

Talkhan MazAndzey

RAS

6.33 Base

+20 Mana (*Desperado*)

+1-32 Mana (Hegelan Brews)

Magic Skills

Magnetic: -

Arcane: 3

Binding: 2

Chemical: 4

Kinetic: 5

Atomic: -

Blood: -

Temporal: -

Dark: -

Command: -

Primordial: -

Mana Types

Primary or Viral: Brutalist

- Description: Unable to draw or cast outside of melee range: usually requires physical contact. Unusually hardy and slow at drawing. Can cast with up to double their capacity.
- Mechanical effects: Cast double capacity within physical contact

Secondary: Leadvein

- Description: Leadveins are generally solid and balanced. They can safely draw and contain half again the amount of kinetic energy that their capacity would usually allow. They can impart this into physical blows and tend to be highly self-damage resistant. However, they tend to tire easily and can struggle to control their own kinetic force.
- Mechanical effects: Stronger physical attacks and resistance to damage.

Sacred Fruits

Items & Animals

Number	Item Name	Description	Mechanical Effects
1	<i>Grungr-a-Alokh</i>	A trivam-smelted warhammer as tall as Talkhan walks. It was a gift from the previous King of Ramorghan to the MakAndzey cousins for their cooperation and discretion.	
2	<i>Desperado</i>	A black Cattleman's hat, it looks quite weathered. Wearing this hat 'marks you for death'. You will die before the end of the RP if you wear it.	For every point of health under your max, you add that to your attack rolls, up to a maximum of 18. You can fight normally until your HP reaches 0. Hitting 0 will instantly kill you. 20 manas.
3			
4			
5			

Consumables

Number	Consumable Name	Description	Mechanical Effects
1	Dozen puffchicken eggs	Those are some big eggs!	Grants you one extra reroll for the cycle, stacks twice

2	Yuri's Special Sauce	This must be combined with another food. Can only be combined with the eggs or the steak. Cannot be consumed on its own.	Provides +6 buffs to any three rolls within a scenario.
3	Glaring Vulture Jerky:	Dry and salty, but addictive.	Roll a d4 after each defense. If 4, gain a free counter if the defense was successful or damage reduced by one tiers if it was not.
4	Drungr MakAndzey Khraggey	Proclaimed "Strongest Shot in all of the Five Cities" and said to boost your RAS to the heights of Legends. Is truthfully, only slightly stronger.	If successfully consumed, when rolling RAS gain, add +3 to that roll.
5			

Special Spells & Other Effects