

## PREVIEW OF ERRATA NOTES: MAY 2018

This document contains a list of all changes that are planned to be made between the May 2018 and Week in the Life 2018 Knight Realms events. Please note that this just a preview because of the changes that were postponed, and items in this document are subject to change.

### GENERAL UPDATES

- *Drain* damage has been added under specialty damage types: “*Drain* damage affects the target normally, but restores Body points to the user. If *Drain* damage is defended against, the user does not restore Body points.”
- The traits *Physical*, *Metaphysical*, and *Piercing* have been consolidated as sub-traits of the *Attack* trait. The *Physical* trait has been renamed *Melee*. The description of the *Attack* (*Piercing*, *Melee*, *Metaphysical*) trait is as follows: “The ability offensively affects a target. Any ability targeting a character against her will gains the attack trait. *Piercing* and *Melee* attacks require the character to make contact with the target with her weapon to be successful; melee attacks may not be delivered with ranged weapons. *Metaphysical* attacks require the character to make contact with the target or an armament on his person with a spell packet to be successful.” This change does not mechanically affect many abilities, but is intended to more clearly define the difference between Rogue attacks (*Piercing*) and Warrior attacks (*Melee*).
- *Silenced* and *Hindered* have been combined into a single status effect, *Hindered*. All abilities that referenced the *Silenced* status have been updated to afflict *Hindered*.

### CLASS & SKILL UPDATES

- The description of the *Create Scroll/Trinket* supplement has been updated to account for the universal Build cost change.
- The Ability Supplement for *Summoning*, *Enthrall*, and *Construct Power Core* is now listed as *Summon Creature*. The mechanics of the abilities remain unchanged.

#### Caster Classes

- *Mana Points* have been removed from the game and replaced with *Spell Slots*. *Spell Slot, Rank X* may be purchased from any caster list for the following costs: Rank I - 1 Build, Rank II - 1 Build, Rank III - 2 Build, Rank IV - 2 Build.
- *Drain Essence* has been updated as follows: “This ability deals four times the character’s Burst (Metaphysical) damage to the target and grants her **one rank of spell slot, stacking up to four times**. These slots may be used individually as per *Rank I Spell Slot* or added together to cast spells of a higher rank.”

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- The *Spells and Spellcasting* section has been updated. See the end of this document for a full description.
- *Weaponcasting* no longer changes the delivery of a spell into a physical attack; it may be defended only as a spell.

#### Bard

- *Virtuoso (Poet)* has been updated as follows: “This ability allows the character to refresh **one Spell Slot of any rank** whenever she casts four spells in ascending order of rank, starting from Rank I and ending with Rank IV. **This ability bypasses the limit on refreshments.**”

#### Druid

- *Affinity (Avian)* has been updated as follows: “This ability allows the character to utilize the spell *Relocate* as *Flight*. Flight allows the character to move at a walking pace with her arms straight out to either side for up to **thirty seconds**. While in flight, she may only be targeted by ranged attacks.”

#### Healer

- *Radiance (Warden)* has been updated as follows: “This ability allows the character to make an attack while using a Concealment (Blue) ability without ending the concealment. She must spend one additional **Spell slot of any rank** to do so.”

#### Mage

- *Erudition (Invisibility)* has been updated as follows: “This ability allows the character to immediately cast the spell *Invisibility* any time she uses a Reaction ability **by spending a Rank IV Spell slot.**”

#### Support Classes

- *Refreshment Potion* has been updated as follows: “This ability creates an ingested compound that refreshes one use of a Spell slot to the imbiber.”

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The following is the introduction to the Spells and Spellcasting section of the rulebook. This is the text that precedes the full description of every spell and describes how casting functions mechanically.

## Spells and Spellcasting

This section includes the description of every standard *spell*. Casting a spell takes five seconds of concentration, during which the character should engage in actions related to her casting class; a Bard might recite a poem, a Mage might draw mystic symbols in the air, or a Priest might chant holy words in her deity's name. The nature of the spellcasting activity is entirely up to the player, but must include either a verbal or somatic component – an onlooker should be able to tell that she is preparing to cast. During her concentration time, the character may take no action other than moving, invoking latent effects, or using abilities that specifically function while casting.

A spell's *rank* is a measure of how much power must be spent in order to activate the ability. To cast a spell, the character must spend a *spell slot* of equal or higher rank, which may be found before the traits of each spell.

After five seconds, the character may throw a spell packet if the ability has the *metaphysical* trait, gesture towards her target for an autohit or friendly spell, or she may choose to instead *weaponcast*. Weaponcasting allows the character to deliver a spell through a melee or ranged weapon she is wielding and capable of using; a weaponcast spell is still considered a metaphysical attack, but must connect with a legal striking surface on the target to be successfully delivered – physically blocking a weaponcast spell will stop it from connecting, and allow the character to retain the use of the spell slot used.

Spellcasting is susceptible to *interruption*. If the character is struck with an attack while concentrating on casting a spell and is unable to defend it with an effect that she may utilize while casting, the spell is considered interrupted. She spends no spell slots, but must begin concentrating from the beginning if she wishes to attempt to cast it again. Additionally, the same applies if the spell is successfully cast, but she fails to throw a packet or attempt a weaponcast within five seconds.

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The following pages are the new text that will be the caster classes' pages. The Spells and Spellcasting section of the rulebook will be updated with the full descriptions of each spell prior to the Week in the Life event. If time permits, we will release the full spell descriptions as far in advance as possible.

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## Caster Classes

Casters engage their enemies from a distance with powerful offensive abilities. Some instead provide support from behind the front lines, healing and empowering their allies. Casters are fragile but mobile and boast unique complements of casted effects, enabling them to augment themselves and their allies with supernatural power to turn the tides of battle.

### Domains and Spell Slots

Every caster class has access to five *domains* worth of spells. A character may purchase a domain for five Build, listed under the class's skill list as *X Spells*, where X is the name of the class. This ability may be purchased up to five times per caster class, granting the character one additional domain each time.

Purchasing a domain grants the character the ability to cast all the spells of that domain by expending a use of a *spell slot* of the appropriate rank. Spell slots may be purchased as periodic skills. More information on spell slots and casting can be found in Chapter IV.

### Aspected Damage

Some spells described in Chapter III deal *aspected* damage. This means that the spell deals a different type of damage for each class that has access to it. The aspected damage types are as follows: *Aether* for *Hexer* and *Shaman*; *Mystic* for *Mage*, *Spellsworn*, *Cleric* and *Priest*; *Sonic* for *Bard* and *Psionicist*, and *Starlight* for *Druid*, *Ranger*, and *Healer*.

## Bard

A *Bard* manipulates the Weave with her Spellspongs, gaining some control over the Threads of Fate and the themes of life. The Bard is the entertainer that can touch ones soul in a very literal sense, turning the tides of battle or lifting the spirits of the downtrodden. She is the heralding trumpet, the drums of war, the one telling the stories to the crowd. While many see blades as their armaments of choice, a Bard knows her true weapons are a finely tuned instrument, a clear voice, and a sharp wit.

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Prophecy)	2	<i>Learn the language of Prophecy</i>

### Continuous Abilities

Bard Spells	5	<i>Gain access to one domain of Bard spells</i>
Charm	10	<i>Charms a target after one minute of interaction</i>
Virtuoso*	10	<i>Gain an effect that improves casting</i>

### Periodic Abilities

Etiquette Guide (Talent)	3	<i>Become more charming towards a creature</i>
Intensify	2	<i>Cast a non offensive spell on up to three targets</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Bard may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Bard may create a minor illusion, such as an ethereal image of an object or creature no larger than ten feet in any dimension. This apparition is visibly harmless and may be passed through as if it were empty air.
- The Bard may summon a mundane object with no mechanical purpose, such as a chalice, a rope, or a chair.
- The Bard may create a small sensory effect, such as sparkling lights or a quiet melody.

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### Cadences

In mundane terms, *cadence* refers to the closing sequence of a musical piece. To the Bard, these are the spellsongs she utilizes to quickly bring an end to any conundrum in which she has found herself in. Whether she disables her enemies or discovers a more creative solution, a clever use of Cadences can be quite the powerful tool in any Bard's repertoire.

I:	Enigmatic Strike (Cacophony)	<i>Deals 2x Burst Sonic damage</i>
II:	Relocate	<i>Allows escape from combat</i>
III:	Sleep	<i>Knocks the target unconscious</i>
IV:	Enslave	<i>Dominates the target</i>

### Sagas

Epic tales of heroic deeds performed by would-be champions and adventurers of times past are known as Sagas. These spellsongs inspire heroes to live up to their potential in combat and avoid an untimely fate by imbuing them with the strength to persevere. Often considered the staple of Bardic themes, and certainly the mark of a great legend, many adventurers vie to one day have a Saga written about them.

I:	Cure Wounds	<i>Heals 1x Burst Body</i>
II:	Reverberate*	<i>Deals white damage and trips in an area</i>
III:	True Sight	<i>Detects concealed targets</i>
IV:	Fanfare of Victory*	<i>Grants immunity to knockback and destruction</i>

### Scherzo

The Scherzo theme is the collected spellsongs of mischief and trickery, allowing the Bard to fill a unique role in her party. These beguiling cants and enthralling rhymes enable the performer to affect the time, space, and perceptions around her. Capable of manipulating luck in almost any situation to turn it to her favor, the versatility of the Scherzo remains an invaluable cornerstone of any Bardic repertoire.

I:	Featherweight	<i>Causes the target to count as an object</i>
II:	Shared Fate*	<i>Forces an attacker to suffer his own effect</i>
III:	Asphyxiate	<i>Hinders the target</i>
IV:	Invisibility	<i>Conceals the caster</i>

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## Sonatas

Enduring and dominant, Sonatas are the defensive spellsongs at the heart of any Bard's catalog. Traditionally played rather than sung, contemporary Bards have learned to utilize their voices in lieu of an instrument. The early Sonatas are complimentary, harmonized to protect and defend, while the later forms are predominantly harsh and dissonant, composed to disable any who would threaten the Bard and her companions.

I:	Panic*	<i>Deals 1x Burst Sonic damage and fear</i>
II:	Spotlight*	<i>Forces the target to be unable to hide</i>
III:	Thunderclap	<i>Stuns the target</i>
IV:	Resonance*	<i>Caster is immune to interruption for the duration</i>

## Tempo

Everything in the world has a Tempo that it follows if you listen closely enough: water dripping from a leaf, footsteps on the open road, the pulse of a heart. When you can find a song in anything, you can find the means to change the tune to the beat you need. The Bard uses these spellsongs to find the place between those beats to skip, add, or completely erase.

I:	Haste	<i>Decreases the casting time of a spell</i>
II:	Accelerando*	<i>Increases speed in an area around the caster</i>
III:	Martyr's Lament	<i>Halts passage of death around the caster</i>
IV:	Fortune's Dance*	<i>Prevents a trap from being triggered</i>

## Druid

A *Druid* seeks to understand the natural cycle and maintain the balance that keeps the world thriving. Tapping into primal energies of the Weave, she takes on traits of the wilds around her to invoke her powers. Arawyn's energy courses through all natural things; it is this energy which Druids manipulate. Using the influences of nature, Druids are the heralds of life, death, and everything in between. *Possessing this list causes the character to have the Order alignment.*

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Primal)	2	<i>Learn the Primal language</i>

### Continuous Abilities

Affinity*	10	<i>Gain an effect that improves casting</i>
Druid Spells	5	<i>Gain access to one domain of Druid spells</i>
Tracking	10	<i>Tracks a target</i>

### Periodic Abilities

Double Cast	5	<i>Spell strikes target twice</i>
Innervate	3	<i>Removes stacking limit on one latent spell</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

### Cantrip

In addition to her spells, the Druid may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Druid may cause a flower to bloom, a withered plant to spring to life, or an organic object to decay into the earth.
- The Druid may create minor sensory effects that alter the weather around her, such as small gusts of wind, light fog, or gentle rain.
- The Druid may summon her totem spirit, an ethereal animal that is intangible to all other beings, but not to objects and terrain. The spirit may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.



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### Decay

Many may fear the loss of life, but Druids that use the powers of the Decay influence, the end of the wheel, understand all energy must one day return to Arawyn to begin the cycle again. This influence helps a Druid harness the natural process of decomposition to debilitate foes and shift the flow of primal energy to invigorate herself or her allies for a short time.

I:	Feign Death	<i>Appear dead to all detection</i>
II:	Decompose*	<i>Kills a target and grants Bane versus that creature</i>
III:	Feast of Crows*	<i>Causes blindness and fear in an area</i>
IV:	Leeching Strike*	<i>Allows recipient to drain body points</i>

### Fauna

A Druid that studies the influence of Fauna utilizes the natural adaptations of the animals around her to her advantage. These canticles often mimic a variety of animals from the humble tortoise to the mighty bear, but may also allow the Druid to use the energy flowing through any creature to control what their bodies feel and their mind perceives.

I:	Enigmatic Strike (Talon Strike)	<i>Deals 2x Burst Starlight damage</i>
II:	Summon (Animal Companion)	<i>Tame or summon a natural creature</i>
III:	True Sight	<i>Detects concealed targets</i>
IV:	Maul*	<i>Breaks the target's legs</i>

### Flora

When one looks at a rose, often the intricacies of such a thing are overlooked. The thorns that protect it, the possible concoctions it may be used in to heal or harm a person, or even the variety of its colors and why they exist. A Druid that uses the influence of Flora sees and understands those natural intricacies in all plant life. These canticles poison and hinder an opponent while creating barriers of sturdy thorns and shifting flora around a Druid to her advantage.

I:	Grasp with Roots*	<i>Pins the target</i>
II:	Wall of Thorns*	<i>Creates a barrier of thorns in front of the caster</i>
III:	Cleansing Spores*	<i>Cures poison in an area around the caster</i>
IV:	Imprison (Entwine with Vines)	<i>Imprisons the target</i>

### Tempest

The Tempest is not just a connection to primal energies, but rather a combination of energies in perpetual motion. A Druid of this influence is able to use this motion to keep pace with her allies or herself and her allies going or bring a maelstrom upon her enemies.

I:	Stasis	<i>Defends from knockback or knockdown</i>
II:	Relocate	<i>Allows escape from combat</i>
III:	Thunderclap	<i>Stuns the target</i>

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IV: Cloak of Wind\*

*Defends from a ranged attack*

### Vitality

A Druid of this influence uses the energy around her to mend wounds and grant physical, heightened defenses. When mastered, this influence may even be used to invigorate a fading life, returning it from the brink of death.

I: Cure Wounds

*Heals 1x Burst Body*

II: Purify

*Heals a status effect*

III: Mend

*Heals 2x Burst body*

IV: Revive

*Heals from the critical condition*

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## Ψhealer

A *Healer* is an extraordinary person who manipulates Order more effectively than the average mortal. Healers can be found in any natural race of Arawyn and are capable of curing devastating injuries; the strongest of her abilities bringing creatures back from the brink of death or beyond. Her connection to Order and mastery over this source of power also makes her anathema to those incorporeal creatures that would do her friends harm. *Possessing this list causes the character to have the Order alignment.*

## Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Spirit)	2	<i>Learn the language of Spirits</i>

## Continuous Abilities

Healer Spells	5	<i>Gain access to one domain of Healer spells</i>
Radiance*	10	<i>Gain an effect that improves casting</i>
Resurrection	10	<i>Allows the character to resurrect a spirit</i>

## Periodic Abilities

Innervate	3	<i>Removes stacking limit on one latent spell</i>
Intensify	2	<i>Casts a non offensive spell on up to three targets</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Healer may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Healer may close any natural wound or scar not reflected in the target's soul.
- The Healer may share the pain of any natural being within her reach; this does not neutralize the pain entirely, but may make it more manageable.
- The Healer may conjure a perfectly accurate illusory map of the night sky of any location on Arawyn she has visited.

## Convalescence

Studying the circle of Convalescence trains a Healer how to channel her power in a steady flow or short bursts. These powers manifest more in the ways of restorative abilities, giving herself or her allies respite in their times of need.

I:	Cure Wounds	<i>Heals 1x Burst Body</i>
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II:	Coalesce	<i>Causes a targets' healing received to double</i>
III:	Mend	<i>Heals 2x Burst Body</i>
IV:	Revitalize*	<i>Heals 4x Burst body within an area</i>

### Guardian

Healer primarily revitalize the mind and body, but those who practice the spells of the Guardian circle learn to use that power in a more physical form. The Healer learns that she may also protect her allies from attacks and a variety of conditions. When determination meets compassion, a Healer can create a multitude of defensive wards.

I:	Slow	<i>Hobbles the target</i>
II:	Relocate	<i>Allows escape from combat</i>
III:	Sanctuary	<i>Creates a sanctuary around the caster</i>
IV:	Supernova*	<i>Reduces damage and knocks the attacker back</i>

### Lifeshaping

With their strong connection to Order, a Healer can affect the world around her in many ways. Whether imbuing an ally with energy to sustain them, or projecting energy to harm a foe, a Healer who learns the spells of Lifeshaping is able to do miraculous, including bringing people back from the brink of death.

I:	Inspect	<i>Informs the caster of the target's resistances</i>
II:	Lifestream*	<i>Deals 1x Burst damage and increases healing done</i>
III:	Martyr's Lament	<i>Halts passage of death around the caster</i>
IV:	Revive	<i>Heals from the critical condition</i>

### Restoration

A Healer of the Restoration circle looks at something broken and knows deep inside that what is destroyed may be renewed if one is determined enough to make it so. To her, there is no ailment too great to reverse or injury too serious to mend.

I:	Stasis	<i>Defends from knockback or knockdown</i>
II:	Purify	<i>Heals a status effect</i>
III:	Replenish Essence*	<i>Refreshes a periodic skill</i>
IV:	Panacea*	<i>Heals status effects and 2x Burst Body</i>

### Spirit

A Healer who learns spells of the circle of Spirit has a better understanding of her connection to the Spirit Realm and its effect on the Material Plane. She is able to manifest that power into a form that can be wielded against her enemies. To a Healer, the spiritual energy around her is a brilliant light she may use to engulf her enemies or warm the souls of her allies.

I:	Brilliant Spray	<i>Dazes targets in an area</i>
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II:	Temper Soul	<i>Doubles a target's Critical count</i>
III:	True Sight	<i>Detects a concealed target</i>
IV:	Falling Star*	<i>Deals 2x Burst damage and grants 4x Burst healing</i>

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## Hexer

A Hexer is someone who has delved far into the darker powers of the world and come out in control. She fuels her foul artes with chaotic energies to unleash a multitude of destructive and terrifying feats. Many turn a disdainful gaze at the Hexer for the necromantic and abyssal powers she deal in, but few can say that to have one as an ally would be a poor choice. *Possessing this list causes the character to have the Chaos alignment.*

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>Casting weapon</i>
Literacy, Source (Abyssal)	2	<i>Learn the language of the Abyss</i>

### Continuous Abilities

Chaotic Infusion*	10	<i>Gain an effect that improves casting</i>
Hexer Spells	5	<i>Gain access to one domain of Hexer spells</i>
Resurrection	10	<i>Allows the character to resurrect a spirit</i>

### Periodic Abilities

Double Cast	5	<i>Spell strikes target twice</i>
Fear	2	<i>Causes a target to recoil in Fear</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Hexer may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Hexer may extinguish a nearby light source no larger than a torch.
- The Hexer may summon her familiar, a shadowy creature that is intangible to all other beings, but not to objects and terrain. The familiar may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.
- The Hexer may cause a wound to rot and fester, a plant or tiny creature to wither and die, or small amount of fertile earth to become desolate.

## Demonology

Demonology is the dominion over power drawn from the Abyss, Arawyn's most central plane and home to the foul creatures from which the domain takes its name. The power of

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Demonology primarily lies in its ability to influence others and invoke the crushing force of the Abyss itself.

I:	Fiendish Whip*	<i>Deals 1x Burst Aether damage to an attacker</i>
II:	Summon (Shadow Call)	<i>Summons a chaotic servant</i>
III:	Nightmare*	<i>Cures the caster of unconsciousness</i>
IV:	Enslave	<i>Dominates the target</i>

### Entropy

Entropy is the dominion over energy from the Void, the vast nothingness that exists between the planes of Arawyn. Neither destructive nor controlling in its power, Entropy is silent, terrific, and infinite, sometimes incorrectly referred to as shadow magic. Dominion over this, the purest form of chaos, proves a Hexer is capable of attempting to utilize its powers.

I:	Void Bolt*	<i>Deals 1x Burst damage and blindness</i>
II:	Despair	<i>Causes fear in an area</i>
III:	Spellbind (Netherbind)	<i>Binds the target</i>
IV:	Invisibility	<i>Conceals the caster</i>

### Necromancy

Necromancy is the dominion over death and its vile undoing. The Necromancer's abilities are often distrusted, as they are the most visibly unnatural abilities in a Hexer's repertoire. However, between its dark healing artes, powerful attack spells, and indomitable protection, the versatility of the domain is all but unmatched.

I:	Feign Death	<i>Appear dead to all detection</i>
II:	Corrode*	<i>Reduces the target's burst damage</i>
III:	Reap Soul*	<i>Deals 2x Burst damage and grants a use of Revive</i>
IV:	Imprison (Shadow Cage)	<i>Imprisons the target</i>

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### Pestilence

Pestilence is the dominion over plague and blight. Its focus is the corruption of the biology of living things and exploitation the decrepit health of the hexer's victims, causing disaster and rot among the ranks of her enemies. The hexer who controls this dominion is a force not unlike the Great Plague, and should be feared for her power over diseases.

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|------|-----------------------------|---|
| I:   | Deteriorate                 | <i>Reduces the target's white damage</i>                |
| II:  | Enigmatic Lance (Rot Flesh) | <i>Deals 3x Burst Aether damage</i>                     |
| III: | Enfeeble                    | <i>Causes a disease that removes access to a skill</i>  |
| IV:  | Contagion*                  | <i>Causes a disease in an area that causes bleeding</i> |

### Ruination

Ruination is the dominion over destruction and agony. Raw Abyssal energy, though extremely dangerous to the user in this unrefined form, can be channeled by the Hexer to release devastating and even deadly force upon her unfortunate victims. Ruination is often considered the most difficult to master due to the high casualty rate in practice by novices.

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|------|-------------|---|
| I:   | Embrittle*  | <i>Makes an item susceptible to destruction</i>       |
| II:  | Blast       | <i>Destroys an item</i>                               |
| III: | Overwhelm   | <i>Increases a spell's damage and causes bleeding</i> |
| IV:  | Apocalypse* | <i>Causes a spell effect to become a Curse</i>        |



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# Mage

A *Mage* is a practitioner of one of the oldest supernatural artes given to the world. Originally taught to mortalkind by the Fey, Magic is an incredible power that individuals dedicate their entire life to studying. The most studious Mages have discovered impressive techniques to utilize the teachings of magic in more diverse ways, enhancing the Fey-taught schools into something far greater.

## Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Magic)	2	<i>Learn the language of Magic</i>

## Continuous Abilities

Create Scroll/Trinket (Talent)	5	<i>Creates a scroll or trinket</i>
Erudition*	10	<i>Gain an effect that improves casting</i>
Mage Spells	5	<i>Gain access to one domain of Mage spells</i>

## Periodic Abilities

Divination (Talent)	4	<i>Ask a question of the stars to receive knowledge</i>
Double Cast	5	<i>Spell strikes target twice</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Mage may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Mage may cause runes, images, and writing to appear on any surface within her reach.
- The Mage may summon an ethereal hand to perform simple mundane tasks she is ordinarily capable of, such as retrieving objects or interacting with the environment.
- The Mage may create minor signs of her power, such as summoning sparkling lights, temporarily changing the color of an object, or instantly cleaning or soiling a surface.

## Arcane

The ability to manipulate arcane power is fundamental to every school of magic. The Arcane school provides a basic collection of necessary tools for every Mage's survival in the world. She who masters this sphere is among the more useful magic users for her adventuring party.

I:	Memorize	<i>Memorizes an item</i>
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II:	Obscurement*	<i>Defends against Detection</i>
III:	Sleep	<i>Knocks the target unconscious</i>
IV:	Invisibility	<i>Conceals the caster</i>

### Blood

Blood has always been a powerful component of many mystic artes, and the mage has studied the most effective uses of it. Weaving the innate powers of blood with their own magical energies, the mage can unleash a series of debilitating or restorative powers with just a drop.

I:	Heartseeker	<i>Increases a spell's damage</i>
II:	Sanguine Bolt*	<i>Deals 2x Burst damage and causes bleeding</i>
III:	Enfeeble	<i>Causes a disease that removes access to a skill</i>
IV:	Sacrifice*	<i>Deals 2x Burst damage and grants Body points</i>

### Geomancy

Crystals are recognized for their vibrant colors, resilience, and an array of other special properties. Mages have learned to mimic the potential of crystals in their magic, creating the school of Geomancy. This school specializes in creating crystallized wards, resonating effects, and brilliant spells that refract magic to the Mage's will.

I:	Clarity	<i>Defends from a daze attack</i>
II:	Prismatic Ray*	<i>Deals 2x Burst damage and prevents Detection</i>
III:	Meteor Storm	<i>Deals 3x Burst Fire damage and trip in an area</i>
IV:	Refraction*	<i>Increases the area of a spell attack</i>

### Proelimancy

The school of Proelimancy is where a Mage's ability in combat shines through that veil of frailty. Considered to be one of the most important schools in a battle-mage's repertoire, Proelimancy combines opposing forces of magic to create the most destructive and disruptive spells.

- |      |                                  |  |
|------|----------------------------------|--|
| I:   | Enigmatic Strike (Chromatic Orb) | <i>Deals 2x Burst Mystic damage</i>            |
| II:  | Magic Missile*                   | <i>Deals 1x Burst Mystic damage in an area</i> |
| III: | Asphyxiate                       | <i>Hinders the target</i>                      |
| IV:  | Annihilate                       | <i>Deals 4x Burst Mystic damage</i>            |

### Telemancy

All of Arawyn is constantly in motion. Whether or not it is realized, between the erratic movements of the Planes, there are patterns and rules to it all. A skilled Telemancer uses the Weave to follow those patterns, transporting the mage, her allies, or her enemies across the field of battle at her whim.

- |      |             |  |
|------|-------------|--|
| I:   | Haste       | <i>Decreases the casting time of a spell</i>           |
| II:  | Inhibit*    | <i>Ends a movement skill that passes the character</i> |
| III: | Disruption* | <i>Dispels a Channeled effect</i>                      |
| IV:  | Distortion  | <i>Causes a spell to be cast instantaneously</i>       |

## Priest

The *Priest* is the voice of the gods on Arawyn. Her purpose is to carry out the will of her deity. A Priest tends to show respect to all the gods in some way or another, but only devotes herself entirely to one god. This devotion is what gives the priest the connection needed to speak and act for her god in the mortal world. Possessing this list causes the character to have the Light, Dark, or Order alignment, depending on the deity the character is devoted to.

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Celestial)	2	<i>Learn the language of the Celestials</i>

### Continuous Abilities

Devotion*	10	<i>Gain an effect that improves casting</i>
Priest Spells	5	<i>Gain access to one domain of Priest spells</i>
Resurrection	10	<i>Allows the character to resurrect a spirit</i>

### Periodic Abilities

Double Cast	5	<i>Spell strikes target twice</i>
Intensify	2	<i>Casts a non offensive spell on up to three targets</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Priest may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Priest may bless or baptise any object or willing being in the name of her deity.
- The Priest may create a serving of food and drink large enough to feed one adult humanoid creature.
- The Priest may invoke a minor illusion related to her deity, such as ethereal wings bathed in a holy glow. This apparition is harmless and can be passed through as if it were empty air.

## Blessings

Bolstering the flock and helping them to weather the worst of the storm is, to many Priests, their most important duty. They may want to shield them for danger or give them the means to meet it face on, but, in the end, the core ideal is keeping the flock prepared. Prayers in the Aspect of

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Blessings allow a Priest to grant protections against a variety of attacks and augment abilities of herself and her allies.

I:	Vertigo	<i>Trips the target</i>
II:	Miracle*	<i>Causes the next attack to heal the recipient</i>
III:	Beacon of Hope*	<i>Grants immunity to fear in an area</i>
IV:	Mystic Bulwark*	<i>Grants resistance to physical attacks in an area</i>

### Holiness

A Goddess needs her followers, and it the Priest's mission to mend those of her flock so they may continue their worship. Many Priests will extend this aid to her allies or those she sees fit based on her Deity's teachings. Prayers of Holiness are the clearest divine powers meant to restore others, the most powerful of these Prayers able to save someone from the brink of death.

I:	Wield Faith	<i>Channels fear against one target</i>
II:	Chastise*	<i>Forces target to charge the next attack</i>
III:	Mend	<i>Heals 2x Burst Body</i>
IV:	Soothing Mercy	<i>Charms an attacker</i>

### Prophecy

A Priest's power manifests in many forms, sometimes in ways that are meant to be interpreted for the future yet to come. The aspect of Prophecy allows a Priest to seek guidance from the heavens, providing a myriad of defensive and supporting spells that could prevent a bleak future for her and her allies.

I:	Inspect	<i>Informs the caster of the target's resistances</i>
II:	Revelation*	<i>Detects and reveals a concealed target</i>
III:	Sanctuary	<i>Creates a sanctuary around the caster</i>
IV:	Imprison (Isolation)	<i>Imprisons the target</i>

### Sanctification

The prayers and needs of the Priest's flock take precedence and there is no such thing as a small miracle. The aspect of Sanctification contains prayers that aid the Priest and her allies in various situations. They grant minor protections, cause debilitating effects, and can create barriers that protect the Priest or shackle her target to meet divine judgement as she deems necessary.

I:	Slow	<i>Hobbles the target</i>
II:	Atonement*	<i>Caster becomes immune to killing blows</i>
III:	Martyr's Lament	<i>Halts passage of death around the caster</i>
IV:	Divine Force*	<i>Knocks targets back in an area</i>

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## Wrath

Granting protections and invigorating the flock are important tasks for a Priest, but there are times the blade and cudgel must be raised to defend the people or strike down their foes. The prayers of Wrath bless allies to act as the divine fist of the deities that have bestowed them their gifts to unleash swift reparations for the acts that have been committed against their followers.

I:	Paralyze	<i>Slows the target's attacks</i>
II:	Enigmatic Lance (Blessed Lance)	<i>Deals 3x Burst Mystic damage</i>
III:	Spellbind (Judgement)	<i>Binds the target</i>
IV:	Curse of Penance*	<i>Forces the target to suffer effects for full durations</i>

## Psionicist

A Psionicist has an uncanny ability to be able to touch the world with her mind by controlling the astral energy bound to the Weave by the Wyrd Monolith. This grants her the ability to subtly affect the space of reality around her, tricking the minds of others into what she needs them to believe in and manifesting astral energy in different spells.

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Astral)	2	<i>Learn the language of the Astral</i>

### Continuous Abilities

Clairsentience*	10	<i>Gain an effect that improves casting</i>
Courage	10	<i>Reduces fear effects to five seconds</i>
Psionicist Spells	5	<i>Gain access to one domain of Psionicist spells</i>

### Periodic Abilities

Intensify	2	<i>Casts a non offensive spell on up to three targets</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>
Willpower	4	<i>Defend against an influential attack</i>

## Cantrip

In addition to her spells, the Psionicist may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Psionicist may manipulate objects around her to perform simple mundane tasks she is ordinarily capable of, such as levitating objects or interacting with the environment.
- The Psionicist may create a minor illusion, such as an ethereal image of an object or creature no larger than ten feet in any dimension. This apparition is harmless and can be passed through as if it were empty air.
- The Psionicist may cause a being to have a dream or daydream of her design. The affected being may awaken herself from the dream at any time.

## Clairvoyance

The discipline of Clairvoyance grants a Psionicist a stronger link to astral energy, obtaining a level of heightened extra-sensory perception that, to an extent, she can share with her allies. These spells allow a Psionicist to mimic an eidetic memory, observe details others would have trouble perceiving, and even see a moments into their immediate future to prepare for an attack.

I:	Memorize	<i>Memorizes an item</i>
II:	Mind Blank*	<i>Blinds and dazes the target</i>
III:	Sleep	<i>Knocks target unconscious</i>
IV:	Premonition*	<i>Caster becomes immune to the next attack</i>

## Empathy

Many Psionicists choose to master the Empathy discipline in order to control the whirlwind of thoughts and emotions they experience. Connected to the energy of those around them, the study of Empathy focuses on recognizing and influencing the emotions of others, allowing a Psionicist to calm her allies or confuse her foes.

I:	Suggestion	<i>Learn or influence the target's surface thoughts</i>
II:	Despair	<i>Causes fear in an area</i>
III:	Seething Fury*	<i>Enrages target and forces him to turn around</i>
IV:	Soothing Mercy	<i>Charms an attacker</i>

## Manifestation

The Psionicist who studies the Manifestation discipline learns how to turn astral energy into a pure, tangible form. These spells cause the energy to coalesce in a way that allows the Psionicist to change energy around her into something new, manipulating the weave directly, creating powerful barriers and devastating effects.

I:	Deteriorate	<i>Reduces the target's white damage</i>
II:	Static	<i>Disarms the target</i>
III:	Spellbind (Kinetic Shackle)	<i>Binds the target</i>
IV:	Curse of Malice*	<i>Forces the target to use only violent attacks</i>

## Manipulation

When a Psionicist studies the Manipulation discipline, she acquires a deeper understanding of the physical forms. This gives her the ability to change her body, mold the shape of those around her, and sculpt the environment. She becomes a defensive boon to her allies and an effective deterrent to her enemies, using their own bodies to accomplish her needs.

I:	Paralyze	<i>Slows the target's attacks</i>
II:	Seismic Crash*	<i>Deals 2x Burst damage and breaks the target limb</i>
III:	Thunderclap	<i>Stuns the target</i>



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#### IV: Invisibility

*Conceals the caster*

### Projection

A Psionist that learns the discipline of Projection knows reality is often based on perception. The Psion uses her own force of will to reach out to her allies and burden her foes, eventually being able to force her will upon them to change their thoughts.

I: Vertigo

*Trips the target*

II: Telepathy\*

*Send a telepathic message*

### III: Curse of the Fool\*

*Target may not use Influential skills*

IV: Enslave

*Dominates the target*

## Shaman

Wielder of devastating elemental energy, the *Shaman* is someone who make pacts with extraplanar creatures in exchange for her power. Fey, demons, and elementals are the shaman's main creatures of choice when looking for favors. The shaman is commonly feared by those who do not understand path, but those who do respect the immense amount of power she commands. *Possessing this list may cause the character to gain an alignment. To make a pact with an aligned being other than a demon (Chaos), the character must gain approval from a storyteller.*

### Passive Abilities

Proficiency (Caster)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>Casting weapon</i>
Literacy, Source (Elemental)	2	<i>Learn the language of Elementals</i>

### Continuous Abilities

Blind Fighting	10	<i>May use melee skills while blind</i>
Greater Pact*	10	<i>Gain an effect that improves casting</i>
Shaman Spells	5	<i>Gain access to one domain of Shaman spells</i>

### Periodic Abilities

Feint	4	<i>Forces the target to defend</i>
Innervate	3	<i>Removes stacking limit on one latent spell</i>
Negate	5	<i>Defends a physical or metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

## Cantrip

In addition to her spells, the Shaman may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Shaman may cause a minor elemental effect, such as manipulating water or causing a mundane object to burst into flames.
- The Shaman may imbue her body or an object with elemental energy, causing it to feel warm, cold, rough, or staticky to the touch.
- The Shaman may summon a visage of her patron as an ethereal creature that is intangible to all other beings, but not to objects and terrain. The visage may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.

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### Aqueous

Granting the Shaman access to the powers of the Plane of Water, Aqueous provides Favors of flowing water and piercing ice. Just as water has the ability to be soothing or overwhelming, this Pact gives the Shaman the ability to aid her allies to escape a bad situation and control the battlefield, freezing her enemies in their tracks.

I:	Permafrost*	<i>Causes a spell to trip the target</i>
II:	Acid Bolt*	<i>Deals 2x Burst Ice damage and poison</i>
III:	Asphyxiate	<i>Hinders the target</i>
IV:	Curse of the Drowned*	<i>Reduces the target's maximum Body points</i>

### Empyreas

Empyreas is the Planar pact that lifts the veil, bridging the gap between the Material Plane to the Elemental Planes the Shaman seeks to wield the powers of. These Favors are utilitarian, with no particular tie to any Plane, that allow the Shaman to touch on the Inner Planes and the fringes of those beyond.

I:	Enigmatic Strike (Warp Strike)	<i>Deals 2x Burst Aether damage</i>
II:	Enigmatic Lance (Planar Lance)	<i>Deals 3x Burst Aether damage</i>
III:	Fulminate*	<i>Allows rapid assault with a casting phokus</i>
IV:	Annihilate	<i>Deals 4x Burst Aether damage</i>

### Igneus

Granting access to the powers of the Plane of Fire, Igneus allows a Shaman to harness the favors of flame. While a fire can be inviting, these Favors completely focus on the scorching pyre. The Shaman unleashes her destructive blaze on her enemies, reducing their armaments to ash and leaving their defenses burned away.

I:	Heartseeker	<i>Increases a spell's damage</i>
II:	Immolate*	<i>Makes the target weak to Fire damage</i>
III:	Meteor Storm	<i>Deals 3x Burst Fire damage and trip in an area</i>
IV:	Incinerate*	<i>Deals 4x Burst Fire damage in an area</i>

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### Terrestris

Granting access to the powers of the Plane of Earth, Terrestris reinforces a Shaman's defenses with Favors of soil and stone. With the resilience of mountains, the Shaman provides a variety of protections to her allies to weather the attacks of their enemies.

I:	Clarity	<i>Defends from a daze attack</i>
II:	Blast	<i>Destroys an item</i>
III:	Overwhelm	<i>Increases a spell's damage and causes bleeding</i>
IV:	Rockslide*	<i>Deals 1x Burst Crystal damage in an area</i>

### Ventusus

Granting access to the Plane of Air, Ventusus shares with the Shaman the Favors of wind and lightning. A Shaman who make this Pact keeps her allies light on their feet while making herself difficult to catch as the winds carry her and the storms keep her enemies at bay.

I:	Featherweight	<i>Causes the target to count as an object</i>
II:	Static	<i>Disarms the target</i>
III:	Lightning Storm*	<i>Deals 3x Burst Lightning damage &amp; daze in an area</i>
IV:	Distortion	<i>Causes a spell to be cast instantaneously</i>

## Hybrid Classes

Rather than specializing in a single archetype, some heroes choose to pursue paths that allow for more versatility. By blending the abilities of casters, warriors, or rogues with each other, practitioners of multiple paths become unpredictable and dangerously effective in combat. Though many consider those who hybridize skillsets to be experts of nothing, those who do so believe that it is far better to be versed in many artes than to be a master of only one.

### Choices

When the character learns a hybrid class, she must choose which archetype as which her class counts by selecting which Proficiency skill she gains. This determines certain abilities she may learn and the master class for which she qualifies. Any skills marked with *Choose:* in a hybrid skill list denote this choice. If a character chooses the first option for one skill with a choice, she must also choose the first option for any other skill with a choice of that class. For example, if a Cleric chooses to learn *Proficiency (Caster)*, she must also choose *Negate*.

If the character learns a hybrid class a second time, she may choose either the same archetype, benefitting from skill overlap, or the other available archetype, to increase her versatility.

### Domains and Spell Slots

Every hybrid caster class has access to a certain selection of spells, which varies between each class. A hybrid character may purchase access to all her spells at once, listed under the class's skill list as *X Spells*, where X is the name of the class. This ability may be purchased only once.

Purchasing a hybrid spell list grants the character the ability to cast any of her spells by expending a use of a *spell slot* of the appropriate rank. Spell slots may be purchased as periodic skills. More information on spell slots and casting can be found in Chapter IV.

## Cleric

The *Cleric* is a warrior of divine fury, dedicating her life to fighting the enemies of her faith wherever they may be. She upholds a divine vow to defend the faithful and enforce the will of those she worships. The cleric is salvation to the flock who take shelter behind her and retribution to those who stand against her and her faith.

### Passive Abilities

Choose: Proficiency (Caster or Warrior)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Celestial)	2	<i>Learn the language of the Celestial</i>
Shield, Large	4	<i>May use a large shield</i>

### Continuous Abilities

Courage	10	<i>Reduces fear effects to five seconds</i>
Cleric Spells	10	<i>Gain access to all low rank Priest spells</i>
Detect Weakness	10	<i>Determine a targets weakness after thirty seconds</i>
Disciple Stance*	10	<i>Increases low rank spells in power while wounded</i>

### Periodic Abilities

Armor Patch (Talent)	4	<i>Restores fifteen Armor points to the target</i>
Choice: Negate or Deflect	5	<i>Defends a metaphysical or physical attack</i>
Critical Attack	2	<i>Deals weapon damage plus five</i>
Instill Confidence	2	<i>Cures a target from fear</i>
Slaughter	5	<i>Deals weapon damage plus twenty-five</i>
Smite*	4	<i>Deals damage and instantly casts a spell</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Trip	2	<i>Trips the target</i>

## Cantrip

In addition to her spells, the Cleric may perform one of the following atmospheric effects, which should be noted on her character card. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Cleric may bless or baptise any object or willing being in the name of her deity.
- The Cleric may create a serving of food and drink large enough to feed one adult humanoid creature.
- The Cleric may invoke a minor illusion related to her deity, such as ethereal wings bathed in a holy glow. This apparition is harmless and can be passed through as if it were empty air.

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### Cleric Spells

I:	Brilliant Spray	<i>Dazes targets in an area</i>
	Cure Wounds	<i>Heals 1x Burst Body</i>
	Stasis	<i>Defends from knockback or knockdown</i>
	Clarity	<i>Defends from a daze attack</i>
	Wield Faith	<i>Channels fear against one target</i>
II:	Enigmatic Lance (Blessed Lance)	<i>Deals 3x Burst Mystic damage</i>
	Enigmatic Blade (Prowess)	<i>Allows the caster to deal Mystic damage</i>
	Relocate	<i>Allows escape from combat</i>
	Purify	<i>Heals a status effect</i>
	Blast	<i>Destroys an item</i>

## Ranger

The *Ranger* is a scout who is in tune with her natural surroundings. She specializes in harnessing primal energy to augment her innate guile. Take care when entering the ranger's domain – every step could unleash a torrent of primal spells or the stealth aim of the ranger's blade. *Possessing this list causes the character to have the Order alignment.*

### Passive Abilities

Choose: Proficiency (Caster or Rogue)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Florentine, Basic	2	<i>May use two weapons; one must be small</i>
Literacy, Source (Primal)	2	<i>Learn the Primal language</i>
Ranged Weapon	5	<i>May use any type of ranged weapon</i>

### Continuous Abilities

Hunter's Stealth*	10	<i>May use Stealth without restrictions in woods</i>
Ranger Spells	10	<i>Gain access to all low rank Druid spells</i>
Set/Disarm Traps	10	<i>Sets or disarms a trap</i>
Tracking	10	<i>Tracks a target</i>

### Periodic Abilities

Camouflage	3	<i>Defends from yellow detection ability</i>
Choose: Negate or Dodge	5	<i>Defends a physical or metaphysical attack</i>
Primal Trapper*	3	<i>Conceals a trap and adds a spell effect</i>
Puncture	3	<i>Deals backstab damage plus ten Body</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Stealth	5	<i>Enters yellow concealment in certain terrain</i>
Stealth Strike	3	<i>Strikes a target from concealment</i>

## Cantrip

In addition to her spells, the Ranger may perform one of the following atmospheric effects, which should be noted on her character card. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Ranger may cause a flower to bloom, a withered plant to spring to life, or an organic object to decay into the earth.
- The Ranger may create minor sensory effects that alter the weather around her, such as small gusts of wind, light fog, or gentle rain.
- The Ranger may summon her totem spirit, an ethereal animal that is intangible to all other beings, but not to objects and terrain. The spirit may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.



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### Ranger Spells

I:	Featherweight	<i>Causes the target to count as an object</i>
	Feign Death	<i>Appear dead to all detection</i>
	Deteriorate	<i>Reduces the target's white damage</i>
	Slow	<i>Slows the target's attacks</i>
	Vertigo	<i>Trips the target</i>
II:	Enigmatic Lance (Nature's Wrath)	<i>Deals 3x Burst Mystic damage</i>
	Enigmatic Blade (Mark of the Wild)	<i>Allows the caster to deal Starlight damage</i>
	Summon (Animal Companion)	<i>Tame or summon a natural creature</i>
	Purify	<i>Heals a status effect</i>
	Static	<i>Disarms the target</i>

## Spellsword

The *Spellsword*'s focus is combining martial prowess with magical power to overcome whatever foe she faces. The weapon of the Spellsword is her ultimate tool by which she utilizes her magic spells and finesse to unleash a flurry of counterattacks. Between her sword and spells, she is a highly mobile and formidable enemy to face.

### Passive Abilities

<i>Choose:</i> Proficiency (Caster or Warrior)	0	<i>Gain the Proficiency of your choice</i>
Casting Phokus	5	<i>May use a casting phokus</i>
Literacy, Source (Magic)	2	<i>Learn the language of Magic</i>

### Continuous Abilities

Agile	10	<i>May change direction while using movement skills</i>
Eldritch Sigil*	10	<i>May cast spells as latent effects to invoke later</i>
Intercept	10	<i>Redirects an attack within reach to the character</i>
Spellsword Spells	10	<i>Gain access to all low rank Mage spells</i>

### Periodic Abilities

Critical Attack	2	<i>Deals weapon damage plus five</i>
Disarm/Retain	3	<i>Disarms the target or defends a disarming attack</i>
Feint	4	<i>Forces the target to defend an attack twice</i>
Invisibility (Spell)	5	<i>Become hidden under red headband</i>
<i>Choose:</i> Negate or Deflect	5	<i>Defends a metaphysical or physical attack</i>
Replicate*	4	<i>Causes an attacker to suffer his attack as a spell</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>

### Cantrip

In addition to her spells, the Spellsword may perform one of the following atmospheric effects, which should be noted on her character card. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Spellsword may cause runes, images, and writing to appear on any surface within her reach.
- The Spellsword may summon an ethereal hand to perform simple mundane tasks she is ordinarily capable of, such as retrieving objects or interacting with the environment.
- The Spellsword may create minor signs of her power, such as summoning sparkling lights, temporarily changing the color of an object, or instantly cleaning or soiling a surface.

Preview of Errata: Will be live in Week in the Life 2018 event.

### Spellsword Spells

I:	Enigmatic Strike (Chromatic Orb)	<i>Deals 2x Burst Mystic damage</i>
	Haste	<i>Decreases the casting time of a spell</i>
	Heartseeker	<i>Increases a spell's damage</i>
	Paralyze	<i>Slows the target's attacks</i>
	Clarity	<i>Defends from a daze attack</i>
II:	Enigmatic Lance (Eldritch Arrow)	<i>Deals 3x Burst Mystic damage</i>
	Enigmatic Blade (Mystic Blade)	<i>Allows the caster to deal Mystic damage</i>
	Static	<i>Disarms the target</i>
	Despair	<i>Causes fear in an area</i>
	Blast	<i>Destroys an item</i>