



PACT DICE: Transfigurist

Transfigurists emphasize shaping, translating, and manipulating the elements, being very good at altering terrain, turning asphalt into quicksand, or wind into brittle frost and then frost into ice bridges.

Suggested: Conjure x Visceral
Relevant & Related:

Core Practices

The following pages detail the core practices for a Transfigurist. Players will assign arcana taken during character creation to these base practices.

Conjure



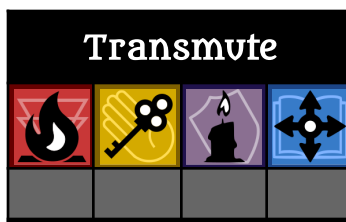
Arrogation - Reach out with your hand, targeting a circular area- the further away, the smaller it is- typically what's covered by the palm with arm outstretched. Take type of ground beneath your feet and use it to replace the material covered from own view by palm. Those in the affected area may be temporarily snared. With investment into Conjurational elementalism practices, may have reaching hands or even briefly lived elementals with upper bodies, heads, and arms manifesting, to try to drag targets down. Requires an action in combat.

Sammy reaches out and says a few words. His access is low, so he needs a verbal component, giving his enemy time to scramble. He's standing on pavement, and his enemy is on grass and near trees- he closes his fist, and wood and grass become shattered asphalt, triangles sticking out of trees catching on clothes and limiting movement- with the real effect being the ground, where uneven footing slows his enemy down.

Driving Rain - Short ritual, normally taking 20-60 seconds to invoke. Sudden weather (rain) or elemental effect (showering sparks from malfunctioning power lines) alters the battlefield with an elemental tint while also driving Innocents and Innocent attention away. With investment into Conjurational, may have weak elementals manifest. Being karmic and warding, anyone or anything interrupting the user takes responsibility for any Innocent involvement.

Conita stands opposite her enemy, and kneels, touching a heated finger to the ground. A circle begins to form around the area, visible only to Sight. Her enemy lets it happen- has to, really. a generator on a rooftop nearby explodes. Flaming sparks and ember begin falling in a rain around them, and the area becomes fire-tinted, with more receptiveness to elementalism involving fire. Innocents in the area flee and will not pay much attention to the chaos that comes when she fights in earnest with large scale Transfiguration practices.

Visceral



Personal Conflux - A battery practice, taking some of the ambient hazards and elements and converting them into a weak personal shield instead. Spend from that protection for a weak bonus 'cast' of an elemental practice when using an elemental practice, with vastly reduced arcana on the bonus. This practice is initiated as a ritual and lasts thereafter. Precludes some other ongoing, personal, and protective rituals.

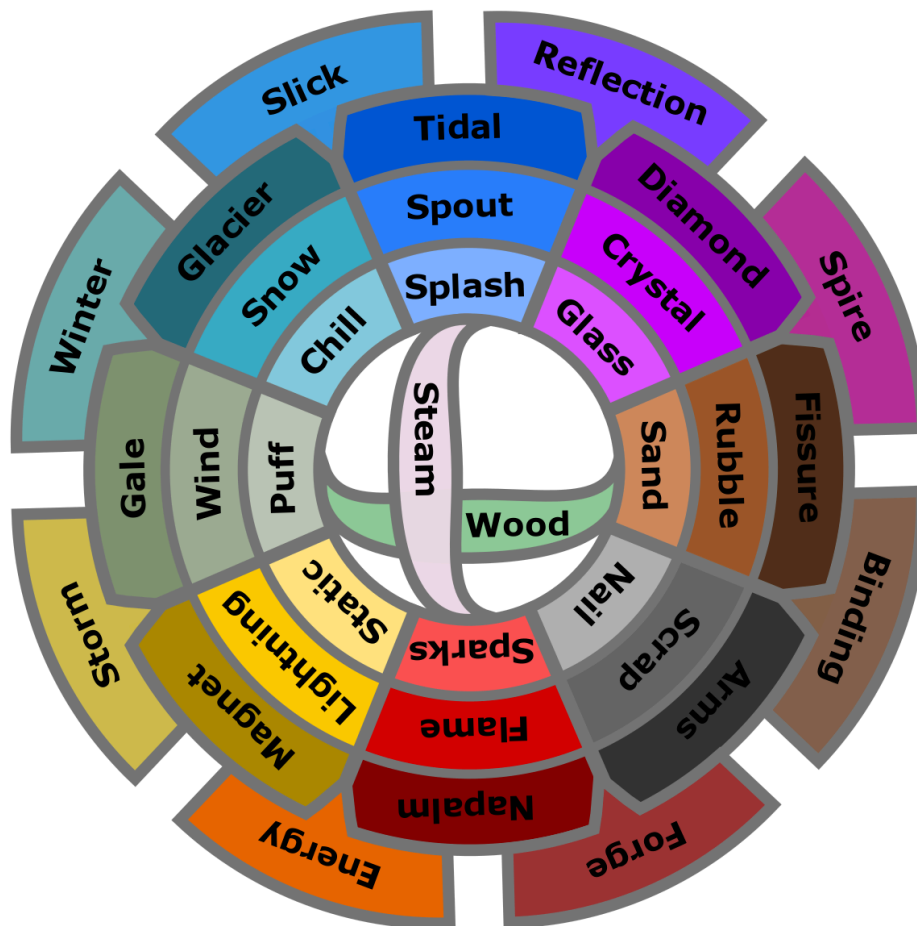
Conita has spread some fires with her practices, and her personal conflux makes it so that when she wades into flames, they form a faint bubble around her, warding off a bit of harm. It also makes it so when she stands on burning ground, her Arrogation practice can create burning ground elsewhere.

Transmute - Translates elements into neighboring elements on the chart (see next page). 1st and 2nd tier elements (ie. Chill, splash, snow and spout, but not glacier or tidal, or winter, slick, or reflection) are only ones available at the start, but others can be unlocked when learning more visceral elemental practices. When transforming elements, can damage or alter the shape of the target object or manifestation - better for binding/pinning a target than it is for debilitating, better for debilitating or creating a hazard than injuring. Requires an action in combat.

Sammy converts solid asphalt to a patch of quartz crystals, trying to pin an enemy against a wall as he does so. Shortly after, he shatters the quartz into glass shards, cutting people and making the ground dangerous to walk and fall on.

Scintilla - A concentrated mote of elemental power, straight-line and slow-moving, typically only landing against targets who can't move very fast, or inanimate objects. Inflicts a heavy and persistent elemental effect (burning/red hot, wet, shocked, caught in windstorm) with a lot of claim, making target person, object, or area hard to approach. Can be set up other practices. Requires an action in combat, takes a turn to land.

Sammy shoots a glass mote at an enemy pinned under some rubble. It lands at the start of his next turn, when his enemy hasn't moved, explodes, and embeds glass all over them, making them dangerous to touch, while also making them bleed copiously any time they take any vigorous action thereafter.



Side note: use the closest approximation. If soil is all one has to work with, can be treated as sand or rubble.