 42 ArRa. At level 10 it has 78 ArRa. At level 15 and beyond it has 120 ArRa.

Discipline. 10m. Min.

Single Target. Plasma. Augment.

A gel orb grows out of your target. Anything that contacts that target through an attack, constriction, or other means is dealt burn counters without a Phys or Meta roll. At Level 1 deal 1 burn counter. At level 8 deal 2 burn counters. At level 16 deal 3 burn counters. At level 24 deal 4 burn counters. This effect occurs once per turn to a single target.

Empathy. 6m. Min.

Single Target. Mystic. Aura.

So long as this aura is active if a target within your mana range would receive damage you may choose to prevent that damage by reducing your HP an equal amount. You may take part of the damage or all of it. Any counters that would be applied are still applied to their target. You may pay 5 mana as a free action once per round to deal all of the damage you have taken with this ability to a target in your close range.

Frosted. 15m. Min.

Single Target. Solid. Augmentation.

A shard of ice grows out of your target. Anything that contacts that target through an attack, constriction, or other means is dealt freeze counters to without a Phys or Meta roll. At Level 1 deal 1 freeze counter. At level 8 deal 2 freeze counters. At level 16 deal 3 freeze counters. At level 24 deal 4 freeze counters. This effect occurs once per turn.

JKD. 12m. Maj.

No Target. Gas. Aura.

While this aura is active you may block AoE attacks as if they were targeting you. You may block the attack's effects in a radius around you or the entity you are blocking with equal to your mana range. If an entity is not within your mana range you cannot protect it. This also means you can block normal attacks for any creatures within your mana range without moving. At level 12 this aura offers a damage reduction equal to invocation (Max 17). At level 24 the range expands to twice your mana range.

Ocean. 14m. Maj.

No Target. Liquid. Aura.

Generate a gravity defying liquid around you. You may spawn X droplets and assign them to your body or the air around you divided as you see fit. This must be assigned at the beginning of every turn cycle. You may reduce damage dealt to you equal to the droplets on your body, consuming them. You may reduce damage that you block equal to droplets in the air, also consuming them. At the start of every turn you regain any droplets lost. At level 1 X equals 15. At level 8 X equals 25. At level 16 X equals 35. At level 24 X equals 45.

Reconcile. 8m. Min.

No Target. Liquid. Cast.

Fire a healing salve at a target. If they are outside your mana range you must roll accuracy. For the duration of this spell that target heals $XdH + XdH$ where the first H+ is based on your stats and the second one is based on the targets. X equals 1 +1 for every 10 levels you have acquired. This spell lasts X turns.

Repulse. 8m. Min.

Single Target. Gas. Cast.

A consenting target within your mana range is surrounded by a cyclone of air. That target will disengage with all enemies as a shockwave bursts out around them. After disengaging, launch your target 1dH meters in a direction of your choice. If used to dodge this spell is guaranteed to interrupt. At level 12 you may target allies outside your mana range. At level 24 add your level to the target's dodge roll.

Shaolin. 12m. Min.

No Target. Dimensional. Summon 6.

Conjure a hard light quarterstaff with a damage mod equal to XdH . X equals 1 +1 for every 5 levels you acquire. If using the staff for a strikebreak or block it has +X on the interrupt roll and you may add your level to your block check (Max 50). All creatures capable of wielding it are proficient with this weapon.

Slow. 10m. Min.

Multi-Target. Dimensional. Cast.

This spell intensifies the density of everything within your mana range. It lasts 3 turns +1 for every 5 levels you have acquired. Targets that attempt to move through your mana range will have to move as if it were difficult terrain. This includes flying and ethereal entities.

Surrender. 12m. Maj.

Single Target. Liquid. Cast.

A consenting target or object will gain the ability to temporarily liquify themselves at the moment of an impact. This spell lasts so long as you have concentration or until used successfully. If the target would be hit by an attack, even if it is AoE, they may use this spell's effect as a zero action and roll a dodge check. Add your invocation to the interrupt and your level (up to 50) to the dodge check. This does not negate damage after or before the attack, only the damage from the attack itself.

Sympathy. 6m. Min.

Single Target. Mystic. Aura.

Revitalize yourself so you can take more damage from enemies. Gain an additional HP bar. You may choose to take damage to that HP bar instead of your own. All counters will still be applied to you, but their damage can be applied to this aura. You may pay 5 mana as a free action once per round to reset this Aura's HP. Sympathy's HP bar is equal to your level + XdH . X equals 1 +1 for every 5 levels you acquire (Max 11). You may reroll the dH rolls when resetting.

Touch. 10m. Min.

Single Target. Liquid. Cast.

Conjure a mass of dense liquid the size of your fist. Launch that mass at a target dealing KB. At level 1 deal KB III. At level 8 deal KB IV. At level 16 deal KB V. At level 24 deal KB VI

Tuning. 14m. Min.

Trigger-Targeting. Plasma. Augment.

Augment a small focus that pulses energy into any creature that has it equipped. Roll 1dH once per turn and generate that much inspiration. Whoever has this totem equipped may apply an amount of inspiration from this totem, consuming those points of inspiration. This bonus can be applied after a roll has been made. The bonus applies to accuracy, block, dodge, balance, consciousness, and ailment recovery.

Zen. 10m. Min.

Multi-Target. Mystic. Cast.

Heal all targets in your mana range XdH. Increase the range of this spell by 1 meter for every 5 levels you acquire. X equals 1 +1 for every 10 levels you have acquired (Max 6).

Construct Mage

At level 0 this class receives the following abilities and may select 10 spells from the subclass they choose. These spells are found below the Subclass' abilities. Choose your subclass by selecting a level 1 ability from the 3 subclasses below, then follow that leveling table.

Supportive	As a zero action once per turn you may regenerate an amount of MP equal to half of your Regen stat rounded down. You may apply this effect to yourself or to another creature in your mana range.
Weaver	When you successfully conjure a spell you may pay the price of that spell again in order to store it on a target inanimate object. Weaved spells do not require concentration or consciousness but you may only have 1 stored at a time +1 for every 10 levels you acquire. Releasing the spell is a free action.

Caster

The caster is a creative combatant, they tend to seek out unique solutions to problems in their life. They support themselves and allies with indirect attacks and setting up hazards to limit an enemy's options. They are capable of dealing large amounts of damage to targets by setting up combos and chain reactions. They possess absolute control over the fast-acting cast type spells.

As a caster you are awarded either Glove or Wand proficiency +1 proficiency of your choice.

CnC.SO.

As you progress through the Caster subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Supportive , Weaver .
1	+1 Primary Caster ability.

2	+2 Tier points.
3	+1 Primary Caster ability.
4	+2 Tier points.
5	+1 Primary Caster ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Caster ability.
8	+2 Tier points.
9	+1 Primary Caster ability.
10	+1 Primary Caster ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Caster ability.
12	+2 Tier points.
13	+1 Primary Caster ability.
14	+2 Tier points.
15	+1 Primary Caster ability.
16	+1 Primary Caster ability.
17	+1 Primary Caster ability.
18	+2 Tier points.
19	+1 Primary Caster ability.
20	+2 Tier points.
21	+1 Primary Caster ability.
22	+2 Tier points.
23	+1 Primary Caster ability.
24	+2 Tier points.
25	+1 Primary Caster ability.

Primary Abilities, Caster.

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Arcane Assault. Passive. Caster. R1.

Upon conjuring a cast-type spell you may give it a command that changes how the spell behaves. A command must be given before the spell is conjured. These actions will often result in accuracy penalties or other checks at GM discretion. You may create 1-word commands with their own effects, however they must be approved by your GM and they have the right to only allow the following 3:

Ricochet: your spell can bounce off of a surface and continue their path whether they are thrown or fired, using this technique you can distribute damage among multiple targets or shoot around corners.

Follow: Take a spell that would normally be stationary or have a set path and command it to follow your opponent, this can be used to give disadvantage on dodge checks or use a slow moving spell to force your opponent to keep moving.

Curve: Cause the effects of a spell to twist and turn, giving opponents disadvantage on block checks or tricking them into thinking the effect is coming from one angle only to have it change.

Directory I. Passive. Caster. R2.

You may pay 1 stamina as a zero action to reduce the action cost of a cast type spell by one degree. Major to minor, minor to free. This applies to each conjuration of the spell this turn. You may use this ability on fusion spells. The chosen spell no longer counts towards the maximum number of spells you can conjure in a turn.

Pumped I. Passive. Caster. R2.

Every time you conjure a cast type spell, gain 1 stack of pumped. Every time you attack with a cast type spell that deals damage, add bonus damage equal to the number of stacks you have. Both effects can occur simultaneously. You cannot have more stacks than your level. Fusion spells generate stacks for each spell in the fusion.

Directory II. Passive. Caster. R3.

When using Directory, you may pick 2 spells instead of one. This effect will stack on fusions made of those spells. You may pick the same spell twice. Upon spending the stamina, gain a bonus free action which must be used on conjuring one of those spells by the end of the turn.

Pumped II. Passive. Caster. R3.

When conjuring a cast type spell, gain 2 stacks of 'Pumped' instead of 1. You will no longer lose stacks of 'Pumped' if you lose concentration.

Arcarnage. Passive. Caster. R1.

As a zero action you may give an order to your cast-type spells after they have been conjured in order to change an aspect of how they function. This can only be done once per spell but can be performed immediately as a zero action after another creature has declared an interrupt. You do not need to declare this order at the time the spell is conjured.

Hold: After giving a spell a command and conjuring it you can have it wait patiently at a place within your mana range. Upon telling the spell to release it will resolve its actions, you may assign targets at this point.

Cancel: If a spell is blocked, dodged, or otherwise would not resolve to your satisfaction you may cancel it and have the entire mana cost refunded to you. If the spell dealt any effects it cannot be canceled. This can, however, be used to intimidate or trick opponents.

Recast. If a spell is spellbroken you may tell it to recast, at which time you must pay its manacost again and the spell will act as if it had just been conjured. You may give it a new command and new targets but you cannot use 'Arcarnage' on it again.

Memories I. Passive. Caster. R2.

Keep track of how much mana you spend on spells throughout your turn. If you would roll a meta check as the result of a spell you or another creature conjured, add a bonus to your roll based on the amount of mana you have spent. Add +1 for every 5 mana you spent the previous turn. You may not add a bonus higher than +5. (If you spend 25 or more mana each turn there is nothing to keep track of.)

Casting. Passive. Caster. R2.

Your concentration cannot be broken on cast type spells by receiving damage unless that damage would force you to roll for consciousness.

Memories II. Passive. Caster. R3.

If you are conjuring the same spell you conjured last turn, gain advantage on all associated rolls for accuracy, damage, and Meta checks. This may only be done for 1 spell per turn. This ability applies to fusion spells.

Casted. Passive. Caster. R3.

Your focus when conjuring Cast type spells now makes them harder to resist. If the target of your spell attempts to block, dodge, or strikebreak they must roll with disadvantage. This does not apply to their interrupt roll.

Elemental. Active. Caster. R1.

As a free action, surround a target within your mana range with material of an elemental state and give them one of the following benefits for the round. You may spend a free action at any time to change which bonus they have. Each target may only have one bonus at a time.

Gas. Halve all knockback effects, add your level to the target's dodge rolls.

Liquid. Remove 1dM Brn counters at the end of the turn cycle, target rolls advantage to resist poison counters.

Plasma. Remove 1dM Frz counters at the end of the turn cycle, target adds half your level rounded down to their move speed.

Solid. Select a damage type, Bludgeoning, Piercing, or Slashing. Gain a damage reduction equal to 5+ invocation for all incoming damage of that type.

Elephysical. Passive. Caster. R2.

At the end of the turn cycle apply the following bonuses

Brain. Passive. Caster. R2.

If you deal a counter of a certain tier with a cast

based on the State of the spells you used this turn. For every GAS spell you have conjured this turn move X meters as a zero action, X equals invocation. For every LIQUID spell you have conjured this turn you heal 1dM HP. For every PLASMA spell you have conjured this turn, deal 1dM D damage to a target in your close range. For every SOLID spell you have conjured this turn, gain a forcefield equal to 1dM that lasts so long as you have concentration.	type spell, increase it by 1 tier +1 for every 10 levels you have acquired. If you deal knockback add your invocation to the total distance. If a spell has an armor rating increase that ArRa equal to your level.
Elementalist. Passive. Caster. R3. When using 'Elemental' apply 2 of the bonuses with a single free action. The maximum number of bonuses a target can have is now 2.	Brawn. Active. Caster. R3. As a free action, add +1 to your M+ mod for every 5 levels you have acquired. This ability does not require concentration but does require consciousness.

Omnispell. Passive. Caster. R1.

Once per turn, you may conjure the primary spell Ambrosia, Fireball, Gust, or Shard as a zero action, mana must still be paid for this spell. This does not count towards the number of spells you can conjure in a turn. You may spend a stamina to repeat this effect with one of the listed spells, this can be done a number of times equal to 1 +1 for every 5 levels you acquire.

Trigger I. Passive. Caster. R2. When conjuring a Primary cast type spell you may triple its mana cost in order to conjure it twice. You do not need to pay the action cost for the second spell and the second spell does not count toward the maximum number of spells you can conjure this turn.	Booster. Passive. Caster. R2. Every time you conjure a spell, gain 1 Booster counter. When conjuring cast type spells reduce the mana cost equal to the number of booster counters you possess. This ability cannot reduce a spell's cost lower than half its original cost rounded up. Fusion spells generate counters for each spell in the fusion.
Trigger II. Passive. Caster. R3. When conjuring a Primary cast type spell you may pay the spell's cost again to reduce its action cost by 1 degree. A major to a minor, a minor to a free. This ability can be used on fusion spells.	Flow. Passive. Caster. R3. At the end of each turn cycle you may regenerate an amount of mana equal to the number of boost counters you possess.

Temperate. Active. Caster. R1.

If a target within your mana range already has a burn or freeze counter you may spend a free action to increase the amount of counters they have. You must win a comp meta check. You must apply metaphysical counters of the same type. Add a number of counters equal to 1 +1 for every 5 levels you have acquired (Max 10).

Day. Active. Caster. R2. Roll with advantage when applying burn counters. When dealing metaphysical burn counters increase the tier you apply by 1. Once per turn as a zero action remove a number of burn counters from any targets within your mana range and gain 5 mana for every counter removed. You may only remove a number of counters equal to invocation.	Night. Active. Caster. R2. Roll with advantage when applying freeze counters. When dealing metaphysical freeze counters increase the tier you apply by 1. Once per turn as a zero action remove a number of freeze counters from any targets within your mana range and gain 5 mana for every counter removed. You may only remove a number of counters equal to invocation
Bellows. Active. Caster. R3.	Sleet. Active. Caster. R3.

As a free action, pay 10 mana to telekinetically fuel the fires inflicting a target with the surrounding air. The target will take damage from any burn counters they already have at the time you apply this ability. The burn counters deal their damage as they normally would. You may only do this once per turn.

As a free action, pay 10 mana to telekinetically reinforce frost using the surrounding humidity. The target will take damage from any freeze counters they already have at the time you apply this ability. The freeze counters deal their damage as they normally would. In addition, you may apply constriction X. X equals 10+ the number of freeze counters the target has. You may only do this once per turn.

Focus. Passive. Caster. R1.

Your focus improves allowing you to multitask more effectively. When you spend a major or minor action to conjure a spell you may also take a move action. A full move for a major and half move for a minor. In addition to this effect, If anyone tries to interrupt your spell before it resolves, you may roll with advantage on that interrupt roll. If you do choose to roll with advantage you may only apply 'Memories' to the first roll.

Epiphany I. Passive. Caster. R2.

When rolling initiative or interrupt rolls, including rolling to prevent an interrupt, you may spend 12 mana to add +1 to your roll. This must be done before seeing the results of your roll. (Stackable)

Blink. Passive. Caster. R2.

Instead of spending actions, you may spend 15 mana to perform a dodge. You must roll for interrupting and dodging as you normally would.

Epiphany II. Passive. Caster. R3.

You may now use 'Epiphany' after seeing the results of your roll. Reduce the cost from 12 to 6.

Escape. Passive. Caster. R3.

When using 'Blink' you may pay additional mana to increase the dodge roll after seeing the result. 1 mana is equal to +1. This ability can only be used once per turn.

Caster spells.

Acid. 10m. Maj.

Multi-Target. Liquid. Cast.

Spay acid in a line the length of your mana range and a width of 1 meter. This spell deals 1dM D damage Para I to all creatures in its path. You must roll accuracy for every target in this line. If you fail the accuracy check the target takes half damage. At levels 8, 16, and 24 increase the degree of Para applied by 1.

Ambrosia. 10m. Min.

Single Target. Liquid. Cast.

Loose a stream of glowing artificial blood. Heal a target XdM and allow them to roll Recovery as a zero action to remove negative effects as allowed in the mechanics glossary. X equals 1 + 1 for every 5 levels you have acquired.

Clay. 5m. Maj.

No Target. Solid. Cast.

Surround your mana range or a space within your mana range in a clay dome. The dome has an armor rating of 30 and is immune to counters. Upon conjuring this spell you may pay the mana cost again to add another layer to this dome. You may do this a number of times equal to invocation. This spell lasts so long as you maintain concentration.

Current. 10m. Maj.

Trigger-Targeting. Plasma. Cast.

Lightning will flow through your body dealing 2dM B damage if a creature is in range of this spell on their turn. Any creatures within range other than the initial target will take 1dM B damage as well. At level 1 this spell requires contact to work. At level 8 it affects a creature within your close range. At level 16 it affects a creature within your mana range. At level 24 it affects a creature that has been in your mana range while this spell was active, even if they no longer are. Stackable.

Fireball. 10m. Min.

Single Target. Plasma. Cast.

Launch a fireball that deals 1dM+X B damage Brn Y. This spell is guaranteed to ignite non-flammable, inflammable, and combustible objects (See mechanics glossary 'Fire'). X equals your level. Y equals 1 +1 for every 5 levels you have acquired.

Freeze. 10m. Maj.

Trigger-Targeting. Solid. Cast.

Launch a bullet of dense mass that sinks into a non-living target. Increase the armor rating of that target by XdM where X equals invocation. This spell lasts a number of turns equal to invocation. The target may be frozen or covered in ice as a result of this spell. If the target of this spell is physically attacked, deal Freeze to its attacker. At level 1 deal Freeze I, at 8 deal Frz II, at 16 deal Frz III, and at lvl 24 deal Frz IV. This spell cannot apply more armor rating than your level times 10 to any one target.

Gaia. 20m. Maj.

No Target. Solid. Cast.

Create a simple weapon made of a solid material that has a damage mod equal to half your level (Max 25). Choose one physical weapon type at the time of conjuring. This weapon rusts away and evaporates if you lose concentration. The weapon has an armor rating equal to 30 +lvl. You can control this weapon within your mana range as if by telekinesis, it can move a distance equal to your mana range as a zero action and you may choose not to roll accuracy when you attack a creature within your mana range. You will automatically hit but you cannot perform called shots, executes, precision strikes or critical hits. If a target would block or dodge it will be treated as if you rolled a 50 on your accuracy check. It still costs a major action to attack with this weapon. If it would be destroyed, instead of dispelling it you may pay a minor action to reconstruct it. This weapon will not receive weapon type benefits at level 1. However, at levels 8, 16, and 24 it will be treated as tier 1, 2 and 3 respectively. This spell lasts until you lose concentration.

Gust. 10m. Min.

Single Target. Gas. Cast.

Send forth a burst of air dealing KB X forcing your target to roll balance even if they resisted the knockback, falling prone if they fail. X equals invocation.

Inferno. 5m. Maj.

Multi-Target. Plasma. Cast.

Conjure a cloud of flames that rains down on enemies within your mana range, dealing AoE damage. The size of the cloud increases as you level. At level 1 it can cover a 1 meter diameter area. At lvl 8 it covers 2 meters. At lvl 16 it covers 4 meters. At level 24 it covers 8 meters. Those caught in the flames take damage once per turn and every time they take a move action or are knocked back through the AoE. Inferno deals XdM damage. X equals 1 +1 for every 10 levels you acquire.

Laser. 10m. Maj.

Single Target. Plasma. Cast.

Fire an undodgeable and unblockable laser that deals XdM P damage. X equals invocation.

Melt. 10m. Maj.

Single Target. Liquid. Cast.

Fire a stream of strange liquid at a target. Decrease the armor rating of that target by XdM where X equals invocation. This spell lasts a number of turns equal to invocation. If the target's armor rating is halved, anyone that tries to attack with it must roll with disadvantage on accuracy (this applies to bows as well and mechanical weapons may cease functioning). If the target's armor rating is reduced to 0 by this spell, its state will change to liquid and it will catch fire applying burn counters to all targets within 1 meter of it. At level 1 deal Burn I, at 8 deal Brn II, at 16 deal Brn III, and at lvl 24 deal Brn IV. This spell has no effect on targets that are already liquid.

Mist. 5m. Maj.

Multi-Target. Liquid. Cast.

Envelop your mana range in a moving mist or fog. It is the size of your mana range and affects all enemies within it, moving so as to not negatively impact your allies. This spell decreases visibility giving a penalty on spot check RTBs equal to 20% plus your level. Creatures within the mist must roll spot checks every turn to try and see enemies outside of their close range.

Mote. 20m. Maj.

Multi-Target. Plasma. Cast.

Spawn the essence of plasma itself instead of simply pulling from its power. This creates a marble-sized ball that floats around the battlefield following a path that you draw for it. Its effect radius is 1 +1 for every 10 levels you have acquired. It can move a number of meters per turn equal to your invocation and moves at the end of the turn cycle. Set the move speed at the time of conjuring. This spell deals XdM B damage and causes blisters to form allowing it to deal bleed counters. X equals invocation. This spell lasts so long as you maintain concentration or until you spawn another Mote (Fusions containing Mote do not count).

Shard. 10m. Min.

Single Target. Solid. Cast.

Launch an ice shard that deals 1dM X P damage Frz Y. This spell is guaranteed to freeze up to 1 meter of inanimate water or a similar substance for every 5 levels you have acquired. The volume of this ice would be about 50 cm cubed. X equals 1 +1 for every 5 levels you have acquired. X equals your level. Y equals 1 +1 for every 5 levels you have acquired.

Spike. 10m. Maj.

Trigger-Targeting. Solid. Cast.

Channel mana into a number of solid objects in your mana range. As a zero action you may activate any number of these pools of mana causing them to conjure spikes made of that material. Each spike deals damage to a creature in range of it. When conjuring this spell you may make 1 spike +1 for every 5 lvls you have acquired. The spikes deal 1dM P damage + the appropriate damage mod for the material they are grown from, found in the item section. A spike's length is 1 meter and increases by an additional meter at levels 10 and 20. Spikes do not require an accuracy roll and multiple spikes may cause Meta constriction. Spikes will not fully extend if they cannot pierce the entity blocking them. This spell lasts so long as you have concentration.

Tornado. 20m. Maj.

Multi-Target. Gas. Cast.

Create a tornado that has a diameter equal to half your mana range at its base. Creatures that enter this area must roll balance and will fall prone upon failure. Any target that falls prone will spin through the air suspended above the ground at a height equal to your mana range, regardless of how they fell prone. All targets in your mana range take XdM S damage once per turn. If the target is prone the damage becomes Direct. X equals invocation. This tornado lasts 2 turns at level 1, 3 turns at level 8, 4 turns at level 16, and 5 turns at level 24.

Tsunami. 20m. Maj.

Multi-Target. Liquid. Cast.

Launch a wave of flammable liquid that has a high freezing temperature. If a target is hit with this spell you may choose to increase the number of burn or freeze counters they have applied to them. This will only take effect if they already have at least 1 burn or freeze counter. This spell swirls around your mana range hitting all targets within it. For each target hit, add a number of Brn or Frz counters equal to your invocation (Max 17). This does not require a meta check. This spell lasts 3 turns or until you lose concentration. You must select Brn or Frz upon conjuring the spell.

Vibes. 5m. Maj.

No Target. Gas. Cast.

Send a wave of temperature altering air. When used to create heat, a target hit by this spell will roll disadvantage when resisting burn counters or you can remove a number of freeze counters from that target. When used to create cold, a target hit by this spell will roll disadvantage when resisting freeze counters or you can remove a number of burn counters from that target. This spell lasts a number of turns equal to invocation (Max 17). The number of counters removed is 1 +1 for every 5 levels you have acquired. This spell can be used to regulate the temperature within your mana range.

Vortex. 10m. Maj.

Trigger-Targeting. Gas. Cast.

Create a vortex in your mana range that can lash out at targets. As a zero action you may activate the vortex to send a target flying as an interrupt which is guaranteed to pass. You may target equipped entities with this spell. The target or the creature wielding your target must roll Phys to beat your Meta check. Upon a failure the target will be unequipped, if applicable, and launched 1dM meters. This spell lasts so long as you have concentration or until you activate it a number of times equal to invocation.

Whisper. 10m. Maj

Single Target. Gas. Cast.

Vibrate the air to make soundwaves within your mana range. This spell can be used to make any number of sounds, more complex ones may require a meta check to beat 10-30 based on GM discretion. This soundwave can also be used to damage and disorient a single target by shooting a sound wave at them. For the duration of this spell your target has disadvantage on Accuracy, Balance, Dodge, and Block checks. This spell lasts 1 turn +1 for every 5 levels you have acquired.

Disciple

A disciple takes life one piece of information at a time and tries to pursue the best outcome with the least amount of resources spent, conserving their energies for the big moments. They are the best at healing wounds and providing their allies with the freedom to live up to their potential. They can prevent damage or deal damage but mostly specialize in always having an answer to an enemy's attack. They must choose their path wisely in order to be flexible and provide aid the best they can.

As a disciple you are awarded either Amulet or Tome proficiency +1 proficiency of your choice.

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As you progress through the Disciple subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Supportive , Weaver .
1	+1 Primary Disciple ability.
2	+2 Tier points.
3	+1 Primary Disciple ability.
4	+2 Tier points.
5	+1 Primary Disciple ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Disciple ability.
8	+2 Tier points.
9	+1 Primary Disciple ability.
10	+1 Primary Disciple ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Disciple ability.
12	+2 Tier points.
13	+1 Primary Disciple ability.
14	+2 Tier points.
15	+1 Primary Disciple ability.
16	+1 Primary Disciple ability.
17	+1 Primary Disciple ability.
18	+2 Tier points.
19	+1 Primary Disciple ability.
20	+2 Tier points.
21	+1 Primary Disciple ability.
22	+2 Tier points.
23	+1 Primary Disciple ability.
24	+2 Tier points.
25	+1 Primary Disciple ability.

Primary Abilities, Disciple.

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Discipline. Active. Disciple. R1.

As a disciple, select one of the abilities from the description below, gain the ability listed. You may spend 50 mana as a zero action to change which ability or abilities you have.

Energy, Once per turn as a zero action you can generate electricity from your body worth X charges (applies to items that use electricity) and Xd4 D damage to anything touching you. X equals 1 +1 for every 5 levels you acquire (Max 11).

Space, you can teleport anywhere within X meters as a free action, if used to dodge, add +X to your dodge chance. X equals invocation (Max 17)

Heaven, Add +X to your movement speed and hover above the ground up to 1 meter at will, rendering you immune to most difficult terrain. X is equal to your level (Max 50).

Beasts, Spend a minor action to conjure a beast type creature of Rank X. X equals 0 + 1 for every 10 levels you have acquired (Max 5). This beast remains so long as you have concentration or until it dies. Can have a number of beasts equal to invocation.

Nature, As a free action Increase your armor rating by 9 distributed as you see fit. By growing Ironwood the size of armor. This ability is stackable up to X times. X is equal to 1 +1 for every 5 levels you have acquired (Max 11).

Minds, You may spend a free action to apply a bonus equal to invocation to your next meta check (Max 17). If you use this ability multiple times it does not stack but does queue up future bonuses.

Commitment:

Energy, When dealing damage with spells or wisps apply metaphysical Para X. X equals 1 +1 for every 5 levels you have acquired (Max 11).

Space, all of your spells may receive up to +X to their carry weight. X is equal to twice your level (Max 100).

Heaven, spells you conjure can now make sounds that you assign while conjuring. At first the sounds simply mimic things you've heard. At level 10 the sounds can get loud enough to disorient, if a creature within X meters would roll for concentration they must roll at disadvantage. At level 20 the vibrations have a concussion force of knockback X. X equals 1 +1 for every 5 levels you acquire (Max 11).

Beasts, Your summoned beasts will also act as black or white wisps upon conjuring them. Each beast is equal to X wisps, each beast must be all one type of wisp. X equals 1 +1 for every 10 levels you acquire (Max 6).

Nature, all spells you conjure may now have up to +X armor rating. X is equal to your level (Max 50).

Minds, You may meditate with a target creature for 30 minutes. Once finished you may share your senses with that creature and they you. This effect lasts for 8 +X hours. X is equal to your level (Max 50).

Commitment I. Passive. Disciple. R2. Select an upgrade from the 'Commitment' list under 'Discipline'. The commitment you choose must be the same as a discipline you possess, commitments can be changed the same way as 'Disciplines'.	Devotion I. Passive. Disciple. R2. Gain a second discipline.
Commitment II. Passive. Disciple. R3. Gain a second 'Commitment'. This one does not have to be the same as a discipline you possess.	Devotion II. Passive. Disciple. R3. Gain a third discipline.

Disseminate. Passive. Disciple. R1.

If you heal a target and they have unused healing you may give that healing to another creature within your mana range or convert it into a forcefield on the target that would have received the healing. This does not count as multiple instances of healing.

Conversion I. Passive. Disciple. R2. When applying healing to a target you can reduce the amount that would have been healed and exchange that for removal of negative status effects. At the cost of 20 healing remove 1 Burn, Freeze, or Sickness counter. At the cost of 60 healing remove 1 Poison, Fatigue, or Paralysis counter.	Blessing. Passive. Disciple. R2. Whenever you heal a target other than yourself, you may heal an amount of HP equal to your Mana Regeneration stat. This can only occur once per turn cycle. This must target you however excess healing is still subject to the ability 'Disseminate'.
Conversion II. Passive. Disciple. R3. Reduce the cost to remove counters to 15 for Brn, Frz, or Sick and 45 for Poi, Fati, or Para.	Sphere. Passive. Disciple. R3. As a zero action summon a Hollow Wisp. This wisp has 0 HP and unlimited Max HP. Healing from spells can target this sphere to increase its HP equal to the amount healed.

	The wisp is ethereal but you may spend a zero action to decrease its HP and give that healing to a target in your mana range. This action is guaranteed to pass on interrupt and cannot be interrupted. The wisp does not require concentration.
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Gray. Passive. Disciple. R1.

Every time you conjure a primary spell or fusion, gain a gray wisp. Consume a number of gray wisps as a zero action. You may consume 1 gray wisp to reduce a minor action to a free action when conjuring a spell or 2 to reduce a major to a minor. You may consume 1 gray wisp to remove X counters from a target in your mana range. X equals invocation. This can remove Burn, Freeze, or Sickness counters. You may consume 2 gray wisps to remove any other type of counter. You may consume 1 gray wisp to add Y to your next Meta roll. Y equals 1 +1 for every 5 levels you have acquired (Max 11). You may consume any number of gray wisps at once.

Black wisps deal 3+X D damage to a target if you pass a meta check. If you used black wisps as a zero action and the check did not pass, this does not consume your one use per round and you may try again next turn. All damage from wisps is considered metaphysical.

White wisps heal a target for 3+X HP.

X equals Invocation.

White and black wisps can all be used with the same free action regardless of whether they came from an ability or spell.

White and black wisps can be used at any range so long as you can perceive the target.

Black. Active. Disciple. R2.	White. Active. Disciple. R2.
Receive a number of permanent Black wisps equal to invocation. Wisps can be used as a zero action once per round, otherwise you may use them once per turn as a free action.	Receive a number of permanent White wisps equal to invocation. Wisps can be used as a zero action once per round, otherwise you may use them once per turn as a free action.
Sinner. Passive. Disciple. R3.	Saint. Passive. Disciple. R3.
Any time you deal damage to a creature's HP or ArRa with a spell or attack, gain a black wisp. Any black wisps gained this way will be lost if you lose concentration. You cannot gain more wisps per turn than your invocation limit. Gray wisps can now be used to spawn a number of black wisps equal to 1 +1 for every 10 levels you have acquired.	If you heal a creature or remove a counter from a creature using a spell or ability, gain 1 white wisp. Any white wisps gained this way will be lost if you lose concentration. You cannot gain more wisps per turn than your invocation limit. Gray wisps can now be used to spawn a number of white wisps equal to 1 +1 for every 10 levels you have acquired.

Flow. Passive. Disciple. R1.

As a zero action, you have the ability to move an amount of MP or HP up to 10 plus your level between consenting targets once per turn.

Pocket I. Active. Disciple. R2.	Location. Active. Disciple. R2.
You have a pocket dimension with an amount of carry spaces equal to your level. Spend a minor action to open it. You may put any objects and consenting creatures into the pocket dimension but there is limited air to breath. Non-consenting creatures can only be placed in the pocket if they are already constricted and fail a comp meta check.	Spend a free action to relocate force fields within your M.Range. Once spent you may move force fields as many times as you want, redistributing them or assigning them to new targets within range.

Pocket II. Passive. Disciple. R3. Increase the carry spaces for the ability “Pocket” to be equal to 10 times your level.	Watch. Passive. Disciple. R3. If you did not deal damage this turn, gain a bonus minor action at the end of the turn cycle that can only be used to conjure primary spells or use effects of primary spells.
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Penance. Passive. Disciple. R1.

Select a target and choose healing or harming. Every time the target takes 10 damage or heals 10 HP gain 1 stack of penance. Once per turn, when dealing physical or metaphysical damage add an amount of damage equal to your penance stacks to the attack. You may change your target at any time without spending an action and can even do it as a guaranteed interrupt. However, when changing your penance target or function the bonus resets to zero. If your target is no longer in play you may keep your bonus until you select a new target. You may have a number of penance stacks equal to twice your level (Max 100).

Disease. Passive. Disciple. R2. Apply Fatigue X whenever you deal damage to a target's HP with a spell or fusion spell. X equals 1 +1 for every 5 levels you acquire (Max 11).	Purification. Active. Disciple. R2. Spend 1 stamina and a major action to remove fatigue, paralysis, or poison counters from a target within your mana range. Remove a number of counters equal to invocation (Max 17). Regardless of which counters are removed you may only remove a number of counters equal to invocation.
Off-Books. Active. Disciple. R3. You may spend a free action and 1 stamina to inflict pain on targets. Calculate the total amount of HP you have healed this turn. This does not count bonuses to armor rating, force fields, or excess healing. Deal damage equal to that amount to a single target within your mana range through psychic and gravitational pressure. This damage is direct, unblockable, undodgeable, and you automatically pass the accuracy check.	On-Books. Active. Disciple. R3. Spend 1 stamina and a free action. Heal a number of targets equal to invocation. The healing is equal to $XdM + lvl$. X equals invocation (Max 17). If a target is out of your mana range roll accuracy to apply it to them. If you bring a creature with ‘broken’ limbs to full HP using this ability, repair all limbs and remove the negative mechanic.

Catalog. Passive. Disciple. R1.

Pick a standard Disciple spell that normally costs a major action. You may conjure that spell as a minor action whenever you conjure it. This spell no longer counts towards the maximum number of spells you can conjure in a turn. To change which spell you have cataloged you must meditate for an hour.

List. Passive. Disciple. R2. Your cataloged spell now costs half as much to conjure. It must cost at least 1 mana. This reduction does not apply to X values or any additional costs. This affects the cost of fusion spells.	Noted. A. Disciple. R2. You may choose to have minor action spells as your cataloged spell. It will cost a free action instead.
Compendium. A. Disciple. R3. You may now have 2 cataloged spells.	Manual. A. Disciple. R3. You may now have secondary spells or primary spells from other classes as your cataloged spells.

Disciple spells.

Bless. 5m. Min.

Single Target. Dimensional. Cast.

Radiate moving hardlight structures within your mana range that reassemble a target's body and stimulate their cells to repair them. Heal target's HP XdM. X is equal to invocation. You do not have to roll accuracy for this spell if the target is within your mana range. The hard light structure will interrupt the nervous system's normal functions to ease pain on consenting targets.

Buddy. 10m. Maj.

No Target. Mystic. Summon 1.

Summon a number of black or white wisps equal to your invocation limit. You may summon any combination of black or white wisps. These wisps function as if they were spawned from the abilities 'White' and 'Black'. All wisps spawned by this spell count as 1 summon for each instance of the spell.

Graviton. 10m. Maj.

Single Target. Dimensional. Cast.

Fire a small sphere of gravity fluctuating energy at a target which sticks to them. This spell lasts so long as you maintain concentration. As a zero action you may use the sphere to deal XdM D damage and knockback equal to XdM. X equals 1 +1 for every 10 levels you acquire (Max 6). After one use the spell is consumed. This effect is guaranteed to interrupt. At level 12 you may fire 2 spheres with one cast. The spheres must have different targets and do not have to be activated at the same time. At level 24 you may fire 3 spheres.

Illusion. 10m. Min.

No Target. Mystic. Summon 3.

Create a hologram in the form of lightwave constructs, you may choose who can see them. These illusions can take any form that can fit within your mana range and will react to their environment even though they cannot actually be touched. This spell does not require concentration. After level 10 you only have to pay everlast once per hour or when changing the command. After level 20 this spell no longer requires concentration or consciousness and everlast can be paid in advance.

Nightmare. 20m. Maj.

Multi-Target. Mystic. Summon 10.

Summon a horrifying creature that is chained to you and cannot leave your mana range but can instantly teleport to anywhere within it. Deal 1dM P to targets within your mana range as a minor action after this creature is summoned. Once per turn cycle you may pay everlast to attack with this summon as a free action. At level 8, 16, and 24 increase the number of attacks this creature performs in the same action by 1 (this works for the minor and free action version). For a total of 4 attacks at level 24. You may choose new targets for these extra attacks. This summon can be used in the turn it was summoned.

Nul-light. 5m. Maj.

Multi-Target. Mystic. Aura.

Shroud targets within your magical range in darkness. On their turn they may spend a free action and roll comp Meta to try and remove the shadow from themselves. Add invocation to your meta roll when this occurs (Max 17). This spell can only be broken if a spellbreak targets your aura and thus you, or if all shadows have been removed by being resisted or by the targets leaving your mana range.

Plight. 20m. Maj.

Trigger-Targeting. Dimensional. Cast.

Conjure a pool of dark matter that exists so long as you maintain concentration. This pool can store damage which you can assign to a shard and fire as a free action. Upon conjuring this spell add XdM damage to the pool, reduce damage

from the pool equal to the damage you assign to a shard when it is fired. You may pay a minor action to add XdM damage to the pool where X equals 1 +1 for every 5 levels you have acquired. The shards deal piercing damage and if you run out of damage in the pool, this cast will dispel.

Portal. 8m. Maj.

No Target. Dimensional. Summon 4.

Create a portal from one spot in your mana range to another. The portal is only a meter in diameter. You may pay everlast as a free action once per turn to block with one of the portals adding your invocation to the interrupt. Add your level to the accuracy roll. If an attack is blocked you may redirect it and roll accuracy for a new target. Anything can pass through your portal, you must pass a comp meta check to prevent something unwanted from passing through.

Possess. 10m. Maj.

Single Target. Mystic. Cast.

Attempt to possess the mind of a target making them believe the actions performed while under the influence of this spell are their own. Roll comp meta and add invocation to your roll. Force a target to take a free action using only its own spells and abilities that you are aware of. You may use this spell to make a creature appear to say something even if it would be otherwise incapable of speech. This free action may consume the target's resources.

Reverb. 10m. Maj.

Trigger-Targeting. Dimensional. Augment.

If an augmented target takes damage, a shockwave will shoot out dealing that damage to all targets in range. This occurs even if the augmented object breaks, but the augment will still be dispelled after damage is dealt. This damage is AoE and affects all targets within 5 meters. Cannot absorb more energy than your level in a single hit. Damage dealt to the augmented object is still dealt.

Rip. 12m. Maj.

Single Target. Dimensional. Cast.

Roll competitive Meta with target, if you win stop all effects from one of their spells or delay the activation of their spell for 1 full turn cycle. At levels 8, 16, and 24 this delay lasts an additional turn cycle, delaying spells for 4 turns at level 24.

Sage. 10m. Maj.

Single Target. Mystic. Cast.

The target of this spell cannot lose concentration, even if they are rendered unconscious, for X turns. X equals invocation. This spell deactivates if the target's HP reaches 0. Conjuring this spell on the same target resets the duration but does not extend it regardless of when it was conjured.

Shelter. 16m. Maj.

No Target. Dimensional. Cast.

Create a hard light forcefield that may be used to trap opponents without utilizing constriction. The barrier can take any shape that could fit within a 2 meter (roughly 6 feet) cube. This forcefield may be attached to a moving entity and it will follow that entity. At level 1 the barrier has an ArRa of 30. At lvl 8 it has an ArRa of 50. At lvl 16 it has an ArRa of 70. At lvl 24 it has an ArRa of 90. (Stackable)

Sight. 5m. Maj.

Multi-Target. Mystic. Cast.

Targets receive a bonus of X on their spotcheck rolls stimulating their senses and increasing awareness. X equals 5 +invocation (Max 5 +17). This spell affects a number of targets equal to your invocation. At level 8 it allows for Night

Vision up to 10 meters. At level 16 it allows targets to see what other targets see. At level 24 it offers advantage on accuracy checks. This spell does not require concentration and lasts until deactivated.

System. 12m. Maj.

Single Target. Dimensional. Summon 4.

Create a field of attracting force around a target this summon is attached to. The summon is attached to a target within your mana range at the time of conjuring but the target can be changed by paying everlast as a zero action as many times per turn as you want, if done as an interrupt you still have to roll to interrupt even though it is a zero action. Targets this summon is attached to become easier to hit and block against, accuracy rolls against that target add 5 + invocation to their rolls. Stackable.

Teledolor. 10m. Maj.

Single Target. Mystic. Cast,

Force the target to feel incredible pain which deals XdM D damage. If the target is damaged by this spell it receives -X on all future Meta rolls so long as you maintain concentration. This effect does not stack. At level 1 X equals 1. At level 8, X equals 2. At level 16, X equals 3. At level 24 X equals 4.

Telekinesis. 12m. Min.

Single Target. Mystic. Cast.

Move any target within your M.Range. This spell has a carry stat equal to your invocation times 10. You may move the target a number of meters equal to invocation. This spell is an external force and can be used on creatures as a meta constriction.

Telepathy. 12m. Maj.

Single Target. Mystic. Cast.

Enter a creature's mind, provided they have one. In game this allows you to read or implant a number of words equal to your level. If you are attempting to find an image it can be described by the GM using a number of words equal to your level. This spell can also be used to create a telepathic link with a consenting target that lasts X hours allowing for open communication between the conjurer and target. X equals invocation.

Transport. 15m. Min.

Multi-Target. Dimensional. Cast.

Create a wormhole in your mana range for an instant. All willing targets get teleported 2dM + lvl meters away. You may choose to travel less distance but not more. You may pay 5 mana to reroll the 2dM as a zero action a number of times equal to invocation and take the highest roll among them.

Vacuum. 8m. Maj.

Trigger-Targeting. Dimensional. Cast.

Absorb targets within X meters of you up to a total number of carry spaces equal to invocation times 10. You may hold the absorbed targets in this vacuum for a number of turns equal to invocation. As a zero action or when this spell ends you may launch all absorbed entities dealing XdM damage B/P/S +1 damage for every carry space of absorbed material. This damage is dealt to the launched entity and the secondary target. You can only absorb a creature if they are already constricted and fail a comp Meta check. Once absorbed, the creature is constricted equal to a meta check and has disadvantage on all attempts to resist constriction while under the effects of this spell. The process of being absorbed does not deal damage on its own. X equals 1 +1 at levels 8, 16, and 24.

Sorcerer

The sorcerer is an individual who does their best work from behind the scenes and seeks the internal satisfaction of a job well done rather than the glory that comes with a victory. They buff their allies and provide proactive counters to anything an enemy could attempt to use. They create scapegoats to draw enemy attention and add a defensive barrier for their allies. Utilizing their environment they can turn any terrain and the objects within into their personal definition of the home field advantage.

As a sorcerer you are awarded either Orb or Scepter proficiency +1 proficiency of your choice.

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As you progress through the Sorcerer subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Supportive , Weaver .
1	+1 Primary Sorcerer ability.
2	+2 Tier points.
3	+1 Primary Sorcerer ability.
4	+2 Tier points.
5	+1 Primary Sorcerer ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Sorcerer ability.
8	+2 Tier points.
9	+1 Primary Sorcerer ability.
10	+1 Primary Sorcerer ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Sorcerer ability.
12	+2 Tier points.
13	+1 Primary Sorcerer ability.
14	+2 Tier points.
15	+1 Primary Sorcerer ability.
16	+1 Primary Sorcerer ability.
17	+1 Primary Sorcerer ability.
18	+2 Tier points.
19	+1 Primary Sorcerer ability.
20	+2 Tier points.
21	+1 Primary Sorcerer ability.
22	+2 Tier points.
23	+1 Primary Sorcerer ability.
24	+2 Tier points.
25	+1 Primary Sorcerer ability.

Primary Abilities, A ().

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Familiar. Passive. Sorcerer. R1.

The player must choose a familiar to be their loyal and obedient companion. They can choose any animal or

animal hybrid. It has a 4 in all stats. The familiar's HP and MP are equal to 10 *Inv. Your familiar can have one of the following abilities; Flight I, Swim I, or Night Vision. At any time it can be spawned or respawned anywhere within your mana range if you pay 1 stamina. Having your familiar does not require concentration or consciousness.

Rules I. Passive. Sorcerer. R2. Upon being summoned, your familiar has a number of tier points equal to 5 +invocation. They can only spend them on the following abilities: Accuracy+, Adrenal, Balance+, Carry+, Dodge+, Endurance+, Energized I & II, Energy+, Heal+, Healthy I & II, Knowledge+, Meta Bump, Move+, Phys Bump, Power+, Proficiency, Regen+, Resistance, Sensitive, Skilled.	Justified. Active. Sorcerer. R2. Pick a standard sorcerer summon, your familiar can turn into that summon for 5(A/R) as a free action, this can only be used once per battle but costs no mana. If the summon is despawned it turns back into the familiar with the same stats and statuses it had before being transformed. This does not count towards the number of summons you can have active at any time. If X values can be paid they must be paid at the time of the transformation.
Rules II. Passive. Sorcerer. R3. Your familiar has X tier points which can only be spent on the following spells: Firebolt, Fluxbolt, Frostbolt, Healing Ray, Nightbolt, Oxibolt, Thunderbolt. X equals 1 +1 for every 5 levels you acquire. Your familiar can now conjure primary spells that you know using their mana and stats. Your familiar now has the ability 'Supportive'.	Enhance. Passive. Sorcerer. R3. Pay 1 stamina as a zero action to increase the size of your familiar to about the size of a large horse. The familiar becomes a mount, all of its stats become 8. This effect lasts X hours where X equals invocation. You may spend mana when using this ability to increase the summon's carry stat at a 1 to 1 ratio for the duration of this transformation. This ability does not require concentration or consciousness.

Animate. Active. Sorcerer. R1.

At the cost of 25 mana, as a free action, this character can animate an object as if it were a summon. Cannot animate already living entities, organic material, or targets already equipped to someone else (or anything with someone's mana flowing through it). Cannot animate an object that weighs more carry than your max carry stat or does not fit inside your mana range. You can partially animate an object. Can only have one entity animated at a time. The object will have 5 AR, be treated as a summon and its 6 stats will be equal to half your level rounded down (Min 1. Max 10). It has the armor rating of whatever you animated. The object is able to communicate and has general knowledge about itself and "memories" of the past 24 hours. Animated objects can take actions the same turn they are animated.

Edicts I. Passive. Sorcerer. R2. When animating an object it has a number of tier points equal to 5 +invocation. They can only spend them the following abilities: Accuracy+, Adrenal, Balance+, Carry+, Dodge+, Endurance+, Energized I & II, Energy+, Heal+, Healthy I & II, Knowledge+, Meta Bump, Move+, Phys Bump, Power+, Proficiency, Regen+, Resistance, Sensitive, Skilled.	Warranted. Active. Sorcerer. R2. Pick a standard sorcerer summon, the object can turn into that summon for 5(A/R) as a free action, this can only be used once per battle but costs no mana. If the summon is despawned it turns back into the object with the same stats and statuses it had before being transformed. This does not count towards the number of summons you can have active at any time. If X values can be paid they must be paid at the time of the transformation.
Edicts II. Passive. Sorcerer. R3. The object receives X tier points which can only be spent on the following spells: Firebolt, Fluxbolt, Frostbolt, Healing Ray, Nightbolt, Oxibolt, Thunderbolt. X equals 1 +1 for every 5 levels you acquire. The object can now conjure primary spells that you know using their mana and stats. It now has the ability 'Supportive'. The animated object starts with 0 mana. However, its max	Golem. Passive. Sorcerer. R3. Once an object has become animated you may make it permanent. You may have 1 permanent animation +1 for every 10 levels you have acquired. Once permanent they do not require concentration or consciousness to maintain. You may return the object to its inanimate state in order to create a different 'Golem' at any time.

mana stat is equal to twice your level.	
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Identify. Passive. Sorcerer. R1.

Select one of these augments; Flame, Stone, Stream, Wind. As a zero action apply this augment to you as if it were an aura. You may change your 'Identify' by meditating for 1 hour. This does not take an augment or aura slot but using this ability still requires concentration. The augment can be passed on to objects your target is wielding without taking up that object's augment slot. Effects found in the spell description of 'Identify' augments can stack. Gain a defensive ability based on the augments in use.

Flame: Add +X to your roll when resisting freeze or burn counters. X equals 1 +1 for every 5 levels you have acquired.

Stone: Gain a passive damage reduction equal to invocation.

Stream: At the start of each turn automatically heal a number of bleed counters equal to half your level.

Wind: If a knockback effect is applied, you may reduce the distance traveled equal to half your level. You may reduce this effect at will.

Saving I. Passive. Sorcerer. R2. The 'Identify' ability now applies 2 augments instead of one. This ability may affect 'Sharing'. Only one defensive ability can be applied. You may, however, switch which one is active as a free action.	Sharing I. Active. Sorcerer. R2. Select X allies within your mana range as a free action. They are affected by the 'Identify' ability. If they leave your mana range they will keep this effect. X equals 1 +1 for every 5 levels you have acquired. This ability does not require concentration. Your target does NOT receive the defensive ability. Your summons, familiar, and animated objects count as allies.
Saving II. Passive. Sorcerer. R3. The 'Identify' ability now applies 3 augments instead of one. This ability may affect 'Sharing'.	Sharing II. Passive. Sorcerer. R3. X now equals invocation. Your targets will now receive 1 defensive ability found in the description of 'Identify'.

Creator. Active. Sorcerer. R1.

If a summon is willingly despawned by this sorcerer they may gain 50% of its initial mana cost back up to max mana, not including any 'X' values or everlast. As a free action you may pay the action and mana cost of a summon as well as 1 Stamina. If you do, you may transform yourself into that standard sorcerer summon. You will have all of your spells and abilities and you may choose which stats to keep or swap with the summon. Your HP is replaced by the summon's HP or armor rating. If the summon you became would be destroyed for any reason you will appear in its place exactly as you were before being transformed into the summon. At level 16 this ability can be used on fusion spells so long as they are summons.

Capitalism. Active. Sorcerer. R2. As a free action, you may sacrifice a summon to heal another creature equal to the sacrifice's remaining HP. Any HP over max will be treated as a forcefield applied to that creature. This counts as a willing despawn for the "Creator" ability. This can only be done once per round. If this ability is used as an interrupt, treat it as if you rolled a 20.	Socialism. Active. Sorcerer. R2. As a free action, once per round, add up all of your summons' HP and then re-distribute them equally. Any HP over max will be treated as a forcefield applied to that creature. You may choose to add animated objects and your familiar's HP to this pool.
Take. Passive. Sorcerer. R3. If you cancel or lose a summon or augment this turn, you may instantly reconjure the spell as a zero action. You	Give. Active. Sorcerer. R3. As a free action, Spend mana to heal your familiar, animated objects, and summons. If a summon despawned

must pay its mana cost again and 3 mana for every free action, 6 mana for every minor action, and 12 mana for every major action.	due to damage this turn you may bring them back with this ability, this only applies to 1 summon per turn. The amount healed is equal to 1 +1 for every 5 levels you acquire for each mana spent.
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Versed. Active. Sorcerer. R1.

As a free action, select one of the following abilities and give it to a familiar, animated object, or summon; 'Offensive' or 'Defensive'. You may have a number of 'Versed' targets equal to 1 +1 for every 10 levels you have acquired. An entity can be targeted by this ability up to 2 times giving it both of the abilities. A fusion spell cannot be a 'Versed' target.

Lover. Passive. Sorcerer. R2. Targets of the 'Versed' ability can spend a free action to heal a target within 3 meters for XdM HP. X is equal to 1 +1 for every 5 levels you have acquired. Use your M+ stat.	Fighter. Passive. Sorcerer. R2. If a target of the 'Versed' ability would be dealt damage it automatically deals XdM damage to whatever caused it harm. This damage can only be dealt if its target is within X meters of the versed entity. X is equal to 1 +1 for every 5 levels you have acquired. Use your M+ stat.
Castle. Active. Sorcerer. R3. Spend 1 stamina as a free action to castle yourself, a summon, an animated object, or your familiar. Select 2 of any of these entities and open a wormhole causing them to switch places no matter how great the distance.	King. Active. Sorcerer. R3. Spend 1 stamina as a free action to select yourself, a summon, an animated object, or your familiar and name them the King of your party. When the King would take damage they may apply that damage to a summon, animated object, familiar, or you. This may prevent the application of counters.

Vast. Passive. Sorcerer. R1.

Increase your mana range by 1 +1 for every 5 levels you acquire (Max 12). When conjuring summon type spells treat your mana range as if it were doubled. This only affects where you can place your summon. Any spell description that refers to your M.Range will not have their effects doubled. The doubling effect does not apply to bonuses from items or spells.

Army I. Passive. Sorcerer. R2. Increase your M+ stat by X. X is equal to the number of summons and animated objects you have active. X cannot be higher than 1 +1 for every 5 levels you have acquired.	Armament I. Passive. Sorcerer. R2. Increase your M+ stat by X. X is equal to the number of augments and familiars you have active. Include augments from the ability 'Identify'. X cannot be higher than 1 +1 for every 5 levels you have acquired.
Army II. Passive. Sorcerer. R3. You may decrease the action cost required to conjure a summon type spell. This can be done a number of times per round equal to 1 +1 for every 5 levels you have acquired. This can be done multiple times on the same spell. Reduce a major to a minor, a minor to a free, and a free to a zero action. This ability can affect fusion spells. This only affects one use of the spell.	Armament II. Passive. Sorcerer. R3. So long as you maintain concentration, increase your base M.Range by X. X is equal to the number of augments you have active, this ability also affects your familiar's M.Range. X cannot be greater than invocation.

Sorcerer spells.

Animalism. 12m. Maj.

No target. Dimensional. Summon 5.

Summon non-artificial, living creatures from the creature catalog. You may summon overworld creatures of rank 1 at level 1, 2 at level 8, 3 at level 16, and 4 at level 24. You may summon a number of creatures equal to 1 +1 for every 10 levels you acquire.

Blanke. 20m. Maj.

Trigger-Targeting. Mystic. Summon 10.

This summon is ethereal and can only be killed by being spellbroken despite having HP. This creature can only receive healing from magical sources. Any time a target within your mana range or the mana range of this summon takes damage, they may choose to apply up to half of that damage to this summon instead. No counters can be transferred or applied this way but it may cause less counters to be applied in the case of bleed counters. You may pay everlast to heal this creature XdM. X equals 1 +1 for every 5 levels you have acquired.

HP: 20 *Inv.

Def: 0	Spe: 10	Str: 0	Dex: 10	Mag: C	Int: 0
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Body. 14m. Maj.

Single Target. Dimensional. Augment.

The augmented item is given HP. Any creature that has the object equipped can apply damage and counters that would have been dealt to them onto that object instead, when the object runs out of HP any counters that could applied counters will be removed. This augment gives HP equal to 20 at level 1, 40 at level 8, 60 at level 16, and 80 at level 24. The augmented object cannot be healed through any means. You may spend a minor action and 15 mana to reconjure the augment at full HP so long as the object is within your mana range.

Eye. 5m. Maj.

No Target. Mystic. Summon 1.

Summon an intangible eye that can replace your current sight somewhere within your mana range. Once summoned it can be moved a distance equal to your mana range as a zero action twice per turn. This eye can see in any light condition and may have one of the following abilities +1 for every 10 levels you acquire; X-Ray, Infrared, Mana Vision, Mohs, Keen. Keen has tiers and may be acquired multiple times. The conjurer determines the abilities at the time of summoning and can reassign them at any time by paying everlast. This eye can be augmented as if it were an object.

Flame. 10m. Min.

Single Target. Plasma. Augment.

Augmented target has Burn and can ignite flammable objects. Burn is applied every time a target is attacked with the augmented object. This augment applies to spells conjured through an augmented channeling device if those spells are used to attack a target. Apply Burn II at level 1 Increase the tier of burn applied by one at levels 8, 16, and 24.

Ghast. 12m. Maj.

No Target. Gas. Summon 3.

A gaseous construct. This creature can carry objects and people and fly with a movement speed of 30 meters. At levels 8, 16, and 24 increase this summon's Move speed by 30. If this summon would attempt to constrict a target, use the conjurer's Meta stat. This summon can change between being physical and ethereal at will.

Carry: 25 *Inv.

Def: 0	Spe: 10	Str: 0	Dex: 0	Mag: 0	Int: 0
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Golem. 10m. Maj.

Single Target. Solid. Summon 10.

A magically stabilized summon whose HP cannot be attacked unless its armor rating has been broken or direct damage is dealt. The golem is immune to all counters. You may pay everlast to reconstruct a golem, resetting its armor rating. Due to its ability to disassemble and reassemble itself, the golem cannot be constricted. However, due to its weak joints it cannot apply constriction either. This summon is treated as an object.

HP: 3 *Inv. ArRa: 10 *Inv.

Def: 0	Spe: C	Str: 10	Dex: 10	Mag: C	Int: 0
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Helper. 10m. Maj.

Single Target. Solid. Summon 10.

Summon a totem that can equip itself to a target. Any augments applied to helper will also apply to the target. Helper can be augmented multiple times, stacking the effects. Helper has 2 augments slots. Increase the number of augments Helper can have by 1 at levels 8, 16 and 24. This summon is ethereal and can only be removed by a spellbreak or if the target it is attached to dies or is destroyed.

Hero. 20m. Maj.

No Target. Dimensional. Summon 8.

A dark 3-dimensional silhouette that looks like the shadow of a sapiod. This summon is proficient in all weapons. It can equip anything a sapiod could. You may telekinetically equip a number of items within your M.Range equal to invocation at the time of conjuring. This summon spawns with a forcefield that has different ArRa depending on your level. At level 1 it has 30. At level 8, 50. At level 16, 70. At level 24, 90. This summon may spend a free action to regenerate its forcefield equal to your level. When attacking, it uses your M+ stat instead of S+ dealing XdM damage per hit. X equals 1 +1 for every 10 levels you acquire.

HP: 5 *Inv.

Def: C	Spe: C	Str: C	Dex: C	Mag: C	Int: C
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Insects. 8m. Maj.

Multi-Target. Dimensional. Summon 1.

Spawn a number of small insects equal to 10 *Inv. These insects act as a horde, as if they were one creature however they can split into smaller hordes, dividing their cumulative HP. Losing 3 HP will reduce the number of bugs by 1. When the swarm attacks a target they can deal Poison I, the victim must roll a meta check to defeat an RTB equal to the number of bugs in the swarm that attacked them (Cannot be higher than 25). The bugs deal direct damage equal to the number of bugs in the horde. The bugs cannot attack using S+ like normal creatures can.

HP: 3 per bug

Def: 0	Spe: 0	Str: 0	Dex: 0	Mag: 0	Int: 0
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Lynx. 20m. Maj.

Single Target. Mystic. Summon 15.

The Lynx appears to be a small animal-like creature with claws and a barbed tail that has a stinger. As a minor action this creature can whip a target with its tail dealing 1dS damage. If any damage reaches the HP of its target that target will receive a debuff. The target will receive -1 on your choice of Meta or Phys. This creature can disengage from enemies as a free action. The debuff is stackable and lasts as long as the summon is active.

HP: 10 *Inv. Move: +5 *Inv.

Def: 10	Spe: 10	Str: 10	Dex: 10	Mag: 0	Int: 0
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Raegies. 15m. Maj.

Multi-Target. Dimensional. Summon 6.

Summon a small sentinel that stands at 1 meter tall. Every time this creature attacks or is dealt damage add +1 to its S+. This bonus cannot be higher than your level. This creature can attack once as a minor action. After level 12 it can attack once as a zero action.

HP: 10 *Inv. Armor: 10/10/10 increase the armor's B, P, and S stat equal to your lvl.

Def: 0	Spe: C	Str: 10	Dex: 10	Mag: C	Int: 0
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Rift-walker. 20m. Maj.

Multi-Target. Dimensional. Summon 12.

Summon a monster that can be as tall as your mana range. Determine its size upon conjuration. As a minor action the Rift-walker can add your level to its S+ roll for its next attack. All attacks the rift-walker makes deal mass damage. As a major action, perform a melee attack dealing XdS damage. X equals 1 +1 for every 5 levels you have acquired. Use the riftwalker's S+ stat unless the conjurer's stats are better.

HP: 30 *Inv. Carry +10 *Inv.

Def: 10	Spe: 10	Str: 10	Dex: 6	Mag: 0	Int: 0
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Shield. 14m. Maj.

No Target. Solid. Summon 4.

A living shield that floats around the battlefield. Upon conjuring this shield select a damage type, B/P/S. This creature takes half damage from that damage type. This creature has no HP but its ArRa is equal to 60 +lvl. This creature can spend a minor action to reroll an interrupt roll and a free action to reroll a block check. This shield can be augmented as if it were an object.

Move +3 *Inv. Add level to block. Add 1 to interrupt +1 for every 5 lvls.

Def: 6	Spe: 6	Str: 6	Dex: 6	Mag: 6	Int: 6
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Sprite. 10m. Maj.

Trigger-Targeting. Mystic. Augment.

The augmented object gains the ability to camouflage itself and others. If a creature has the object equipped or is covered by it they will be camouflaged to blend into their surroundings. Creatures attempting to spot them will have a penalty applied based on your level. At level 1, 10%. At level 8, 20%. At level 16, 30%. At level 24, 40%.

Stone. 10m. Min.

Single Target. Solid. Augment.

Augmented target Gains increased armor rating as it is coated in a flexible stone-like substance. Apply +30 at level 1. +45 at level 8. +60 at level 16. +75 at level 24. If applied to armor or a creature, divide the rating into 3 separate scores to give a 'natural' B/P/S armor in addition to any other armor. Note that, unless an ability says otherwise, augments cannot be applied to creatures.

Stream. 10m. Min.

Single Target. Liquid. Augment.

Augmented target heals XdH and removes X Burn counters once per turn so long as it is equipped to or touching a target. This effect can only apply to one target at a time. X equals 1 +1 for every 5 levels you have acquired (Max 6).

Undertaker. 20m. Maj.

Single Target. Dimensional. Summon 8.

Summon a fat worm-like creature that can become intangible or tangible as a free action and burrow through the ground. It may take a minor action to constrict a target with a meta roll +1 for every 5 levels you have acquired. It may spend a major action to take 2 more attempts at constricting a target. Attacks from this worm deal XdM damage where X equals 1 +1 for every 10 levels you have acquired.

HP 50 *Inv. Armor: 10/10/10 +5/5/5 for every 5 levels you acquire

Def: 10	Spe: 0	Str: 0	Dex: C	Mag: C	Int: C
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Vengeful. 10m. Maj.

Muti-Target. Plasma. Summon 4.

Summon a dark flame that radiates heat over an area. Once per turn, this summon will deal XdM B AoE damage to enemies within range. This spell's diameter is X meters. X equals invocation. This summon is intangible and has no stats. As a free action you may pay this summon's everlast once per turn to activate its effects an additional time. This summon is considered an object.

Wind. 10m. Min.

Single Target. Gas. Augment.

Augmented target has Knockback II. KB is applied every time a target is attacked with the augmented object. This augment applies to spells conjured through an augmented channeling device if those spells are used to attack a target. Apply KB II at level 1. Increase the tier of KB applied by one at levels 8, 16, and 24. If applied to armor or a creature, That creature may add a bonus equal to the maximum roll of the tier of KB applied to their move stat. Note that, unless an ability says otherwise, augments cannot be applied to creatures.

Weapon Mage

These mages are primarily offensive, relying on quick attacks and stacking buffs. Their spells and abilities are focused on their weapons, making them more direct and less flexible than the other mages.

At level 0 this class receives the following abilities and may select 10 spells from the subclass they choose. These spells are found below the Subclass' abilities. Choose your subclass by selecting a level 1 ability from the 3 subclasses below, then follow that leveling table.

Offensive	Once per turn you may perform an attack action that would normally cost a major action as a zero action.
Affinity	When wielding a weapon you have proficiency with, you receive +1 to your close range and +3 to your long range at level 1 and for every 10 levels you acquire. This bonus only applies to the use of that weapon and your primary or fusion spells. You may unequip one weapon and equip another weapon as a free action.

Archer

The archer has confidence in their abilities and trusts that their practice and hard work will carry them through any situation. They are able to pick off weaker targets at long range and deal serious damage to any large targets without having to engage. Their ability to move freely allows them to provide cover for their allies and keep the enemies from maintaining a strong formation. Unlike most other magic users the archer can channel their magic through objects and maintain that channel at a distance for a short time eliminating the need to ever stand on the front line, a strategy that passively dominates a battlefield.

As an archer you are awarded either Longbow or Crossbow proficiency +1 proficiency of your choice.

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As you progress through the Archer subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Offensive , Affinity .
1	+1 Primary Archer ability.
2	+2 Tier points.
3	+1 Primary Archer ability.
4	+2 Tier points.
5	+1 Primary Archer ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Archer ability.
8	+2 Tier points.
9	+1 Primary Archer ability.
10	+1 Primary Archer ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Archer ability.
12	+2 Tier points.
13	+1 Primary Archer ability.
14	+2 Tier points.
15	+1 Primary Archer ability.
16	+1 Primary Archer ability.
17	+1 Primary Archer ability.
18	+2 Tier points.
19	+1 Primary Archer ability.
20	+2 Tier points.
21	+1 Primary Archer ability.
22	+2 Tier points.
23	+1 Primary Archer ability.
24	+2 Tier points.
25	+1 Primary Archer ability.

Primary Abilities, Archer.

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Aurrow. Passive. Archer. R1.

You are capable of channeling mana through projectiles. Any augments on any equipped items will apply to your projectiles. Each projectile can have a number of augments applied to it equal to 1 +1 for every 10 levels you have acquired. This effect stacks with “Sniper”. You may conjure a hardlight projectile instead of a physical one as a zero action. It has a damage mod equal to 1 +1 for every 10 levels you acquire. You may only have a number of these aurrows in existence equal to your invocation, if you create more, the oldest one will disintegrate. Light arrows do not require concentration or consciousness.

Larrow I. Passive. Archer. R2. Upgrade the power of your hard light projectiles. Their damage mod increases by +X for each augment applied to the Aurrow. X equals invocation.	Darrow I. Passive. Archer. R2. Your hardlight arrows now phase through entities. The damage mod of your hard light arrows is now direct damage. No other damage is turned into direct damage as a result of this ability.
Larrow II. Passive. Archer. R3. Your physical projectiles are now also larrows, converted at the time of firing when you channel mana into them. X now equals half your level for the “Larrow” ability.	Darrow II. Passive. Archer. R3. The shroud on your projectiles camouflages them. If a creature attempts to block, dodge, strikebreak (including parry), or spot your projectiles add a penalty of X%. X equals half your level.

Sniper. Passive. Archer. R1.

You are capable of channeling mana through projectiles. Any augments on any equipped items will apply to your projectiles. Each projectile can have a number of augments applied to it equal to 1 +1 for every 10 levels you have acquired. This effect stacks with “Aurrow”. The mana you channel into a projectile allows you to use the energy put into firing it as a way to telekinetically control it slightly after it has been fired. When hitting something outside your long range the Acc penalty is only 1% per meter instead of 5% as you make microadjustments.

Stick. Passive. Archer. R3. Upon firing a projectile you may choose to telekinetically control it to steer it and change its direction. You must know the path you plan on making it travel when you fire it. Add a penalty of +5% to the accuracy RTB for every time the projectile changes direction.	String. Passive. Archer. R2. Telekinetically increase the force of your attack the longer the projectile travels. Increase the damage of an attack equal to the distance the projectile traveled before hitting its target. This bonus cannot be greater than your level multiplied by 10.
Thwip. Passive. Archer. R2. Once per turn, you may focus on a projectile as a zero action and add rotational velocity to it allowing it to drill into a target applying Bld I to a single attack.	Rainmaker. Passive. Archer. R3. After firing a projectile you may choose to hold it in stasis, floating somewhere in your M.Range. As a zero action, guaranteed to interrupt, you may aim and fire it. You cannot make called shots with these projectiles or turn them more than 90 degrees before firing. Make all rolls after releasing the projectile.

Direct. Passive. Archer. R1.

Permanently reduce the accuracy required to get a precision strike by X (Normally you must roll a 90 or higher on your accuracy roll). X equals half your level rounded down (Max 25). If you are performing an attack and the target is broken or drops to 0 HP your projectile will continue on its path dealing remaining damage to its next available target. This path must be a straight line unless an entity specifically says otherwise. This ability does not require concentration.

Feather. A. Archer. R2.	Wisdom. A. Archer. R2.
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You gain a natural affinity for estimating required trajectory. Add half your level to your L.Range when firing a projectile from a weapon you are proficient in.	As a zero action you can spend 1 mana to add a bonus of +3 to your accuracy roll after you have rolled it (stackable). You may use this ability to turn a hit into a precision strike or a miss into a hit. You can not turn a miss into a precision strike or critical hit. You may not spend more mana than your level on this ability in a turn.
Tip. A. Archer. R3. If you would receive an accuracy penalty from a called shot, reduce the penalty equal to your level (Max 50). Upon a successful called shot part of the damage you dealt becomes direct, up to twice your level. (Max 100)	Anemia. A. Archer. R3. If you successfully land a precision strike on a target and it deals damage to HP, deal additional bleed counters equal to XdS. X equals 1 +1 for every 5 levels you acquire.

Overdraw. Active. Archer. R1.

Spend a minor action to draw more power for projectile attacks this turn. If you do, add +XdS to all attacks this turn even if they are hard light arrows. X equals 1 +1 for every 10 levels you have acquired (Max 6).

Gatling I. Passive. Archer. R2. Every time you perform a successful attack gain a Gatling token. You may spend Gatling tokens to increase the damage of an attack by +X per token. X 1d6. Gatling tokens must be spent before accuracy is rolled.	Overcharge I. Active. Archer. R2. When using “Overdraw” X now equals 1 +1 for every 5 levels you acquire.
Gatling II. Passive. Archer. R3. Overdrawn attacks generate 2 Gatling tokens. Gatling tokens now deal 1d12 damage each.	Overcharge II. Passive. Archer. R3. When using “Overdraw” X now equals Invocation.

Moonwalk. A. Archer. R1.

Upon acquiring this ability you are immune to 1 stack of difficult terrain and can now sprint as a major action instead of a major and minor. You no longer need to roll balance when sprinting.

Sprinter I. Passive. Archer. R2. Increase your Move stat equal to half your level rounded down.	Fleet I. A. Archer. R2. Spend a free action to move a distance equal to half your level. You may spend a free action to dodge an attack but you will receive -5 to the rolls.
Sprinter II. Passive. Archer. R3. Add your level instead of half your level.	Fleet II. A. Archer. R3. When using “Fleet” you may now travel a distance equal to your level and you no longer receive a penalty on the rolls.

Good Eye. A. Archer. R1.

Add your level to the roll on all visual spotchecks. Each turn you may gain advantage on an accuracy roll even after you have rolled it. You may do this a number of times equal to 1 +1 for every 5 levels you acquire. You can use this advantage roll even if you passed the check to try and get a precision strike.

Called It. A. Archer. R2. You can now perform a called shot on an attack of opportunity. Whenever you perform a called shot add XdS	Longview. A. Archer. R2. +X to your long range. X equals half your level rounded down.
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damage to your attack. X equals 1 +1 for every 10 levels you acquire.	
Narrow. A. Archer. R3. If an enemy in your long range would draw an attack of opportunity from another creature you may also get an AoO provided you are using a ranged weapon or spell. If you would already get an AoO you may attack twice.	Distant Death. A. Archer. R3. +X damage on attacks made with projectiles provided the target is within your L.Range. X is equal to your L.Range.

Archer spells.

Arrowed. 16m. Min.

Single Target. Gas. Cast.

Launch 1dS physical objects within your M.Range at your target dealing damage equal to the appropriate modifier on the item table. Each object deals its own damage. This spell can only launch objects that weigh X carry or less. X equals invocation.

Brake. 5m. Min.

Multi-Target. Gas. Augment.

Projectiles approaching the augmented target will have an air brake applied to it reducing its momentum. If it had knockback it deals half as much. Reduce the damage of that projectile equal to your level. This effect can only occur once per turn.

Blizzard. 8m. Min.

Multi Target. Solid. Cast.

Launch X shards of ice that Each deal 1d4 damage Knockback I. X equals half your level rounded down (Max 25). For each target roll a separate accuracy check and divide the number of shards as you see fit. Each target that takes damage to health from this spell will receive Frz Y. Y equals 1 +1 for every 5 levels you acquire. Upon hitting they shatter and despawn.

Breather. 20m. Min.

Single Target. Dimensional. Cast.

Launch a bubble of force at a target. This bubble will stabilize and slow the effects of all adverse effects by widening the gap between atoms. The target of this spell does not suffer from the negative effects of counters for X turns where X equals invocation. This effect does not apply to shock counters or mana burn.

Composure. 12m. Maj.

Single Target. Gas. Augment.

Create guiding winds that precisely alter the trajectory of your attacks. Add a bonus to accuracy rolls when using the augmented object. At level 1 add +5. At level 8 add +8. At level 16 add +11 and at level 24 add +14.

Distance. 10m. Maj.

Single Target. Gas. Aura.

Whenever you jump this aura will assist by launching you with wind. So long as this aura is active you may launch yourself XdS meters in any direction once per turn as a zero action. X equals Invocation. If you collide with an obstacle you may take fall damage.

Gift. 10m. Min.

Single Target. Dimensional. Augment.

When augmented target is thrown or fired, whoever threw it or shot it will teleport to the location that it lands. At level 8 the user can teleport to it at any point in its path of travel. At level 16 the user may send a consenting target within X meters of them instead. At level 24 the object may return to where it was thrown from or the user after the action was resolved. X equals invocation.

Intercept. 5m. Min.

Single Target. Solid. Cast.

Launch a pebble with significant force behind it that deals 1 damage B and forces a target to roll a balance check. Add a weight to that balance check equal to invocation. At level 8, If the target is rendered prone, they must roll balance again when attempting to recover. At level 16 apply Knockback X where X is equal to invocation. At level 24 your target receives disadvantage on all balance checks for the turn.

Inventory. 10m. Min.

Multi-Target. Liquid. Cast.

Send out X small beads of incredibly dense liquid that can each carry 5 carry spaces. Those beads can travel a distance equal to your level multiplied by 10 in one turn. These beads can retrieve ammo or work together to drag heavier objects to your location or the location you were at when the spell was used. X equals level.

Marrow. 10m. Min.

Multi-Target. Gas. Augment.

By decreasing air resistance, increase the long range and damage of objects fired from or launched by the augmented object. L.Range increases equal to your invocation, add XdM damage where X equals 1 +1 for every 5 levels you have acquired.

Megaton. 15m. Maj.

Multi-Target. Plasma. Aura.

Once per turn imbue an object you have channeled mana into with explosive potential. As a zero action you may detonate all targets that you imbued. Each object deals XdS damage. X equals invocation. If it explodes on contact, it can be added to the damage of the attack.

Psychosis. 12m. Maj.

Trigger-Targeting. Mystic. Cast.

Select a target. Within the next 3 turns if that target performs an action you may create an illusion within your mana range that perfectly mimics it. If the illusion is mimicking an attack it can deal XdM D damage through psychic means. This damage cannot be greater than the damage of the attack it is mimicking. X equals 1 +1 for every 5 levels you have acquired.

Reflex. 10m. Min.

Single Target. Mystic. Cast.

Target becomes more alert and dextrous for the next X turns. If an enemy attempts to leave the target's long range that target can take an attack of opportunity with a ranged weapon provided they were engaged to that enemy. X equals 2 at level 1. 3 at level 8. 4 at level 16. 5 at level 24.

Ricochet. 10m. Min.

Trigger-Targeting. Dimensional. Augment.

Augmented objects become bouncy. For weapons and spells this applies knockback X and allows the object to bounce around in a given space uncontrollably when thrown or fired (Reduce the damage dealt by half for each bounce, when the damage can no longer be reduced it stops bouncing, counters will not carry over). For armor or shields, if a target within the user's C.Range hits them with KB take half as much and roll your Meta versus the enemy's Phys, upon failing they will take the other half of the knockback they attempted to deal. X equals invocation.

Stix. 12m. Min.

No Target. Mystic. Summon 4.

Summon a weapon or projectile that has a damage mod equal to XdM. This weapon can only deal piercing damage and does not receive any bonuses from weapon types. You may spend a free action to call the weapon or projectile back to an empty equip slot. X equals 2 at level 1. 3 at level 8. 4 at level 16. And 5 at level 24.

Stunner. 15m. Min.

Single Target. Plasma. Augmentation.

The augmented object is charged and deals paralysis X when coming into contact with an enemy. X equals 1 +1 for every 5 levels you have acquired.

Reaper

The reaper is a ruthless individual who sees any obstacle as a threat which needs immediate attention, never satisfied to leave a task unfinished or insult without consequence. They are able to engage enemies at their own level forcing enemies to fight them head on or pay for every distraction. They have the ability to absorb a blow and keep the fight going, doing whatever it takes to continue their momentum. They have the choice of either prolonging a fight and getting stronger every second or ending it quickly, allowing themselves more time to prepare for the next one.

As a reaper you are awarded either Scythe or Spear proficiency +1 proficiency of your choice.

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As you progress through the Reaper subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Offensive , Affinity .
1	+1 Primary Reaper ability.
2	+2 Tier points.
3	+1 Primary Reaper ability.
4	+2 Tier points.
5	+1 Primary Reaper ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Reaper ability.
8	+2 Tier points.
9	+1 Primary Reaper ability.
10	+1 Primary Reaper ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Reaper ability.
12	+2 Tier points.
13	+1 Primary Reaper ability.
14	+2 Tier points.
15	+1 Primary Reaper ability.

16	+1 Primary Reaper ability.
17	+1 Primary Reaper ability.
18	+2 Tier points.
19	+1 Primary Reaper ability.
20	+2 Tier points.
21	+1 Primary Reaper ability.
22	+2 Tier points.
23	+1 Primary Reaper ability.
24	+2 Tier points.
25	+1 Primary Reaper ability.

Primary Abilities, Reaper.

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Weapon Sync Alpha. Active. Reaper. R1.

Every time you perform an attack with a weapon you are proficient in, gain 1 WS token, stackable. You may spend 1 WS token to add 1dS damage to an attack with a weapon you are proficient in as a zero action. You may spend X tokens on a single attack. X equals 1 +1 for every 10 levels you acquire.

Tempo-A. Passive. Reaper. R2. Gain 2 WS tokens for each attack instead of 1.	Spiteful I. Passive. Reaper. R2. Add invocation to the damage added by spending a WS token for each token spent.
Lash. Passive. Reaper. R3. You may spend 6 WS tokens to perform an attack as if you had spent a major action. You will not be able to generate WS tokens as a result of this attack. This ability can only be used once per turn.	Spiteful II. Passive. Reaper. R2. The “Spiteful” ability now adds half your level instead of invocation.

Weapon Sync Beta. Active. Reaper. R1.

Every time you perform a block gain 1 WS token. When you successfully block an attack from an entity in your close range you may spend 2 WS to perform a counterattack with a weapon you are proficient in. This attack will not generate WS tokens. You may do this once per turn +1 for every 10 levels you have acquired.

Tempo-B. Passive. Reaper. R2. Gain 2 WS tokens for each block instead of one.	Sinful I. Passive. Reaper. R2 You may spend 1 WS token to increase the accuracy roll on a block check by 5 +5 for every 10 levels you have acquired as a zero action. This can be done after the roll is made a number of times up to invocation.
Lunge. Passive. Reaper. R3. You may spend 6 WS tokens to perform a block as a zero action. You must still roll interrupt. You will not be able to generate WS tokens as a result of this block. This ability can only be used once per turn.	Sinful II. Passive. Reaper. R3. As a zero action you may spend 1 WS to increase an interrupt roll by 1. This may be done after the rolls have been made. This effect can occur once per turn +1 for every 10 levels you acquire.

Weapon Sync Gamma. Active. Reaper. R1.

As a zero action, you may spend 8 MP or 8 HP to gain 1 WS token. You may do this once per turn +1 for every 10 levels you acquire. You may spend WS tokens as a zero action at any time to increase the accuracy roll of your next attack by X per token. X equals 5 +1 for every 5 levels you have acquired. You may spend a number of WS tokens equal to your invocation on a single accuracy roll.

Tempo-G. Passive. Reaper. R2. Gain 2 WS tokens for each use of Weapon Sync Gamma instead of one.	Soulless. Passive. Reaper. R2. Whenever you conjure a spell, gain weapon sync. If the spell costs a minor action or less, gain 1. If the spell costs a major action or more, gain 2.
Spearhead. Passive. Reaper. R3. Add X to your initiative rolls. X equals 1 +1 for every 5 levels you acquired (Max 10). Once per turn you may spend 4 WS to gain a bonus minor action. Nothing you spend this action on can generate WS counters.	Soulmates. Passive. Reaper. R3. You may select X consenting creatures to temporarily become ‘soulmates’. X equals 1 for every 10 levels you have acquired. At the start of every turn gain 1 WS for every conscious soulmate you have. You may spend your weapon sync on your soulmates as if you were spending them on yourself.

Weapon Sync Delta. Active. Reaper. R1.

Once per turn you may spend a minor action to generate 2 WS tokens or a free action to generate 1. You may spend 1 WS token to give a target in your mana range a forcefield equal to 1dS as a zero action at any time. You may do this once per turn +1 for every 5 levels you have acquired.

Tempo-D. Passive. Reaper. R2. When using “Weapon Sync Delta” Gain 4 WS tokens as a minor action and 2 as a free.	Soulful I. Passive. Reaper. R2. When spending a WS token to give a forcefield the armor rating applied is now equal to XdS. X equals 1 +1 for every 10 levels you have acquired.
Accelerator. Passive. Reaper. R3. When using “Weapon Sync Delta” Gain 6 WS tokens as a minor action and 3 as a free.	Soulful II. Passive. Reaper. R3. When spending a WS token to give a forcefield the armor rating applied is now equal to XdS. X equals 1 +1 for every 5 levels you have acquired.

Superior. Passive. Reaper. R1.

Once per turn gain advantage on any roll you make as a zero action. You must apply this advantage before you make the roll. You may use this to gain advantage on damage rolls. If you do, roll all dice involved twice and take the highest total roll between the 2 sets. At level 10 you may use this ability twice per turn, even on the same roll. At level 20 you may use it 3 times.

Counterpoint. Active. Reaper. R2. When applying counters of any type, physical or metaphysical, you may spend a minor action to add a bonus to your roll. The bonus is equal to 1 +1 for every 5 levels you acquire. Stackable.	Spirited Blade. Active. Reaper. R2. As a free action you may increase the weapon mod of any object to be equal to 10 +Inv (Max +27).
Guillotine. Passive. Reaper. R3. Add +X to your S+ stat so long as you are using a weapon you are proficient in. X equals invocation. If you are performing an execute, multiply the total damage by 4 instead of 3.	Bladed Spirit. Active. Reaper. R3. Spend a free action to make an object you are holding flicker between the ethereal and physical planes. If you attack with this object it will deal direct damage and any block checks against you are rolled with disadvantage.

	This effect lasts one turn.
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Touch. Active. Reaper. R1.

Your presence has a draining effect on the souls or physical forms of your enemies. As a free action you may apply Fatigue X to your attacks this turn. X is equal to invocation.

Vitabus. Passive. Reaper. R2. When you successfully apply a fatigue counter gain 1 Vitabus Token for each fatigue counter dealt. Add X damage to each attack where X is equal to the number of Vitabus Tokens you possess. Cannot have more tokens than twice your current level.	Vesence. Passive. Reaper. R2. If you or your weapon make contact with a creature you can detect how much HP and MP that creature has by the GM telling you a rounded version. IE, 8, 30, 100, 500, 10,000. They just have to reveal the first digit and its place.
Reap. Active. Reaper. R3. As a minor action, deal direct damage to a target creature. The damage is equal to X for every fatigue counter they have. X equals invocation (Max 15). If a target would roll consciousness this turn after Reap has been used on them the RTB is increased by 20% + your level.	Presence. Passive. Reaper. R3. If you or your weapon makes contact with a creature you can detect that creature's location relative to you for the next X hours where X is equal to your level. This does not require concentration. This ability can only target 1 creature at a time.

Reaper spells.

Algernon. 12m. Min.

Multi-Target. Mystic. Cast.

Flash the light of a lantern from the ferryman of the river styx. Targets within your mana range have their power drained from them. When one of these targets rolls a Meta or Phys check you may choose to reduce it by 1 +1 for every 10 levels you have acquired. Decide whether the penalty will be Meta or Phys at the time of conjuring. This spell lasts until it is used a number of times. At level 1 this spell has 2 uses. At level 8 it has 3. At level 16 it has 4. At level 24 it has 5. If you lose concentration, applied effects are not canceled, simply remove the remaining charges.

Austere. 10m. Min.

Single Target. Plasma. Cast

Coat your target in acidic, adhesive slime. The slime deals Xd4 D damage per turn at the end of the turn. X equals invocation. This slime can only be removed prematurely if spellbroken.

Bond. 10m. Min.

No Target. Solid. Cast.

Metallic bars rise from the ground each with an ArRa equal to 40 +lvl. You can create a number of bars equal to invocation and they are each 3 meters long. The bars must be straight but you can make them come from anywhere in your mana range.

Celestial. 5m. Min.

Single Target. Mystic. Cast.

Pick one. deal XdM Burn I or XdM Freeze I. X equals 1 +1 for every 5 lvls you have acquired. At levels 8, 16, and 24 increase the tier of burn or freeze by 1.

Coffin. 10m. Min.

Single Target. Liquid. Summon 5.

Summon a coffin of water 1 meter by 1 meter by 3 meters in size. You can move this box of water freely within your mana range once per turn as a zero action. You can take this action when a creature attempts to move to keep them submerged and suffocating. Targets inside this summon may lose X burn counters per turn. Add X to meta or phys rolls used to apply freeze counters to targets submerged in this coffin. X equals invocation. Consenting targets can be moved within your mana range using the coffin.

Dastardly. 10m. Min.

Single Target. Gas. Cast.

Upon conjuring this spell a swirl of wind forms around you. If you block an attack from a creature in your close range this gust of wind will activate dealing knockback X. If the block failed for any reason this effect will still activate after the attack is resolved. This spell lasts X turns. X equals invocation (Max 17).

Defile. 15m. Min.

Trigger-Targeting. Liquid. Aura.

Fill your mana range with a strangely colored mist that condensates on targets. So long as a target is within your range you may have them roll disadvantage on accuracy, block checks, balance, or dodge as the mist congeals into an adhesive substance inhibiting movement. You may activate this effect a number of times per turn equal to 1 +1 for every 10 levels you have acquired.

Esprit. 10m. Min.

No Target. Mystic. Summon 5.

Summon a tiny ghost-like creature that is ethereal. Send Esprit to haunt a target by encompassing its aura. If that target attacks an enemy that isn't you while in your close range, you will receive an Attack of Opportunity as the ghosts send a shock to the creature's nervous system or sensors. This effect can only occur once per turn per creature. At level 8 you may choose to take a block of opportunity instead. At level 16 gain advantage on accuracy for this attack or block. At level 24 gain you now conjure 2 Esprit each time you use this spell, they still count as 1 summon.

Exile. 15m. Min.

Single Target. Gas. Summon 10.

Summon a ghostly gaseous form that has no ArRa or HP. This construct will teleport to a target within range of you and attempt to push it back with howling winds. It will follow its target with a movement speed up to 50 + your level and can be instantly recalled anywhere within your mana range by paying everlast. As a minor action it can deal KB of a tier equal to 1 +1 for every 8 levels you have acquired. This summon is capable of sacrificing its major action and turning it into 2 minor actions.

Fangs. 10m. Min.

Single Target. Dimensional. Cast.

Launch a pair of fangs like a bear trap with a chain attached to you. These fangs will seek out and clamp down on a target applying constriction equal to 15 + your invocation. Until your target beats this constriction it is tethered to you. If a creature would attempt to resist this tether they must have enough carry spaces available to move you and they must win in a comp phys check. You may lengthen the chain at any time, it can be 10 +lvl meters long. If you and the target move closer you may shorten the chain to keep it taut, it cannot be extended against your will. The chain has no ArRa, it must be spellbroken. You may target equipped objects with this spell.

Grave. 5m. Min.

Single Target. Solid. Cast.

Take control of a solid material and decrease its density and atomic bonds. Using this spell you can make solid material act as if it were a liquid or loose sand allowing you to pass through it or trapping objects inside of it for the duration of the spell. You may use this spell to burrow underground or into walls and move as if you were in difficult terrain. This spell's effects last a number of turns equal to invocation.

Harvest. 10m. Min.

Single Target. Plasma. Cast.

Heat up a creature or object that is dead or has been destroyed to the point where it can be easily broken. This spell causes an explosion which deals AoE damage equal to the max HP or ArRa of your target. Its range is 1 meter at level 1, 2 meters at level 8, 3 meters at lvl 16, and 4 meters at lvl 24. This spell can only be used on targets that fit within your mana range and cannot deal more damage than your level x5 in a single use. If this spell did not generate enough damage to destroy the body it came from, that body may be used again until it does.

Malaise. 15m. Min.

Single Target. Liquid. Augment.

Apply the effects of Fatigue I to an augmented object by having it permeate a soul-draining liquid. Any time the augmented object comes into contact with a target, roll comp Meta to apply Fatigue I. Gain a bonus to your meta roll equal to 1 +1 for every 5 levels you have acquired.

Note. 15m. Min.

Trigger-Targeting. Plasma. Cast.

A static charge arcs between you and a target in your mana range. If that target takes a move action or is knocked back while this cast is active you may choose to activate this spell's effect. In a flash your body is pulled to the target allowing you to damage them as you slam into them. This may trigger attacks of opportunity against you. When you reach your target deal 1dS + XdM B Damage. X equals 1 +1 for every 5 levels you have acquired.

Onslaught. 20m. Min.

Multi-Target. Plasma. Cast.

Energy overflows within your target allowing them to perform a familiar action that would normally take a major action. Upon conjuring this spell your target may perform an attack with a weapon that they are proficient in. At level 1 add a 25% penalty to the accuracy roll on this attack. At level 8 the penalty is 20%. At level 16 the penalty is 15%. At level 24 the penalty is 10%. The action must occur immediately after this spell is conjured. This spell cannot be used to perform any form of move action or spell.

Repeat. 10m. Min.

Single Target. Plasma. Cast.

Accelerate a target's momentum even further allowing for increased power and reaction time. The target gains X stacks of WS or X inspiration. This inspiration can be used to supplement Phys or Meta rolls. Targets that do not possess the ability 'Weapon Sync' cannot receive stacks of WS. This spell does not stack on itself, all inspiration or WS generated by this spell must be used before that target can receive the effects of this spell again. X equals 2 at level 1. 3 at level 8. 4 at level 16. 5 at level 24.

Somnodor. 12m. Maj.

Single Target. Liquid. Cast.

As a part of conjuring this spell, perform a physical attack with an equipped weapon or melee. If the attack hits a target, damaging their HP, the spell will activate. Deal additional damage to the target based on how many fatigue counters it

currently has. At level 1 deal 5 D damage for each counter. At level 8 deal 10 D damage instead. At level 16 deal 20 D damage instead. At level 24 deal 30 D damage instead.

Spite. 8m. Maj.

Triggered-Targeting. Solid. Cast.

Chains from beneath a target erupt to hold them in place, Apply constriction to your target equal to a Meta roll. Add a bonus equal to +1 for every 5 levels you have acquired (Max 6). These chains are ethereal and must be spell broken. They can last for a number of turn cycles equal to 2 +invocation. Stackable.

Synchronized. 12m. Maj.

No Target. Mystic. Aura.

So long as this aura is active, gain X WS tokens each turn. X equals 1 +1 for every 5 levels you have acquired (Max 11). So long as this aura is active you may spend WS tokens to maintain concentration or increase a consciousness roll. If you lose concentration you may spend 5 WS to maintain it. If you would roll for consciousness you may spend 1 WS to increase the roll by 5%, this can be repeated so long as you have WS tokens to spend. This bonus can be added after you see the results of the consciousness roll.

Third-Eye. 10m. Min.

No Target. Gas. Aura.

So long as this aura is active your movements will receive short bursts of acceleration by channeling mana through the air around you. If you would roll initiative for your initiative order, interrupt rolls, or to resist other creatures interrupting your actions, receive a bonus. At level 1 add +3 to your roll. At level 8 add +4. At level 16 add +5. At level 24 add +6. In order for this spell to affect your initiative at the start of a battle it must have been resolved before the battle started or in a preparatory AR.

Swordsman

The swordsman may have a hero complex but they genuinely believe that every fight which crosses their path is theirs to handle. They strike faster and they strike first, letting loose a flurry of blows on their enemies. They take no chances with their enemies, rarely giving them a chance to fight back while being ready to match their attacks blow for blow. They put everything they have into each blow, spending their resources on whatever gives them the best advantage against each enemy.

As a swordsman you are awarded either Greatsword or Saber proficiency +1 proficiency of your choice.

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As you progress through the Swordsman subclass you will gain the following abilities, spells, and upgrades, at each level.

Level	Unlocks and upgrades
0	Offensive , Affinity .
1	+1 Primary Swordsman ability.
2	+2 Tier points.
3	+1 Primary Swordsman ability.
4	+2 Tier points.
5	+1 Primary Swordsman ability. (You may now acquire Rank 2 Primaries for this class)
6	+2 Tier points.
7	+1 Primary Swordsman ability.

8	+2 Tier points.
9	+1 Primary Swordsman ability.
10	+1 Primary Swordsman ability. (You may now acquire Rank 3 Primaries for this class)
11	+1 Primary Swordsman ability.
12	+2 Tier points.
13	+1 Primary Swordsman ability.
14	+2 Tier points.
15	+1 Primary Swordsman ability.
16	+1 Primary Swordsman ability.
17	+1 Primary Swordsman ability.
18	+2 Tier points.
19	+1 Primary Swordsman ability.
20	+2 Tier points.
21	+1 Primary Swordsman ability.
22	+2 Tier points.
23	+1 Primary Swordsman ability.
24	+2 Tier points.
25	+1 Primary Swordsman ability.

Primary Abilities, Swordsman (WeS).

You cannot acquire a Rank 2 ability unless you have the Rank 1 that came before it. This is found above the table that the ability is listed in. You cannot acquire a Rank 3 ability unless you have the Rank 2 directly above it. Each set of 5 abilities is divided down the middle however there is no limitation on acquiring abilities from both sides of the table.

Hone. Active. Swordsman. R1.

This creature may bond itself to their weapon allowing them to have X augments on that weapon instead of just 1. X equals 1 + invocation. This effect ends if you do not have the weapon equipped for a full turn cycle. If you would lose this effect for any reason, choose 1 augment to keep, the rest are removed. Using this ability you cannot apply the same augment more than once. To bond a weapon, meditate on it for an hour. You may have a number of bound weapons equal to 1 +1 for every 10 levels you have acquired. At the start of a battle receive a minor action which can only be used to apply an augment to a bound weapon. Augments conjured with this ability do not count towards the number of spells you can conjure this turn.

Multitude. Passive. Swordsman. R2. Receive 2 actions at the start of a battle instead of 1. They still must be spent on augmenting a bound weapon.	Hone-Mid. Passive. Swordsman. R2. The action you receive from the ability 'Hone' is now a major action.
Ramp. Passive. Swordsman. R3. Increase the damage mod of a bound weapon by X for every augment you have applied to it. X equals invocation.	Hone-Max. Passive. Swordsman. R3. The action you receive from the ability 'Hone' is now a Major and a Minor. If you would receive 2 actions take 2 major and 2 minor. 'Hone' now applies to fusion spells as well.

Flourish. Passive. Swordsman. R1.

Once per turn you may flourish your weapon as a zero action. This deals 1dS damage to one target of a type that suits the weapon used. This ability will only deal 1dS damage to a target in your C.Range. No abilities, spells, or items can increase the damage dealt unless it specifically names this ability or is increasing your S+ substat directly.

Mettle I. Passive. Swordsman. R2. You may now add your weapon's damage mod to the flourish.	Slide I. Passive. Swordsman. R2. After performing a flourish you may choose to take a minor move action as a zero action. This may cause an attack of opportunity from an enemy. Once your action is finished all remaining movement is lost.
Mettle II. Passive. Swordsman. R3. You may now add your level to the damage dealt by flourish.	Slide II. Passive. Swordsman. R3. You may now take a major move action after flourishing instead.

Bonding. Active. Swordsman. R1.

Meditate on a weapon for an hour to bond yourself to it. You may have X weapons bound to you. X equals 1 +1 for every 10 levels you acquire. If a weapon is bound to you, you may spend 12 mana and a minor action to perform a standard attack with that weapon.

Forest. Passive. Swordsman. R2. When dealing damage to any target in your close range, you may treat it as mass damage and distribute it as you see fit among targets within range. You must roll Acc for each new target however a fail only exempts the target from damage, it does not stop the attack.	Pinpoint. Passive. Swordsman. R2. When attacking with a bound weapon, add your level to the accuracy roll (Max 50).
Sprout. Passive. Swordsman. R3. When dealing damage with a bound weapon instead of dealing 1dS, deal XdS. X is equal to 2 +1 for every 10 levels you have acquired (Max 7).	Bladepoint. Passive. Swordsman. R3. When attacking with a bound weapon, apply knockback equal to a Phys check +X. X equals invocation.

Bushido. Passive. Swordsman. R1.

At the start of every turn you may select a single target within your long range as a zero action. Gain advantage on accuracy when performing attacks on that target this turn. Add half your level rounded up to accuracy rolls against that target.

Slashy. Passive. Swordsman. R2. When dealing damage to your bushido target as part of an attack with a weapon you are proficient in, add your level to your weapon's damage mod (Max 50).	Challenger. Passive. Swordsman. R2. You may now have 2 'Bushido' targets per turn.
Serrated. Passive. Swordsman. R3. Add +X to all initiative rolls. X equals 1 +1 for every 5 levels you have acquired. If your bushido target takes a move action while in your close range you may attempt to interrupt it with a standard attack as a zero action. This can only be done once per round without paying 1 stamina per use.	Overpower. Passive. Swordsman. R3. In addition to advantage on accuracy you now also gain advantage on X phys or meta rolls when rolled against your bushido targets per turn. X equals 1 +1 for every 5 levels you have acquired. This is cumulative between targets. you may activate this effect after seeing the roll and may apply more than 1 advantage to a single roll.

Mame. Passive. Swordsman. R1.

As a zero action spend 1 stamina to allow your attacks to deal bleed counters this turn. If bleed is already being dealt by your attack from another source, add these bleed counters on top of the other counters dealt, even if that means you may deal more bleed counters than the actual damage of the attack.

Honor. Passive. Swordsman. R2. On your first successful attack of every turn deal Bleed I. This stacks with all other sources of bleed.	Edgy. Passive. Swordsman. R2. Even if your attack is blocked or if the damage would be taken to armor, the damage generated from your dS roll(s) is still dealt to your target's HP.
Stacked. Active. Swordsman. R3. Gain 1 'Stacked' counter for each bleed counter you deal. You may not gain more than X per attack. X equals your level. When performing an attack spend a free action and as many 'Stacked' counters as you choose. Increase damage equal to the number of stacked counters consumed. Cannot gain 'Stacked' counters from this attack.	Spirited Blade. Passive. Swordsman. R3. Once per turn, after accuracy and damage has been rolled, you may declare an attack to be spirited. Spirited attacks deal direct damage and can't be blocked. This ability allows your blade to flicker between the ethereal and physical but the attack itself is still physical.

Blade Rider. Passive. Swordsman. R1.

Every time you perform an attack you may move a distance up to your close range as a zero action. This ability resolves regardless of the action cost of the attack and even if the attack doesn't hit its target. You will not draw an attack of opportunity from this movement. You may perform the movement before the attack resolves. This movement is guaranteed to interrupt, if used to dodge an attack add your level to the dodge roll (Max 50).

Skyscraper. Passive. Swordsman. R2. You may now move a distance up to half your move speed plus invocation when using "Blade Rider".	Quickstrike. Active. Swordsman. R2. Once per turn perform a strikebreak as a minor action or a parry as a free action. If you could already parry as a free action gain 1 parry as a zero action this turn.
Sharpstep. Passive. Swordsman. R3. When using movement generated from 'Blade Rider' deal 1dS +X damage to each target that you pass. X equals half your level. Each target can only be hit once per turn. This counts as part of the attack that triggered 'Blade Rider' and not a separate attack(s). No other bonuses can apply to this damage except improvements to the S+ stat.	Trinity. Active. Swordsman. R3. Spend a major action to attack 1 target 2 times with a weapon you are proficient with. This can only be done once per round without paying 1 stamina per use.

Swordsman spells.

Aspire. 16m. Maj.

Trigger-Targeting. Dimensional. Augment.

The augmented target can increase or decrease its weight at will up to twice its original weight or as low as half its original weight. As a result add XdS when attacking with or throwing an object each time it is used or halve the damage generated from all dS rolls when it is used. At level 1 X equals 1. At level 10 X equals 2. At level 20 X equals 3.

Azure. 8m. Min.

Multi-Target. Liquid. Augment.

The augmented target forms an acidic bubble around it that deals Xd4 D damage to any targets that come into contact with it, the bubble only damages things at the edge of its range and can extend up to 1 meter away from the augmented object. X equals invocation.

Challenge. 8m. Min.

Single Target. Solid. Augment.

Increase the armor rating of the augmented target by reinforcing it with a braid of ever hardening material. Upon conjuring and as a free action, apply bonus ArRa equal to XdS and apply a bonus to the object's damage mod equal to half that. At level 1 X equals 1. At level 8 X equals 2. At level 16 X equals 3. At level 24 X equals 4. This spell cannot generate more than 300 ArRa for any single target.

Engage. 16m. Min.

Multi-Target. Gas. Cast.

All targets within your mana range roll a Phys check against your Meta roll. Targets that fail will be launched 1dM meters towards you. If a target enters your close range as a result of this spell you may receive a single attack of opportunity against one of the targets. At level 8 you may receive 2 AoO. At level 16 you may receive 3. At level 24 you may receive 4.

Excalibur. 10m. Min.

Single Target. Mystic. Augment.

The augmented object will convert physical strength into mental fortitude, easing pain and healing the body over time. While the object is equipped by a creature it will heal that creature XdS HP once per turn cycle. This can occur as a zero action at any time during the turn of the person who conjured the spell or the person wielding the augmented object. X is equal to 1 +1 for every 10 levels you acquire.

Feint. 10m. Min.

Trigger-Targeting. Dimensional. Aura.

So long as this spell is active you may spend a minor action to store a 'Feint'. A feint may be used as a zero action at any time but will be rolled as if it were an interrupt. Add your invocation limit to your interrupt roll. If you succeed on the interrupt roll, teleport to a location within your mana range. If used to dodge this will be considered an automatic pass on the dodge check.

Kyzer. 16m. Min.

Single Target. Plasma. Augment.

Electrify an object allowing it to ignore the typical desire for sources of energy to seek a grounding surface. This applies Para I to each attack performed with this object. At level 8 upgrade the effect to Para II. At level 16 upgrade the effect to Para III. At level 24 upgrade the effect to Para IV.

Lightning. 12m. Min.

Multi-Target. Plasma. Augment.

When the augmented object is used to perform an attack or other action that could cause damage, AoE lightning will strike at the location of the attack's target. This can only be done once per turn. The lightning will deal XdS damage within a radius of Y meters. X equals invocation. Y equals your close range plus invocation.

Pointed. 12m. Maj.

Single Target. Mystic. Cast.

Perform a psychic display that conjures an ethereal weapon you are proficient in to make a single attack. This weapon benefits from all bonuses a real weapon would benefit from if you were to wield it. The weapon's damage mod equals 1dM + invocation. This weapon can hit any targets within your mana range and stays in existence until you lose concentration. Upon conjuring, gain bonus actions that can only be spent on giving this blade augments. You must still pay the mana cost for these augments. At level 8 gain a minor action. At level 16 gain a major and a minor action. At level 24 gain a major and 2 minor actions. Any unused actions will be lost as the spell resolves.

Pommel. 12m. Min.

Single Target. Gas. Cast.

Launch an equipped item as you push against it, magically enhancing the strength of your throw with an explosion of pressure. The object can travel a distance equal to your long range dealing XdS damage plus the damage mod of the object thrown. This spell can last up to 3 turns and when it ends the weapon is pulled back to you. It returns in a relatively straight line and anything in its path is hit with a flourish if you have the ability flourish, otherwise they simply take 1d4 damage each. All damage types are determined by the object thrown. At level 1 X equals 2. At level 8 X equals 3. At level 16 X equals 4. At level 24 X equals 5.

Pool. 12m. Min.

Multi-Target. Liquid. Augment.

A ripping torrent of razor thin water molecules spiral around the augmented object. Any time this object is used against a target that comes into contact with this object, they will take XdM damage. X is equal to the number of times the object has been used on that target this turn. X cannot be higher than your invocation limit. This damage is stackable with other objects that have the same augment.

Red. 10m. Min.

Single Target. Plasma. Augment.

Blasts of flames accelerate the augmented object. Once per turn that object can be propelled a number of meters equal to your move speed provided the object weighs less than or equal to your max carry stat. Apply the effects of Burn X every time the augmented target is used. X equals 1 +1 for every 5 levels you have acquired (Max of Burn IX).

Sharpening. 8m. Min.

Single Target. Solid. Augment.

The augmented object is stabilized and given an edge which covers an area of it designated by the conjurer at the time the spell resolves. This edge adds bonus damage to the object equal to your level. If the object would be damaged or even broken while this augment is in place, the spell will deactivate as normal and repair the solid portions of its target. Provided all of the pieces are within 5 meters of each other, the object will be reassembled to the state it was in at the time of conjuring.

Sleeve. 10m. Min.

Single Target. Liquid. Augment.

When dealing damage with the augmented object add your invocation to the damage total and change the damage type at will as a liquid sleeve changes the damaging mechanism. At level 1 change the damage to bludgeoning, piercing, or slashing. At level 8 you may change the damage to mass damage divided evenly among targets within range, in addition to other damage types. At level 16 you may change the damage to direct damage. At level 24 you may add bleed I to an attack once per turn you may decide to apply this bonus after accuracy has been rolled.

Star. 10m. Min.

Trigger-Targeting. Gas. Augment.

Every time the augmented object is used it releases a unique gas that can be ignited if the same mana used to create it was channeled into it. The gas stays at the point it was created unless another magical effect moves it. As a zero action you may channel mana and ignite the clouds, each cloud deals bludgeoning damage equal to your level to a target within X meters. X equals 1 +1 for every 10 levels you acquire. If this augment were to be dispelled or spellbroken it will cause all available clouds to explode.

Web. 10m. Min.

Multi-Target. Solid. Augment.

Upon dealing damage with an augmented target, launch X strings of metal that each deal slashing or piercing damage equal to your invocation. The strings can hit any target within X meters of the augmented object. At level 1 X equals 2. At level 8 X equals 3. At level 16 X equals 4. At level 24 X equals 5. The user may decide to apply that effect after damage has been rolled. Each strand may select a different target within range, accuracy does not need to be rolled.

The below sub-classes are all Nons as described in the beginning of section 3.

Blessed

The Blessed gain their power by being blessed by one of the eternal elements. At each level gain 5 points to distribute between HP and MP up to lvl 25. You may choose 1 proficiency. Blesseds start with 30 HP and MP.

BLE.FO.

Level	Unlocks and upgrades
0	Select an Eternal Blessing from the Legendary Gifts section.
1	+1 to Meta or Phys
2	+2 Tier point.
3	Gain an Elemental Mod listed below.
4	+2 Tier point.
5	Add a +1 modifier to your H+, M+, or S+ substat.
6	+2 Tier points.
7	Gain an Elemental Mod listed below.
8	+1 to Meta or Phys
9	+2 Tier points.
10	Gain the Primary ability CONTROL
11	Add a +1 modifier to your H+, M+, or S+ substat.
12	Gain an Elemental Mod listed below.
13	+2 Tier points.
14	Add a +1 modifier to your H+, M+, or S+ substat.
15	Gain the Primary ability ETERNAL
16	+1 to Meta or Phys
17	+2 Tier points.
18	Gain an Elemental Mod listed below.
19	+2 Tier points.
20	Gain the Primary ability RE-BLESSED
21	Add a +1 modifier to your H+, M+, or S+ substat.
22	Gain an Elemental Mod listed below.
23	+2 Tier points.
24	+1 to Meta or Phys
25	Add a +1 modifier to your H+, M+, or S+ substat.

Control. Lvl 10. Passive. Blessed.

You can control already created entities outside of your mana range however any rolls associated with them take disadvantage, they move at half speed, and they deal half damage. You must be able to perceive the entity or you will lose control over it.

Eternal. Lvl 15. Passive. Blessed.

Your activated ability now costs a minor action instead of a major.

Re-blessed. Lvl 20. Passive. Blessed.

You may acquire another element for your eternal blessing, however you are still limited to your stats, the entities are not counted separately. You may use both of the activated abilities provided you can pay their action cost. The ability 'Eternal' does not apply to this new element.

Elemental Mods.

- +10 to your carry substat. This can be acquired up to 5 times.
- You may have an additional entity. This can be acquired up to 5 times.
- Increase your heal stat by 10. This can be acquired up to 5 times.
- Increase your M.Range by 2. This can be acquired 3 times.
- Decrease your Acc RTB by 3 making it easier to hit targets. This can be acquired 3 times.
- At the cost of 1 stamina per round, an entity can attack twice in a major action. Acquiring this multiple times allows it to apply to an additional entity. This can be acquired up to 3 times.*
- At the cost of 1 stamina per round, an entity can block twice in a major action. Acquiring this multiple times allows it to apply to an additional entity. This can be acquired up to 3 times.*

*Acquiring one of these mods counts toward acquiring the other, you may only have a total of 3.

Juggernaut (NJug)

At level 0 the Juggernaut has the abilities Offensive, Defensive, and possesses all weapon proficiencies. At each level gain 5 points to distribute between HP and MP up to lvl 25. Juggernauts start with 50 HP and 30 MP. At lvl 25 the Juggernaut will have acquired 22 Tier points.

Offensive	Once per turn you may perform an attack action that would normally cost a major action as a zero action.
Defensive	Once per turn you may perform a block action that would normally cost a major action as a zero action.

Level	Unlocks and upgrades
0	Defensive, All weapon Proficiencies.
1	Gain the Primary ability JUG.
2	+3 Tier Points.
3	Gain the Primary ability REJUVENATE.
4	Add 60 to your max HP or add +1 to your Phys mod.
5	Gain the Primary ability ARMOR BOOST.
6	+2 Tier Points.
7	Gain the Primary ability SEISMIC.
8	Add 60 to your max HP or add +1 to your Phys mod.
9	Gain the Primary ability WOKE.
10	+3 Tier Points.
11	Gain the Primary ability JEER.
12	Add 60 to your max HP or add +1 to your Phys mod.
13	+2 Tier points.

14	+3 Tier Points.
15	Gain the Primary ability ROIDS .
16	Add 60 to your max HP or add +1 to your Phys mod.
17	+2 Tier points.
18	Gain the Primary ability DOMINATE I .
19	+3 Tier points.
20	Add 60 to your max HP or add +1 to your Phys mod.
21	+2 Tier points.
22	Gain the Primary ability DOMINATE II .
23	+2 Tier points.
24	Add 60 to your max HP or add +1 to your Phys mod.
25	Gain the Primary ability DOMINATE III .

Jug. Lvl 1. Passive. Juggernaut.

Every time you attack, block, take damage from an attack, or constrict an opponent, earn a Jug Point. (Continuing to constrict a target counts towards this ability, reapplying constriction in the same turn does not) Jug points can be used as a zero action to heal yourself 1dH each or increase your damage for 1 attack by 1dS each. Once a Jug point is consumed it is gone. Jug points do not require concentration, you cannot have more Jug points than your lvl. You may only spend or gain a number of Jug Points per turn equal to invocation. At level 8 you may spend 3 JP to roll Ail Rec as a zero act. At level 16 you may spend 5 JB to gain a natural armor equal to your carry stat distributed evenly (Not stackable). At level 24 you may spend 7 JP to turn your next physical attack's damage type to AoE D with a radius equal to your C.Range.

Rejuvenate. Lvl 3. Passive. Juggernaut.

Increase your Carry stat equal to 30 + your level. In addition, you may spend 3 mana as a zero action to heal 1dH HP. This can be done a number of times per turn equal to invocation.

Armor Boost. Lvl 5. Active. Juggernaut.

Spend a free action to gain +X/+X/+X natural armor equal to a phys modifier once per turn. This armor remains so long as you have concentration. X cannot be higher than invocation multiplied by 10.

Seismic. Lvl 7. Active. Juggernaut.

Add X physical rolls to all attacks. X equals 1 +1 for every 5 levels you acquire If you have a target constricted you may throw them as a major action provided they weigh less than your available carry space. Distance thrown is equal to a phys check and is treated like knockback. Enemy resistances to knockback will not apply.

Woke. Lvl 9. Passive. Juggernaut.

Add your level to all Ailment Recovery rolls (Max 50). If you would roll for consciousness, roll with advantage. It does not cost you stamina if you have to roll for consciousness.

Jeer. Lvl 11. Active. Juggernaut.

Spend a minor action, 10 mana, and roll phys to jeer at a target within your long range with a menacing aura causing them to roll meta in an attempt to resist the urge to attack you. If successful, that creature cannot take an action on their turn until they've attempted to attack you at least once. They may still take a move action as long as they do not move away from you.

Roids. Lvl 15. Juggernaut.

If you are attacked by an enemy in your C.Range, you may perform a major action attack against the target as a zero action once per turn. If attacked again, you may use 'Roids' as a free action if you have one available.

Dominate X. Lvl 18/22/25. Juggernaut.

Gain the following upgrades in order each time you acquire this ability.

- Spend 3 Jug points to reroll a phys roll including initiative rolls.
- Spend 5 Jug points to apply Bleed I to your next attack.
- Spend 7 Jug points to get +1 AR for this round. This can be done multiple times but each time costs 1 more stamina than the last. (0, 1, 2, 3, etc.)

Scholar

At level 0 this creature may choose 3 weapon proficiencies, has the ability 'Status' and may acquire 2 additional skills. At each level gain 3 points to distribute between HP and MP up to lvl 25. Scholars start with 80 points to distribute between HP and MP.

SCH.FF.

Level	Unlocks and upgrades
0	Gain the Secondary ability STATUS .
1	Gain the Primary ability COPY-CAT . +4 Tier points.
2	+2 Tier points.
3	+2 Tier points.
4	+2 Tier points.
5	Gain the Primary ability SELECTIVE .
6	+2 Tier points.
7	Gain the Primary ability SELECTIVE II .
8	+2 Tier points.
9	+2 Tier points.
10	Gain the Primary ability EDUCATED .
11	+2 Tier points.
12	+2 Tier points.
13	+2 Tier points.
14	+2 Tier points.
15	Gain the Primary ability MASTERY .
16	+2 Tier points.
17	+2 Tier points.
18	+2 Tier points.
19	+2 Tier points.
20	+2 Tier points.
21	+2 Tier points.
22	+2 Tier points.
23	+2 Tier points.
24	+2 Tier points.
25	+2 Tier points.

Copy-Cat. Lvl 1. Passive. Scholar.

You may copy X primary spells or abilities of targets within your mana range. Once copied it cannot be changed without 1 hour of meditation. X is equal to invocation. This does not require concentration. Unless changed by you, you permanently possess these abilities or spells, even when the target leaves your mana range.

Selective. Lvl 5. Passive. Scholar.

Select an ability of your choice between Offensive, Defensive, or Supportive. You may change which one you have as a zero action by spending 1 Stamina.

Selective II. Lvl 7. Passive. Scholar.

Select an ability of your choice between Affinity, Arcana, or Weaver. You may change which one you have as a zero action by spending 1 Stamina.

Educated. Lvl 10. Passive. Scholar.

Add your level to all knowledge checks.

Mastery. Lvl 15. Passive. Scholar.

You may copy secondary spells or abilities of targets within your mana range. You have 10 tier points to do this with. Once copied it cannot be changed without 1 hour of meditation. This does not require concentration. The number of spells or abilities you may acquire this way is not affected by the ability 'Copy-Cat'. Spells and abilities with stacking effects when acquired multiple times cannot be acquired more times than is allowed by the spell/ability description or by invocation limit through the use of this ability.

Templar

Templars gain their power from a holy patron, whether real or a result of the dreamworld invoked by sheer belief and will. Their patron may not be what the templar thinks it is but it doesn't matter so long as their faith is strong. At each level gain 5 points to distribute between HP and MP. Templars start with 50 HP and 20 MP.

TEM.DO.

Anti-Magic	You may roll a spellbreak as a minor action without paying mana by selecting a target within your mana range and rolling your Phys vs their Meta. Upon success select a spell that the target has active and cancel it, refunding half the mana cost to its user.
Clergy	Every time you are dealt damage by a target, up to invocation per turn, gain a Clergy counter. Increase all damage dealt to HP and all healing equal to the number of clergy counters you have. Cannot possess more clergy counters than your level x2.

Level	Unlocks and upgrades
0	Anti-magic, Clergy.
1	Gain the Primary ability Holy Smite .
2	Gain a Smite upgrade. (1)
3	+2 Tier points to spend on abilities.
4	Gain the Primary ability Protection of God .
5	Gain the Primary ability Covenant
6	Gain a Smite upgrade. (2)
7	Gain the Primary ability Sacrificial
8	+2 Tier points to spend on abilities.
9	+2 Tier points to spend on abilities.
10	Gain a Smite upgrade. (3)
11	Gain the Primary ability Hallowed Ground .
12	+2 Tier points to spend on abilities.
13	Gain the Primary ability Sanctity .
14	Gain a Smite upgrade. (4)
15	+2 Tier points to spend on abilities.
16	+2 Tier points to spend on abilities.
17	Gain one of these Primary abilities, this decision is irreversible; Priest, Cleric .
18	Gain a Smite upgrade. (5)
19	+2 Tier points to spend on abilities.
20	+2 Tier points to spend on abilities.
21	+2 Tier points to spend on abilities.

22	Gain a Smite upgrade. (6)
23	Gain one of these Primary abilities, this decision is irreversible; Dogma, Reformation.
24	+2 Tier points to spend on abilities.
25	+2 Tier points to spend on abilities.

Holy Smite. Lvl 1. Active. Templar.

Spend a major, minor, and free action to perform a Holy Smite. A Holy Smite is an attack with or without a weapon that deals XdS + XdH damage instead of the normal 1dS. X equals 1 +1 for every 10 levels you acquire. For any abilities that modify your attack, this ability replaces the first 1dS only. As you level up this attack will acquire upgrades. You may apply all modifiers after the multiplier has been calculated but not before. See Smite upgrades at the end of the Templar section.

Protection of God. Lvl 4+. Active. Templar.

Upon acquiring this ability pick 1 of the following counters or damage types: Bludgeoning, Piercing, Slashing, Burn, Bleed, Freeze. Spend a free action to halve incoming damage or take half as many counters of that type this turn. At level 8, pick 2 types. At level 16 pick 3 types. At level 24 pick 4 types. If you pick the same type twice, you are immune to the damage or to the counters and those counters effects until after the start of the next turn cycle.

Covenant. Lvl 5. Passive. Templar.

Every time a creature in your mana range conjures a spell, gain one Covenant point. For each covenant point you possess add +X to your damage on all attacks. X equals Invocation. The damage bonus from this ability cannot exceed your level times 10.

Sacrificial Lvl 7. Passive. Templar.

Once per turn, when you take damage, you may spend 5 mana to negate an amount of damage equal to your level as a zero action. This can be repeated as part of the same zero action so long as you have the available mana. Cannot negate more damage than your level times 10 in a single turn.

Hallowed Ground. Lvl 11. Active. Templar.

Stand your ground and immobilize yourself. So long as you remain in the same place without being knocked back or taking a move action you will heal XdH+Lvl at the start of each turn. X equals 1 +1 for every 10 levels you acquire. So long as Hallowed Ground is active, all targets within your long range become physically constricted equal to 8 + invocation (Max 25).

Sanctity. Lvl 13. Passive. Templar.

+5 to your block for every 10 levels you have acquired. If you take damage to HP this turn you may take a Block of Opportunity on the next attack that targets you, you may only do this once per turn.

Relief. Lvl 17a. Active. Templar.

As a major action, once per turn, generate XdH Relief tokens, unspent tokens are lost at the end of the turn cycle. You may remove burn, freeze, and sickness counters for 1 token each. You may remove fatigue and paralysis for 5 tokens each. Any other negative status effect counters can be removed for 10 tokens each. This cannot affect bleed or shock counters.

Rebuttal. Lvl 17b. Active. Templar.

As a major action, you may perform a standard attack with a weapon you are proficient in and knock your target(s) back XdS meters. Force them to roll balance, if they fail they will fall prone. X equals 1 +1 for every 10 levels you acquire. If constricted and prone they cannot exit being prone.

Dogma. Lvl 23a. Passive. Templar.

As a minor action, select a target within your L.Range and select a spell state (Solid, Liquid, Mystic, etc). Roll

phys against the target's meta, if you win that target cannot conjure spells from that state for X turn cycles. X equals 1 +1 for every 10 levels you acquire. You may use this ability multiple times but, if used on the same target successfully, it will replace its previous effect instead of stacking. The target may attempt to resist once per turn as a minor action once the effect is applied.

Reformation. Lvl 23b. Passive. Templar.

Select a target and select a conjure type (Cast, Aura, etc). Roll phys against the target's meta, if you win that target cannot conjure spells from that type for X turn cycles. X equals 1 +1 for every 10 levels you acquire. You may use this ability multiple times but, if used on the same target successfully, it will replace its previous effect instead of stacking. The target may attempt to resist once per turn as a minor action once the effect is applied.

Smite Upgrades:

Holy Wrath: After performing a smite, heal equal to $XdS + XdH$. X equals 1 +1 for every 10 levels you acquire.

Creed: Once a target has received a holy smite, you may use holy smite on that target as a major and a free action. Only 1 creature per round can suffer this effect.

Anti-Heal: After Smiting a target they are marked, unbeknownst to them. The next time that target would be healed, negate all of the healing and instead deal a number of bleed counters equal to a phys roll, then remove the mark.

Hellish: If your smite deals damage to HP on a target roll 1d4 and apply the listed effect; 1|Apply 2 burn counters. 2|-1 stamina on target. 3|Target rolls Phys to beat 10, on failure they fall prone. 4|Deal 30 direct damage.

Toss: Throw a weapon or object and accurately hit a target within your long range dealing Smite damage and add your level.

The Light: Upon activation of holy smite but before an attack is declared, all creatures in your close range must roll Phys to beat 10 or be blinded by the light within you. The blindness lasts until the start of your next turn. Blinded creatures cannot block, dodge, sprint, or strikebreak. Blinded creatures roll disadvantage on spotchecks and acc checks and have a 50% penalty.

Blessed Weapon: You may summon an unequipped weapon within your long range to your side as a major action. Any weapon you throw will come back to you and be equipped at the end of your turn. +2 to C.Range while using Holy Smite.

Hammer: After hitting a target with a holy smite, hold them in place with holy energy from the impact applying constriction equal to a Phys roll + Invocation. This lasts until constriction is broken or you lose concentration.

Anvil: All targets that take damage from your holy smite take KB II. At levels 6, 12, and 18 upgrade the KB tier by 1.

Stasis, after being hit with a Holy Smite target receives -5 to their move stat until you lose concentration. (stackable)

Holy Flames, your Holy Smite deals Burn X where X is equal to 1 +1 for every 5 levels you have acquired.

Witch

A witch aligns themselves with specific properties of nature and draws power from the same essence of life as ancients. In the hands of a mortal these powers manifest in the form of naturally aligned powers. Select a path upon acquiring this class; **Gaia**, **Beast**, **Storm**, **Decay**. If you acquire Gaia you may not pick Decay abilities and vice versa. If

you acquire Beast you may not pick Storm abilities and vice versa. As you level up you may either choose an ability from the 4 sections you can select from or you may be locked into a specific ability based on your chosen path. When you choose this subclass you may pick 1 weapon proficiency. Witches gain 5 points per level to distribute between HP and MP. Witches start with 30 HP and 30 MP.

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Level	Unlocks and upgrades
0	+12 tier points. Can only spend these tier points on tier 3 or lower spells. (If a T1 spell would be acquired multiple times it can only be acquired 3 times in this manner. T2 and T3 cannot be acquired multiple times with these tier points). You may have 2 primary spells equipped.
1	+1 Tier point, Pick a witch's tool; Broom, Blade, or Familiar.
2	Gain the Primary spell Summon Wisp.
3	+2 Tier points.
4	+1 Tier point, +1 to H+, S+, or M+.
5	Gain ability Nature Dowse.
6	Pick a witch's tool; Crystal Ball, Cauldron, Witch's Hat.
7	Pick one of the following abilities; Green Thorns, Red Claws, Blue Spirit, White Swarm.
8	+1 Tier point, Pick a witch's tool; Broom, Blade, or Familiar.
9	Unlock the ability that matches your path; Ent Form, Predator Form, Hail Form, Fungal Form.
10	Choose a tool to upgrade; Broom, Blade, or Familiar.
11	Apply +3, +2, and +1 to H+, M+, and S+. One each, assigned as you see fit.
12	Unlock the ability that matches your path; Cleansing Flower, Ferocious Might, Cobalt Speed, Living Flesh.
13	+1 Tier point, Pick a witch's tool; Witch Hut, Grimoir, Altar.
14	Pick one of the following abilities; Root, Hunt, Raise, Scry.
15	+1 Tier point, Pick a witch's tool; Crystal Ball, Cauldron, Witch's Hat.
16	Choose a tool to upgrade; Crystal Ball, Cauldron, Witch's Hat.
17	Pick one of the following abilities; Feast o' Plenty, Animal Within, Wing Whisk, Infested Grave.
18	+2 Tier points.
19	Ent Form, Predator Form, Hail Form, or Fungal Form last 2 turns longer.
20	Gain the Primary spell Polymorph.
21	+1 Tier point, Pick a witch's tool; Witch Hut, Grimoir, Altar.
22	+1 to Phys or Meta.
23	Choose a tool to upgrade; Witch Hut, Grimoir, Altar.
24	Pick one of the following abilities; Cleansing Flower, Ferocious Might, Cobalt Speed, Living Flesh.
25	Apply +3, +2, and +1 to H+, M+, and S+. One each, assigned as you see fit.

Witch's tools: If any witch's tool's are lost or destroyed you may perform a ritual involving an hour of meditation for each item to reconjure them. Witch's tools are made by finding an item similar in form to the listed object and meditating on them, carving a portion of your soul into them.

Witch Broom: You possess a broom that can fly and transform. ArRa 90. This vehicle has a move speed of 80, can fly up to 100 meters in the air. It can transform into a strand of your hair, a string, a piece of straw, or a small wooden trinket as a zero action once per turn. While in broom form you have full telekinetic control over this vehicle it may move equal to its move stat once per turn. This broom will not be in the initiative order like other vehicles, instead it may continue its move action with you on it at any time until it runs out of movement. If it moves during someone else's turn it must roll to interrupt receiving +X on its roll where X is 1 + 1 for every 5 levels you have acquired. This movement may

trigger a dodge roll at the cost of 5 meters of its movement for the turn. While riding this broom you are not considered to be mounted as the broom is controlled telekinetically by your subconscious. If you would receive knockback you may reduce the knockback equal to the broom's remaining movement, otherwise you are knocked back through the air with the broom. [If you choose to upgrade this tool, its move stat is now 160.]

WitchBlade: You possess an ornate dagger which deals $1dS + 1dM + \text{Lvl S/P damage}$. You may recall this blade to an available equip slot as a free action. You are proficient with this weapon. ArRa 90. [If you choose to upgrade this tool it will deal Bleed I.]

Familiar: By selecting the familiar you receive a small animal as a companion. This creature has a stat block where each stat's value is 4. The creature starts off with 20HP and 20MP. At levels 4, 8, 12, 16, 20, and 24 you gain 6 stat points to assign to your familiar (no stat can be higher than 10), and 40 points to distribute between HP and MP. At each of these levels your familiar also receives 2 tier points which can be used to give your familiar secondary abilities or spells. [If you choose to upgrade this tool your familiar gains the following abilities; Offensive, Defensive, Supportive. One of each can be found as level 0 abilities in the mage classes.]

Crystal Ball: you may use the crystal ball to spy on a target from anywhere in the universe (different dimensions are included in the universe). If the target is a sapiod the GM will roll a meta check on their behalf, if they pass the check the target is aware they are being watched and may choose to negate it. To use this scrying technique you must have something related to the target, this component will determine the RTB for the meta check. While scrying on a target you can hear and see them as well as anything within 3 meters of them. If you have a map you become aware of their location on it, provided the map displays where they are.

No component has an RTB of 5. An image, replica, or likeness sets the RTB to 10. A personal belonging or something they have touched within the past 24 hours sets the RTB at 15. A piece of the target such as their DNA or something they frequently channel mana through sets the RTB to 20. The component is not consumed and you may attempt to Scry as many times as you want per day but you may only scry on the same target once per hour. Once a scry is successful you may maintain the visual connection for 1 hour. [If you choose to upgrade this tool you may maintain a scry on a target so long as you are conscious, In addition, you become undetectable by magical means. Regardless of the material component, increase the RTB by 8.]

Cauldron: With a cauldron you may create potions to store spell effects in them from spells you or a consenting creature knows. Pouring the contents of the potion out will release the spell. You may have a number of spell bottles in existence equal to your level (Most witches put expiration dates on their bottles if they sell them so they can always make more to sell). All costs for the spell are paid at the time of making the brew.

You must have 1 unit of bronze for Tier 1 or tier 2 spells (Spells that scale require multiple units), 1u of silver for Tier 3 and primary spells, and 1u of gold for Tier 4 and 5 spells. The cost to make a potion is the mana cost of the spell as conjured, 18 mana per major action required, 12 per minor, 6 per free and an additional 10 mana per tier (Primary spells will count as tier 3). If your max mana cannot handle the cost then you cannot make the potion, you may not supplement this mana from other sources. A potion takes an hour to make, physical crafting components will liquify in the potion and can be retrieved in solid form after the potion is used if you can find it. All rolls that must be done for the spell must be pre rolled and stored in the potion, if you do not like the results simply cease crafting and try again. Targets are chosen for the spell when the contents are poured out or consumed, if the spell requires accuracy to be rolled the one who pours out the contents must roll it. [If you choose to upgrade this tool you may add your invocation to the number of potions you are able to possess at one time.]

Witch Hat, The witches hat will come with a ribbon or trinket with a color that matches your chosen path. The witch hat is a pocket dimension that can hold 50 carry spaces worth of inanimate material. The hat may take any form that could be considered a hat. If you have a witch hat you may meditate for an hour and change one of your skills to another skill. Based on your path you receive an additional skill, you automatically pass this skill and do not have to roll for it. Gaia, Herbalism. Beasts, Hunter. Storm, ST2. Decay, Medic. In addition to these effects, whenever you roll a knowledge check you may roll it with advantage. [If you choose to upgrade this tool your 'Skill' substat increases by 2 and you may add another path that is not opposed to your current one from the list of skills.]

Witch Hut, You possess a small trinket that looks like a door, as a zero action you may enlarge the door up to a height equal to your mana range the door must always be at least 3 cm tall. You may choose who is capable of opening this door at any time. Opening the door costs 1 stamina and 20 mana. On the other side of the door is a single room with artificial light that you control at will even when sleeping. The rooms dimensions are X by X by X where X is your mana range. you got a pocket house the size of your mana range, does not require concentration or consciousness. This house is an extradimensional space that you may store anything in, living or otherwise. The door is air and water tight and its armor rating is 42+ your level. [If you choose to upgrade this tool, double the size of your hut. It can now change dimensions and add walls and doors so long as it is the same size.]

Grimoire, You now possess a grimoire that gives you +10 more tier points for secondary spells. Anyone you allow may conjure spells from your grimoire so long as they can pay a free action each turn to read from it, the action cost, and the mana cost. You may use these points to upgrade existing spells. If you do not have the book in your M.Range you cannot use the spells. Only 1 person per turn can use the spells [If you choose to upgrade this tool, gain 6 more tier points.]

Witch Altar, construct an altar which gives you 12 Tier points that you may spend only on the abilities listed below. When constructing your altar, place items on it that represent what the abilities you acquired mean for you. The items don't have to be expensive, just meaningful. For example; a rock for strength, a book for knowledge, something arcane for magic, a vial of your blood for defense.[If you choose to upgrade this tool, gain 8 more tier points.]

Accuracy+, Adrenal, Aurora, Balance+, Carry+, Dodge+, Endurance+, Energized I & II, Energy+, Farsight, Heal+, Healthy I & II, Keen, Knowledge+, Meta Bump, Move+, Phys Bump, Power+, Regen+, Resistance, Side-Step, Sixth, Skilled.

Nature Dowse. Lvl 5. Passive. Witch.

You may concentrate on the world around you to become aware of the presence of entities that fall within your path. The radius of this power is 5 +lvl meters. Gaia: Plant life. Beast: Land animals. Storm: flying and waterborne animals. Decay: Fungi and dead material (to include wood, porcelain, and all undead creatures). If you have entities that fall within your chosen path you may roll a spot check through the senses of these entities. As a result of this ability you may get the chance to roll spot or sense checks before something would normally be perceivable.

Green Thorns | Red Claws | Blue Spirit | White Swarm. Lvl 7. A. Witch.

Spend a minor action to give a bonus to your target, you may choose any ability other than the one that opposes your path. You must maintain concentration on buffs applied to others but not yourself. You need only maintain consciousness for buffs to yourself.

Green Thorns. If a creature physically attacks your target within their close range, deal XdH/S/M (pick one) damage to them at the time of the attack and heal your target by the same amount. X equals 1 +1 for every 5 levels you acquire.

Red Claws. A mysterious energy pulses through the appropriate limbs of your target culminating in claws or talons of some kind. Add your lvl to the damage of unarmed attacks. If a creature is using gauntlets or gloves it will not count as unarmed. So long as an entity has the 'Red Claws' buff, they may perform an unarmed attack as a minor action.

Blue Spirit. Add your level to the move stat of your target.

White Swarm. If your target deals damage to an enemy's HP, apply 1dH/S/M (pick one) bleed counters. This can occur any number of times in a turn.

Ent Form | Predator Form | Hail Form | Fungal Form. Lvl 9. A. Witch.

Once per round as a zero action, transform your body by surrendering your mind to nature. If you lose concentration you will lose your transformation. This transformation only lasts 3 turn cycles.

Gaia's Ent Form will coat your entire body with genetically enhanced ironwood creating living armor with an armor rating of 30+ your level. Instead of functioning like normal armor it works like a shell, you cannot take damage or counters until this shell has been broken as described in the Armor Rating definition of the mechanics glossary.

Beast's Predator Form activates a superior instinct within you giving you a special action type once per turn. This action is called a Reaction and it can be used as a guaranteed interrupt at any time to perform a minor or free action. So long as you are in predator form you receive this action at the start of every turn cycle regardless of your initiative roll.

Storm's Hail Form turns you into an icy cloud. While in this form you cannot take B/P/S damage from physical sources however burn counters deal double damage to you and then are immediately removed. You receive one less major action on your turn. Add 20 to your move speed and gain the ability to fly equal to your move stat. Rain down hail on your targets as a free action. Hail deals XdH B damage Frz I to all targets in a radius equal to your long range. X equals invocation You may still conjure spells in Hail Form.

Decay's Fungal Form fills you and the area around you with ravenous rot and fungi. Summon X zombies upon activating this form (See Creature Catalogue). X equals invocation. If you do not have corpses to turn into zombies you create fungal zombies with no added spells or abilities. Your zombies are under your control as if they were summons. While in Fungal Form you receive one less major action on your turn as that time is spent taking the zombie's actions instead.

Cleansing Flower | Ferocious Might | Cobalt Speed | Living Flesh. Lvl 12. A. Witch.

As a free action, apply a buff to a target within your long range. This buff requires that the target maintains concentration, not you. All of these buffs are stackable. You may only have a number of buffs active equal to your invocation.

Gaia's CF grows a flower on your target that will heal them equal to their H+ stat at the end of every turn cycle and allow them to roll ailment recovery as a zero action once per turn. Applying multiple flowers does not offer additional attempts at ailment recovery but does increase the roll by +3 per additional flower.

Beast's FM Increases your target's capabilities, increasing their powers and making them better at everything they do. Add +1 to the target's H+, S+, and M+ substats.

Storm's CS increases your target's movement equal to their speed stat (cannot be less than 3). Your target may choose to consume 2 cobalt speed buffs to gain an additional minor action this turn. They can consume 4 to gain an additional major action.

Decay's LF Coats a target in an extra layer of false flesh giving them an additional HP bar. This bar gives an amount of HP equal to double their 'heal' substat. This second health bar cannot receive counters however you may reduce its HP to resist the application of counters entirely. 10 HP for paralysis, burn, and freeze. 1 HP per bleed counter. 30 HP per poison counter. When the HP bar reaches 0 it is removed allowing you to apply more.

Root | Hunt | Scry | Raise. Lvl 14. A. Witch.

You may not gain an ability that opposes your path. These abilities may be used once per turn as a zero action. If used as an interrupt the abilities are guaranteed to pass the interrupt roll.

Gaia's Root allows you to cause roots to shoot out of the ground and attempt to constrict a target. You choose if the constriction is comp phys or meta. Even if they pass constriction they must roll balance, upon failing they will move at half speed on their next move action. If they fail while constricted from any source, they are rendered prone. All roots will have 12 ArRa. Existing roots will remain so long as you have concentration. If you have this ability you can impose your will on plants allowing them to move as you see fit by spending a minor action.

Beast's Hunt lets you summon animal spirits to briefly interfere with your target's actions, imposing disadvantage on a roll they make this turn. You may use this ability even after the roll has already been made. If you have this ability you can communicate with animals that fall in your domain.

Storm's Scry lets you move a target provided you pass an accuracy roll. If the target chooses to resist they may roll your choice of comp phys or meta. You may move the target a number of meters in any direction equal to your invocation. If you have this ability gain the secondary ability 'Flight', if you gain or have gained 'Flight' simply increase the tier.

Decay's raise allows you to turn a dead body into a zombie. If a dead body is not available you can summon a fungal zombie with the same stats as a base zombie. You may have a number of zombies equal to invocation. If you have this ability you may have one zombie remain permanently animated and under your control.

Feast o' Plenty | Animal Within | Wing Whisk | Infested Grave. Lvl 17. A. Witch.

Based on your path, gain one of the following abilities that permanently upgrades your powers.

Gaia: Summon up edible plant based foods that deliver the effects of 4 hours of rest in an instant You may feed a number of creatures equal to your invocation. After using this ability you cannot use it again unless you get 4 hours of rest.

Beast: 6 tier points to spend on the abilities that you could gain from the tool "Witch's Altar"

Storm: Increase the tier of knockback you or your summons deal by 1 tier.

Decay: If any undead or fungal entities you control, including yourself, deals damage to a creature's HP deal

poison I. This can only occur once per target per turn.

Summon Wisp. 10m. Min.

No Target. Mystic. Summon 5.

Summon X wisps where X is equal to invocation. Wisps are capable of flight. Wisps receive 1 major action each turn. Depending on your path your wisp may have different capabilities. Gaia; Spend a major action to heal a target 1dH+1dM HP. Beast; Spend a major action to bite down on a target dealing 1dS+1dM P damage. Storm; As a major action the wisp may shoot lightning and blow wind at a target dealing 1dM B and KB II. Decay; Drain the life force of a target dealing 1dM D damage. You may summon a wisp of any type except from the path opposite to yours. The first wisp you summon every time you conjure this spell must match your alignment. For all wisp abilities you may choose whether to roll yours or the wisps H+/S+/M+ substats.

HP: 20. Gaia: +4 Def. | Beast: +4 Str. | Storm +4 Spd. | Decay: +4 Dex.

Def: 4 (8)	Spe: 4 (8)	Str: 4 (8)	Dex: 4 (8)	Mag: 4	Int: 4
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Polymorph. 60m. Maj, Min, Free.

Single Target. Solid/Liquid/Plasma/Gas/Dimensional/Mystic. Cast.

You must pay 1 stamina every time you use this spell. Using this spell you may change your target's form into another creature. The target remains in this form until its HP is reduced to 0 or you lose concentration. In order for the spell to work you must pass a comp Meta against your target. After the spell ends the target returns to the exact state they were in when the spell was conjured. Polymorphed creatures literally turn into the chosen form at every level of their being, they may still retain their personality and thoughts but their physical and metaphysical form is altered. You may turn your target into any creature that would fit within your path provided they are rank 1 or lower. At level 8 this changes to rank 2 or lower. At level 16, rank 3 or lower. At level 24, rank 4 or lower.

Classless

A player may choose to completely opt out of having a class or subclass. At which point they will be given 30HP and 30MP. At level 0 they will be given 6 tier points to assign as they see fit. Gain 2 weapon proficiencies. Every time they level up they will gain 2 tier points and 3 points to distribute among HP and MP. Those who do not have a class cannot ascend however they do not have a level cap in any game mode. They simply keep gaining tier points to assign. At every 5th level they will gain 3 tier points instead of 2.

This ends the class section of reality's base game. More classes will be a feature of most expansions.

Section 4. Combat

The purpose of this game is to resolve conflicts and sometimes that means violence. In order to make it fair and enjoyable this manual introduces a specific order and means for combat to take place. This section will act as a definitive step by step guide to how you can participate in combat, defining terms and establishing methods along the way. If you are new to the game and taking a long time to take your turn during combat it may be frustrating for more experienced players but that is ok. Everyone has their strengths in the world of Reality and for everything you are not immediately good at, there is experience, and the Player's Guide, to help you get there.

Never forget that this is supposed to be fun, the rules aren't there to restrict you from having fun, they are limitations put in place to prevent players from derailing a story, breaking immersion, or doing things that are unfair or narratively impossible.

Entering combat. . .

Unless you are playing Arena Style (see [Section 1](#)), combat doesn't start until you either encounter something hostile or become hostile because you believe your character should or would solve their problem forcefully. The moments before a fight can be tense but this is when people stop thinking about role-play as much and start worrying about mechanics. Do NOT fall into that habit, stick to role-play as tightly as you can because if you are just looking at the numbers you may not be considering what your character is truly capable of. The moment someone deals damage or otherwise applies a negative effect onto a creature, a Battle begins and initiative is rolled. {Don't roll initiative beforehand because you aren't clairvoyant or omniscient}

Battles consist of any number of **Rounds**. Each round contains 5 **Turn Cycles**. Each turn players have 1 **(A/R)** to spend unless an ability, stat, spell, or legendary gift says otherwise. As a default every player character has 5 (A/R), which stands for Actions over Rounds. This may seem complicated but from the player perspective all you need to know is that when the GM says it is your turn you have 1 **Major Action**, 1 **Minor Action**, and 1 **Free Action** to spend however you see fit. Once you understand that take it one turn at a time, your GM will tell you if a new 'Round' has begun, then you may take the time to resolve any abilities, spells, counters, or item effects that rely on rounds instead of turns. These will be clearly defined so unless something specifically mentions it, don't worry about it. New players don't typically have to worry about experiencing more than 2 rounds in a battle.

On your turn you may spend your AR however you want, if you don't want to fight you can try to run or defend yourself and try to negotiate your way through the conflict, but if it comes down to it feel free to let loose and eliminate or capture the enemy. Here is a helpful list of different things you can do for each action type, you'll see many of these in the Mechanics Glossary (*See section 5*).

Maj. Action.

Attack with a weapon or melee, Full move action, Switching an equipped item with an item in your inventory, conjuring a spell, spellbreak.

If you hold or bank; Interrupt with any above, block, or dodge.

Min. Action.

Half move action, equip an item from your inventory into an empty hand, exchange two already equipped items between equip slots, grapple/constrict a target within close range, ready an action, use an item, conjure a spell.

If you hold or bank; interrupt or spend a stamina to dodge.

Free Action.

Drop an item, talk, activate a device or interact with an equipped object, move 1 meter, equip an already equipped item to an empty hand.

As you acquire spells and abilities a lot of them will have a cost of at least one Maj, Min, and/or free action. The above list is nowhere near everything you can do but at level 1 before you even look at your class or abilities this is something that every creature is capable of doing with their turn.

Once you have used all of your actions for the turn your turn is over, actions are a limited resource but you can get abilities to acquire more and use the ones you have more effectively as you level and progress in the story. If you feel like there is nothing worth doing with your minor or free actions this turn you may still pass and all unused actions are considered held until the person at the END of the initiative order ends their turn. At which point your GM may give you

and the others who held their actions a brief moment to use it or lose it. It isn't great to lose an action but don't feel bad if you do, that just leaves room for you to learn and improve.

As a tip for all adventurers, if you don't know what to do with your minor action, move. You never know what could be coming next so always make sure you aren't too close to other teammates or too far from them. Moving around will keep the enemy from taking advantage of you and if you have multiple teammates with unused actions you can even move together all at once.

Once your turn is over it can seem like forever until your next turn, especially if you have 5 or more players. Just remember to pay attention because you may still get an attack of opportunity, block of opportunity, or you may have an interaction available with other characters. You aren't being ignored, it's just that in a fight a lot happens very quickly. But in a board game these things have to be described and dice have to be rolled. If you are moving quickly, help those that aren't when they ask. If you are moving slowly ask for help and don't get upset when someone offers advice, especially if they are reading it from the manual.

So what do you need to keep track of? You should have a sheet of paper or digital counter/calculator to track your HP and MP. It can be hard to remember everything but if you have a sheet with your basic stuff written on it in advance you'll spend less time looking at your character sheet and more time having fun. Here is a suggestion for what it should look like:

HP: 50 | MP: 50 | Stam: 1 | AR: 3/5

-8, 1brn -10, -13,

-5, -12,

Above you can see someone has written down their Max HP, Max MP, and made a slot to track spent stamina with tallies that can be erased or crossed out later. Think of it as a score tracker like what you would use in any other game, it's just that this one's for tracking the most important creature, you. Below are 2 lines where the player has tracked damage they took and it looks like they also got burned by something. The line below has tracked how much MP they have spent, hopefully on something to get rid of that burn or at least prevent more from coming their way. The stamina shows that they have spent only 1 so far. Stamina is found under the STR stat and you have to spend one stamina at the start of every round. Usually your GM will track that for you though, you just need to tell your GM when an ability or spell you use costs an amount of stamina so they can track it. This player is also keeping track of AR so you know they are on the 3rd one in the first round. Normally at the beginning of a new turn cycle your GM will announce something like "Top of the 3rd, Ben it's your turn, Stacy you're up next." If you don't have abilities or spells that name specific turn cycles you don't need to worry about which AR it is until the next round starts.

At the beginning of every round, counters and other effects may need to apply before the person at the top of initiative can take their turn, again the GM takes care of this. They have a lot of responsibilities so be sure to treat them kindly. Remember, unless their character sheets or the creature catalog says otherwise, everyone gets 5 turns per round. Once your turn is done another one will be on the way soon.

A battle ends when a group is unwilling or unable to continue the fight. At this point you exit the part of the game where you have to take turns, from here you can simply declare actions and the GM will resolve them for you and explain how the story continues to play out. The best advice for staying on top of combat and ensuring that you are always a valuable member of the team is to remember your character's capabilities and use everything you've got. As long as you stick to that you will get by just fine.

Damage and how to take it. . .

At some point, an enemy is going to damage you. Looking at your character sheet, you have HP, MP, Stamina, Armor, and maybe even a forcefield. In the above section you were told about blocking and dodging briefly, check the [MG](#) for specifics on how to do that. Those methods are great but not guaranteed. So now that damage has been rolled there are a few things you can do that don't take any actions, first of which is assigning that damage. Whomever is receiving damage gets to choose what resources are consumed to take that damage. Most classes leave you taking the damage to HP, Armor, or a FF. If you have a FF you must take the damage to that before anything else. If you have armor, you may choose to take any amount of the damage dealt to that armor. Even if it is only 1 point of damage. Obviously, this does not mean you can exceed the maximum.

If you don't have a FF and you either can't or won't assign damage to armor, you've gotta take it to HP. Damage dealt to HP is susceptible to counters. There are many other threats involved with taking damage to HP as well. Limbs can be broken, flesh can bleed, toxins can enter the body, and various magical effects might take place. While it may seem like taking damage to HP should be a last resort, each class has a number of different strategies that can be employed when taking damage. Just like in real life; a fight isn't about never getting hit, it's about knowing how and when to take the hits.

In the event of a Comp Phys or Meta roll or any other competitive roll, the highest number wins. If a draw occurs, the defender(s) wins. If an action that would damage you or heal you occurs, resolve them in the order they were declared. In this scenario, GM rulings can jump the line. For you as a player all that means is that if a player is down {That means 0 HP or less} before healing gets to them, they'll still get a shock counter. Order of operations is not the player's job to keep track of, your job is to survive and thrive.

Remember to have fun and watch your teammate's back! If someone says a term you aren't familiar with, always feel free to ask or check the mechanics glossary below.

Order of Operations:

On the macro scale everything in combat happens in initiative order first, then in the order it was declared. But when players get more advanced they may run into questions about when certain things resolve. **To resolve is to decide firmly on a course of action.** This means that an action or effect has resolved once it has reached the point that it can no longer be taken back. An attack is resolved when damage is dealt, One might think that an attack is resolved once a hit is confirmed, since it can no longer be interrupted but the course of action has not been firmly decided until damage has been distributed since counters and other secondary effects outside of damage cannot be considered until the person who received the damage has decided where they took that damage to. Damage is the last decision that has to be made, everything beyond that is decided by the dice and mechanics, not the player. A philosophical argument could be made that since the player decided the character's build, technically that would mean they influenced and therefore decided the course of action. However, within the game the player does not exist and therefore an action is resolved when the mechanics and dice take over, regardless of player input.

Spells can confuse since they are based on logic that is not commonly known. When a spell is conjured, the act of conjuration occurs in the following order: The creature decides which spell to conjure, the conjurer then channels mana by spending actions, once the last action is spent the spell can no longer be canceled, that mana is then consumed by the spell, The spell forms and has rules applied to it based on its various types (Targeting, State, Spell type). Then, the spell executes its functions as described. Once all described functions have occurred and all effects have been assigned (including damage and healing), the spell is resolved. The only exception is trigger targeting spells which may resolve

multiple times by repeating the last step as prescribed. Once an effect has resolved that conveys the passage of time which cannot be reversed. The resolved effects of a spell cannot be taken back. (See [Magic](#) in Sec. 2 for more)

For physical attacks events occur in the following order: An attack is declared, the one who made the declaration rolls accuracy, once a hit is confirmed it is possible for other parties to attempt an interrupt, after all interrupts (if any) are resolved the hit will land and damage will be dealt, The one who was dealt damage decides whether to take that damage to health, armor, or a mixture of the two. Then the attack was resolved because damage was dealt. There are effects that activate when an attack occurs, at this point common sense must be applied. If the effect says you receive a bonus to damage, obviously that effect takes place before damage is assigned. If an effect says you can take a move action as the result of an attack, then the attack must first be resolved. If common sense fails, though it is surely no-one's fault, the decision falls onto the GM.

A block is resolved when damage is dealt, even if the block fails. A dodge is resolved upon success. This means that a dodge, once successful, cannot be interrupted as its order of operations begins and ends with one step; roll for dodge. Movement resolves when the final meter of movement has been declared. The game does not require that you declare all of your available movement at once so it is considered resolved once you have decided where you want your character to be and they have gotten there, even if you have to declare multiple locations in one move action at different points in the turn. Interrupts resolve when the interrupt roll is finished, the action that is taken as an interrupt then resolves normally. This separates the roll and the action as different steps because the interrupt itself can technically be interrupted.

Section 5. Mechanics Glossary

This glossary is a definitive guide to the entire game. All terms used here will recur throughout the game's spells, abilities, and play. Use this glossary to answer your questions as these terms come up. It is sorted alphabetically and contains clarification on every mechanic of the game. Anything listed here is absolute law and must be followed in order for the game to function. Any effect that subverts a mechanic exists for that purpose and should not be altered. As flexible as the gameplay of reality is, the mechanics are not. This section lists the rules of the game and must be followed as written with as little interpretation as possible. If your playgroup wants to change a mechanic for the sake of fun it must be a change that the whole group can agree to. This game has infinite possibilities and even if a mechanic isn't the most realistic for a certain situation, consistency is more important. You can't have fun playing a game if the rules keep changing on you.

(A/R):

This symbol represents your actions per round. As a default setting, all player characters have 5(A/R). Use this to determine how many times you can take a turn in a round. (A/R) is considered spent when you end your turn or the (A/R) is banked. In standard rules a player can only carry over one (A/R) to the next round by banking it, but the GM can change this so long as the changes apply to all players and creatures equally. A turn includes 1 major action, 1 minor action, 1 free action, and infinite zero actions. If either a major or minor action is performed you cannot bank that (A/R). An attack action is a major action unless an ability, spell, or effect specifically states otherwise. All creatures in combat taking 1 (A/R) is considered to be a turn cycle. You may not spend actions during another entity's (A/R) without rolling to interrupt. A full turn cycle of about 10 creatures should represent around 12 seconds of in game time as combat moves very quickly within the game. The most amount of time that can be occupied in-game within a turn cycle is 1 minute but a turn cycle could be as short as 1 second under the right conditions. It is determined by the contents of the turn. With this math, a single round containing 5 (A/R) represents 1-5 minutes of combat.

Accuracy:

Accuracy is a Dexterity roll determined by your stat in the Roll To Beat style. There are many factors that affect Accuracy, or Acc, which either add to the percentage or add to the roll itself but will never subtract. If an effect says to add 10% to your RTB that means you take your base Acc substat and increase the RTB by 10% meaning it is more difficult to pass. If an effect would say to add 10 to your Acc roll you may take the number you rolled on a 1d100 and add 10 to that value, thus making it easier to pass. You may notice that your Accuracy RTB is fairly low compared to most media but that is because of how many factors make accuracy more difficult. For ranged attacks, add 5% to your RTB for every meter past your L.Range/M.Range. Performing a called shot on a specific limb or small object adds 10-50% depending on how small the body part or object is that you are trying to hit. Environmental factors like wind, rain, or darkness increase the RTB by 5-25% and falling, running, and flying can do the same.

Advantage/Disadvantage:

If the GM or an effect declares that a creature has 'advantage' on a roll it means that they may roll the respective dice twice and take the higher of the two values. You may receive advantage from multiple sources and if you do, simply add another roll if you choose to accept it. You will always take the highest value among the values rolled. You will NOT add those values together. Disadvantage either removes 1 instance of advantage or makes a creature roll their respective dice twice and take the lower number. This can also stack.

Ambush:

Ambushing gives disadvantage on initiative rolls for the entities that were ambushed. Upon a successful ambush, the ambushers receive 1 bonus AR that must be spent in the first turn of a battle. During the first turn of battle, the ambushed entities cannot receive an AoO or BoO. The way to achieve a successful ambush is to surround or trap your target(s) and then attack them unexpectedly or pull off a surprise attack when they believe themselves to be alone or with a small group of people they know. This means that a person who is alone and does not know you are there but *thinks* someone *might* be there cannot be ambushed unless they are surrounded or trapped.

Area of Effect:

Some damage may be labeled as AoE. This means it does not have to follow targeting limitations. Instead, read the description to see what area the spell can affect and fill out the appropriate spaces on your grid or other play area. Unless specified otherwise, AoE will deal bludgeoning damage. All entities or targets within the effect radius will take an equal amount of damage and receive an equal amount of counters. This is not mass damage. Accuracy is not rolled for AoE effects unless specifically stated otherwise.

Armor:

Armor is represented as a B/P/S value which means Bludgeoning, Piercing, and Slashing damage. When you take damage that is labeled B, P, or S you may take that damage to your armor instead of your HP. Just like ArRa your B/P/S value resets at the start of every turn. Once your damage in a specific type is maxed out you simply cannot apply any more damage to it for the turn. If an entity specifically targets your armor and deals damage equal to its ArRa, this will break it. This creates an opening through which a called shot can be made, this called shot will suffer an accuracy penalty but it will deal direct damage. This damage can be repaired through crafting. The accuracy penalty will be 30% in most cases but repeated damage will decrease the penalty by 5. If your armor is damaged this way 6 times without being repaired it is considered destroyed and cannot be repaired.

Armor Rating (ArRa):

A stat that shows how much damage an item can take in a single turn before breaking. This damage must be dealt in a single turn cycle by any number of sources within the agreed upon parameters of targeting limitations to break the item. All armor ratings reset at the start of a new turn. Armor Ratings are usually labeled 1 through 999 but a value of 0

means that it requires no significant force to break the item and a value of -1 means that the item does not have an applicable ArRa or simply cannot be broken due to its physical nature. This usually means the item is a gas or liquid. In the event that a material is being used for armor, divide the Armor Rating by 3 and round down to find the B/P/S value as armor is not thick enough to have the full ArRa.

ArRa Layering:

When an object is more than 1 unit (about 2 cm) thick add its armor rating to the total ArRa of the object. Repeat this process for each layer. This layering process is used to make the stats for walls and doors and can be applied to a variety of different scenarios. This does apply to armor however the players and GM must be aware of carry space limitations, exceptionally thick armor may be too heavy to actually wear or move in.

Attack of Opportunity (AoO):

If a creature would move more than 3 meters while engaged to one or more entities, each of those entities would get an attack of opportunity. In addition, you will draw an AoO if you enter and leave a creature's close range in the same turn by using a move action to pass them or by the knockback effect. Once an AoO has been triggered, the recipient may perform one Major action that can be considered an attack. No banked or bonus AR can be used in conjunction with an AoO to increase the resources available for use in this attack. It must resolve first, then other actions can be spent. You may not use an AoO and a BoO as a result of the same action. You may only perform a number of AoO and BoO per turn equal to your invocation limit.

Banked:

If an (A/R) is banked it means that the player was given an opportunity to take action but choose to wait to observe other actions first. Banked (A/R) can be spent at any time but all actions within the banked (A/R) must be spent by the end of that turn cycle or they are lost. If used as an interrupt you must roll a competitive Initiative roll. See interrupt in the mechanics glossary. A banked (A/R) may be spent at any time. A creature cannot carry over more than 1 banked (A/R) into a new round. A Creature cannot have more than 3 Banked (A/R) at any time.

Battle:

A battle is represented by the total number of rounds it took for the combat sequence to end, either by termination, peaceful resolution, or knock out. A battle starts when the GM starts applying the combat order through initiative rolls and intent to damage has been expressed or implied or preparations to receive damage have been made. Until an action that could be considered hostile is performed a battle cannot start. This means that whoever performs the first hostile action will be the one who started the battle.

Block:

Blocking is a maneuver that can essentially redirect the damage from an attack. In order to perform a block the player must have one banked (A/R) or held action unless told otherwise by a spell or ability. The block is performed by rolling a competitive initiative roll. If you are successful the action will interrupt their attack allowing for you to roll your block accuracy. Damage still applies to the item you are blocking with. In order for the block to be successful you must roll higher on your accuracy with the shield, or other entity, than they did with the attack. Blocking an attack is not considered engaging a target. A block, like an attack, is considered a Major action. Note that any effect which reads 'Block +X' is telling you to add the number listed to your accuracy roll in order to beat the attacker's roll. Some bonuses to accuracy may also apply to block checks so read the description carefully. The same attack cannot be successfully blocked more than once.

Block of Opportunity (BoO):

A BoO will typically only apply to projectiles or moving attackers. In order to activate this mechanic an attacking entity must enter and attempt to leave your close range throughout the course of their attack. The attack and block must be performed within 1 turn cycle. This applies to an arrow flying past you or a warrior walking around you to attack an ally. Once triggered, a BoO will allow you 1 Major action to be used for a Block, you still must pass all the requirements for a block, accept the initiative roll, and the offender may not take back their attack or choose to interrupt that action or spend any bonus or banked AR until the block has resolved. You may not use an AoO and a BoO as a result of the same action. You may only perform a number of AoO and BoO per turn equal to your invocation limit.

Bonuses:

A bonus is any positive change to a stat, substat, roll, or effect that is temporary or requires concentration from you or another creature to function, including bonuses granted by machines, implants or items that may be intended to be permanent. Any damage boost from a source that is not a passive effect is considered bonus damage and is not a part of your base damage.

Bonus AR:

If you possess more than 5 AR, every AR over is a Bonus AR. These can be spent any time you could spend a banked AR but you are able to use your Major, Minor, and Free actions as well as any Zero actions that may apply however you see fit. If for any reason you have 10 AR they will not be Bonus AR, Instead you must roll initiative twice and simply take 2 turns every AR Cycle. No entity can possess more than 15 (A/R) within the game of reality. Not as a reflection of any real world physical limitations but to prevent a creature from becoming too powerful for the game to function properly.

Carrying Encumbrment:

If you have full carry spaces you simply should not carry more, if you have 1 more carry space than your max you receive -1 (A/R) as a penalty. If you have 150% your carrying capacity it is -3 (A/R) and if you have double your carry capacity you are immobilized. Three times your carry capacity and you will be crushed under the weight taking 1d20 ×5 environmental damage every (A/R) you remain under that weight. For every 100% over that amount roll the damage again or multiply the initial roll. If you would lose (A/R) as a result of this mechanic, take the (A/R) from the end of the round.

Channeling:

Channeling mana is something that any living creature can do from birth. Most people are constantly channeling mana into their clothes, equipped items, and cherished possessions that they are in contact with. Unless an ability or gift says otherwise you must be touching something to channel mana into it. If an object is being channeled into by another creature you cannot channel into that same object. Channeling is the act of touching the source of all mana and letting it flow through you. Spending mana is when you actually pull from that source. Your maximum mana stat is just a representation of how hard you can pull on the source without consequences, it is not a fuel that you are actually storing within you.

Combat Order:

Think of this as a deck of playing cards. Each player has a hand of cards and when they want to do something in a battle they write it down on a card and put it on the top of the deck (metaphorically, players are not required to do this). Faster characters get the opportunity to submit moves to the Combat Order before slower characters in the form of spending (A/R) in an initiative order. Consequently, within 1 (A/R) different things get put into the deck. In order, Non Magical buffs and additions, Abilities, Magical buffs and additions, Neurological gifts, and then all other bonuses in the event that these would apply at the same time. There is a way to jump in line in the combat order and this is called an interrupt. See interrupt in the mechanics glossary. Otherwise, resolve all actions starting with the first one declared.

Concentration:

If you lose HP equal to or greater than half of your MP stat in a single attack, you may lose concentration on all spells and abilities. As a zero action, roll ailment recovery to attempt to maintain concentration. In addition, if you have the available actions, you may roll a Meta check as a free action to try and maintain concentration. The RTB is 5 +1 for every 10 damage taken. This mechanic represents a creature's ability to focus under pressure, resist incoming bodily harm, and overall pain tolerance.

Consciousness:

If you lose half of your remaining HP in a single hit you must roll ailment recovery in order to maintain consciousness. If you pass, you will gain 1 shock counter and lose 1 stamina. If you fail, you will gain 2 shock counters, lose 2 stamina, and be considered unconscious. If something else would cause you to roll for consciousness, you will not gain any counters as a result of passing or failing. If you fail a check for consciousness you are not literally asleep on the battlefield, actually passing out as often as you could with this mechanic would lead to severe brain damage. You are functionally unconscious. This means you got hit hard enough or otherwise were harmed in such a severe way that you need time to recover. This could be seen as being stunned, a concussion, trying to catch your breath after a gut punch, or simply being dazed and unable to get a grip on your surroundings. The only time you will actually faint from something like this is if you were hit in the head with a called shot or ran out of stamina, at which point slight brain damage could play into your character's story. Consciousness can be regained through spells, abilities, or ailment recovery once per turn which can only be done if you have at least 30 HP. Consciousness rolls cannot be interrupted.

Constriction:

Constriction occurs when someone is being prevented from moving by an external source. The higher a constriction score is the harder it is to get out of. This is determined by the number which follows your constriction such as Constriction 5, Constriction 20, or Constriction 40, just for example. The way to break out of a constriction is to beat out that number using your Physical or Meta roll depending on whether or not you are resisting magic or something physical. Be cautious and quick when resisting constriction because multiple constriction effects can stack which adds the value of each to one total number. Constriction does not have a limit to how high it can be. If multiple entities desire to work together to beat a constriction roll they may add their Phys/Meta rolls together as well. While constricted you cannot move unless you can carry what is constricting you, encumberment may apply. Likewise, when constricting another entity, if that creature could carry its target, they may choose to take move actions. Unless they have twice the necessary carry spaces available, this movement is considered difficult terrain. While constricted roll with disadvantage on accuracy checks if you are targeting anything other than what is constricting you. A constricted target cannot block/dodge attacks or resist the application of counters from a target that is constricting them. All other creatures gain advantage on accuracy rolls against constricted creatures. Constricted creatures cannot teleport or ve teleported unless the constricting creature moves with them.

Critical Rolls:

Only rolls on a percentile, aka 1d100, or 20-sided die can be counted as critical in this game and only the top or bottom 5%. That is 95 or higher and 5 or lower for Xd100 or 1 and 20 for Xd20. In the event of a critical pass on either it is the GM's responsibility to describe a tremendous success if applicable or possible and a failure for the opposite. It should have importance to the current scenario or even the campaign. In the event of a critical on a Phys/Meta roll subtract 10 from the total value in the event of a critical fail or add 10 to the value in the event of a critical pass. This mechanic is completely optional and should be discussed in meeting 0. This mechanic only exists for those who feel chaotic factors and random possibilities for failure or success in any situation is required for the game to be fun.

Damage:

After a damage roll or set damage is made, usually as a result of an establishing roll such as accuracy, Meta, or Phys, that damage will be dealt. This could be to either a target, intended or otherwise, or an entity. When damage is declared it can no longer be interrupted. Just like with counters and damage that is blocked, listed elsewhere in the mechanics glossary, normal damage has to go somewhere. Damage can be directed towards health or equipped armor when targeting a creature or Armor Rating when targeting an item or entity without a health bar. None of this can change unless an ability, spell, item, or gift specifically says so. Damage types are constant, if multiple types are listed it will take the type chosen by the one generating the damage. All damage generated must be dealt to something. Unless the attacker declares a called shot, a creature receiving damage chooses how to distribute that damage through all available HP, Armor, or MP where applicable. For most counters, if damage is not dealt to a creature's base HP they do not affect them.

Damage Types:

There are 5 damage types. Bludgeoning (B), Piercing (P), Slashing (S), Direct (D), and AoE. After a damage roll is given it will be followed by a letter from the list above. B, P, and S types don't have any effects on their own but when someone being attacked takes damage they may assign it to an armor value that matches. That is when it becomes relevant. There may also be spells, abilities, and gifts that apply buffs or resistances to damage based on type. Direct damage cannot be taken to armor and most go straight to HP unless a force field is in place. AoE damage has its own definition in the MG. Environmental damage also exists and is used for fall damage and certain effects such as getting struck by lightning or crushed by an incredible weight. Environmental damage is applied directly to your HP and cannot be reduced in any way. This bypasses blocking, armor, force fields and other forms of damage reduction or redistribution. Dodging is still effective.

Death:

Your character is declared dead but revivable, also known as dying, if you reach 0 HP or less. However, a creature is not permanently dead until they fail 3 ailment recovery checks. This represents your physical body fighting off death and happens once per turn cycle before any initiative and before any actions can be spent. Once you are unrevivable you can no longer play that character during this campaign as "Dead" is not a playable species or class. If you want to play a dead character you must do so realistically, potentially by taking a nap or meditating. Try not to give yourself one of the following status effects; Whining, Complaining, Arguing, Annoying, Disruptive, and/or Rude. If you do come back to life, you may have received an ability or your friends are just so sick of your complaints and ruining the fun of the game that they let you play a character even if it means breaking immersion and cheapening your party's efforts. In all seriousness, death is often a part of a good story, this is a storytelling game. If your character dies, use it as a way to progress the story, it should feel like a solemn moment. While character death is not really fun, it is needed. Without the threat of loss your efforts lose much of their value and weight. It's part of life. It's part of the game. If you need help emotionally, ask. If you want to talk about what happened, do it after the meeting is over. Neither death nor the damage/effects that caused it can be interrupted.

Dice:

1dX or Xd6 or any combination therein represents a dice roll. The available dice rolls are 1d2 1d3 1d4 1d6 1d8 1d10 1d12 1d20 or 1d100 for this game. A 1d2 is a coin and a 1d100 is two 1d10's rolled together where the first digit is in the tens place and the second is in the ones place, if you roll 00 on any dice it represents the highest variable such as 100 or 10 because 0 is not an accepted variable in this game. You may encounter something like 2d8. That means roll 2 8-sided dice and add the numbers together, in the event that you roll multiple dice you will always add the values displayed on the dice together. When rolling multiple dice at the same time you must declare what each roll is for and what dice will go where; if you fail to do so you are cheating. Your GM may tell you to reroll if you did not state what you are rolling for before the dice hit the table or whatever rolling surface you are using. X values are unknown and must be defined by a spell, ability, gift, item, or other source. Values of H, S, or M are based on your character's stats.

Difficult Terrain:

Not all battlefields are relatively flat and free of debris and natural hazards. Difficult terrain is defined as anything that would make walking, crawling, or running more difficult. Snow, floodwater, loose sand, unstable ground, turbulence (if flying/swimming), extreme inclines (30° or more), and any other hazard that would impede movement. While in difficult terrain all creatures have their movement speed halved. This is best calculated by treating the distance as if it were twice as long through that terrain.

Divinity:

In order to be considered Divine you must be level 300, have god-like powers, be immortal, and/or be rank 13 or higher. While it may not be listed under any powers a divine being can do the following; awaken gems, give other creatures powers in the form of spells and abilities (Invocation equals tier points when using this mechanic), travel between realms, enter Srehyah temples, call upon wizard doors, communicate with the aids to the Arcane Gods, sense stats, and create spells and abilities. If you are divine you cannot receive wishes from the Overseers, acquire spells or abilities from Arcane Nobles, and you cannot be killed by a Celestial Wizard.

Dropping:

The action of dropping is described as having an item in one of your “hand” equip slots and choosing to let go of it. In typical gravitational pull this would result in the item or creature making its way to the strongest source of gravitational pull. This process is considered to be a “free action” as it does not take a sufficient amount of time to warrant a minor or major action.

Dodge:

If the player spends 1 stamina and a minor action or 1 major action they may roll an interrupt to try and dodge an already declared attack. This is done as a sort of competitive roll putting your dodge stat against the enemy’s accuracy check. Using percentile dice, or 1d100, you must roll higher than they did for their accuracy. Be sure to add the modifier found under the “Dodge” substat on your character sheet. At this time, depending on the combat order or who banked their (A/R), someone could identify that you are dodging and attempt to thwart that endeavor with an interrupt of their own such as blocking your path or constricting, unlike with a block. If the roll passes and no one was prepared to stop you move equal to or less than a minor action. With a successful dodge, you will take no damage and the attack will be considered a miss. Creatures can't dodge precision strikes.

Engage/Disengage:

You are considered engaged with an entity if you have targeted them or been targeted by them and are within their close range. If you are targeted but block, dodge, or hide, you will not be engaged. If you end your turn in an entity's close range and are not hidden, you are engaged with that entity. You may not know that you are engaged, that does not excuse you from this mechanic. You may spend a minor action to disengage but if you end your turn before moving you will re-engage.

Equipping:

Your body has 23 Equip slots and by equipping something it removes 5 carry spaces from its total weight. If you purchase or craft items specifically made for the subject you wish to equip such as sheaths, waist satchels, or leg straps for throwing knives, it might allow for more of the same item or more carry spaces. The 23 slots are as follows and in order to equip an item in one of them it has to be made for that slot; Fingers [F1-10], Neck [N1,N2] Left Arm/Wrist [LA], Right Arm/Wrist [RA], Left Leg [LL], Right Leg [RL], Front Waist [FW], Right Waist [RW], Back Waist/Lower Back [BW], Left Waist [LW], Back/Shoulders [B1,B2], Crown/Head [C]. There are 23 places you can equip things but it will be obvious which items go where. You may only have two items considered weapons equipped at the same time. All equips

are GM discretion but realize that Equipped Items can be the target of attacks while inventory Items cannot. You may Equip bags to any slot besides Fingers, Neck, and Front Waist in order to expand your inventory by increasing available carry spaces

Ethereal:

All entities are either physical, metaphysical, or ethereal. If an entity is ethereal it cannot interact with a physical entity or be affected by one. This means physical attacks cannot damage them and they can pass through solid material regardless of armor rating. Metaphysical entities such as spells can still damage ethereal entities. Ethereal creatures can only channel mana into ethereal objects. Ethereal entities have no weight or mass and are thus immune to knockback, even magical. While ethereal all damage is dealt to MP instead. If an ethereal entity runs out of mana it will die unless it has a physical form to return to. If it does, it will return to its physical form or phase back into the physical realm and receive a shock counter in addition to any other effects that may occur. If an entity does not have a defined MP it will either have mana stored in it or it will be treated as if it has 1 mana. If it was made ethereal by “Channeling Mana” treat it as if it had 1 mana.

Execute:

When a player is confident they have the upper hand on an enemy they may attempt an ‘execute’. This is done by performing a called shot to a vital spot with appropriate penalties applied by the GM. If the move is successful and the player performs an attack that would almost certainly kill most creatures, they may then multiply their final damage by 3. If the total damage after all that is unimpressive, describe how the attack failed to follow through, perhaps a stab to the head ended up being a well placed gash. Note that an execute cannot be performed unless the target is below half HP and constricted, prone, or otherwise unable to resist.

Fall Damage:

When falling a certain distance, every meter beyond 5 meters deals significant damage to the victim; 1d6 D damage for every meter over 5. To represent terminal velocity with a sapiod bias, no single fall can deal more than 100d6 damage. The damage calculation is more random than other mechanics due to the existence of numerous difficult to calculate factors involved in a fall such as angle, vital organ position, leverage, impact surface, and other moving entities. If an entity within the game falls less than 5 meters it is up to the GM to use common sense and discretion to determine whether or not the object would break. 5 meter drops are not a common sight and even minimal experience should allow the GM to estimate the appropriate result. A 5 meter fall is still technically enough to damage a sapiod. The GM may determine that, under hazardous circumstances, environmental damage may need to be applied to a creature. Environmental damage is described in the GM guide.

Fate:

If a player disagrees with what is happening in the game and a decision or compromise cannot be made then at any time a player may request a Fate Roll. Pick up a 1d4 and roll it, a 1 means something negative will happen that will have a lasting and detrimental effect. 2 means that of the available options a negative one must be chosen but not one that will stay with the game beyond this time. 3 means something positive will happen but it won't be everlasting. 4 means the player's desires will be heard and divine intervention may be necessary to create a favorable outcome.

Flanking:

Mobility is important in this game, if 2 creatures position themselves on either side of a target during their attack or in an ambush then your attacks are unblockable. Achieve this positioning by somehow surprising your target and getting to their side or working with a teammate to attack from both sides. If multiple creatures are flanking a target, then any time that target draws an AoO, all flanking creatures get an AoO as well.

Fire:

In this game fire will spread just as it does in the real world but how it spreads is determined by a dice roll. This only applies to physical flames and does not involve magical flames or flames of another variety. At the end of a turn cycle, your GM may roll to see if the fire spreads by using this key;

Combustible: RTB 5 on a 1d20. (Glycerin, Gunpowder, Torches.)

Inflammable: RTB 10. (Gasoline, Hydrogen, Dry plant matter.)

Non-Flammable: RTB 15. (Most things, to include conductive metals and trees.)

Flame Retardant: RTB 20. (Low melting point metal, clay brick, Safety gear.)

Fireproof: Cannot be burned, (Water, dry ice, most metal.)

Roll once per source of fire and if the roll surpasses the threshold to burn it will always add 1 Burn counter until there are enough burn counters to destroy the object. In addition if a fire-based attack, magical or otherwise, destroys an object by breaking its armor rating that object is considered to be 'on fire' generating 1 burn counter or more if necessary.

Forcefield:

Certain types of armor are designated as a forcefield, this armor will block all types of attacks, including direct damage, but does not regenerate at the beginning of the next round, it must be manually replenished by a power source, ability, or spell. If you have a forcefield active you *must* use it before applying damage anywhere else.

Grappling:

This is when a creature decides to forcefully hold another creature down, tie them up, or tackle them while conscious and able to fight back. This is performed as though it were a constriction roll however the RTB is whatever you roll on your Physical check if using your physical body or Meta check if mainly using magic to try and detain your target. You or the spell you're using must have a free hand or appendage to grapple with. This means you cannot have anything that takes up your hand's equip slot. For other appendages that you can grapple with it simply needs at least 1 empty equip slot. For each additional limb involved in the grapple add +1 to the constrict roll.

Guard Break:

If you choose to attack a shield or piece of armor and you do not break it you may roll a competitive Physical check, if you win they cannot block with or take damage to the item attacked in this turn cycle. This is useful for dealing direct damage or preventing a block, this is an advanced tactic that should not be used against new or inexperienced players. Guard breaks cannot be performed on natural armor.

Illumination:

There are 6 levels of light; Dark, Dim, Twilight, Lit, Bright, Blinding. Unless a creature has the night vision ability a creature cannot see at all in the Dark and receives a spotcheck penalty of 20% in Dim light and 10% in Twilight. If in Blinding light Creatures cannot see and if in Bright light, creatures with Night Vision suffer a 10% spotcheck penalty.

Immobilized:

If you are immobilized by constriction, paralysis or any other means your movement speed is temporarily reduced to 0 and your close range is reduced to 1 regardless of any abilities that may alter the range at which you can attack, including changing a close range effect such as an attack into a long range effect, with a non projectile weapon, melee, or spell. When immobilized you cannot resist knockback and if grappled or knocked back you will be rendered prone after the effect resolves.

Initiative:

Roll your choice of either a Phys or Meta roll as all stats contribute to how well you can react to the flow of a fight. Compare your number to all other numbers rolled and create a list from highest to lowest roll in order to determine

who goes 1st, 2nd, 3rd, and so on in a battle. Initiative is rolled once an attack or overtly aggressive action has been declared and is resolved. Before initiative is rolled characters can attempt to react by performing an interrupt but only if you are the target of an action and you may only use 1 minor action, free action, or zero action. In the event of a draw compare modifiers, higher modifier goes first, otherwise come to an agreement or reroll versus each other only. (Def: Take a hit and react without pause. Str: Pushing through defenses regardless of intervention. Spd: Speed of movement. Dex: Reaction time. Mag: Spatial reasoning. Int: Faster decision making.)

Interrupt:

An interrupt is an action declared in response to another creature or entity's action. In order to interrupt an initiative roll must be performed by all parties involved in order to determine in what order actions will resolve. If the challenger fails their interrupt the actions are still spent as an attempt was made. You must have held, bonus, or banked actions in order to declare an interrupt. Interrupt rolls are initiative rolls but they do not change the initiative order in a fight. If multiple interrupts occur at once all parties involved only roll one initiative then events will resolve in that order. Zero actions are guaranteed to pass an interrupt check and can only be interrupted by other zero actions, at which point all involved parties would roll normally.

Invocation:

If a spell, ability, or gift has an effect that stacks or allows you to pay additional resources in order to increase its power in some way it is a universal rule within the game that you cannot 'invoke' the effect more times than your level allows. You may invoke 1 time plus an additional invocation for every 3 levels you have acquired, including the first level. (*i.e. Lvl 3 allows for 2, lvl.15 allows for 6, lvl.7 allows for 3, etc.*)

Jumping:

The distance a creature can jump as a part of a move action is equal to 10% of their base move stat. Jumping as a part of a move action consumes 3 meters worth of movement. Jumping without taking a move action costs a free action and only allows for a vertical jump. The vertical distance creature is capable of achieving is equal to half its base close range with a maximum of 1.5 meters unless they have flight or an effect which specifically refers to jumping.

Knockback:

The ability to move a target a number of meters. The Knockback of a particularly strong attack is 1 meter, The GM may award 1 meter of knockback to an attack that takes advantage of a target's weaknesses, has appropriate leverage, or deals significant damage. Knockback I deals 1d6 meters of knockback. KBII and every tier above it add +2 to the 1d6 roll. For example, KBIV is 1d6+6 meters of knockback. If a target is knocked back they must roll balance to prevent themselves from falling prone, if they are knocked back multiple times in a single AR cycle they must roll disadvantage for every time this has occurred. If the target meets a barrier and becomes unable to complete the distance knocked back, the remaining meters will be treated as falling, after 5 meters they will take fall damage.

Leveling:

The parameters for your experience needed and when you may level up are determined by your selected game mode for this campaign and GM discretion. If you disagree with the method being chosen, debate it. If a decision cannot be made simply use the 'Default' mode listed in the GM manual which basically states that your level multiplied by 100 is the number of experience points you need to get to the next level. 1 is 100, 5 is 500, 20 is 2,000 and so on. You may acquire experience by defeating enemies, completing missions, attending the meetings or play sessions, and role-playing well.

Light:

Light interacts with your environment and can have effects on other mechanics, spells, and abilities. Light comes in 5 degrees Dark > Dim > Soft > Bright > Blinding. Dark might be referred to as "1st degree" and Blinding might be referred to as "5th degree". Other lighting falls in between. In Dark lighting you cannot see in the normal light spectrum. In Dim lighting there is a 20% penalty on visual spot checks. Soft lighting has no effects. Bright lighting gives a +10 bonus to visual spot check rolls. In Blinding light there is a 40% penalty on visual spot checks.

Limb Break:

If a target loses 10% of their Max HP (HP10) or more in an attack that specifically targets a limb, as in arm or leg, they must roll Ail Rec. Upon failing, the limb is broken and any roll that relies on that limb receives disadvantage and cannot receive any advantage. A head cannot be broken this way but it can be concussed forcing a consciousness roll every round or every time the target is hit in the head from that point on until they receive at least 6 hours of rest*. To repair a broken limb the victim must heal twice the lost HP and receive a medic check to set it or utilize an entity that specifically says it can repair the limb. A repaired limb is still broken but usable and if it receives significant trauma the GM may force a Meta check to beat 15 in order to maintain concentration. Breaking a limb causes you to lose concentration. If a limb is broken 3 times before it has had a chance to fully heal it will be unusable without major surgery that may not be available in the campaign or one shot setting.

*Please note that if you are really concussed or have any reason to believe you are concussed in real life do not elect to rest, stay awake, keep someone with you, and go to the hospital if able.

Limb Targeting:

Sometimes, an event occurs that would target a limb, such as the application of bleed counters, but the targeted limb was not clarified. If this happens and the GM and relevant players cannot agree on what limb would be targeted, roll 1d6. 1 = Head. 2 = R Arm. 3 = Torso. 4 = L Arm. 5 = R Leg. 6 = L Leg. A creature may choose to target a specific limb for any number of reasons. If they do, an accuracy penalty must be applied starting at 10% for larger targets such as a torso and going as high as 50% for something like an eye.

Mass Damage:

This is not a damage type. It is a tag added on to damage that states you may divide the damage evenly amongst a number of targets in your attack's range. The damage must be divided evenly unless an ability, spell, gift, or item says otherwise. Round down if dealing with an odd number. If counters or any other effect would be applied, they are only applied to the first target unless an ability, spell, gift, or item says otherwise. If mass damage is blocked, reduce the appropriate amount of damage. If any damage is left over, you may continue to distribute amongst targets other than the one that was blocked for, this means that your original target was not hit and any effects or counters were not applied.

Meditation:

Meditation is time spent focusing on thought and introspection. Time spent meditation counts as part of a rest for most spells, abilities and mechanics however it does not count towards gaining back stamina as meditation requires an amount of concentration. You will not lose stamina while meditating either.

Metaphysical:

Matter and energy that naturally exists outside of the universe or in an ethereal plane which has been pulled to the physical realm. Actions taken with matter or energy that falls into this definition are considered metaphysical. This includes conscious thought, magic, and etherealism. Metaphysical entities that imitate physical entities are still metaphysical but may use the laws of the universe they are pulled into and thus create physical actions or properties temporarily.

Modifier:

Any bonus or penalty that is a natural part of your character that does *not* require concentration or an item to exist. This includes the bonus to your S+, M+, and H+ substats. Modifiers are considered to be a part of your base damage unless specifically told otherwise by a spell, ability, or gift. Anything labeled as a 'damage mod' is a modifier that you can lose if the entity giving the damage mod is no longer present or usable.

Mounting:

You are considered to be mounting something if you are grabbing, sitting on, or standing on a moving object or creature. While mounted, if you receive knockback you must roll balance to stay mounted with a weight of +3% for every meter of KB over 5. If you pass the balance roll you will not be knocked off and you will not take fall damage. The object or creature has its own movement, actions, and initiative. It is a free action every turn to remain mounted or you may take a balance check or automaster roll to pilot your mount without it for that turn. Failure could be catastrophic but is ultimately GM discretion. Unless a creature has been professionally trained for combat most animals will require that you roll animal tamer at the end of every turn you or the animal were attacked.

Movement:

Running just means you are spending your major action as a movement. If you do this, move the full length of your movement speed. Walking would be a minor action where you move half your movement speed. Alternatively you can sprint which is using both a minor and major action to move but this requires you roll a balance check in order to prevent falling if on uneven terrain or in a combat scenario. You will fall after moving the distance of a major move action.

Physical:

Matter or energy that exists naturally within the universe and is subject to entropy is considered physical. Actions taken using matter or energy that falls within this definition are considered physical actions. Physical things that are being subjected to metaphysical influence are still physical provided that influence is finite.

Precision Strike:

If a creature performs an accuracy roll that surpasses 90% this is a precision strike. It automatically deals bleed counters at the same time as the initial strike and can be used, if in a called shot, to disable or otherwise maim a target.

Prone:

A creature is prone when they are knocked on their back or stomach, this includes sleeping, paralyzed, or fatigued. A prone creature may spend a minor action to get back up if they have one available. While prone a target cannot block, dodge, or receive an AoO/BoO. Prone targets may also become executable regardless of their HP if they remain prone for more than one turn cycle, if they get up and are rendered prone again they must remain prone for another turn to be executable again. A creature that is tied up is not prone unless their arms and legs are tied separately in such a way that they are fully extended and immobilized. A creature is NOT prone if they are; turned to stone, frozen, or suspended in air/liquid.

Range:

There are three types of range found in your stats, Close, Long, and Magical. Your range determines how far you can go with an attack or ability. No spells can be created outside of your mana range. Spells can leave your mana range after being conjured, however a spell that acts as a projectile follows the same rules as any other projectile and has accuracy penalties based on your Long Range. Not your mana Range.

Readying:

You may spend minor and free actions to 'ready' a future action of any cost. Readying as a minor action gives you advantage on an accuracy check, Phys/Meta check, or +3 to your interrupt roll. Readying as a free action gives you +1 to your interrupt roll or advantage on your damage roll. An action must resolve after it is readied. Creatures may take a sense check when you ready an action, if they pass they become aware of what action you are readying. To be eligible for this sense check they need only be able to perceive you. Bonuses from readying will not apply to AoO or BoO.

Rear Ground:

This means that you are directly behind your enemy and within attack range, if you position yourself in rear ground then you will automatically roll a dodge check as a zero action if that target chooses to turn to attack you as you will have the mobility advantage no matter what. Some creatures, like synthetics, may not have a rear ground. This is determined at GM discretion.

Round:

A round is 5 (A/R), if an entity has more than 5, all excess is considered to be bonus (A/R). Any effect that dictates something happens at the beginning of a round must resolve before the first AR of that round is spent, including banked and bonus AR. A round can last anywhere from 1-5 minutes. As such you will find that most evenly matched battles last 2-3 rounds, this is to serve realism.

Spellbreak:

If you attack an active spell that does not have HP or an armor rating you may pay mana equal to its cost and roll a competitive Meta check with its owner (*Or owner with the highest Meta mod*), if you pass you may dispel it, removing it from play. You don't get to know how much the spell costs unless you have the skill spellmaster and pass a knowledge check using that skill.

Spot Check:

A spot check may be rolled by any creature as a free action. A spot check may also be awarded by the GM as a zero action if they believe the creature had a chance to perceive something without actively looking for it. A spot check is a 1d100 roll to determine whether or not a creature can perceive something with one of their available senses. The GM determines the weight of a spotcheck based on a table in the GM manual adding anywhere from 1% to 150% RTB. This decision is based on weather conditions, lighting, a creature's alertness, and the environment. There are many items, abilities, and spells which give a bonus to your spotcheck. If you pass your spot check you simply see what is there for you to see. Your GM does not have to tell you whether or not you passed, they simply describe what you perceive.

Stamina:

A substat of strength this stat determines how many rounds you can last using your spells and abilities before passing out but it can also be used in other ways. You must pay 1 stamina at the start of every round in a battle to represent the activation and continued use of your spells, abilities, and actions. You lose 1 stamina every time you conjure a 3 spell fusion, some abilities ask you to pay an amount of stamina, some abilities force other creatures to lose stamina. While it is rare for someone to run out of stamina it is important to keep track of it throughout an in-game day. You regain 1 Stamina per hour of rest. If your stamina reaches 0 you will be rendered unconscious. You cannot regain consciousness until you have slept long enough to get all of your stamina back. This stat is essentially used to represent exhaustion. You may pay 1 stamina as a free action to heal yourself equal to the heal substat or regenerate mana equal to the regen substat. This can only be done once per turn cycle on your turn.

Stealth:

When attempting to hide or perform an action without being noticed it is not your responsibility to roll for success but the enemy's responsibility to pass a spot check. That spot check will have penalties based on the precautions you are taking. At the time of the check every precaution made is equal to either 5% weight or 10% weight on the check. Being preoccupied automatically puts a 10% penalty on spotcheck against stealthed targets. Examples of 5% penalties include; basic camouflage, walking on surfaces that don't make sound, holding your breath, moving at half speed (as a minor action this would be quarter speed), or being behind partial cover or concealment. Examples of 10% penalties include; advance camouflage, being suspended above a target/having no footsteps, having a distraction, not moving at all, or being behind complete cover or concealment. Different creatures may have different RTBs but only one spotcheck is rolled against a group. If the entity trying to spot a stealthed creature rolls high enough to pass against some stealthed creatures but not all, it only perceives the ones they passed against, the rest remain unseen for the moment. GMs have the right to declare that certain stealth bonuses do not apply on a case by case basis. While stealthed you cannot be targeted unless a creature passes a spotcheck to do so. While stealthed your attacks cannot be blocked or dodged and taking hostile actions will not trigger an initiative roll.

Strike Break:

Instead of blocking you may choose to attack the incoming weapon or attempt a limb break on the limb wielding the weapon. If you choose to attack another creature's weapon but fail to break it you may roll a competitive Physical check against that target (*Meta vs Phys if you are using a spell*), if you win they cannot attack with that weapon in this (A/R) cycle. This of course means you would have had to attack them first in the (A/R) cycle using initiative order or a banked (A/R). A strike break does not carry over unless you have an effect that says otherwise. If the Strike Break was performed as a parry (Must have an effect that allows you to parry) it deals half damage.

Suffocation:

If a creature's airway is cut off for 3 minutes or 1 round they will pass out and potentially suffer brain damage. 6 minutes or 2 rounds will result in death if the creature needs to breathe.

Wielding:

Wielding is when you have a weapon equipped and are currently using it. Certain weapons are 2-handed and they usually deal more damage due to their increased mass and durability. Other weapons are 1-handed weapons that deal less damage, the benefit is that you may have 2 weapons equipped and switch between them in combat without spending an action. This does not give you more attacks without the use of a spell or ability but it does give you more variety such as using a crossbow in one hand and a shortsword in the other. It's just a matter of choice, do you want to commit to one weapon and deal more damage or do you want to have some variety which may give a strategic advantage. Please note that wands, scepters, gloves, amulets, tomes, and orbs are still 2-handed due to the somatic requirements for conjuring spells with them.

Status Effects:

Status effects are listed in abilities, spells, items, creatures, and legendary gifts. Each status effect has its own rules listed below but they are tracked the same way. If you have a status effect mark it somehow to keep track of what you have and how many times you have acquired it. Most effects come in the form of counters that have to be removed by a spell or ability. If the status effect comes in the form of counters than, when listed, it will be followed by a roman numeral (I = 1, II = 2, III = 3, IV = 4, V = 5, VI = 6, VII = 7, VIII = 8, IX = 9). Due to the use of 'X' as a commonly

understood variable, the tier after 9 will be labeled as '10' though this should not occur in vanilla play as status effects do not stack, only counters.

The tier determines different things depending on the effect being applied but most commonly refers to the number of counters given. To determine whether a counter requires a Phys or Meta roll simply read the ability or spell. If it is a spell that doesn't specify otherwise, then it is meta. If it is an ability that doesn't specify otherwise (to include Legendary Gifts) then it is phys. If an attack has a counter applied to it, it must deal damage to HP or it will not be applied. If an entity could apply a status effect then interacting with it will trigger the activation roll such as grabbing, walking on, or running into it. Use common sense, if you touch fire roll the competitive roll for burn counters, if you fall into a lake in freezing temperatures you might get freeze counters. The status effects are listed below.

Bleed.

A bleed counter is applied when damage is dealt to HP and it is a precision or critical strike or if the attack is a called shot to an already damaged limb. Paralyzed, broken, or already bleeding body parts are considered to be damaged for this counter's purposes. When applying bleed counters it is important for the GM to track where they are. The amount of counters dealt is always half of the damage dealt to HP. If only 1 damage was dealt to HP, no bleed counters can be generated, always round down. If you possess bleed counters, you cannot heal until each bleed counter is removed. If you would receive healing you must first remove bleed counters equal to the healing 'points' received to remove them *instead* of actually healing. If you possess a number of bleed counters greater than your Heal stat at the start of the turn cycle, you will take environmental damage equal to the difference between the bleed counters you possess and your heal stat (If your heal stat is 20 and you have 24 Bld you will take 4 damage each turn). Besides a precision strike, some effects may list Bld I or Bld II. This means the maximum tier of Bleed is Bld III only achievable by having Bld II and getting a precision strike. Each stack of Bld turns half the damage dealt to HP into Bld counters.

Burn.

Burn counters are applied by coming into contact with fire, acid, dry ice, or anything else that lists it can deal burn. The numeral listed determines how many counters are applied. It is administered as a comp phys or comp meta roll. For each counter a target possesses they will receive 2 environmental damage at the beginning of each turn cycle and at the time the counter was applied. Burn counters can be removed any way that would put out a fire but magical burn can only be put out by magical means. Burn counters are dangerous and can drain HP very quickly but they are also extremely easy to get rid of if you are prepared.

Fatigue.

Fatigue counters are applied by losing sleep, over exertion, or anything else that lists it can deal fatigue. The numeral listed determines how many counters are applied. It is administered as a comp phys or comp meta roll. If a creature has a number of fatigue counters greater than their invocation, they must roll a Knowledge check at the beginning of each turn cycle. On a pass, nothing happens, on a fail they lose 1 stamina. If a single target has a number of fatigue counters equal to their current remaining stamina, they must roll ailment recovery at the start of each turn. If the creature fails, they will fall unconscious. If unconscious the target is considered to be resting. Fatigue can be removed by items, spells, abilities, gifts that state they specifically remove fatigue. If you are unconscious, remove a number of fatigue counters equal to invocation for each hour you are sleeping. Once per turn you may roll ailment recovery to remove 1 fatigue counter if you or an ally spends a free action to smack or shake you or if you take damage. This applies even if unconscious.

Freeze.

Freeze counters are applied by coming into contact with ice, sub-zero temperatures without protection, or anything else that lists it can freeze. The numeral listed determines how many counters are applied. It is administered as a

comp phys or comp meta roll. Each freeze counter applied deals 1 damage upon application and at the beginning of every turn cycle. In addition to dealing damage the freeze counters apply a penalty of -1 to a creature's move stat. If a creature's move stat is reduced to zero while they have freeze counters they will be considered frozen. They are now immobile and cannot maintain concentration. They lose all actions. That creature has been frozen solid or put in a state of hypothermia. Freeze counters may be removed by consuming burn counters in your close range or by absorbing burn counters that you would have generated at a 1 to 1 ratio. Freeze counters will also be removed by simply spending a free action to take measures to remove them, 1 at a time. Freeze counters cannot be removed by things that don't specifically remove them if you are in a frozen environment (GM discretion, typically 32 degrees F/ 0 degrees C). Actions that do not require the creature to move can still be taken.

Mana Burn.

If you spend more mana than you have by going below zero, for any reason, you receive mana burn. If you are mana burned you cannot resist underworlder venom and thus can be turned into an underworlder. You also may not use magic until your mana burn is removed which can only be done by a full 8 hour rest. Spending a major action and passing an ailment recovery check will allow you to use mana for one turn cycle next turn but will not remove mana burn. If you are below 0 HP and are attacked by an underworlder of rank 4 or higher, you will be mana burned. Mana burn does not require a roll like the other status effects if the conditions are met simply mark that you are mana burned. It is possible to have a negative amount of mana equal to your maximum MP. If your mana goes below a negative value equal to your max MP you will die instantly and turn into a ghost.

Paralysis.

Paralysis is applied after a comp phys or meta check. The numeral listed determines how many counters are applied. Para counters have different effects based on how many you possess relative to your move stat. If you have 1 or more para counters you lose 1 Free action per turn cycle. If you have Para equal to half your move stat you lose 1 minor and 1 free action per turn cycle. If you have a number of Para counters equal to your Move stat you lose 1 major, 1 minor, and 1 free action per turn. If you have more actions than this the cycle repeats where having Para equal to 1 more than your maximum takes an additional free action and having Para equal to double your Move stat takes 2 of each. If you run out of actions you are fully paralyzed and are no longer able to take zero actions or do anything at all other than rolling your 1 Ailment Recovery check per turn. While paralyzed you are rendered prone. You cannot bank or hold actions that you did not receive. Para counters can be removed by spells and abilities or by sacrificing your own minor action on a turn to resist, each resist action removes only 1 counter. You may roll ailment recovery once per turn as a zero action to remove one Para counter.

Poison.

This can be applied with magic, venom, injection, or ingestion. The numeral listed determines how many counters are applied. It is administered as a comp phys or comp meta roll. Poison does not work on targets without HP. Each counter removes 5 HP at the beginning of every turn cycle as well as at the time it is applied. Targets who are poisoned cannot recover stamina or pass a check for consciousness if they would roll one. If a character drops to 0 HP while poisoned they immediately fall unconscious. Unless an ability, item, or spell specifically states it, Poison counters cannot be removed, however you may roll ailment recovery once per turn as a free action to remove 1 Poi counter.

Shock.

These counters are given to creatures that meet one of the following conditions; losing half of remaining HP (once per turn cycle), having an execute performed on them, experiencing significant emotional trauma, being completely frozen/hypothermic, dropping below 0 HP, and/or having a limb fully broken (3 limb breaks). If multiple shock counters would be applied as a result of the same action only apply 1. If you receive 5 shock counters you are immediately placed into the 'Dying' state. Your HP drops to 0 if not already lower, you fall unconscious, you cannot maintain concentration

unless an entity specifically excuses you from both maintaining concentration AND shock counters, and you may not heal or regen. You are in shock. The only way to remove a shock counter is to remove the effect that is causing it and then rest for an hour per counter.

Sickness.

A sickness counter is applied by a spell or ability but may also be awarded to a creature by a GM, one at a time, if a creature experiences something that could make them sick. Sickness counters have the effects listed in whatever applied them, if no effect is listed, there isn't one other than a general feeling of unease. Only creatures can have sickness counters. If a creature has 6 sickness counters, they must immediately remove all but 1 and acquire a poison counter instead (Some effects may change this to a fatigue counter in their description. The only way to remove a sickness counter is by performing appropriate remedies such as taking medicine, resting, bathing, eating, or expelling the cause of the sickness. This is up to GM discretion or listed in the spell or ability that applied the counter. Otherwise, you may roll ailment recovery once per turn to remove 2 sickness counters. You may not remove sickness counters if you possess a poison or fatigue counter, those must be addressed first.

Section 6. Ability List

All abilities are either passive or active. Passive abilities do not require an action cost greater than a zero action and losing concentration merely resets them to their 'starting' state. Active abilities have an action cost and can be lost completely when you lose concentration, forcing you to pay the cost again. No abilities are stackable unless (Stackable) is listed in the description. This means that applying the same effect to the same target will only reset it or allow you to reroll, it will not be cumulative.

Abilities can only be acquired once unless the description specifically says otherwise, usually followed by a limitation. If no limit is listed you must use invocation. Tier points can be spent or saved freely, however all players are limited by invocation. You may acquire as many different secondary abilities as you like but you cannot spend more than your invocation limit allows on a single one. This means that at invocation 1 you can only acquire T1 secondaries. At Invocation 2 you can only acquire T2 or a T1 twice. If there is a T1 ability that can be acquired 10 times you can only acquire it a number of times equal to your invocation limit. If there is a T3 secondary and you want to acquire it twice your invocation must be at least 6.

Primary abilities are abilities that can only be acquired through a class, while similar abilities may exist as secondaries they are usually weaker or more costly. Primary abilities will not be listed in this section but can be found in the appropriate class' description. Primary abilities serve the lore of each class and their cosmetic appearance can be customized by the player as they play. Once an appearance has been clarified it takes an hour of meditation in game per ability to change it, all cosmetics must be approved by the GM to avoid cheating by tricking NPCs or other players with intentionally misleading descriptions.

Secondary abilities are not specific to any one play style and are meant to allow a player to fully customize their characters outside of the sets of primary abilities they may acquire within their class. Secondary abilities are acquired by spending Tier Points equal to the tier of said ability. All abilities are ranked from Tier 1 to Tier 5. Abilities that can be acquired multiple times will have their tier points added together to represent the ability's new rating, so a tier 1 acquired 6 times is now treated as a tier 6. With this system a player may choose to have a few powerful abilities or diversify their build to allow for several upgrades which improve their existing kits. There are very few limitations when it comes to picking up abilities so choose them freely without concern for whether or not the selection you made is the "Right" choice.

Secondary Abilities

Accuracy +. T1. Passive. Stat Boost ▾

Through training and experience your aim and eye-hand coordination have improved. Add +X to your dice roll when you roll for accuracy including while blocking. X equals 5 +1 for every 10 levels you acquire (Max 5+5). This ability can be acquired up to 3 times. (Stackable)

Adrenal. T1. Passive. Stat Boost ▾

This ability indicates that you have acquired more focus and can perform actions with greater efficiency, only putting as much strength into your movements as needed. As a result, gain +X to your maximum stamina. X equals 1 +1 for every 20 levels you acquire (Max 1+2) This ability can be acquired 5 times. (Stackable)

Adrenaline Junkie. T2. Active. Stat Boost ▾

As a free action enter an adrenal rage, while using Adrenaline Junkie your dH stat becomes 1d20 + any existing modifiers. You must take damage every turn or Adrenaline Junkie will end and cannot be activated again without paying 1 stamina. You may only acquire this ability if your H+ stat is 1d8 or greater.

Attunement. T1. Active. Utility ▾

Spend a free action to gain Xd8 mana. X equals 1 +1 for every 10 levels you have acquired (max 6). Cannot gain more than half of your maximum mana in one turn using this ability.

Aurora. T1. Passive. Stat Boost ▾

Having this ability shows that you have gained heightened awareness of your surroundings and better spatial reasoning skills, thus increasing the range at which you may affect the world. +X to your mana range for every time you have acquired this ability. X equals 1 +1 for every 10 levels you have acquired (Max 1+5). You may acquire this ability up to 5 times. (Stackable)

Balance +. T1. Passive. Stat Boost ▾

Add +X to all Balance rolls. X equals 4 +1 for every 5 levels you acquire (Max 4+10). This ability may be acquired 3 times. (Stackable)

Binaural. T2. Passive. Utility ▾

You may have an additional aura active at a time. If one of your auras is spellbroken all of them are spellbroken.

Bloom. T1. Active. Utility ▾

Gifted with the touch of life you may place your hand on fertile soil and a flower or small plant that you are familiar with will bloom at the cost of a major action and a drop of blood. If the lifeform is not suitable to the area it must be taken care of. It is a real plant and will act accordingly. Bloom plants cannot reproduce unless it is with other bloom plants of the same genus. This ability does not require concentration. At level 1 you may only produce plants of rank 1 or lower. At level 10 you may produce rank 2 plants. At level 24 you may produce Rank 3 plants. At level 50 you may produce rank 4 plants.

Blunt Alpha. T1. Passive. Offensive ▾

You have studied the art of inflicting pain with blunt objects. When dealing physical Bludgeoning damage you may add your level to the final damage. (Max 50)

Blunt Beta. T2. Passive. **Offensive** ▾

You have mastered the art of inflicting pain with blunt objects. When dealing physical Bludgeoning damage you may add twice your level to the final damage. Must have acquired 'Blunt Alpha' in order to learn this ability. This ability is cumulative. (Max 100)

Blunt Gamma. T3. Passive. **Offensive** ▾

You have mastered the art of inflicting pain with blunt objects. When dealing physical Bludgeoning damage you may add your level multiplied by 3 to the final damage. You must have acquired 'Blunt Beta' in order to learn this ability. This ability is cumulative. (Max 150)

Bolt Black. T2. Passive. **Offensive** ▾

Add XdM damage to the following spells; Fluxbolt, Firebolt, Frostbolt, Nightbolt, Oxibolt, and Thunderbolt. X is equal to 1 +1 for every 5 levels you acquire (Max 10).

Bolt White. T2. Passive. **Offensive** ▾

When conjuring one of the following spells; Firebolt, Frostbolt, Oxibolt, and Thunderbolt, treat your mana range as if it were +10 and gain advantage on all accuracy rolls associated with that spell. When conjuring one of these spells you do not have to roll accuracy if your target is within your mana range, it is guaranteed to hit. Accuracy will only be rolled in the event of a dodge, called shot, or block action.

Boost Drive. T2. Passive. **Defensive** ▾

Accelerate your natural vital abilities. At the end of every turn, if you do not have any bleed counters you may heal XdH HP. X equals 1 +1 for every 20 levels you acquire (Max 1+2).

Brace. T1. Active. **Defensive** ▾

You have a good handle on combat awareness and have identified ways to minimize impacts in combat, provided you are prepared. When successfully blocking, spend a free action to reduce knockback effects and damage by 10 +X. X is equal to your level (Max 10 +50).

Calypso's Commitment. T1. Passive. **Utility** ▾

A genetic mutation in the brain first found in the renowned scholar Calypso. This ability gives you 2 additional spell slots to equip Primary spells that you have learned through a class or Item/Legendary Gift. Can be acquired multiple times.

Calypso's Determination. T2. Passive. **Utility** ▾

Through repetition and dedication you have mastered a specific spell and brought it to new heights. Choose a primary or secondary spell you have learned. Reduce the action cost by one degree (A major action is turned to a minor, a minor turned to a free. Cannot reduce a free action). When conjuring this spell you pay a reduced mana cost; you typically pay half the mana cost, spells must cost at least one mana, this ability cannot reduce the mana cost of a spell by more than 20 mana. This ability can be acquired multiple times but cannot affect the same spell twice.

Calypso's Focus. T2. Passive. **Utility** ▾

If you would lose concentration you may instead pay 15 mana, thus negating the negative effects. This can only be done once per turn. If you fall unconscious you will still lose concentration.

Calypso's Fortitude. T2. Passive. **Utility** ▾

Your mind is trained to process multiple magical configurations at once. You may conjure an additional spell each turn provided you can pay the mana and action cost and meet all other requirements for that spell. This ability can be acquired up to 2 times. (Stackable)

Carry +. T1. Passive. **Stat Boost** ▾

Add +X to your Carry substat. X equals half your current level rounded up +3 (Max 28). This ability may be acquired up to 3 times. (Stackable)

Celerity I. T2. Passive. **Utility** ▾

+1 Free action per round starting with the first AR. You may acquire this ability up to 2 times. (Stackable)

Celerity II. T3. Passive. **Utility** ▾

+1 Minor action per round starting with the first AR. You may acquire this ability up to 2 times. Must have acquired Celerity I for each instance of this ability. (Stackable)

Celerity III. T4. Passive. **Utility** ▾

+1 Major action per round starting with the first AR. You may acquire this ability up to 2 times. Must have acquired Celerity II for each instance of this ability. (Stackable)

Celerity X. T5. Passive. **Utility** ▾

+1 bonus (A/R). Can be acquired X times. X equals 1 for every 10 levels you have acquired (Max 5). (Stackable)

Centered. T1. Passive. **Utility** ▾

You have a firm grasp on your center of gravity and pain tolerance through increased critical thinking skills and mental flexibility. Once per turn you may perform a meta roll for concentration as a zero action instead of a free action. If you would roll for concentration add your invocation to the Meta roll.

Chitin Hide. T3. Active. **Defensive** ▾

Spend a minor action to activate this ability. Receive a natural armor of +10/+10/+10. Increase the amount applied by +10/+10/+10 for every time you have acquired this ability. This armor bonus lasts so long as you maintain concentration. You can stack this ability a number of times equal to 1 +1 for every 10 levels you have acquired (max 6). This armor recovers at the beginning of a turn cycle in the same way normal armor would. The first time this is acquired the armor is exoskeleton, the second time it becomes a type of organic stone, the third time it becomes organic steel. You may acquire this ability up to 3 times. (Stackable)

Cleave. T1. Passive. **Offensive** ▾

If you drop a target's HP or Armor Rating to 0 you may choose to deal any excess damage to another target in your close range once per turn. Must roll Acc again for this new target.

Collision Revision. T2. Passive. **Defensive** ▾

Once per turn if you would be affected by Knockback with a distance equal to or less than your level, you may roll a comp Phys check to negate all KB that would have been dealt. If a target is within your C.Range you may redirect the KB to that target instead.

Crystal Connection. T4. Passive. Stat Boost Utility

An awakened, prismatic, and pure gem of your choice grows within you. You gain all benefits that Gem would apply. You may choose whether the gem is treated as an accessory or applies to an object you are channeling mana into. The gem is destroyed if removed from your person. If it is ever destroyed you can spend 1 stamina to grow a new one. All gems formed by Crystal connection are already attuned to you when formed. You may spend 1 stamina to change the color and slot of the gem. You may not have more than one gem with the same slot and color. Gems from this ability do not count toward the maximum number of gems you may attune to. Gain an additional gem for every 12 levels you acquire (Max 5).

Dodge +. T1. Passive. Stat Boost

Having this ability indicates that you have been hit many times in too many different ways and are starting to get an idea on how to avoid getting hit in the future. +X to your dodge stat. X equals invocation (Max 17). This ability can be acquired 5 times. (Stackable)

Double Step. T2. Passive. Defensive

When performing a free action movement, you may move a distance equal to twice your base C.Range. When dodging, add a modifier to your roll equal to X +1 for every 5 levels you have acquired. X is equal to twice your C.Range.

Edge Alpha. T1. Passive. Offensive

You have studied the art of inflicting pain with sharp objects. When dealing physical Slashing damage you may add your level to the final damage. (Max 50)

Edge Beta. T2. Passive. Offensive

You have mastered the art of inflicting pain with sharp objects. When dealing physical Slashing damage you may add twice your level to the final damage. Must have acquired 'Edge Alpha' in order to learn this ability. This ability is cumulative. (Max 100)

Edge Gamma. T3. Passive. Offensive

You have mastered the art of inflicting pain with sharp objects. When dealing physical Slashing damage you may add your level multiplied by 3 to the final damage. You must have acquired 'Edge Beta' in order to learn this ability. This ability is cumulative. (Max 150)

Elemental Accelerator. T4. Active. Offensive Defensive

Gather matter and energy from all around you as a minor action. Each time you do this, roll XdH. X equals invocation. As a major action, release or absorb the matter and energy as represented by the total value of all charges from this ability. Absorbed elements heal you equal to the value of your choice from the charges, released elements damage targets equal to the remaining value. Damage is dealt as AoE in a line from you to the edge of your long range with a width of 3 meters +1 per charge. Bonuses to your long range from weapons do not apply to this ability.

Endurance +. T1. Passive. Stat Boost

Your ability to endure the elements and the blows of combat has increased. Increase your H+ modifier by 1 +1 for every 10 levels you acquire (Max 6). Can acquire this ability up to 5 times. (Stackable)

Energized I. T1. Passive. **Stat Boost** ▾

You have used magic many times and are now more used to the draining effect it has on your mental facilities. +X to your Maximum MP stat. X equals +3 for every level you have acquired (Max 150). This ability does not require concentration or consciousness. Can acquire this ability up to 3 times. (Stackable)

Energized II. T2. Passive. **Stat Boost** ▾

You have used magic daily for years now and are accustomed to the draining effect it has on your mental facilities. +X to your Maximum MP stat. X equals +6 for every level you have acquired (Max 300). This ability does not require concentration or consciousness. Can acquire this ability up to 2 times. (Stackable)

Energy +. T1. Passive. **Stat Boost** ▾

Your imagination is experienced as it is creative, allowing you to apply more force and flexibility to your magical facets. Increase your M+ modifier by 1 +1 for every 10 levels you acquire (Max 6). Can acquire this ability up to 5 times. (Stackable)

Exhauster. T2. Passive. **Offensive** ▾ **Defensive** ▾

When applying or resisting fatigue counters add +X to your Phys or Meta roll. X equals 1 +1 for every 10 levels you acquire (Max 6).

Farsight. T1. Passive. **Stat Boost** ▾

Add X to your Long Range substat. X equals 3 +1 for every 8 levels you acquire (Max 8 per stack). This ability may be acquired 3 times. (Stackable)

Fast Hands. T3. Passive. **Utility** ▾

This creature is incredibly aware of every passing half-second in combat and is able to use its time wisely. This ability allows the creature to split 1 major action into 2 minor actions or merge 2 minor actions into 1 major action when using a spell, ability, attack, or item. It does not apply for movement abilities or base movement.

Fire Res. T1. Passive. **Defensive** ▾

A little heat never bothered you and your flesh has been licked by flames enough that you are resistant to its effects. When rolling physical or meta checks to resist the application of burn counters receive a +2 bonus. This ability can be acquired up to 5 times. (Stackable)

Flame Chaos. T2. Passive. **Offensive** ▾ **Defensive** ▾

When applying or resisting burn counters add +1d6 to your Meta or Phys roll.

Flame Law. T2. Passive. **Offensive** ▾ **Defensive** ▾

When applying or resisting burn counters add +3 to your Meta or Phys roll.

Flight X. T2. Passive. **Utility** ▾

This ability may only be acquired by a creature that has wings or some other method of flight to include magic and telekinesis. Normally flight without this ability only allows you to move equal to half your move speed. By acquiring this ability once you may fly at full movement. Acquire it a 2nd time and you may fly at double movement. A 3rd time and you may fly at quadruple movement. This ability can be acquired 3 times.

Float. T4. Passive. Stat Boost Utility

You are no longer affected by gravity, and cannot fail balance checks. You and anything you can carry will float a distance above the ground equal to your close range. While floating, you will take double knockback. You may choose not to float after acquiring this ability but cannot deactivate it as an interrupt. This ability does NOT remove fall damage but instead makes it so that you cannot receive fall damage as a result of gravity. +5 to movement while floating +5 more for every 3 levels you acquire. This ability may render you immune to several instances of difficult terrain, attacks, and types of damage at GM discretion. For example, anything that requires the target to be in contact with the ground.

Focus. T1. Passive. Defensive Utility

If you would lose concentration as a result of damage, you may instead take a Focus counter. By taking a focus counter you do not lose concentration however you cannot have more focus counters than 1 +1 for every 10 levels you have acquired. You can remove one focus counter with an hour of rest.

Frozen Chaos. T2. Passive. Offensive Defensive

When applying or resisting freeze counters add +1d6 to your Meta or Phys roll.

Frozen Law. T2. Passive. Offensive Defensive

When applying or resisting freeze counters add +3 to your Meta or Phys roll.

From Flesh. T1. Active. Offensive Defensive

Your flesh is toxic when damaged. If you receive an attack that deals damage to HP, a miasma will be expelled dealing X sickness counters to all creatures within your close range. Creatures sickened by you receive -X on Phys checks. X equals 1 +1 for every time you acquire this ability. If you acquire this ability you may not acquire “From Soul”. This ability can be acquired up to 3 times. (Stackable)

From Soul. T1. Passive. Offensive Defensive

Your soul screams when harmed, applying a memetic hazard. If you receive an attack that deals damage to HP, deal X sickness counters to all creatures within your close range. Creatures sickened by you receive -X on Meta checks. X equals 1 +1 for every time you acquire this ability. If you acquire this ability you may not acquire “From Flesh”. This ability can be acquired up to 3 times. (Stackable)

Funny Bone. T2. Passive. Offensive Defensive

When applying or resisting paralysis counters add +X to your Phys or Meta roll. X equals 1 +1 for every 10 levels you acquire (Max 6).

Graze-proof. T2. Passive. Defensive

When rolling a dodge check, add XdH or XdS to your dodge stat. X equals 1 +1 for every 10 levels you have acquired. You must choose H+ or S+ upon acquiring this ability, it cannot be changed. You may acquire this ability up to 4 times. You cannot pick the same substat more than twice. (Stackable)

Hatred. T3. Passive. Offensive

Due to a chemical imbalance in your brain, you have fixated on a specific group of creatures and learned to kill them more efficiently. Choose a creature type and apply one of the following bonuses. If you choose this ability multiple times you must choose the same creature type and you cannot receive the same bonus more than once. You may acquire this ability up to 3 times. Choose one of the following:

Advantage on Acc, Dodge, and Block against targets of the chosen type.

Advantage on Phys and Meta rolls against targets of the chosen type.

Add your level to damage dealt, so long as it is not direct damage, against targets of the chosen type.

(Undead, Beast, Sub-Sapiod (pick 3 creatures specifically), Bug, Aquatic, Avian, Synth, Flora, Monster, Fiend, Corrupted, Spirit, Lord, Fae, Demon, Wisp, Ancient, Dream, Hybrid, E.D.B, Summon.)

Heal +. T1. Passive. **Stat Boost** ▾

Add +X to your Heal substat. X equals half your current level rounded up +3 (Max 28). This ability may be acquired up to 3 times. (Stackable)

Healthy I. T1. Passive. **Stat Boost** ▾

Your character has been taking good care of themselves and developed a general resiliency and survivability. +X to your Maximum HP stat. X equals +3 for every level you have acquired (Max 150). This ability does not require concentration or consciousness. Can acquire this ability up to 3 times. (Stackable)

Healthy II. T2. Passive. **Stat Boost** ▾

Your character has been taking good care of themselves and is ready to take on whatever the world has to offer. +X to your Maximum HP stat. X equals +6 for every level you have acquired (Max 300). This ability does not require concentration or consciousness. Can acquire this ability up to 2 times. (Stackable)

Heavy Swing. T2. Passive. **Offensive** ▾

Attacks made with a physical weapon that you are proficient in are automatically mass damage. You may target up to 5 entities with this damage so long as they are in your close range. The rules of mass damage still apply. This ability does not apply to projectiles. Weapons summoned by magic but wielded as if they were physical weapons will be affected.

Hemostatic. T4. Passive. **Defensive** ▾

This creature does not take damage from bleed counters until it has a number of bleed counters equal to or greater than its Max HP stat.

Ice Res. T1. Passive. **Defensive** ▾

Frostbite is not something you are particularly concerned with and cold temperatures do not affect you as much as the average individual. When rolling physical or meta checks to resist the application of Freeze counters receive a +2 bonus. This ability can be acquired up to 5 times. (Stackable)

Infra-View. T3. Passive. **Utility** ▾

If you acquire this ability your vision will evolve to be capable of seeing heat signatures. This will render invisibility useless against you without heat shielding and may even allow you to see a creature's movements through walls.

Intuitive. T3. Passive. **Utility** ▾

At the start of the first round of combat, gain 1 bonus free action which can be spent at any time during the first round. If unspent it will be lost. At level 10, gain a minor action as well. At level 20, gain a major action as well.

Juicing. T3. Active. **Defensive** ▾

Spend a Major and Minor action to heal yourself equal to your heal stat. This can only be done once per turn. If you acquire this ability again, increase the amount healed equal to your heal stat. This ability can be acquired up to 3 times. (Stackable)

Keen. T1. Passive. Utility ▾

When rolling a visual spot check add X to your roll for each time you have acquired this ability. X equals 5 +1 for every 5 levels you acquire (Max 15 per stack). This ability can be acquired up to 5 times. (Stackable)

Knowledge +. T1. Passive. Stat Boost ▾

Add +X to all Knowledge rolls for each time you have acquired this ability. X equals 3 +1 for every 10 levels you have acquired (Max 8). This ability may be acquired up to 5 times. (Stackable)

Leverage. T2. Passive. Offensive ▾

When performing a physical attack with a weapon you are proficient in you may add half your total carry stat to the damage of that attack. If you acquire this ability again you may add the full carry stat to your damage. This ability can be acquired up to 2 times.

Mana Riot. T2. Active. Stat Boost ▾

As a free action enter a mana riot, while in a mana riot your dM stat becomes 1d20 + any existing modifiers. You must spend a major action on spells every turn or mana riot will end and cannot be activated until next Round. You may only acquire this ability if your M+ stat is 1d8 or greater.

Manavision. T3. Passive. Utility ▾

With this ability your eyes evolve to see mana. You will be able to see when mana is being channeled, invisible magical constructs, remnants of mana from the last 24 hours, and even identify different man signatures allowing you to recognize individuals whose mana you've seen before regardless of their current physical form. Manavision also allows you to instantly know the state, conjuring type, and mana cost of any spell you see.

Meta Bump. T2. Passive. Stat Boost ▾

+1 to your Meta mod. This ability may be acquired up to 4 times. (Stackable) (Acquiring the ability Phys Bump counts against acquiring this ability.)

Mohs. T1. Passive. Utility ▾

This ability unlocks an intuitive instinct in your mind. Upon seeing something you can tell what its armor rating is based on data from its atomic structure beyond normal visual analysis. Your target must be within your long range for this ability to work.

Momentum D. T1. Passive. Offensive ▾

When performing an attack with a weapon you are proficient in you may add your L.Range stat to the total damage of the attack. Bonuses to the stat may apply at GM discretion. This ability can be acquired up to 3 times. (Stackable) (Acquiring the ability Momentum S counts against acquiring this ability.)

Momentum S. T1. Passive. Offensive ▾

When performing an attack with a weapon you are proficient in you may add your Move stat to the total damage of the attack. Bonuses to the stat may apply at GM discretion. This ability can be acquired up to 3 times. (Stackable) (Acquiring the ability Momentum D counts against acquiring this ability.)

Monotone. T2. Active. **Utility** ▾

Pay 1 stamina and a free action to activate this ability, it stays active so long as you maintain concentration. Release a droning monotone sine wave from your vocal organ that lulls those around you rendering them more susceptible to sleeping. If a creature within your M.Range would roll for consciousness add a penalty to their Ailment Recovery roll equal to 10 plus half your level (Max 10+25).

Move +. T1. Passive. **Stat Boost** ▾

You are quick on your feet across any terrain. You receive +X to your move substat. X equals 3 +1 for every 8 levels you acquire (Max 8). This ability may be acquired 3 times. (Stackable)

Natural Dodge (Land). T2. Passive. **Defensive** ▾

Once per turn, while on the ground, you may attempt to dodge an attack as a zero action, guaranteed to interrupt. You still have to pass a dodge check. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Natural Dodge (Sky). T2. Passive. **Defensive** ▾

Once per turn, while flying or falling, you may attempt to dodge an attack as a zero action, guaranteed to interrupt. You still have to pass a dodge check. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Natural Dodge (Swim). T2. Passive. **Defensive** ▾

Once per turn, while underwater or otherwise swimming, you may attempt to dodge an attack as a zero action, guaranteed to interrupt. You still have to pass a dodge check. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Natural Guard (Land). T2. Passive. **Defensive** ▾

Once per turn, while on the ground, you may block an attack as a zero action, guaranteed to interrupt. You must use something you already have equipped and you still have to beat the accuracy. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Natural Guard (Sky). T2. Passive. **Defensive** ▾

Once per turn, if you are attacked while flying or falling, you may block an attack as a zero action, guaranteed to interrupt. You must use something you already have equipped and you still have to beat the accuracy. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Natural Guard (Swim). T2. Passive. **Defensive** ▾

Once per turn, if you are attacked while underwater or otherwise swimming, you may block an attack as a zero action, guaranteed to interrupt. You must use something you already have equipped and you still have to beat the accuracy. You must pay 1 stamina as a zero action to activate all 'Natural Guard' and 'Natural Dodge' abilities once per round.

Night Vision. T2. Passive. **Utility** ▾

If you possess this ability you may see in the darkness as if it were daylight. This ability only allows you to see within your long range. This ability may cause you to be more sensitive to bright lights.

Omega Swing. T2. Passive. **Offensive** ▾

Once per turn, when you perform a physical attack with a weapon you are proficient in, add +XdS damage. X is equal to 1 +1 for every 10 levels you acquire. This ability can be acquired up to 3 times. This can only be used.(Stackable)

Overheal. T3. Passive. Defensive ▾

If you are healed for an amount that would put you over your max HP you may choose to add that value to a temporary health bar. This second health bar takes damage the same way your normal health bar would. All counters and direct damage will apply to your original HP value. Overheal HP cannot be greater than your max HP.

Permanence. T5. Passive. Utility ▾

Select a Primary spell that you know and make it permanent. If for any reason you no longer know the spell, this ability cannot affect it. If the spell is an Aura, Summon, or Augment the effect is simply permanent. It does not count against the number of those spells you may have active and if it were to be removed for any reason you may reconjure it as a free action. It does still count as a spell for the turn. For summons if you would need to spend everlast for an effect or to give it new orders you may do so or spend a free action instead. If the spell is a cast, you may reduce its mana cost by 50, not including "X" values. This cost cannot be less than 0. In addition, reduce the action cost of the spell by 1 degree. This is stackable with other reductions in cost. A cast type spell that costs a free action will be reduced to a zero action but can only be conjured as a zero action once per turn. Permanent cast type spells do not count towards the number of spells you have conjured this turn. You may have a cosmetic effect of the spell perpetually active but it will only 'activate' in the manners listed above. Spells with stacking effects or 'X' values will be limited based on invocation at GM discretion. You may acquire this ability multiple times.

Phantom Limb. T2. Passive. Utility ▾

You possess a ghostly hand or opposable tail somewhere on your body. This hand can only interact with things in your close range. It has 10 carry spaces. It may be invisible but will still be detectable by a sense check or through feeling its icy cold presence. This limb allows you to add your meta mod to physical grapple checks in addition to your phys mod. This limb adds half of your M+ modifier to your S+ modifier When using it.

Phys Bump. T2. Passive. Stat Boost ▾

+1 to your Phys mod. This ability may be acquired up to 4 times. (Stackable) (Acquiring the ability Meta Bump counts against acquiring this ability.)

Power +. T1. Passive. Stat Boost ▾

Your physical prowess has increased to the point where it is noticeable in your daily life. Increase your S+ modifier by 1 +1 for every 10 levels you acquire (Max 6). Stackable. Can acquire this ability up to 5 times. (Stackable)

Professor H. T2 Active. Stat Boost ▾

You have studied body mechanics, circulatory systems, and/or proper health care routines to the point of proficiency. As a free action, roll a knowledge check and count the margins you passed by. Add that number to your H+ mod so long as you maintain concentration. Using this ability additional times allows you to take the higher of the 2 values.

Professor S. T2. Active. Stat Boost ▾

You have studied bodybuilding and dieting plans, researched calisthenics, and/or studied proper form and technique for various physical activities. As a free action, roll a knowledge check and count the margins you passed by. Add that number to your S+ mod so long as you maintain concentration. Using this ability additional times allows you to take the higher of the 2 values.

Quickstep. T1. Passive. Defensive ▾

If you enter and exit another creature's close range in the same turn, they will not get an AoO against you. This can only occur once per turn for every time you have acquired this ability. You may acquire this ability multiple times.

Quicken. T1. Passive. Stat Boost ▾

You think quickly and have a sense for danger. +X to initiative rolls. X equals 1 +1 for every 20 levels you have acquired (Max 3). You may acquire this ability up to 5 times. (Stackable)

Ray-diant. T2. Passive. Support ▾

"Ray" spells can now be conjured as a free action instead of a minor action. These spells now resolve instantly and cannot be interrupted. If you choose to perform an interrupt with one of these spells, add +10 to your interrupt roll. If you would need to roll accuracy for one of these spells because the target is outside of your mana range, add your level to the accuracy roll (Max 50).

Regen +. T1. Passive. Stat Boost ▾

Add +X to your Regen substat. X equals half your current level rounded up +3 (Max 28). This ability may be acquired up to 3 times. (Stackable)

Resistance. T1. Passive. Stat Boost ▾

Add +X to all Ailment Recovery rolls. X equals half your level rounded up (Max 25). This ability may be acquired 2 times. (Stackable)

Revival. T2. Passive. Defensive ▾

If you start your turn below 1 HP roll a Phys check to beat 10 (+4 for every time you have used this ability since your last 6+ hour rest). If you pass, at the start of next turn gain HP equal to your 'Heal' substat. If this puts you above 0 HP you are conscious and alive. Every time you roll for this ability you will lose 1 stamina.

Roid Rage. T2. Active. Stat Boost ▾

As a free action enter an adrenal rage, while using Roid Rage your S+ stat becomes 1d20 + any existing modifiers. You must spend a major action performing a physical attack or Roid Rage will end and cannot be activated again without paying 1 stamina. You may only acquire this ability if your S+ stat is 1d8 or greater.

Rose Plucker. T4. Passive. Offensive ▾

This creature receives +5 when rolling comp phys or meta against an underworlder. This creature gets +10 to acc rolls when targeting an underworlder.

Side-Step. T2. Passive. Stat Boost ▾

Gain +X to your close range. X equals 1 +1 for every 20 levels you acquire (Max 3).

Sixth. T1. Passive. Stat Boost ▾

Your metaphysical awareness is heightened. +X to your sense rolls. X equals 4 +1 for every 5 levels you acquire (Max 14). This ability can be acquired up to 5 times. (Stackable)

Skilled. T1. Passive. Stat Boost ▾

Practice makes perfect and perfect practice makes for a perfect skill. +X to your skill substat, select a skill when one becomes available. X equals 1 +1 for every 20 levels you have acquired (Max 3). This can also be used to acquire an additional weapon proficiency. This ability can be acquired up to 3 times. (Stackable)

Slippery. T1. Passive. Defensive ▾

+X to resist physical constriction. X equals 1 +1 for every 10 levels you acquire (Max 6). You may acquire this ability up to 2 times. (Stackable)

Spell Hold. T1. Passive. Utility ▾

Your literal mental grasp on magic has improved, a basic of all basics in learning magic. Because of this you receive +X on your meta rolls when resisting or applying a spellbreak. X equals 1 +1 for every 10 levels you have acquired (Max 6).

Spotted. T2. Passive. Utility ▾

Your physical senses are heightened. Add your level to all spot checks (Max 50). This ability can be acquired up to 2 times. (Stackable)

Sprinter X. T2. Passive. Utility ▾

Spend 1 stamina as a zero action to gain the ability to sprint as a minor action for a number of turn cycles. This effect will last for 3 turns +3 for every time you have acquired this ability. This ability can be acquired up to 3 times.

Status. T5. Active. Support ▾

As a major action you may look at a target creature and gain the following information; All substats, Max HP (Not current), Max MP (Not current), AR, and Armor Rating where applicable. As a free action you may roll a knowledge check to gain information on any targetable spells, abilities, and equipped items. You must pass the knowledge check with a weight equal to +10% for every rank or tier point above the first. Primary spells and abilities will be treated as tier 3. This ability does not work on legendary gifts. If this ability is used on a living creature or something they have equipped, that creature will sense your presence. This reveals your exact location, and they become aware that you are using some type of investigative technique on them. If this ability is used on a creature with the 'Divine' status you will receive only stat blocks (Def, Str, Spd, Dex, Mag, Int) and you will be unable to use this ability for 1 hour afterward.

Stealthy. T4. Passive. Utility ▾

This creature is naturally better at staying unseen, unheard, and unnoticed. Apply a penalty to spot checks and sense checks rolled in an attempt to find you while you are concealed or hiding. The penalty is 5% plus an additional 5% for every 5 levels you acquire up to 30%. While hidden from an enemy you cannot be targeted by them, this penalty is in addition to the stealth mechanic for spot checks. This ability affects all targets within X meters. X is equal to your long range +Lvl.

Swim X. T2. Passive. Utility ▾

Normally swimming is considered to be difficult terrain. With this ability you may swim at full movement. Acquire it a 2nd time and you may swim at double movement. A 3rd time and you may swim at quadruple movement. This ability can only be acquired 3 times.

Thrust. T2. Passive. Offensive ▾

When one of your physical attacks hits a target, regardless of if the damage went to HP, the target must roll balance. On a fail they will be knocked back a number of meters equal to 10% of the damage dealt (Drop the last digit,

anything lower than 10 doesn't deal KB). If they pass, the target only travels half as far, half of 1 would be 0 for the purposes of this ability. No more than 30 meters of knockback can be generated from this ability in one strike.

Tip Alpha. T1. Passive. **Offensive** ▾

You have studied the art of inflicting pain with pointy objects. When dealing physical Piercing damage you may add your level to the final damage. (Max 50)

Tip Beta. T2. Passive. **Offensive** ▾

You have mastered the art of inflicting pain with pointy objects. When dealing physical Piercing damage you may add twice your level to the final damage. Must have acquired 'Tip Alpha' in order to learn this ability. This ability is cumulative. (Max 100)

Tip Gamma. T3. Passive. **Offensive** ▾

You have mastered the art of inflicting pain with pointy objects. When dealing physical Piercing damage you may add your level multiplied by 3 to the final damage. You must have acquired 'Tip Beta' in order to learn this ability. This ability is cumulative. (Max 150)

Total Recovery. T2. Passive. **Defensive** ▾

You may resist burn, freeze, and bleed counters with the ailment recovery stat as if they were a counter that could be removed that way. You may remove or resist 1 + 1 for every 10 levels you have acquired if it is burn or freeze. You may remove or resist an amount equal to invocation ×5 if they are bleed counters.

Ultrageneration. T3. Active. **Support** ▾

Spend a Major and Minor action to regenerate mana equal to your regen stat. This can only be done once per turn. If you acquire this ability again, increase the amount regenerated equal to your regen stat. This ability can be acquired up to 3 times. You may generate this mana for another target instead, including a manarite or other entity that stores mana. (Stackable)

Visualize. T1. Active. **Utility** ▾

Spend one free action in addition to the action cost of a spell you conjure this turn. As a result of this extra time focusing, give yourself +X on the meta check or interrupt if someone attempts to spellbreak or interrupt that spell at any time during its duration or when it is conjured. X is equal to invocation. This only applies to one instance of that spell.

Warpath. T2. Passive. **Offensive** ▾

As a zero action, spend 1 stamina to flood yourself with adrenaline at will. Add 10% of your current HP remaining to your physical attacks. Overheal values and other extensions or additions to your HP are not included. 10% of any number 10 or above can easily be calculated by simply dropping the last digit of the number. Do not round up.

Zergyt Jynx. T3. Passive. **Defensive** ▾

If you would take a killing blow this turn you may instead redistribute that damage among up to X consenting targets within your M.Range. X equals invocation. A killing blow is one single attack that would drop you to zero HP or lower. As a result of this ability you do not lose concentration during this attack. This ability may be used only once, then you must meditate for an hour to regain it. This ability works by distributing psychic pain and accelerating your healing at the cost of generating more psychic pain for your teammates to feel, this is represented through the damage that was distributed.

Section 7. Spell List

The difference between secondary and primary spells is small but incredibly important. Primary spells must be actively equipped because they do not come from their user but rather an external force that is allowing that conjurer to channel it. Secondary spells are direct manual manipulation of mana and forces both within and beyond the overworld. As a result they function slightly differently. For primary spells the weight of holding the spell's formula together is not on the conjurer so they have absolute control over it. Primary spells can be reduced in strength and they cannot hurt you or any other entities that you aren't consciously targeting. If you fail your accuracy on a primary spell, the spell cancels itself out before it would cause undue damage. If you fail accuracy on a secondary spell, whatever you conjured will continue its path and its effects will resolve if able regardless of the targets you intended. Secondary spells can be altered cosmetically, just like primaries, but the user has no control over the power emitted. You cannot reduce the damage, counters, and sometimes even number of targets. If you want to use a secondary spell, just make sure your allies stand clear. The only other difference is acquisition. Primary spells are not listed in this section because the only way to acquire them is to have the class they are associated with. All primary spells are listed in the class section with the class that grants them.

Secondary spells do not need to be equipped. If you spend the tier points to learn the spell, you have it equipped. Secondary spells are made by sapiods, mostly. This means that each spell has an author and each author has worked tirelessly learning and as a Panditae for your benefit. In the lore, when a person learns a secondary spell that means they have to do a great amount of research on not only the spell but the person who made it and the scholarly pursuit that the spell was based on. In the base manual only spells invented during the bicentennial wars have been added. New spells collected and perfected by named and unnamed Panditae will be added in the expansion.

Spells can only be acquired once unless the description specifically says otherwise, usually followed by a limitation. If no limit is listed you must use invocation. Tier points can be spent or saved freely, however all players are limited by invocation. You may acquire as many different secondary spells as you like but you cannot spend more than your invocation limit allows on a single one. This means that at invocation 1 you can only acquire T1 secondaries. At Invocation 2 you can only acquire T2 or a T1 twice. If there is a T1 spell that can be acquired 10 times you can only acquire it a number of times equal to your invocation limit. If there is a T3 secondary and you want to acquire it twice your invocation must be at least 6.

Adaptive Eye. 12m. Min. T1. Utility ▾

Single Target. Mystic. Augment.

Augment a transparent or reflective object so that when a creature looks through it, it modifies their vision as if they had one of the abilities listed below. This spell may be acquired 4 times. Upon acquiring this spell choose one ability: Infra-View, Manavision, Nightvision, X-Ray Vision.

Alarm. 5m+X. Maj. T1. Support ▾

Trigger-Targeting. Gas. Cast.

Upon conjuring this spell the entirety of your mana range briefly glows then fades away. This spell does not require concentration or consciousness. If a creature or object, that you were not aware of at the time of conjuring, moves inside your mana range an alarm will go off as the air vibrates using residual mana that you put into it. The spell stays active for

up to 5 minutes. You may pay +15 mana at the time of conjuring to extend that time by 1 hour, this can be repeated a number of times equal to your level. Once the alarm goes off this spell is broken.

Arcane Shot. 5m. Min. T2. Offensive ▾

Single Target. None. Cast.

Fire a bolt of arcane energy specifically attuned to you. It deals $Xd20$ P damage. X equals 1 +1 for every 5 levels you have acquired. As a zero action you may spend 1 mana to reroll one of the d20's this can be done a number of times per cast equal to your invocation. Take the higher result each time. This spell has no state, it is pure mana.

Apparition. 10m. Min. T1. Utility ▾

No Target. Mystic. Summon 3.

Summon a ghost from the overworld or arcane realm, by name, to your side. If you do not have the ghosts name but are aware you are at their "Point of Origin" or a location they are haunting, you may summon them. When dismissed they may or may not return to whence they came, while summoned they will answer to you and can be forced to perform tasks as if they were a summon but they still retain their original mind and may interpret your will accordingly. WARNING: this spell alone offers no protections from ghosts once you stop concentrating on it.

Atrophy. 14m. Min. T3. Offensive ▾

Single Target. Liquid. Cast.

Splash a liquid that causes alternating seizure and muscle spasm, ineffective against targets with full range of motion but detrimental to subjects of paralysis. Deal X Direct damage to a target for each Paralysis counter applied to them when this spell resolves. X is equal to your level.

Beacon. 12m. Free. T3. Defensive ▾ Support ▾

No Target. Mystic. Aura.

A bright light of your chosen color at the time of conjuring shines straight up into the sky visible from up to 6.5 Km/4 miles away at night and filling your mana range. If an enemy attacks a target other than you while inside your M.Range you will receive a block of opportunity and teleport to the attacking enemy to do so.

Belittle. 46m. Maj. T5. Utility ▾

Single Target. Mystic. Cast.

Target creature receives -X to their meta or phys mod. X equals your Meta mod. This effect lasts Y turn cycles. Y equals 1 +1 for every 10 levels you have acquired. While this effect does not stack you may use it twice on the same target to affect both their meta and phys stats.

Boost. 10m. Min. T2. Defensive ▾

Single Target. Plasma. Aura.

Upon conjuring this spell an aura of warmth and cell regeneration surrounds you. As a zero action you may activate this spell's effect. Heal 3dH and remove as many bleed counters, once activated X times, the spell fades away. X equals 1 +1 for every 10 levels you have acquired (Max 6).

Breeze. 14m. Maj. T2. Support ▾

Single Target. Gas. Cast.

Create a temperature controlled breeze that soothes injuries from heat or cold. Remove X Brn or Frz counters from a target. X equals 1 +1 for every 5 levels acquired (Max 11). You must declare either Brn or Frz at the time of conjuring.

Brick. 16m. Free. T3. Offensive ▾

Trigger-Targeting. Solid. Cast.

Conjure a projectile that weighs 3 carry spaces and is made out of rock. If any damage is dealt to this object, it will explode dealing XdM damage to targets within Y meters of it. If the brick is used to perform an attack or deal damage in any way, this will also cause it to explode. X equals 1 +1 for every 5 levels you have acquired (Max 11). Y equals 1 +1 for every 10 levels you have acquired (Max 6). (Stackable)

Buffet. 20m. Min. T3. Offensive ▾

Multi-Target. Gas. Cast.

Create a tunnel of wind forming a 45° cone in a direction of your choice as long as your base L.Range. All entities within the cone receive XdM S damage. X equals 1+1 for every 5 levels you have acquired.

Burden. Xm. Maj. T3. Utility ▾

Single Target. Solid. Summon X.

Summon a series of bismuth spheres with teeth that chomp down on your target each one costs 4 mana. Each sphere must be resisted separately. As the sphere bites down it applies constriction equal to 12 +Y. Y equals invocation (Max 17). While this summon does not directly impede motion, each sphere weighs a number of carry spaces equal to invocation. Their combined weight may encumber a target and even crush them. All spheres from a single instance of this summon count as 1 summon. Each instance can only generate a number of spheres equal to 5 plus half your level rounded up (Max 30).

Construct of Will. 30m. Maj. T2. Utility ▾ Support ▾

Single Target. Dimensional. Summon 10.

Select an object within your mana range that is size small or smaller. You may animate this object and bring it to life as if the object itself were one of your summons. The object may grow up to 4 appendages of your choice needed to give it mobility and some kind of arms so it can interact with its surroundings. The constructs stats and capabilities depend on your level. The construct receives tier points but cannot acquire any spells or abilities that you do not already possess (Primary abilities and spells will be worth 3 tier points). This summon has no HP and uses your mana for spells. Its armor rating is based on the item that was animated. Since the construct is a component of the spell this spell can still be spellbroken. If the material component is destroyed it will also break the spell. You only have to pay everlast once per hour and concentration is not required for this summon to stay active. Regardless of how many summons you are capable of having you may only have 1 Construct of Will active at a time for every time you have acquired this spell. This spell may be acquired multiple times. CoW cannot acquire summon type spells.

Lvl 1. 3 AR.

DEF: 2	SPE: 2	STR: 2	DEX: 2	MAG: 2	INT: 2	+0 Tier.
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Lvl 8. Grows wings. 4 AR.

DEF: 5	SPE: 5	STR: 5	DEX: 5	MAG: 5	INT: 5	+3 Tier.
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Lvl 15. Gains Flight I. 5 AR.

DEF: 8	SPE: 8	STR: 8	DEX: 8	MAG: 8	INT: 8	+6 Tier.
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Lvl 22. Gains Flight II. 6 AR.

DEF: 10	SPE: 10	STR: 10	DEX: 10	MAG: 10	INT: 10	+9 Tier.
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Counterspell. 10m + X. Free. T4. Defensive ▾

Single Target. Mystic. Cast.

This spell can only be used if you interrupt a creature that is conjuring a spell. Cancel a spell that is being conjured causing it to have no effect, if the conjurer would have an effect activated as a result of them conjuring that spell it is also negated. Counterspell can be conjured multiple times in a turn, limit invocation. After stopping a spell with this spell you must pay the countered spell's cost. If that cost would drop you to 0 or less mana you instead drop to 1 mana and the countered spell will resolve as if you had failed the interrupt.

Cyclone. 30m. Free. T5. Offensive ▾

Multi-Target. Gas. Cast.

Bring down a cacophony of wind and sound to suddenly smash entities in an X meter diameter circle. The center of the circle must be a point within your M.Range. All targets take XdM B damage. X equals 1 +1 for every 5 levels you have acquired. All affected creatures must roll balance to resist falling prone. Any creatures that fail will take the same damage again.

Desync. 15m. Min. T2. Defensive ▾ Support ▾

Trigger-Targeting. Solid. Cast.

Conjure completely transparent chains that rapidly swirl, waiting to target a creature within your M.Range. When a creature attempts to resist or make an interrupt, the chains will briefly bind your target before shattering. This will apply -X to their interrupt roll by physically delaying their response. X equals Invocation (Max 17). This spell lasts until used or until you lose concentration.

Druidic. 12m. Free. T1. Utility ▾

No Target. Mystic. Aura.

While this aura is active you may speak to any beast type creature and understand them. Beasts do not have the ability to speak normally but with this ability your presence gives them a unique moment of clarity. Their personality and speech will be decided by the GM but the actual language will be a broken form of a language you understand. This aura does not require concentration and lasts for 1 hour.

Echo. 12m. Min. T1. Offensive ▾ Utility ▾

No Target. Dimensional. Augment.

Augment an object to turn it into a core for a hard light construct that will look like you and copy your actions. This core can also copy a consenting target that you can see within your mana range. The copy will be made of hard light and look exactly like the original. The copy has no actions but will instead mimic the original to the best of its abilities. All of the constructs stats will be 4. It has no HP and any spells it replicates will be holograms that cannot actually interact. This construct cannot take damage or receive counters. The core of this construct must be an augmentable entity that has an armor rating. You may hide the core inside the construct and if a called shot is performed on the limb containing it then damage will be dealt to the augmented object. Through this method, if a spellbreak is successfully performed or enough damage is dealt to break the object, this spell will be broken.

Elevate. 10m. Maj. T1. Support ▾

No Target. Gas. Summon 5.

Summon a cloud-like creature that can move X meters per turn and carry 30 plus your level carry spaces. X equals Invocation. This creature is 3 meters in diameter and can change between being physical or ethereal at will. Entities that impact the cloud will have all fall damage reduced to 0 including falling caused by knockback. This summon can fly anywhere that a gas or liquid exists. This summon weighs 1 carry space and can change size and shape as a zero action by paying the everlast cost.

Ethereal. 24m. Maj. T3. Defensive ▾ Utility ▾

No Target. Dimensional. Aura.

While this aura is active the negative space between the atoms that compose your body becomes the dominant force for you and any equipped entities (This does not include an inventory). As a result you may pass through objects. You will still be affected by energy based attacks to include plasma type spell attacks and mental attacks such as mystic spells and sensory effects like blindness or sound cannons. You will not be affected by physical liquids, solids, or gasses. You must pay a free action to switch between ethereal or material. If you do this as an interrupt you do not need to roll dodge or block checks.

Fever. 24m. Maj. T4. Support ▾

Single Target. Plasma. Summon 12.

Conjure forth an ethereal cloud of energy which embraces a consenting target. This creature can take a major move action each turn and has X free actions. X equals 1 +1 for every 5 levels you acquire. This creature can spend a free action to allow its target to roll ailment recovery by killing bacteria and soothing muscles. Upon conjuring this spell you may pay its everlast cost to summon an additional Fever spirit as a zero action. You may repeat this so long as you have available summon slots. This summon's stats are all equal to 4 using the stat translator.

Firebolt. 10m. Min. T1. Offensive ▾

Single Target. Plasma. Cast.

Shoot a flaming bolt from your finger or channeling device. Deal XdM damage B Burn Y where X is equal to the number of times you have acquired this spell and Y is equal to half that (If you have only acquired this spell once it does not deal burn). You may acquire this spell up to 10 times.

Flash. 14m. Free. T2. Offensive ▾ Support ▾

No Target. Plasma. Cast.

Generate a small flame somewhere within your mana range that emits a blinding light in all directions and releases sporadic heat which can obscure infravision. The metaphysical wavelength also disrupts manavision. This spell may affect the user. Any polarized lens that could resist the effects of this spell would also have to be dark enough to obscure one's own vision completely with the exception of the area immediately around the light, about 1 meter radius. This light lasts a number of turns equal to invocation.

Fleet. 12m. Zero. T3. Offensive ▾

Single Target. Gas. Cast.

Instantly conjure a burst of pressurized air that cannot be interrupted. You may only conjure this spell once per turn cycle. Deal XdM P damage to a target in your M.Range. X equals 1 +1 for every 10 levels you have acquired (Max 6). Accuracy does not need to be rolled even in the event of a called shot so long as the penalty would not make the shot impossible for you to pass.

Fluxbolt. 10m. Min. T1. Offensive ▾

Trigger-Targeting. Dimensional. Cast.

Shoot a dark bolt from your finger or channeling device. Deal XdM damage P and apply Y carry spaces to your target in the form of gravitational weight pulling towards a second target of your choice. If the carry applied is half the target's carry substats and they are not already touching the second target of this spell, they must either fall prone and grab something with at least one hand to avoid being dragged or they will be pulled to the secondary target. Encumberment

applies as normal. X is equal to the number of times you have acquired this spell and Y is equal to that number multiplied by 5. You may acquire this spell up to 10 times.

Frostbolt. 10m. Min. T1. Offensive ▾

Single Target. Solid. Cast.

Shoot an icy bolt from your finger or channeling device. Deal XdM damage S Freeze Y where X is equal to the number of times you have acquired this spell and Y is equal to half that (If you have only acquired this spell once it does not deal freeze). You may acquire this spell up to 10 times.

Frostfield. 18m +X. Maj. T3. Defensive ▾

Single Target. Solid. Aura.

Your aura is filled with snowflakes that deflect energy in order to maintain their solid state. This grants you a forcefield with an Armor Rating equal to $Y + Z$. Y equals invocation multiplied by 10. Z equals X multiplied by 2. Once the ArRa is depleted to 0 this spell will end.

Fuel. 5m +X. Min. T2. Offensive ▾

Trigger-Targeting. Liquid. Cast.

Generate a mass of liquid fuel capable of empowering damaging spells of the Solid, Liquid, Gas, or Plasma state. Increase the damage of a target spell, even if it is not yours, equal to your level +X. You may apply this bonus after accuracy is rolled. This spell is consumed upon use. X cannot be higher than your level multiplied by 10. At level 10 this spell can be used twice before it is consumed. At level 20 this spell can be used 3 times before it is consumed. Please note that this spell is not stackable even if conjured by multiple parties. The conjurer of a spell must consent for this spell to take effect.

Gallet. 20m. Maj. T3. Offensive ▾

Trigger-Targeting. Liquid. Summon 5.

Summon a sphere of gallium that acts as a pool of damage which can be charged by paying everlast as a Minor action. Upon conjuring the spell add $2dM$ damage to the pool. When charging it, add XdM damage. X equals $1 + 1$ for every 10 levels you have acquired (Max 6). Firing a gallium bullet costs a free action, you may remove any amount of damage from the pool and deal that amount of bludgeoning damage to a target. This summon is an object. Any augments applied to the sphere will also apply to its bullets without removing the augment. Running out of damage in the sphere reduces it to less than 1 unit in size but does not dispel it.

Healing Ray. 10m. Min. T1. Support ▾

Single Target. Gas/Liquid/Solid. Cast.

Heal a target with a ray that extends up to $20 + Lvl$ meters, if the target is outside of your mana range you must roll acc as if it were a normal projectile. The target heals $XdH + XdM$ where X is equal to the number of times you have acquired this spell. You may acquire this spell up to 10 times. Roll the target's dH and your dM.

Hyperreaction. 16m. Maj. T3. Offensive ▾

Multi-Target. Solid. Cast.

Fill an X diameter circle with chemically unstable dust that explodes with any kind of movement. This spell can explode X times before it despawns. X equals $1 + 1$ for every 10 levels you have acquired. Each explosion deals YdM B AoE damage. Y equals $1 + 1$ for every 5 levels you have acquired. This spell lasts until consumed or until you lose concentration.

Hypersonic. 12m. Min. T2. Offensive ▾

Single Target. Gas. Cast.

Rapidly agitate the air around your target creating vibrations that stun and disorient them. The target rolls a Phys check to beat 10 plus Invocation (Max 27). On a failure they receive X Para counters. X equals 3 at level 1, 4 at level 8, 5 at level 16, and 6 at level 24.

Hyposonic. 12m. Min. T2. Offensive ▾

Single Target. Gas. Cast.

Generate a scale of resonating sound that disrupts the conscious mind. The target rolls a Phys check to beat 10 plus Invocation (Max 27). On a failure they receive X Fati counters. X equals 3 at level 1, 4 at level 8, 5 at level 16, and 6 at level 24.

Ice Cage. 10m. Min. T2. Defensive ▾ Support ▾

Single Target. Solid. Summon 10.

Trap a target in your mana range by surrounding them in ice that grows continuously to reinforce the cage. The only way to destroy the spell is to deal enough damage to destroy it in 1 single attack. The ice cage has an Armor Rating of 30 plus your level (Max 80). Increase the ArRa by 10 for each freeze counter applied to the target or the ice cage.

Initiate I. 50m*. Free. T3. Support ▾

Single Target. Plasma. Cast.

Accelerate the metabolism and rate of thought of your target allowing them to take a bonus Minor action. This action must be spent before the end of the turn cycle. If your target is outside your M.Range, you must roll accuracy. Initiate can be conjured multiple times per turn but it does not stack, so a single creature can only get 1 bonus action per turn regardless of the number of conjurers.

*Reduce the mana cost of this spell equal to half your level rounded down (Max -25).

Initiate II. 80m*. Free. T4. Support ▾

Single Target. Plasma. Cast.

You must have acquired Initiate I in order to acquire this spell. Significantly accelerate the metabolism and rate of thought of your target allowing them to take a bonus Major action. This action must be spent before the end of the turn cycle. If your target is outside your M.Range, you must roll accuracy. Initiate can be conjured multiple times per turn but it does not stack, so a single creature can only get 1 bonus action per turn regardless of the number of conjurers. Initiate I and II do stack with each other as they are separate spells. Still, the most a creature can receive is +1 Maj and +1 Min.

*Reduce the mana cost of this spell equal to half your level rounded down (Max -25).

Javelin. 25m. Maj. T4. Offensive ▾

No Target. Solid/Dimensional. Cast.

Conjure up a stone javelin from beyond this plane. As the javelin solidifies it absorbs energy from the gravitational pull of surrounding mass. It uses its energy and mana to make it easier to wield. Everyone is proficient with this weapon, those proficient with spear type weapons roll acc with advantage. When thrown, this weapon seeks out its target and accelerates its own momentum. Whoever throws this javelin rolls 1dS and, instead of having a damage mod, multiply that roll by the conjurer's 1dM. Add your level to the user's accuracy roll. This javelin shatters after one use or fades away after 3 turn cycles, whichever comes first. Due to the limits of its material structure, this weapon cannot deal more than 1,000 damage.

Lightbox. 5m. Min. T1. Defensive ▾ Support ▾

Single Target. Dimensional. Summon 2.

Conjure a barrier made of hard light that will follow a target wherever it goes. The barrier is 1 meter by 1 meter and 2 units thick giving it an armor rating of XdH. Spend a major action to block for the target of this spell with the barrier, no interrupt needs to be rolled for this block. If the target can fit inside the box there is no need to roll a block check. X equals invocation.

Lightning Braid. 30m. Min. T4. Offensive ▾

Multi-Target. Plasma. Cast.

Fire arcing lightning that travels across the air or another surface, conductive or not. This spell may hit a number of targets in your mana range equal to your invocation limit. Deal XdM Para Y D AoE damage. X equals 1 +1 for every 5 levels acquired. Y equals 1 +1 for every 10 levels you acquire (Max 6). You may pay a free action and 15 mana to repeat this spell's effect this turn. Do not reroll acc, damage, or meta. If used on electronics this spell may apply 1 charge for every 10 damage that would have been dealt.

Malady. 14m. Min. T3. Offensive ▾

Single Target. Liquid. Cast.

Splash a liquid that causes a target's mind to experience stroke-like systems, only effective against already fatigued entities. Deal X Direct damage to a target for each Fatigue counter applied to them when this spell resolves. X is equal to your level.

Mirror Pool. 15m. Maj. T1. Utility ▾

Single Target. Liquid. Cast.

Select a body of water worth 10 carry spaces. Enchant that water with the innate ability to then communicate with other Mirror Pools. Spend 5 mana on a mirror pool and draw a symbol at the bottom to make the pool a "Broadcasting" mirror pool. Spend 1 mana and draw a symbol of a "Broadcasting" pool in order to view it. Broadcasting pools require concentration, viewing pools do not but still require consciousness. Mirror pools, once made, are permanent so long as the body of water stays intact and remains in the container it was placed in. Anyone can use a mirror pool but only those who possess the spell can make mirror pools.

Nightbolt. 10m. Min. T1. Offensive ▾

Single Target. Mystic. Cast.

Shoot a sparkling bolt from your finger or channeling device. Deal XdM damage B and conjure X nightmares to haunt your target where X is equal to the number of times you have acquired this spell. Nightmares last as long as you have concentration and deal 1d4 damage D each turn to the target. Each nightmare has an ArRa of 1 and attacks at the start of the target's turn before they are awarded actions. If a single target has more nightmares on them than their HP10 stat, they are driven insane and must roll comp Meta against you. If they fail they lose 1 major action on their turn. You may acquire this spell up to 10 times.

Obliterate. 100m. Maj,Min,Free. T5. Offensive ▾

Multi-Target. Dimensional/Gas/Plasma. Cast.

This spell deals 10dM D damage to all entities in a 3cm wide straight line within your M.Range. This spell disintegrates everything that it destroys or kills. Everything hit by this spell will begin to decay on an atomic level, they will take XdM D damage at the start of the turn cycle so long as you maintain concentration. X equals 1 +1 for every 10 levels you acquire (Max 6). This spell travels in a straight line and only stops when it runs out of damage. Subtract damage dealt from the total pool to include force fields.

Obelisk. 100m. Maj,Min,Free. T5. Defensive ▾

No Target. Mystic/Solid/Liquid. Summon 25.

Spawn a totem of some kind standing at 2 meters tall, its cosmetic appearance is your choice but it must have that height and weigh 80 carry spaces. The obelisk will be made of living crystal and has a M.Range of 15 meters. Otherwise, this summon is an object, not a creature. The Obelisk has 1,000 HP. If any damage or counters would be dealt within the obelisk's mana range, that damage is instead dealt to the obelisk so long as the target is within range. No exceptions will be made for allies, magic, or abilities. You may pay this spell's everlast cost to heal it for X HP. X equals your level multiplied by 10.

Oxibolt. 10m. Min. T1. Offensive ▾

Single Target. Liquid. Cast.

Shoot a gooey, toxic bolt from your finger or channeling device. Deal XdM damage B. X equals the number of times you have acquired this spell.

Upon acquiring this spell for a 2nd, 6th, or 10th time add 1dH to the total damage of the spell using the target's H+ stat.

Upon acquiring this spell a 4th and 8th time, the spell applies Poi I then Poi II. You may acquire this spell up to 10 times.

Picky Spell of Confusion. 20m. Maj. T2. Defensive ▾

Multi-Target. Mystic/Solid. Cast.

Upon conjuring this spell select a target in your M.Range. Once per turn if they declare an attack you may roll comp Meta action to change the target of that attack to something else within your M.Range. The target must remain within your M.Range or the spell's effect will end.

Platter. 6m. Free. T1. Utility ▾

No Target. Dimensional. Cast.

A 30 cm (1 foot) in diameter platter appears before you. The platter can be controlled telekinetically and move up to 12 meters per turn as a zero action. The platter has a number of carry spaces equal to your base carry + your lvl. This platter can be used to block an attack once per turn with a bonus to block equal to your invocation limit. Objects placed on this platter that weigh 5 carry or less cannot fall off of or be knocked off of the platter as a gravitational field holds it in place. The platter will exist for 1 hour but will despawn if you lose concentration or are more than 50 meters away from it.

Power Pebble. 12m +X. Maj. T3. Offensive ▾

Single Target. Solid. Cast.

Create a pebble and launch it at a target, you may pay additional mana to increase the force and density of the pebble. The pebble deals YdM B damage. Y equals 1 +1 for every 5 levels you have acquired (Max 11). Upon conjuring the spell you may pay an additional 6 mana to add +1dM damage. This process can be repeated a number of times equal to invocation.

Professor M. 20m. Zero. T2. Stat Boost ▾

Single Target. Mystic. Aura.

You have studied the magic arts, worked on your own creative expressions and meditated on the precision required to perform great magical feats. This spell may only be conjured once per turn. Roll a knowledge check and count the margins you passed by. Add that number to your M+ mod so long as you maintain concentration.

Rathic. 20m. Maj. T4. Offensive ▾ Defensive ▾

Trigger Targeting. Plasma. Aura.

Create a ring of flames to deter potential attackers. If you receive an attack from a creature within your M.Range, a miniature solar flare will reach out and burn them as a zero action dealing XdM D damage. X equals invocation. This spell can activate X times per turn.

Revita. 16m. Maj. T4. Defensive ▾

Single Target. Liquid. Aura.

So long as this aura is active, recover $X_{dH} + X_{dM}$ HP automatically at the end of each turn cycle. X equals 1 +1 for every 10 levels you have acquired (Max 6). This spell does not require concentration but still requires an available Aura slot. When this spell is conjured it does not resolve until the end of the turn cycle. Resolving the spell does not require concentration or consciousness.

Rush H. 5m. Min. T1. Stat Boost ▾ Support ▾

Single Target. Plasma. Cast.

Add 1dH +X to a target's move stat as electricity courses through their cardiovascular system (Use the target's H+). Lasts 3 turns. X equals Invocation.

Rush S. 5m. Min. T1. Stat Boost ▾ Support ▾

Single Target. Plasma. Cast.

Add 1dS +X to a target's move stat as electricity courses through their leg's muscles (Use the target's S+). Lasts 3 turns. X equals Invocation.

Sandstorm. 8m. Maj. T1

No Target. Solid. Summon 2.

Conjure a sandstorm with a $3+X$ meter diameter as tall as your M.Range stat. X equals 1 +1 for every 5 levels you have acquired (Max 3+10). Any creatures trying to see something in or behind the sandstorm will be faced with a +20% penalty on a visual spotcheck. Creatures in the sandstorm that are not protecting their eyes or keeping them completely closed will take 1d4 D damage every turn. You may pay Everlast to move the sandstorm a distance equal to your Move stat.

Sandtrap. 18m. Maj. T3. Defensive ▾

Multi-Target. Solid. Summon 9.

Fill a circular area with spiraling sand that applies constriction to targets within it. The diameter can be equal to or less than invocation and the center must be somewhere in your mana range. Constriction is equal to a Meta roll +1 for every 10 levels you have acquired. All targets are subject to difficult terrain even if they are not constricted. This summon is an object. Pay everlast as a zero action to reassign targets.

Sluggish. 8m. Min. T1. Defensive ▾

Single Target. Liquid. Cast.

Shoot out an elastic slime that contains a slight numbing agent which finds and sticks to joints. Target gets -X to their move stat. X equals invocation. This spell lasts so long as you maintain concentration. (Stackable)

Speaker. 24m. Maj. T1. Utility ▾

No Target. Gas. Summon 6.

Create a cone of mana that amplifies sounds that pass through it. You may filter out unwanted sounds at will. The sound travels evenly over a distance of X kilometers in a 90° cone. X equals invocation. This spell does not require concentration. Pay everlast once per hour. While the volume cannot be high enough to deal immediate damage, it is enough to cause strong vibrations and cause permanent hearing damage after long exposure. This summon is an object.

Spell Gambler. 20m. Maj, Min. T1. Utility ▾

No Target. Mystic. Cast.

Roll a 1d4, 1 = Caster, 2 = Disciple, 3 = Sorcerer, 4 = Choose one of the 3. After this roll is complete roll 1d20. Each of the construct mages has 20 standard spells in vanilla, after rolling your d20 count out the spells in alphabetical order, as listed, whatever spell it lands on you may use for the day or until you lose consciousness. You may learn a number of spells this way equal to 1 + 1 for every 5 levels you have acquired. Spells learned this way only last at most 24 hours after this cast has been conjured. You do not need to maintain concentration on 'Spell Gambler'.

Squimsh. 14m. Maj. T4. Offensive

Multi-Target. Dimensional. Aura.

While this aura is active all targets within your mana range are constricted equal to 10 +X as barriers of force squish them from all sides. They must roll to resist this every turn, upon a failure they will be suspended in the air and instantly rendered prone and taking XdM D damage. X equals invocation. If the target is knocked back they will receive fall damage as if they traveled an additional 5 meters but they will not move.

Starlight. 2m. Zero. T1. Utility

No Target. Plasma. Summon 0.

Summon a warm light that penetrates darkness in your mana range, you may move the light freely within your mana range as a zero action up to 3 times per turn. The light is effective within X meters of its point of origin and you may choose its color at any time. X equals 5 + invocation. The light is considered "Bright". This spell does not require concentration or consciousness and lasts for 4 hours. If used to perform an attack this spell will deal 1 direct damage as it passes through its target. That attack counts as 2 of its 3 moves for the turn. This summon is considered an object.

Status Ray. 10m. Min. T3. Support

Multi-Target. Dimensional/Mystic/Plasma. Cast.

Choose X bonuses to apply to targets in your mana range. X equals invocation (Max 17). You may choose the same effect more than once or apply multiple effects to the same target but the same bonus cannot be applied to the same target more than once. If it affects a different stat it is not the same, there are 13 different bonuses below. This spell lasts so long as you maintain concentration. Multiple instances of this spell, even if they come from different conjurers, will not stack.

Target receives +5 to their M+, S+, or H+ mod for 3 turns.

Target receives +2 to their Phys mod or Meta mod.

Target receives +10 to move, +10 to Heal, or +10 to Ailment recovery rolls.

Target receives advantage on balance or accuracy checks.

Target receives +1 C.Range, +6 M.Range, or +12 L.Range.

(The effects are formatted this way for easier reading.)

Snap. 12m. Maj. T3. Offensive

Single Target. Dimensional. Cast.

Deal bludgeoning damage to a target within your long range by crushing them with gravitrons propelled by your physical strength. This spell deals damage equal to your Carry stat +XdS. X equals 1 +1 for every 5 levels you have acquired. Accuracy is not required.

Thicken. 12m. Maj. T2. Support Utility

Single Target. Dimensional. Cast.

Enlarge a creature by making them 1 meter taller and doubling their weight. (Sapiods are all listed with a weight of 35 carry, with this spell it becomes 70). After a character is enlarged they get +4 to S+ rolls, +50 carry, +1 C.Range, Advantage on balance checks, and +2 to Phys rolls. This lasts 5 AR.

Thunderbolt. 10m. Min. T1. Offensive

Multi-Target. Gas. Cast.

Send a 2 meter wide bolt of vibrating air out from your hand that sounds like thunder. Deal XdM B damage Mass with knockback X where X is equal to the number of times you have acquired this spell. If you acquire this spell a number of times greater than the maximum level of knockback simply apply an additional knockback and begin upgrading that accordingly. You may acquire this spell up to 10 times.

Titanite. 14m. Min. T3. Offensive Support

No Target. Solid. Augment.

The augmented object gains rings of titanite. When using this object as a weapon by hitting something with it, the titanite releases stored energy to increase the force of impact. When attacking with this object add +X to S+ rolls made for the purpose of calculating damage. X equals 1 +1 for every 5 levels you have acquired.

Torch. 10m. Maj. T1. Offensive Utility

Trigger-Targeting. Plasma. Aura.

So long as this aura is active you may conjure a small stream of extremely hot fire from anywhere on your body. This flame deals 1dS+1dM damage if you spend a major action to attack with it while the spell is active. If you can hold the flame to a target over multiple turns the extreme heat will intensify the damage over time. After applying damage from this spell apply your choice of either XdM Burn X or XdS Burn X. X is equal to the number of turns in a row this spell has damaged that target, not including this turn. If you are dealing damage to something that only has an armor rating then you may deal an additional 15 damage instead of applying a burn counter. In this manner if you would apply 3 burn counters you may instead deal 45 damage. In combination with a blacksmith or techsmith skillcheck this spell may be used to weld or solder.

Venomize. 14m. Min. T3. Offensive

Single Target. Liquid. Cast.

Splash a liquid that agitates toxins onto a target acting like a catalyst. Deal X Direct damage to a target for each Poison counter applied to them when this spell resolves. X is equal to your level.

Water Shield. 10m. Maj. T1. Defensive

Trigger-Targeting. Liquid. Augment.

Apply magical properties to an object allowing it to release a wave of water over a creature that has it equipped or otherwise attached to them. This coating of water removes 1d4 burn counters every turn from the creature and gives them a damage reduction of 10 from bludgeoning damage, burn counters (Burn counters deal damage cumulatively), and any other attack that damages you by applying heat or open flames. Water shield can also protect you from Freeze counters, if you would receive a freeze counter it is instead applied to the water shield. If the water shield has 5 or more freeze counters it will dispel and the ice shards will shatter and fall around you.

Weakness. 16m. Free. T2. Offensive

Single Target. Dimensional. Summon 10.

A small totem appears on your target's person. It is only one unit and weighs less than 1 carry space. It has some method to attach itself, magnetics, ribbon, clip, etc. So long as this summon exists and is within 3 meters of the target, that creature receives -1 on all Phys checks. Stackable. All instances of this summon count as 1 towards the maximum number of summons you can have. Everlast must be paid at the end of each turn cycle.

Section 8. Legendary Gifts

Angelic Body. Active.

You are immune to Sickness, Bleed, Fatigue, and Poison. As a zero action you may spend mana at a 1 to 10 ratio to heal HP. You may only spend an amount of mana equal to invocation in one turn cycle on this effect. As a free action, gain 1 stamina. This stamina will be lost once you lose concentration. Normal stamina rules apply when this reduction occurs, going to zero or less will result in immediate loss of consciousness.

Blessing of Eternity. Active.

This ability has multiple versions known as Blessing of the Eternal 'X'. Where 'X' can be any of the following; Flame, Frost, Ore, Mountain, Twilight, Sea, Sky, Forest, Void.

By possessing this ability you may freely control objects and entities that you can see or otherwise sense through telekinesis. You can move a number of units equal to your carry stat, gaining control over these units is a zero action at which point they defy gravity. These entities can carry an amount of weight equal to the number of units in that mass. In a single turn you may move these units a distance equal to your move stat. However, once the material exits your mana range you will lose control over it, this does not stop any momentum though. Objects can still be launched beyond your M.Range.

If you direct your element at an enemy using force, it will deal XdY damage where X equals 1 for every 10 units of the material in the mass that was used to perform the attack. Y equals your choice of either H+, S+, or M+. When attacking a target inside your mana range, add your level to the accuracy roll. You must choose which stat will be used for this damage calculation at the time you learn this legendary gift. In the absence of your element you may spend a minor action and 1 stamina to generate a number of units equal to your heal stat. This generated mass is made with magic and will dissipate when you lose concentration. All mass that you create or take control of has your mana being channeled through it and thus must not break the taboos listed in section 2.

Telekinetically controlling and commanding your element does not cost any actions, instead the entities you create rely on your mental capability to determine how many of them you can have. You may have a number of separate entities equal to your skill stat. If an entity would interact with something that requires an accuracy roll it will use yours. Each of the elemental structures you create have 5 (A/R). These elemental structures can only use their minor action to move and their free action to dodge by allowing entities to pass through them or around them. This dodge is guaranteed to pass as long as you pass your interrupt. Your entities take actions during your turn but they can hold and bank actions. Any action you want to take with an entity consumes its major action, it is GM discretion what you can do within a major action beyond attacking, blocking, moving again (this is not a sprint), or grappling.

This ability allows you to control physical, mental, or ethereal versions of the element you possess so long as they are not equipped to a creature. If the creature consents you may control items, ethereal forms, and magic in possession of that creature provided it is already in existence when you start to control it. You may not use this ability if you do not have a free hand to give commands to your created entities. Actions performed with an 'Eternal Blessing' are *not* considered environmental damage. If you would need to roll a Meta or Phys check for an entity, roll your stats where appropriate based on the effect being applied. You may spend a major action to activate an effect granted by your blessing.

Flame: This allows you to control fire or burning mass. As a major action, generate a burning heat that applies burn counters to things within your close range. Apply a number of counters equal to 1 +1 for every 5 levels you acquire. These counters do not require a roll or damage to be dealt to HP. They go through armor and force fields.

Forest: This allows you to control plant life without damaging them but they must stay rooted. Activated ability allows you to grow the plant so that it has +X units (Stackable). X equals your invocation limit multiplied by 10. A plant can gain or recover HP equal to the number of units generated. You can control the direction of

growth and grow specific appendages on the plant. If you stop controlling a portion of that plant it will stay where you put it.

Frost: This allows you to control ice or frozen objects that were liquid at room temp. As a major action, generate a permafrost that applies freeze counters to targets in your close range. Apply a number of counters equal to your invocation. These counters do not require a roll or damage to be dealt to HP. They go through armor and force fields.

Mountain: This allows you to control stone or sand. As a major action, begin turning an organic target to stone within your close range. If used on a consenting target you may give them a natural armor rating of $30 + 10$ for every 5 levels you have acquired, distribute this among their B/P/S. If used offensively, apply constriction equal to $10 +$ your invocation. If a creature reaches 0 HP while under this effect you may turn them to stone or soil.

Ore: This allows you to control metal or crystal objects. As a major action, increase the armor rating of a solid object you have equipped by $21 + 21$ for every 5 levels you have acquired. In addition, increase its damage mod equal to your invocation even if it did not previously have one.

Sea: This allows you to control water or other naturally occurring liquids. As a major action you can turn your body to liquid and shapeshift. You can shapeshift into anything of your size, 1 size smaller, or one size larger. Apply visual effects as necessary, your stats remain unchanged. You can maintain this form for a number of hours equal to invocation. This ability can be used as an interrupt to liquify yourself so that damage cannot apply to HP unless it is direct damage. You are only liquid for that instance. Add +1 to the interrupt for every 5 levels you have acquired.

Sky: This allows you to control naturally occurring gasses. This control is in the form of moving air, it deals half damage but applies KBX where X is equal to 1 for every 5 units of air in the entity. As a major action a target in your close range may temporarily gain the effects of the secondary ability Flight III and take a major move action. While performing this action you are gaseous and unable to take damage. You may carry your inventory and equipment with you and you may stay in your gaseous form for one turn cycle +1 for every 5 levels you have acquired. While gaseous you cannot physically interact beyond carrying things, however you may still conjure spells and use this eternal blessing.

Twilight: This allows you to control darkness and light. This control is in the form of altering colors or brightness, creating realistic illusions. As a major action you can take one of 2 actions. Either summon a hard light entity with an armor rating equal to $10 +$ your level or dematerialize yourself and all equipped items and inventory and sink into a shadow. The hard light emits light one degree higher than the light it was made from and lasts until you lose concentration. You may occupy a shadow for X turns where X equals invocation. If the shadow is brighter than 'Twilight' you will be evicted. If the shadow is attacked where you are hiding, you will take no damage but be evicted. You cannot interact physically while in shadow form but you may still conjure spells and use this eternal blessing.

Void: The void does not exist and cannot be perceived. Anything in the void is invisible. Instead of generating units of your element based on your heal stat, you can remove units of other materials from the world around you. If used to block successfully the blocked entity will be temporarily erased. You may create invisible remnants of whatever you placed in the void however they deal half damage if used to attack. While in the void, objects cannot change, they stop exactly as they were and lose all properties until you release them as a zero action. As a Major action you can either become weightless, remove all sound and smell within your mana range, or turn invisible and intangible. This affects your equipment and inventory as well. This effect lasts a number of turns equal to your invocation.

NOTE: Any action taken with your elements against a creature other than an attack with no mobility effects is considered a Meta Grapple check. This includes constriction, knockback, etc.

Fusion Spell. Active.

This creature may choose to combine 2 or more Primary spells together in order to create an entirely new spell. This new spell will have the combined mana cost of its ingredient spells and will be considered a separate spell entirely, though still a primary spell. To create new spells read the primary spell descriptions. The new fusion spell will have some combination of those 2 or more spell's effects or a hybrid of the effects being combined.

All Mages start with the ability ‘Fusion’ at level 1. This section of the manual will teach you how to request and approve Fusion spells both from the player and GM perspective. Firstly, There are of course limitations, no matter what level you are at you can only have half of your spells equipped at a time (See Sec.3 Classes). This means that if you make a fusion spell that includes a spell you do not currently have equipped, you cannot use that fusion and at your last rest you should have switched to a fusion you can use. As you level up you unlock fusion slots. Each slot represents how many Fusion spells you can have *equipped* at any given time, but there is no limit to how many fusions you can make other than the limitations of the GMs capabilities. Below is a chart scaled to a 25 level-limit game, however, in extended scale play it is possible to go up to level 900. Every time you pick up a new subclass treat it as if you are starting at level 1 on this chart again and adding new fusion slots as you go along. Again, you may possess **as many fusion spells as you can create** but you can only have the listed amount equipped and usable in game, to change what you have equipped you must rest for 4 hours.

Level	2 spell	3 spell	4 spell	5 spell
3	1	0	0	0
4	2	0	0	0
5	2	1	0	0
6	3	1	0	0
7	3	2	0	0
8	4	2	0	0
9	4	2	1	0
10	5	2	1	0
12	5	3	1	0
14	6	3	1	0
16	6	4	1	0
18	6	4	2	0
20	6	4	2	1
22	7	4	2	1
24	7	5	2	1
25	7	5	3	1

When creating a fusion you must follow a specific formula. The first thing to look at is what spells you want to fuse. For a 2-spell Fusion take 2 of your Primary spells and set them side by side. You will see that they have the same general format;

Name. Mana cost. Action cost.

Targeting type. Spell State(s). Conjure Type.

Description.

- For the name of your new spell you may come up with whatever you want.
- The mana cost will be the combined cost of all spells put into the fusion. If there's an x value and it is not used in the fusion's description simply add nothing from the x value to the cost of the spell. If there is an everlast cost from a summon the everlast will apply to the fusion as well unless the new spell is no longer a summon
- The action cost will always be 1 major + 1 minor for 2-spell fusions and for every additional spell in the composition of your fusion add +1 Major. In this way a 3-spell costs 2 major + 1 minor. A 4-spell costs 3 major + 1 minor. A 5-spell costs 4 major + 1 minor. Initial major and minor action *must* be spent in the first AR you begin conjuring the spell.
- Your targeting type can be any type from the ingredient spells, an experienced GM may look at what you want to do with the spells and offer you different targeting types as well but only in rare circumstances and only if it makes more sense than the available options for what you want the spell to do.
- The state of the spell will always be a hybrid of the ingredient spells.
- The conjure type is decided the same way the targeting type was.
- For your description you have 3 options; 1, Mix the spells together literally as if the spells were interacting with each other such as fire and water making steam or an attack and a movement spell creating some kind of tackling charge effect. 2, Cut apart the existing descriptions into 3 pieces each and make a 3 part description based on how you reorganize it, with this method the same combination may result in multiple fusions, these different results are separate spells and take up separate slots. 3, Take one of the spells descriptions and apply attributes from the other spells one by one as you add more spells in making the fusion a modified version of whatever the “first” spell in the ingredient order was. This method will often create very plain but powerful effects.

Immediately you may notice that there is a lot of freedom and room for interpretation when it comes to the fusion spells. This is intentional. The fusion system is the hallmark of the mages and a mechanic you won't and can't find anywhere else. It functions on the creativity and strategic sense of the player alone so you know that when you use a fusion it was *your* idea and whether they work or not depends entirely on *you*. It does put a lot of pressure on the GM because whenever you make a fusion you have to submit your idea to them. They will modify it based on how they have the world set up, or tell you if it would make more sense by adjusting it in certain ways. Then they will give you back an approved version of the spell. That said, do not fear if you think little of your GM. There are guidelines for them too, listed below.

As a GM, you will receive countless Fusion spell requests from eager players wanting to prove themselves as the best creative mind in your group by coming up with a mind boggling and useful fusion. If they aren't clamoring for fusions, suggest your own for them to use and see if they like it or if it inspires them. Before getting into the approval process, though, it is important to note that it is not your job to memorize what your player's fusions do or what fusions they have equipped; they must track that information on their character sheet or a separate document so that you can see it and refer to it. This game is capable of handling 14 players to 1 GM before it becomes completely unplayable. Whether you have a group of 3 or 15, your players must do their part to help you and be patient when they have to remind you what their spell does for the 5th time that meeting.

When you are finally ready to approve a spell it should look something like this:

“Hey, GM I've got a fusion I want to run by you before next meeting.”

JKD (12) + Capture (15+X)

Entrapment. 27 +X m. 1Maj 1Min. Trigger. Gas/Solid. Aura.

Every time I successfully block an attack, vines shoot out from whatever I blocked with and wrap around targets in my mana range. Each vine applies Constriction equal to a Phys roll +1 for every 5 mana you pay in addition to this spell's cost. You cannot add more than your invocation to that roll using this spell. This spell essentially tethers targets to my weapon with steel vines.

“My intention is to use this spell to constrict enemy weapons and potentially disarm them using my other Senshi spells and abilities. It’s an aura, so I can conj it early on and use the spell’s effect multiple times throughout battle. To try and get it approved, we could limit the number of targets it can affect; do you think that would be too powerful for a 2-spell?”

Obviously this is a best case scenario with an experienced player that understands the subtlety of each buzz word they used in that submission, clarifying that it may only be able to constrict one thing at a time. Not specifying where the vines come from makes things flexible in rollplay. Since it is both trigger targeting and an aura, the player knows that this spell will stay in effect until the vines are broken or the character loses concentration. They also explain what they want to use the spell for so the GM can offer better solutions if they are available. Perhaps make it multi-target and increase how much you have to pay on the X value to 8. It also left out given information: the armor rating of the vines wouldn’t change from the ingredient spell, capture, so don't bother putting it in there.

As GM you have to be prepared for a player to send you a message or pass you a note at random times saying “Hey what would happen if I mixed JKD and Capture together? I want to make something cool happen when I block, but I don’t know how to word it.” Because of this it is a good idea, when you are first starting out, to tell your players they cannot submit Fusions once the meeting has fully started. Fusion spells are a fundamental part of playing a mage and the core focus of the game past level 5. Feel free to get creative and do whatever you wish with them, after years of testing the system there is just a short checklist of things to avoid as a GM;

- Never give a number in a spell a ‘Multiplier’, there will always be ways to abuse that because of the sheer size of this game.
- Always ask players what they are looking for before deciding what *you* want the spell to do, it's ok for the same fusion to have different outcomes and you are not obligated to honor the fusions made by other GMs.
- Part of the replayability in this game comes from the Fusions. There are over 4 trillion viable combinations, not all of them are going to be huge game changers. Go for underwhelming effects at first and watch how the players turn seemingly useless spells into massive advantages.
- The player knows more about their character than you. If you don’t think a fusion is useful, keep it to yourself unless the player asks for help. You have no clue what they could be planning.
- Do not ever offer stackable ailments or counters. Instead, let them roll advantage and see if they pass the check to apply said counter or ailment. Disadvantage to target if advantage isn’t available.
- No spell, no matter how powerful, should deal a base damage of over 1000.
- No spell should be able to decrease or increase a target’s AR by 3 or more in a single round.
- No spell should be able to heal more than 2,000 total HP. Mass, AoE, or single target.
- Remember invocation, and when in doubt scale a spell’s power based off of player level.

Hypnosis. Active.

Upon making eye contact with a creature, as a zero action, you may roll comp Meta. If you win you may gain control of that creature this turn. While hypnotized you are aware of the creature’s capabilities. If no orders are given to a hypnotized creature they will simply do nothing on their turn. In order to make a creature do something you must spend an action of lesser degree. To perform a major action, you must pay a minor. For a minor, you must pay a free action. Free actions do not cost you but you may not spend more actions than the creature had for the turn they were hypnotized. If the creature has already had their turn the effects of this ability will occur next turn. Every turn a creature is successfully placed under hypnosis they receive -1 to all future meta rolls. This penalty can only be removed by a rest of at least 6 hours.

Peaceful. Passive.

At the start of every turn cycle you may choose to employ barriers within your long range that negate damage. You cannot deal any damage this turn and neither can anything else within your long range. If something enters your long range, including magic, this effect applies to it. That includes projectiles. Track damage that would have been dealt. This gift can only prevent an amount of damage in a round equal to your invocation x1,000. After that the gift immediately ceases to function.

Revolver Roulette. Active.

As a zero action you may summon a revolver with mysterious effects into an open hand and equipped, ready to use. It costs a minor action to fire this revolver once and a major to fire it twice. Your bullets will always hit their targets even if they have to change direction. This is undodgeable but it is still blockable. You cannot get precision strikes with this revolver but you can call shots. It costs a free action to load a bullet in this revolver, a minor action to load 2, and a major action to add 4. These bullets are made of an extra-dimensional unknown material. Only creatures that have the gift 'Revolver Roulette' are proficient with this weapon, others treat it as a normal revolver with no bullets even if it's loaded, proficiency with revolvers does not affect this weapon and normal bullets cannot be loaded. You may despawn this revolver anywhere anytime as a zero action. This gift does not require consciousness, concentration, or stamina.

You may pay an additional cost when loading a round into this revolver to give the bullet special effects listed below. Without any special effects a single bullet deals 1dH + 1dS + 1dM damage and has an ArRa of 90.

Cost	Effect
1 Stam	This bullet applies bleed.
1 Stam	The bullet ricochets at impossible angles dealing ½ damage to the next target.
10 mana	This bullet applies Burn X. X equals invocation. (comp meta)
10 mana	This bullet applies Freeze X. X equals invocation. (comp meta)
10 health	This bullet heals equal to the damage it would have dealt.
10 health	Roll comp phys if you deal damage to HP. On failure, target must roll consciousness.

Temperamental. Active.

Once per turn you may spend a free action to convert Freeze and Burn counters into Temper Counters. Temper counters apply the effect of Freeze and Burn at the same time. This turns the ice, fire, or other substance that was causing this effect into a gelatinous substance that writhes across the surface of anything it touches and excretes a hazardous vapor. You may convert a number of counters equal to your level once per turn. As a minor action you may Apply Temper I to an object as if it were an augment. This does not take up an augment slot. You may apply this effect multiple times, upgrading the tier up to your invocation limit. You are immune to the effects of Temper counters. You may spend a major action to become immune to either burn or freeze counters. You can only be immune to 1 type at a time. You may use a major action to change that type but the effect won't take until the start of the next turn. This immunity only lasts as long as you have concentration.

Section 9. Items

Crafting

Crafting in reality is simplified greatly when playing a Mage or Non. Essentially, all items are ranked and require material components. Items of certain ranks have prerequisites applied to them.

Rank 0 items have no requirements.

Rank 1 items can be crafted by anyone even if they do not have the appropriate skill. These items can be crafted quickly and should not require more than 3 margins

Rank 2 items may require multiple crafting sessions over time but should not require more than 9 margins. The crafter does not have to have the appropriate skill unless they are crafting an item with specialized uses or that requires technical tools and knowledge.

Rank 3 items require the character to have the appropriate skill and they must pass by more than 9 margins, up to 27. Anything that would take more than 27 margins is most likely Rank 4 or higher and could not be crafted by someone who isn't a specialist.

Rank 4 or higher items require the character to be an artisan, some items may require a specific type of Artisan. Artisans are not playable as a part of the base game but will be added in an expansion. Rank 4 or higher items cannot be crafted, but they can be purchased or commissioned.

Crafting is done using [skills](#). If you have the appropriate skill you can craft any R3 or lower item using the descriptions above. In order to craft something you must have the appropriate materials and a safe place to work on the project. Roll the appropriate check to represent 1 hour of work. The GM may determine that less time is needed. Failing rolls does not typically reduce the number of margins you have achieved. You simply add more rolls, and thus more time, until the object has been crafted. Artisans do not need to use knowledge checks in order to craft things that they are proficient in. This is explained more in future expansions.

Material Components

In order to imagine how physical objects appear in the game it is important to understand how they are measured. All measurements used in this game are simply estimates such as **Carry Spaces** and **Units**.

Carry Spaces are not a measurement of weight directly but rather how much a person can carry in an inventory or on their back. Working directly with a weight measurement would lead to some crazy numbers and calculations on the player's part and would require translation across various systems. Instead carry spaces are used.

It may seem difficult to understand at first but the shape something takes changes how easy it is to carry, if something is moving around in your arms it can make it harder or easier to carry as well. 100 lbs of sand in a couple bags is harder to carry than lifting a 100 lb person that wants to be carried. In the same way a 10 foot pole with the same mass and weight as a 1 foot tall cube would be harder to carry because it is more cumbersome. Ultimately your GM determines the weight and carry spaces an object has, but the list of examples below should help you understand them.

Note: If an item weighs >1 carry space, then it and all other >1 items in your inventory collectively weigh 1 carry space unless you have a sufficient amount that your GM feels the need to increase the weight.

>1	Small trinkets and items like pens, sewing supplies, chewing gum, or a single unit.
1	Something that weighs less than 5 lbs/2 kg and is small enough to fit in one hand.
5	A day's rations to include water supply if packed efficiently.
10	A weapon system or shield stored in your inventory
15	An inventory with a few skill-kits and survival tools.
20	A suit of armor that isn't equipped or a duffel bag full of extra clothes and camping gear.
30	A person who isn't resisting being carried.
40	A person who is resisting.
50	This is the most that a healthy adult could carry without risking injuring themselves.
300	A small car, enough weight to crush a person or at least seriously injure.

Units are easier. 1 unit of material can be represented by a small cube with the approximate dimensions of 1.5cm x 1.5cm x 1.5cm. That is the size of an average d6 or six-sided die. So if you need to imagine a number of units, break it down into d6s in your head. Remember that the mass of an object can be stretched and flattened. Below is a list of objects and how many units are in them. A Macro-Unit is equal to 100 units and will only refer to very large objects. Micro-Units are equal to 1/100 of a unit and are not used for any measurements in the base game.

There are several reasons why units are used instead of real world measurements. The reason most relevant to the player is time management. There is a lot of addition and a bit of subtraction in this game but that's all the math you should have to do. Measurements of objects require a more complex knowledge set. It's better to just have a universal measurement that can be estimated. As long as you and the other players are consistent within your campaign, everything will remain balanced and you can simply guess at approximate measurements. The only reason a real world comparison is given is because some players may need it to grasp the concept as estimation is not something everyone is comfortable with, regardless of how much time it may save.

Material components are not used exclusively for crafting. This section includes the armor rating and damage mods that apply to these materials while in use. Below the table is a list of materials a player may encounter. This list is not comprehensive and more materials may be added in expansions for clarification. Just because a material is not listed does not mean you have no information. Simply compare whatever material you want to use with the ones in the manual and find the most similar one. Borrow the stats you need from there.

Miscellaneous materials for points of comparison on price and properties.

Material Name	ArRa	Cost Liol	Brief Description
Alachite (1u)	12	50	Lowest tier of mana channeling crystalline substance.

Aluminum (10u)	21	4	Low strength malleable metal, used in various items.
Ammonia (1L)	-1	2	A versatile and potentially dangerous chemical.
Animal Fur (15u)	0	1	Clean and finished animal furs pre-fabrication.
Animal Hide (10u)	4	1	Skinned, shaved, and cleaned pelt of an animal.
Animal Leather (20u)	9	1	Tanned and treated animal skin product from cattle.
Animal Meat (20u)	3	1	Uncooked, naturally preserved food product.
Animal Venom (1u)	-1	8	Unrefined liquid from a venomous/poisonous creature.
Arcane Blood (1u)	-1	12-3k	Varying purities of mana filled blood used in crafting.
Bleach (1L)	-1	3	Multi-purpose basic cleaning supply.
Bone (30u)	12	1	Chitin or calcium based skeletal substance.
Bronze (1u)	21	90	Powerful mana-channeling metal.
Caffeine (10u)	1	2	A powder that removes fatigue at the cost of stamina.
Carbon Steel (30u)	69	4	A basic material used in crafting.
Copper (1u)	12	3	Conductive and malleable metal.
Darium (1u)	-1	700	Liquid metal used in neutron tech.
Dirt (80u)	2	1-50	Sand, gravel, dirt, dust, and lint.
Hallucinogenic (1u)	-1(2)	20-900	Liquid or powder drugs with varying costs and attributes.
Iron (10u)	42	4	A basic material used in crafting.
Gold (1u)	9	565	Incredibly efficient mana and electric conductor.
MaDust (1u)	2	15	Pollen from arcane plants used in manacrafting.
Mercury (1u)	-1	30	A toxic metal that is liquid at room temp.
Mitan (10u)	84	12	A basic material used in crafting.
Mycril (10u)	90	18	A basic material used in crafting.
Naricite (1u)	30	210	A material that converts mana and electricity.
Oil (1L)	-1	6	A rare fossil fuel that has many forms.
Opaquer (1u)	1	580	Arcane organic that temporarily reduces max mana.
Photon Bark (1u)	9	1,100	Natural, mana and electric conductive hard light.
Platinum (1u)	21	812	Unprecedented mana and electric conductor.

Silver (1u)	30	290	Mid-tier mana and electric conductor.
Soul Gem (1u)	12	80	Calcified anchor of a living soul, usually empty.
Spices (6u)	1	2	The flavors that turn a meal into an experience.
Steel (40u)	54	3	A basic material used in crafting.
Stone (50u)	18	2	A basic material used in crafting.
Titanium (10u)	78	9	A basic material used in crafting.
Tungsten (1u)	90	140	Mana conductor used in heavy and siege weapons.
Vegetation (10u)	3	1	Farmable and edible flora that are in season.
Willowaste (1u)	15	80	Brittle arcane substance. Blindingly bright til broken.
Wood (40u)	12	1	A basic material used in crafting.

Base material costs may be used to repair items. Typically repairing an Item on your own requires 10 units of material for weapons and 40 units of material for armor. Having someone else repair your material will typically cost whatever the material costs plus the labor cost. Repairing a weapon typically costs about 20 liol, armor labor is about 100 liol. Costs may be increased based on quality of material or complexity of the item. Costs may also be affected by setting. GM discretion. Some materials aren't worth repairing, unless there is sentimental value attached to the item it may be better to just buy new.

Weapons

The materials listed in the table above are general concepts for what a person might make a weapon out of. Obviously in real life not all bladed weapons are going to be made of the same kind of metal. Some blades need to be more flexible than others, some rods and curves need to be rigid, serrated, springy, or textured and one material cannot be expected to do it all. The above guide is simply a basic Rank list to use as a reference for how much a weapon should cost based on how expensive its components are and how much damage it can deal. Just because a weapon says "Iron" doesn't mean the whole thing is made out of iron, it could be made out of any naturally occurring metallic resource that has good durability. For the same reason you may have a spear with a wooden staff and a micryl head, this would still be considered a micryl spear and its stats and cost will reflect that. These decisions were made to avoid overcomplicating an already in-depth system. While the player only needs to keep track of their own weapon, the GM has to be aware of every possible weapon in the game. Narrowing that list down to 16 materials is the least we could do. If you want a special material that somehow is not similar to any of the given ones above then feel free to use the hybrid materials listed and simply change the name to fit what you are using.

Hard Light - Hard light weapons are made of photons held in a weapon shaped field and given mass. Hard light weapons do not carry heat. The benefit of having a hard light weapon is that they only have mass on impact allowing you to attack with them as a minor action since swinging them is truly effortless. As a shield you can block with them an additional time in that action. Hard Light armor usually comes as deployable mini barriers that are meant to be destroyed and replaced. They have an armor rating of 30 per charge and charges can be expended to repair them instantly. This is usually done by an onboard computer and takes no actions to do. So long as the device is charged, it can stay up.

Hard Light weapons will still receive the benefits of their weapon type. These weapons are costly and do not last long, They don't have an armor rating and cannot be used to block with as they cannot remain dense long enough to

absorb any energy. After one of these weapons is forged they will only last about 6-9 days or about 4 battles worth, whichever comes first. Once they expire, hard light weapons burst into a flash of brilliant luminescence and then disappear. Hardlight Pricing varies wildly depending on campaign setting. While the materials for them are literally everywhere, the process of making one requires several artisans and years of training. These weapons take about 6 hours to make and have to be custom ordered since finding one on the shelf means it's at least 1 day closer to expiring.

Neutron - These items are unfairly priced because they are dangerous to store and illegal in almost every Colony, Mega-City, and Kingdom in existence. They can be purchased as the following; Grade 1 for 3,000. Grade 2 for 6,000. Grade 3 for 10,000. There is no regulatory market for these and buying one online almost guarantees you are talking to some kind of cop on the other end waiting to arrest you. In addition to the benefits of the item type, Neutron weapons deal direct damage and double damage to force fields, physical or magical. These weapons are energy weapons and thus massless, so no S+, H+, or M+ can be applied. Instead their damage is dealt as listed; Grade 1, 1d20 +15. Grade 2, 2d20 +30. Grade 3, 3d20 +45. If used in armor it is usually in the form of a sort of FF generator that doesn't negate damage but rather destroys anything that would attempt to pass the barrier as listed above. The same applies to shields.

Aether - An item forged from a person's soul. This item will have magical properties specifically attuned to that individual, often reflecting their journey and powers. These items are only made when brought from the dreamworld as a result of grand heroism or villainy. An Aether item can only exist if the person it was made from is still remembered and their legacy lives on. These weapons are the closest thing to the divine that a mortal can touch. Each one must be custom made. So long as the person it was made from has the will to wield it, they are the only ones who can. These items are priceless and among the rarest things in existence.

Some basic weapons of each type will be listed in the document however there are infinite possibilities for artisan crafted weapons just like there are infinite abilities for fusion spells. This section is meant as a comparative guide for you and your players to make their own weapons either through mechanical upgrades. Without artisans, a weapon cannot be crafted above Rank 3, based on the material it is made out of. In future expansions artisans will become playable and include a crafting guide for all sorts of items only they can make.

There are 20 different weapon classifications that each have different effects based on the rank of craftsmanship or material used to make them. You must have proficiency in that weapon type in order to use it without rolling with disadvantage on accuracy. It is possible for a lower grade material to be crafted at a higher rank by an artisan, but very rare since they aren't typically useful. Weapons can have a 'heavy' version by having them be larger or have weights added to them. These weapons weigh 5 carry when equipped and 10 when not. They add an accuracy penalty of 5% but add +1dS damage when used to perform a physical attack.

Amulets by Rank:

1. You may apply an ArRa of 18 to spells conjured with this amulet. Add +1 to your M+
2. You may apply an ArRa of 27 to spells conjured with this amulet. Add +2 to your M+
3. You may apply an ArRa of 36 to spells conjured with this amulet. Add +3 to your M+

Axes by Rank:

1. Instead of dealing damage to invoke a limb break, roll comp phys. (This cannot be used on head or torso targets at any rank)
2. Instead of dealing damage to invoke a limb break, roll comp phys. Add +3 to your roll.
3. Instead of dealing damage to invoke a limb break, roll comp phys. Add +5 to your roll.

Cleavers by Rank: provide Block bonus, and can deal mass damage.

1. This weapon deals mass damage. Apply +4 to your block checks with this weapon.
2. This weapon deals mass damage. Apply +8 to your block checks with this weapon.

3. This weapon deals mass damage. Apply +12 to your block checks with this weapon.

Crossbows by Rank:

1. Add +5 to your accuracy and +1 to your L.Range.
2. Add +10 to your accuracy and +2 to your L.Range.
3. Add +15 to your accuracy and +3 to your L.Range.

Clubs by Rank:

1. This weapon deals KB II. Apply +4 to your block checks with this weapon.
2. This weapon deals KB III. Apply +8 to your block checks with this weapon.
3. This weapon deals KB IV. Apply +12 to your block checks with this weapon.

Daggers by Rank:

1. This can be used as a ranged weapon. If a target attempts to block/strikebreak your attack, add +5 to the accuracy roll. This cannot change your attack to a precision strike.
2. This can be used as a ranged weapon. If a target attempts to block/strikebreak your attack, add +10 to the accuracy roll. This cannot change your attack to a precision strike.
3. This can be used as a ranged weapon. If a target attempts to block/strikebreak your attack, add +15 to the accuracy roll. This cannot change your attack to a precision strike.

Gauntlets by Rank:

1. You still have a free hand when this weapon is equipped. +1 to phys when constricting.
2. You still have a free hand when this weapon is equipped. +2 to phys when constricting.
3. You still have a free hand when this weapon is equipped. +3 to phys when constricting.

Gloves by Rank:

1. You still have a free hand when this weapon is equipped. Add +1 to your meta when applying counters with magic. Add +1 to your M+.
2. You still have a free hand when this weapon is equipped. Add +2 to your meta when applying counters with magic. Add +2 to your M+.
3. You still have a free hand when this weapon is equipped. Add +3 to your meta when applying counters with magic. Add +3 to your M+.

Greatsword by Rank:

1. This weapon deals mass damage on each attack. This weapon has Knockback I.
2. This weapon deals mass damage on each attack. This weapon has Knockback II.
3. This weapon deals mass damage on each attack. This weapon has Knockback III.

Longbows by Rank:

1. Add +3 to Acc rolls and +3 to your L.Range.
2. Add +6 to Acc rolls and +6 to your L.Range.
3. Add +9 to Acc rolls and +9 to your L.Range.

Orb by Rank:

1. Increase your summon's max HP by 10 and armor rating by 3. You may have 1 additional summon.
2. Increase your summon's max HP by 20 and armor rating by 6. You may have 2 additional summons.
3. Increase your summon's max HP by 30 and armor rating by 9. You may have 3 additional summons.

Saber by Rank:

1. This weapon can perform a parry (Strikebreak as a minor action). +5 to Acc rolls.
2. This weapon can perform a parry (Strikebreak as a minor action). +10 to Acc rolls.
3. This weapon can perform a parry (Strikebreak as a minor action). +15 to Acc rolls.

Scepter by Rank:

1. This weapon can have 2 augments applied to it. You can augment anything within 3 meters of you without touching it.

2. This weapon can have 3 augments applied to it. You can augment anything within 6 meters of you without touching it.
3. This weapon can have 4 augments applied to it. You can augment anything within 9 meters of you without touching it.

Scythes by Rank:

1. This weapon deals mass damage on all attacks.
2. This weapon deals mass damage on all attacks. +1 to C.Range.
3. This weapon deals mass damage on all attacks. +2 to C.Range.

Spears by Rank:

1. Add +3 to your L.Range.
2. Add +1 to your C.Range, and +5 to your L.Range.
3. Add +2 to your C.Range, and +7 to your L.Range.

Staff by Rank:

1. Apply +5 to your block checks with this weapon.
2. Apply +10 to your block checks with this weapon. +1 to C.Range.
3. Apply +15 to your block checks with this weapon. +2 to C.Range.

Tomes by Rank:

1. 1 additional spell can be conjured per turn. Add +1 to your M+.
2. 2 additional spells can be conjured per turn. Add +2 to your M+.
3. 3 additional spells can be conjured per turn. Add +3 to your M+.

Wands by Rank:

1. +1 to M.Range. Add +1 to your M+.
2. +2 to M.Range. Add +2 to your M+.
3. +3 to M.Range. Add +3 to your M+.

Improvised. Not intended to be used as a weapon, being proficient removes all penalties.

Misc. A catch all for anything not covered above such as Discs, Ropes, and Flails.

Base Armor Rating and Damage mods for materials used in physical weapons and armor.

Material	Damage Mod	ArRa*	Weapon Cost**
Low-Quality Materials (R+1)	-	-	-
Wood	+1	12 (4/4/4)	12
Stone	+2	18 (6/6/6)	24
Exoskeleton	+3	21 (7/7/7)	72
Exo Hybrid	+4	21 (7/7/7)	84
Mid-Quality Materials (R+2)	-	-	-
Iron	+5	42 (14/14/14)	96
Steel	+6	54 (18/18/18)	144
Carbon Steel	+7	69 (23/23/23)	216

Lesser Alloy	+8	69 (23/23/23)	240
High-Quality Materials (R+3)	-	-	-
Titanium	+9	78 (26/26/26)	264
Mitan	+10	84 (28/28/28)	348
Micryl	+11	90 (30/30/30)	420
Greater Alloy	+12	90 (30/30/30)	530
Advanced Materials (R+3)	-	-	-
Yggdrasil	+13	120 (40/40/40)	1,152
Hard Light	+11	60 (20/20/20)	1,000
Neutron	N/A	N/A	3,000
Aether	+15	N/A	N/A

*This ArRa is assuming the material has not been crafted in any particular way and is simply held up as a thin plate of that material.

**Weapon Costs are calculated based on a decent quality weapon. These are weapons that are store bought quality. They are not customized but they aren't poor quality either.

Armor & Shields

Armor is mainly based on the armor rating of whatever material they are made out of, however there are things you can do to modify your armor which have the following effects. These are mechanical changes made by utilizing physics and atomic structure to assist the wearer. One set of armor can have multiple types however this usually increases the price at GM discretion. While it may seem that some materials wouldn't function well with these modifications, remember that artisans can break down the atoms of an object and simultaneously reassemble each particle. Even if it isn't practical, it is possible in this world. A full set of standard armor takes 42 units of material to make regardless of shape or cosmetic design. Half as much for under-armor, twice as much for heavy armor.

Scale Armor

Subtract an equal amount of armor points from the S and P values in your armor and add the total to your B value. You cannot subtract a number of armor points greater than half the total ArRa of the material your armor is made of.

Plate Armor

Subtract an equal amount of armor points from the S and B values in your armor and add the total to your P value. You cannot subtract a number of armor points greater than half the total ArRa of the material your armor is made of.

Mail Armor

Subtract an equal amount of armor points from the B and P values in your armor and add the total to your S value. You cannot subtract a number of armor points greater than half the total ArRa of the material your armor is made of.

Heavy Armor

A modifier that can be added to existing armor other than underarmor. Weighs +16 carry and reduces your move stat by -10m. +50% ArRa based on standard armor of the same type. Heavy armor is twice as expensive despite being only 50%

as effective due to the joint and attachment reinforcements needed to make such heavy armor that is able to accommodate motion.

Under-armor

Half the ArRa and half the cost (Compared to standard armor of the same type). This can be worn with another set of armor. Can be treated as Plate, Mail, or Scale. If worn under another armor set, this armor weighs +8 carry and reduces your Move stat by -5m.

WARNING: Wearing armor adds a penalty to stealth checks. +5% for under armor (Cumulative), +15% for standard armor, and +25% for heavy armor.

Shields

This equipment adds a block bonus based on the shields Rank. This is determined by the material it is made out of as shown in the above section. This can be modified as there are varying types of shield however improvised shields and small, basic shields follow this rule. These shields will not often be found in stores as artisans can easily craft better ones.

- R1 Shields add +10 to your block check
- R2 Shields add +20 to your block check
- R3 Shields add +25 and grant advantage on the roll.

The damage mod of a shield is half the damage mod listed under the material section. Shields can be crafted to deal B, O, or S damage but will default to B and cost more to deal other types. While the names of these shields may be familiar, keep in mind that their uses are slightly different when put into the context of a world with magic and advanced tech.

Heater

When blocking with this type of shield, if the damage is **Bludgeoning**, reduce the damage that would have been dealt equal to the shield's ArRa before applying damage to the shield or any other targets.

Kite

When blocking with this type of shield, if the damage is **Piercing**, reduce the damage that would have been dealt equal to the shield's ArRa before applying damage to the shield or any other targets.

Round

When blocking with this type of shield, if the damage is **Slashing**, reduce the damage that would have been dealt equal to the shield's ArRa before applying damage to the shield or any other targets.

Pavise

This shield allows you to block AoE attacks for yourself and any entities within your close range. This shield usually comes with spikes at the bottom allowing it to be deployed and used without being equipped. If it is not equipped, using it is considered a dodge check, however you and any other creatures using it may add its block bonus to your dodge check. This shield costs twice as much as other shields. A shield can be a pavise *and* a Heater/Kite/Round shield, this does not affect its cost.

Buckler

A shield meant for offense and dueling. This shield is strapped to the arm or supported by the wrist and takes one of those equip slots instead of your hand. Unlike other shields, this one's damage mod is not halved.

Feather

Any other type of shield besides a Pavise can be turned into a Feather version of that shield. Halve the total armor rating of the shield. Gain advantage on interrupt checks when blocking with that shield. This does not affect the cost.

Below is a list of common prices for the items described in this sub-section. However, certain settings can affect cost. Material scarcity, political issues, demand, artistic quality, etc.

Material	Standard ArRa	Cost	Heavy ArRa	Cost	Shield	Cost
Wood	8/8/8	66	12/12/12	132	36	24
Stone	12/12/12	132	18/18/18	264	54	48
Exo	14/14/14	396	21/21/21	792	63	144
Exo-H	18/18/18	462	27/27/27	924	69	168
Iron	28/28/28	528	42/42/42	1,056	126	192
Steel	36/36/36	792	54/54/54	1,584	162	288
C-Steel	46/46/46	1,188	69/69/69	2,736	207	432
Alloy	49/49/49	1,320	73/73/73	2,640	216	480
Titanium	52/52/52	1,452	78/78/78	2,904	234	528
Mitan	56/56/56	1,914	84/84/84	3,828	252	696
Micryl	60/60/60	2,310	90/90/90	4,620	270	840
Alloy+	63/63/63	2,915	94/94/94	5,830	279	1,060
Ygg	80/80/80	4,608	120/120/120	9,216	360	2,304
H.L.*	40/40/40	2,000	N/A		120	2,000

Gear

All costs are in the canon currency of 'Liol'. All weights are in the form of carry spaces.

This is not a complete list but rather an inventory of items that an adventuring party could reasonably have on them. It can be used as a point of comparison for your GM to justify the costs, or lack thereof, for other items they introduce to the game setting.

Gear	Cost	Weight	ArRa	Description
A.B.C.A.	15	2c	6	Automatic Bounty Calculating Apparatus. Several small cameras embedded on this device, mounted on your dominant wrist, will report your party's conquests to the nearest bounty board so you can get paid quickly.
Buddy-bot	162	0-20c	78	An artificial intelligence with downloadable personality packs. This bot can hold 100 carry spaces and survive in any weather condition, including space. They come in numerous forms to include robotic pets and they have upgrades at additional cost which can make them useful for any kind of

				person.
Climbing kit	18	2c	16	A kit containing 100 meters of thick but light rope, 3 separate hook attachments, 2 spikes with eyelets, and 5 carabiners. Each kit can hold 250 carry spaces worth of weight.
CVRCI	3	>1c	2	Cardiovascular/Respiratory Calibration Injector. Synthetic blank stem cells and cell proteins that can repair flesh in moments. Upon use, heal 1dH HP and acquire a sickness counter. Comes in a pack of 5.
Dive Suit 230	1,350	4c	9	A fully sealed compact water suit that can convert water into oxygen. While they are a bit loud, the tank holds up to an hour of reserve oxygen at a time and it only takes a couple minutes to completely replenish. This suit is space capable and has an optional hose attachment for above ground or space station air however, it is not armored so it is not recommended for use in space.
Entrencher	34	3c	69	Often called an 'E-Tool' this device is essentially a telescopic shovel that can be turned into a saw or weak axe (R1, damage mod +7, Block bonus +4).
Gas Mask	18	2c	21	A metal gas mask with rubber inserts and a filtering canister. Prevents you from breathing in anything toxic.
Gravity YoYo	54	1c	24	Invented as a toy, this device replaced most hiking equipment. With a total range of 100 meters, this hammer shaped device has two disks that will gravi-lock onto any surface allowing you to grapple, repel, and zipline off any surface within range. Max Carry 300.
Handcuffs	22	1c	69	A pair of handcuffs with complex locks. They aren't effective at restraining sapiods. They are designed to make a lot of noise when broken or moved around and to keep people's hands where you can see them. Often used in tandem with blindfolds and mana conductors hooked up to naricite or a lesser dampener.
Heat Blanket	14	3c	2	A blanket used to retain body temperature and provide warmth even in the most hazardous environments. Upon dawning the heat blanket, remove up to 3 freeze counters per turn cycle and prevent the application of any further freeze counters. Consumed on use, lasts up to 8 hours. Will not function if torn.
Heater Mac	756	9c	54	As compact as can be, this device is the size of a briefcase/laptop carrier but has an incredibly dense self diffusing energy core. The core was invented to replace the DiCry Fuel cell but it generated far too much heat. Thus it was repurposed to be a heat-based multi tool. It can be a

				solder, kiln, oven, blow torch, and pretty much any other heat-based tool. It's truly waterproof and even comes with a powerful fan.
Infinibag	300	0c	9	A lightweight backpack that can store 2,000 carry spaces worth of materials. The bag uses wormhole tech which means it requires a small powersource or mana source to open and close it. The bag is nearly weightless on its own
Kliff Kit	140	9c	33	An easy to use horizontal mobility kit that comes with reusable rope, cables, spikes, clamps, carabiners, suction units, electromagnets, a harness, and anything else you would need to scale a stone, metal, plastic, or glass structures even at a 20° angle.
Lights	1-30	>1-5c	N/A	Depending on how bright and how large the light is, it will have a different cost. Lighting technology is all about serving specific purposes for brightness, shape, ultraviolet level, color, and different systems for mounting and angling. This block covers everything from electrical to chemical to mana powered light generation.
Manarite I-V	210-1230	1c	30	Manarites are manufactured by artisans from fragments of souls and are illegal in some religious areas. These can store an amount of mana based on the quality of craft from 30 to 150.
MedKit	10	1c	16	Using this kit you may heal a target equal to their heal stat. Those with the 'medic' skill have additional effects. If a person has a broken limb you can repair it with a charge from this kit. Each medkit has 3 uses.
Naricite Links	3,100	1c	99	Naricite handcuffs reinforced and made to handle the heaviest of hitters. If given a powersource it will detect tampering and release an electric shock that is non-lethal but strongly discourages escape attempts. It detects and disables the use of mana. It has a locking mechanism tuned to the mana signature of whomever locked it. Meaning there is no key hole, The only way to get them off is by cutting them or whatever is wearing them.
Obelisk Key	N/A	1c	18	A stone item crafted by artisans specializing in dimensional logistics. This key can only be purchased from private organizations that have a network of obelisks you can teleport to and they usually come with a monthly or yearly fee at risk of getting a bounty on your head. Usually only people associated with major industries have one, they can only transport about 150 carry spaces worth of items and the key must teleport to its obelisk port with the selected items/people. These ports are heavily guarded.
Omni Tool	244	>1c	72	There are many different brands of omni-tools but they all do

				pretty much the same thing, and that's everything. Utilizing atomic spacing technology, these tools have miniature attachments for every tool you can think of, simply supply it with mana or electricity and the tool will increase to the size you need it to be for whatever job you're doing. The handle extends too, to give you the leverage you need.
Pure-Seal Mask	64	2c	21	A full head mask of various designs that seals you from the outside atmosphere. Can even be used in space travel. It uses arcane plants that take in your breath and body heat to make a breathable atmosphere. Enters stasis when the mask is off but still requires sunlight and warmth. Lasts 3 years, is recommended to be changed annually for 8 liol each.
Python Cord	10	2c	12	A roll of cord that comes in a variety of colors and even has bioluminescent cords activated by friction and tension, these cost twice the listed price. A single length of this thin rope can hold 900 carry spaces. Sold at 10 liol per 100 meters.
Rations	4	2c	3	Each individual ration is 2 high-calorie meals and some snacks and water flavoring with instant coffee and some dried seasoning included. Water activated chemical heaters can be used to cook your food. Many food options are dried and need water to be added. Water not included. 1 ration should last all day.
Runestones	60+	1c	30	Runestones can store spells based on the tier point cost of the spell stored including the abilities used to modify those spells. Runestones can release those spells once per turn as a minor action at no additional cost. Runes must be recharged equal to the mana cost after each use. Once per turn a manarite can be used to pay this cost as a zero action. (Primaries are T3) R1/3TP/60L. R2/6TP/150L. R3/10TP/230L.
Sanitation	3-40	1-4c	3	A series of scented cleaning materials for you and your gear to include dish soap. More expensive ones are easier to use and get the job done better but they also typically weigh more. Be careful when choosing scents as strong ones could lead to your detection. Water not included.
Skill Kits	10	1c	N/A	Various tools which you may need in order to use your skills to include books, devices, and other non-consumables.
Skill Kit (Advanced)	25	1c	N/A	Specialized equipment and notes from true masters. Add your level to your knowledge checks when using this kit. One kit per skill.
Smart Phone	30-90	>1c	21	A device capable of connecting to the open galactic internet supported by servers on one of each of the planet's moons and three in each planet's orbit. It can be used to find all kinds of information and entertainment and has an excellent

				built in digital camera, GPS, and various quality-of-life software. Some people buy the expensive ones found outside of the mega-cities but you're just paying for a brand name.
Stapen	5	>1c	1	A small patch that accelerates mana absorption and glows brightly on contact with skin. Upon use, regenerate 1dM Mana and gain 1 sickness counter. Comes in a pack of 3.
Tents	10-2k	9-90c	9-72	Depending on the level of technology and intended use tents can go from a simple one-person nylon shelter to a 10 person DiCry powered deployable hut with built in commodities that can be carried in compact form on the back of a mount, robot, or even some summons.
Vector Barrier	2,600	20c	210	A deployable barrier that extends 2 meters high and 3 meters across but can be carried on the back. It takes a major, minor, and free action to deploy.
Water Pocket Pack	30	5c	18	A wearable device that can store 2 liters of water in its pouch and can be hooked up to a dimensional sprocket that will refill it completely through a mini-wormhole from anywhere in the galaxy at the push of a button. The water is free but there is a small service fee of 2 liol per liter and a limit of 20 liters per customer per day.

Gems

Awakened gems, typically just referred to as gems, are items made using part of the power possessed by divine entities and a valuable crystalline formation. The actual crystal the gem is made out of is not as important as the clarity and luminosity of the gem. However, the process of imbuing one with the divine light adds a color to it based on what the gem is made for. Typically the artisans that craft these gems will match the color of the gem to the aspect they are imbuing as it creates a beautiful effect and allows the stone to shine faintly even without the presence of outside light. Mixing the colors typically results in some shade of brown with slight hue variations.

You must attune yourself to a gem in order to use it by meditating on it for 1 hour. This, of course, applies to gems slotted into items. Once attuned, gems are treated as a part of your body. You are always channeling mana through them without having to maintain concentration or consciousness. However, activating the effects of the gem does require consciousness. You must pay 1 stamina per round per gem in order to receive the bonus they provide regardless of their rank. Gem ranks are listed 1-5; Alachite, Ore, Synthetic, Pure, Divine. The stones will be listed below in alphabetical order by color. The value of gems varies wildly so a range is given for each tier of gem. Things that can make a gem more expensive include the rarity of the effect stored inside of one, supply of the gem material, and the artistic value of the slotting process. Alachite to synthetic gems will be commercially available. Pure gems may not be sold unless in a major city or at a specialist store. Divine gems usually require some kind of connection or insider information to get ahold of, otherwise they are often sold at a significant markup since there is nothing better known to the average person. Purchasing gems made to order will often cost more than purchasing premade gems that have already been slotted, meaning gemmed objects won't have the maximum gem cost added to its cost or resale value.

[NOTE] The prices listed are for the gem itself not the cost to slot the gem and not including artistic value that may be added.

- **Alachite**; A crystal formed under relatively low pressure. Found near the surface with a simple lattice pattern and low luster. Can easily be made synthetically by materialists or transmuters. **85-150 Liol.**
- **Geode**; Genuine gemstones that have not gone through a refining process before being enchanted. Usually a result of the gem vein being too small to cut and polish. **225-340 Liol.**
- **Synthetic**; Lab grown Gemstones. Since they are mass manufactured they tend to be of lower quality however some facilities are capable of making synthetic stones that are classified as pure. These are made from alachite and other minerals by Transmuters. **405-610 Liol.**
- **Pure**; A geode that has been cut and refined by a materialist, transmuter, or high precision machine. **810-1,215 Liol.**
- **Divine**; A pure gem that has been blessed by a divine entity. Any creature with the divine status can make these from existing pure gems. **1780-2,670 Liol.**

Attunement: Attunement takes 1 hour per gem and if you are ever separated from your gem (outside your M.Range) for more than 72 hours you will have to repeat the process. Each gem is ranked 1-5. You may only attune gems with a combined rank value equal to 5 +1 for every 5 levels you acquire. (Max 15). This means at level 25 [Rv 10] you may have 2 divine gems [Rv 5+5=10] or 3 synthetics and an alachite [Rv 3+3+3+1=10] or any other combination therein.

Black Gems:

Typically a black pearl, these gems store the innate power of growth in your physical form and its effects on your metaphysical form. The wielder of whatever item this gem is socketed into will gain secondary abilities stored inside of it by the artisan who forged it. This gem is not affected by the item it is slotted in. Abilities that can be acquired multiple times can stack with this gem; however it also counts towards the maximum number of times the spell can be acquired.

All

Alachite	Ability(s) worth 1 TP
Ore	Ability(s) worth 2 TP
Synthetic	Ability(s) worth 3 TP
Pure	Ability(s) worth 4 TP
Divine	Ability(s) worth 5 TP

Blue Gems:

Typically a blue sapphire, these gems have the power to regenerate atomic structures repairing both animate and inanimate structures to the state they were in at the time of attunement. If slotted into an item it will repair whatever object it is built into provided the necessary materials are in contact with the gem or the remaining pieces of the object. When worn as an accessory this gem heals the user.

Object (X equals the rank of the item being repaired, if total value is less than 1, gem does not function)

Alachite	Repairs 3 -X units per hour
Ore	Repairs 5 -X units per hour
Synthetic	Repairs 7 -X units per hour
Pure	Repairs 9 -X units per hour

Divine	Repairs 11 -X units per hour
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Accessory

Alachite	Recover 5 HP at the start of each turn cycle
Ore	Recover 7 HP at the start of each turn cycle
Synthetic	Recover 11 HP at the start of each turn cycle
Pure	Recover 16 HP at the start of each turn cycle
Divine	Recover 25 HP at the start of each turn cycle

Clear Gems:

Typically diamonds, this gem provides increased resistance to the draining effects of using magic and maintaining your aura. Unlike most gems the object this is slotted into does not affect the stone's bonus. Having it equipped will have the same effect regardless of where and how.

All

Alachite	+10 Max MP, Regen stat +5
Ore	+20 Max MP, Regen stat +7
Synthetic	+35 Max MP, Regen stat +10
Pure	+55 Max MP, Regen stat +14
Divine	+80 Max MP, Regen stat +19

Green Gems:

Typically an emerald, these gems reinforce or destabilize physical materials by altering its hardness. When applied to armor or a shield it increases the ArRa of the whole object, thus reducing incoming damage. When applied to a weapon, the gem weakens solid material it comes in contact with. If used as an accessory, the gem provides a forcefield to the wearer that stacks with other FF provided by gems.

Armor or Shield (If armor, distribute evenly across B/P/S or reassign up to half)

Alachite	+30 ArRa (10/10/10 or 5/5/5 +15 to assign)
Ore	+45 ArRa (15/15/15 or 8/8/8 +21 to assign)
Synthetic	+66 ArRa (22/22/22 or 11/11/11 +33 to assign)
Pure	+99 ArRa (33/33/33 or 17/17/17 +48 to assign)
Divine	+135 ArRa (45/45/45 or 22/22/22 +69 to assign)

Accessory (FF refreshes at the start of each turn cycle)

Alachite	+15 FF
Ore	+21 FF
Synthetic	+33 FF
Pure	+51 FF
Divine	+75 FF

Weapon (This much damage from your attack becomes environmental, you must generate the damage)

Alachite	10 E damage per attack
Ore	15 E damage per attack
Synthetic	22 E damage per attack
Pure	33 E damage per attack
Divine	50 E damage per attack

Orange Gems:

Typically a citrine, these gems have the power to alter the physical and metaphysical density of objects or creatures based on how they are crafted. When applied to a weapon it makes it harder to block or dodge attacks, even ranged spells and projectiles. If slotted into armor it makes the wearer more adept with evasion. In a shield it increases the stopping power. Finally, as an accessory, it allows for increased stealth by granting partial invisibility and decreasing the impact of the users actions on their environment such as footprints and sounds.

Armor and Shields (Bonus to dodging if armor, blocking if shield)

Alachite	+2 to Dodge/Block rolls
Ore	+5 to Dodge/Block rolls
Synthetic	+10 to Dodge/Block rolls
Pure	+18 to Dodge/Block rolls
Divine	+29 to Dodge/Block rolls

Accessory

Alachite	+2% weight on spotchecks made against you
Ore	+5% weight on spotchecks made against you
Synthetic	+10% weight on spotchecks made against you
Pure	+18% weight on spotchecks made against you
Divine	+29% weight on spotchecks made against you

Weapon (Bonus not applied until after a hit or miss is determined)

Alachite	+2 to your Acc roll if a target attempts to Block/Dodge
Ore	+5 to your Acc roll if a target attempts to Block/Dodge
Synthetic	+10 to your Acc roll if a target attempts to Block/Dodge
Pure	+18 to your Acc roll if a target attempts to Block/Dodge
Divine	+29 to your Acc roll if a target attempts to Block/Dodge

Pink Gems:

Typically tourmaline, this gem enhances a creature's natural vitality by improving existing functions when attuning. Unlike most gems the object this is slotted into does not affect the stone's bonus. Having it equipped will have the same effect regardless of where and how.

All

Alachite	+10 Max HP, Heal stat +5
Ore	+20 Max HP, Heal stat +7
Synthetic	+35 Max HP, Heal stat +10
Pure	+55 Max HP, Heal stat +14
Divine	+80 Max HP, Heal stat +19

Purple Gems:

Typically an amethyst, this gem has the power to alter the flow of energy by increasing or decreasing it based on a percentage of the total energy present. If used in a weapon, it adds a bonus to your S+ or M+ stat depending on which was set by the artisan. If slotted into armor it provides a bonus to H+. If used as an accessory, the gem will grant a bonus to either your Phys roll or Meta roll, you may decide which when using the gem. The Phys/Meta bonus can only be used on 1 roll once per turn for each purple gem you possess. You may apply the bonus after the roll is made so long as the gem was already activated. Unlike other gems, purple gems cannot stack with each other, in the presence of multiple purple gems, the highest quality one will be used instead of the others.

Armor and Shields

Alachite	H+ 1
Ore	H+ 2
Synthetic	H+ 3
Pure	H+ 4
Divine	H+ 5

Accessory

Alachite	Phys/Meta +1
Ore	Phys/Meta +2
Synthetic	Phys/Meta +3
Pure	Phys/Meta +4
Divine	Phys/Meta +5

Weapon (Pick one)

Alachite	S+/M+ 1
Ore	S+/M+ 2
Synthetic	S+/M+ 3
Pure	S+/M+ 4
Divine	S+/M+ 5

Red Gems:

Typically a ruby, this gem channels its power to send out violent vibrations when triggered. If slotted in armor or a shield it will deal damage in an area of 3 meters around you every time you take an amount of damage to the armor or shield from an outside source. If attached to your weapon it will enhance the damage of Bludgeoning, Piercing, or Slashing attacks depending on what was set in the stone by the artisan that crafted it. This bonus will not apply to AoE damage. If used as an accessory, the gem increases the power of direct damage, environmental damage, and AoE damage dealt by you or as a direct result of your actions this turn. All damage bonuses listed apply to both physical and metaphysical damage types. Red gems do not boost the power of other red gems but the effects do stack.

Armor and Shields

Alachite	Deal 10 Environmental damage
Ore	Deal 15 Environmental damage
Synthetic	Deal 22 Environmental damage
Pure	Deal 33 Environmental damage
Divine	Deal 50 Environmental damage

Accessory

Alachite	+5 damage when dealing D, E, or AoE damage
Ore	+7 damage when dealing D, E, or AoE damage
Synthetic	+11 damage when dealing D, E, or AoE damage
Pure	+17 damage when dealing D, E, or AoE damage

Divine	+25 damage when dealing D, E, or AoE damage
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Weapon (Pick one)

Alachite	+10 damage when dealing B/P/S
Ore	15 damage when dealing B/P/S
Synthetic	+22 damage when dealing B/P/S
Pure	+33 damage when dealing B/P/S
Divine	+50 damage when dealing B/P/S

White Gems:

Typically a white pearl, these gems store the innate power of growth in your metaphysical form and its effects on your physical form. The wielder of whatever item this gem is socketed into will gain secondary spells stored inside of it by the artisan who forged it. This gem is not affected by the item it is slotted in. Spells that can be acquired multiple times can stack with this gem; however it also counts towards the maximum number of times the spell can be acquired.

All

Alachite	Spell(s) worth 1 TP
Ore	Spell(s) worth 2 TP
Synthetic	Spell(s) worth 3 TP
Pure	Spell(s) worth 4 TP
Divine	Spell(s) worth 5 TP

Yellow Gems:

Typically a topaz, these gems hold the power to accelerate certain actions of the user by providing them with a temporal push. When slotted in armor it increases the user's movement speed and physical momentum. When the stone is attached to a weapon or shield it grants bonuses to interrupt roles performed with that object, regardless of whether it is a phys or meta roll. When used as an accessory the gem awards bonus action each turn.

Armor

Alachite	+4 movement and +1 to C.Range
Ore	+8 movement and +1 to C.Range
Synthetic	+8 movement and +2 to C.Range
Pure	+12 to movement and +2 to C.Range
Divine	+18 to movement and +2 to C.Range

Accessory

Alachite	Receive a bonus free action every round
Ore	Receive a bonus minor action every round
Synthetic	Receive a bonus major action every round
Pure	Receive a bonus major and minor action every round
Divine	Receive 2 bonus major actions every round

Weapons and shields

Alachite	+2 when using this item to perform an interrupt
Ore	+3 when using this item to perform an interrupt
Synthetic	+4 when using this item to perform an interrupt
Pure	+5 when using this item to perform an interrupt
Divine	+5 when using this item to perform an interrupt, gain advantage on the roll

CHARACTER SHEET:

Name: _____ Character Name: _____

Species: _____ Class: _____ WT/HT: _____

Eyes: _____ Build: _____ Body: _____

Morals:

HP (loss/max)	MP (loss/max)	Experience (acquired/needed)	Level:

DEF:	STR:	SPE:	DEX:	MAG:	INT:
dH:	dS:	Move:	Balance:	dM:	Skill:
Heal:	Carry:	Dodge:	Acc.:	Regen:	Know:
Rec.:	Stam.:	C.Range:	L.Range:	M.Range:	Sense:

Physical Roll Mod;	Meta Roll Mod;
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Weapons	Damage	ArRa	Range	Mods/Abilities
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