

## Ogre Magic - Sample Spells & Rites.

Alternately known as giant magic, dance magic, or drum magic, Ogre magic is inspired by the Ogre Magi; it is, in an abstract sense, practice as martial art. The exact output of the practice depends on the source that is tapped, and can be something like elementalism, binding, lesser summons or the like. The magi links the result to action and to consequence, with, for example, a sword swing eliciting a linked practice, or a storm of confusion swelling around them and growing more intense as they take more damage. In a game sense, combos, patterns, and successive hits matter. Rituals commonly known to Ogre Magi include...

Attacks are delivered with a chain - can only move on to next step in chain after the prior attack is made. Chain is broken if a round passes without delivering an elemental effect, benefitting from one, attacking, or using a practice.

**Counterattack** - Free. On avoiding an incoming attack, move up to 10' and deliver next available attack in chain against them (ie. if last move delivered was opening attack, can deliver secondary). Max of once per opponent per 30 sec.

**Heath Strike** - Opening attack. Augments finishing attack, so it strikes all targets in the Magi's reach.

**Blackened Thrust** - Opening attack. Applies choice of *pain*, *bleeding*, or *dazed* status on hit, if target is already affected by an element effect.

**Oxen Hand** - Opening attack. Penetrates defenses of minor, mundane, or less Puissance. Can break barriers.

**Jagged Strike** - Secondary attack. Must follow an opening attack. Inflicts *bleeding*. Against targets that are already bleeding, apply a chosen elemental effect in addition.

**Shadow Kick** - Secondary attack. Must follow an opening attack. Struck target can't attack back or target the Magi on their next turn. If target is below half health or knocked down, deliver elemental effect in addition.

**Fox's Fangs** - Off-hand attack. Must follow a secondary attack. Can't be blocked or dodged. Delivers elemental effect.

**Clean Talon Sweep** - Off-hand attack. Must follow a secondary attack. If under any beneficial effects, cast them away, deliver elemental effect with added puissance for each effect cast away (each level of mantra that's active beyond baseline counts for one).

**Reversed Hand** - Off-hand attack. Must follow a secondary attack. Deliver offensive effect from chosen element, gain beneficial effect from that same element.

**Palm** - Finishing strike. Delivers added damage. Thrusts target away as a flying projectile, with 15' distance, doubled per element effect already on them.

**Blossoming Strike** - Finishing strike. Strike target with elemental effect attached, then can attack up to two other targets with an opening strike, moving up to 15' as necessary to get in reach before attacking or between the two attacks. Can follow up with two secondary attacks, two off-hand attacks, two finishers, etc, with multiplicative effects if blossoming is done again; lose 'blossoming' benefit if a full round passes without use of practice.

**Mantra of Storms** - Link to an element. On taking damage, a storm of the chosen element swirls around the character, growing steadily more intense as damage persists, not directly protective but often making damage harder to apply (wind, dust in eyes). Requires a full round to initiate, dissipates if four rounds pass without damage taken.

**Element, Stone** - Offensively, each strike lowers target's defensive rolls by 1 until they get medical care. Defensively, gain +2 to defensive rolls, including non-combat ones (social, awareness) until one is passed, at which point the bonus fades.

**Element, Storm** - Offensively, each strike has a chance to knock enemies down. The chance grows per attack delivered. Defensively, the next time the target would be knocked down, they aren't, and get a free counterattack.

**Element, Raven** - Offensively, can also use a minor practice. Defensively, redirect any incoming practices for the next round to another available target within 10' (including the sender).

**Element, Moss** - Offensively, each strike of moss impedes things the target is carrying. Imposes -2 with target's next weapon attack. Guns jam, items can't be drawn or pulled from belt. Is minor and if examined, items might have bits of plant matter or debris in just the wrong spots. Defensively, each time Moss would proc, removes one negative effect from self, if that effect is something the character could recover from within a matter of hours (elsewise, mends greater injuries or the like as if they'd rested a few hours).

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**Sweep (Missile)** - Free. Delivers a blast of a chosen element, extending 10', pushing foes 5' to the left or right while damaging & applying elemental

effect. Can count as an opening, secondary, off-hand, or final attack, with added power the later it appears in a chain - 5' more range, target one additional foe in range, more push, added damage (initially no damage) or more elemental effect, per step. Can only be used once in a chain - must either start a new chain or go a full round without using a practice to make sweep available again.

**Shatter (Breach)** - Free. Destroy target piece of terrain that could theoretically be damaged with a single blow of large hammer, axe, kick, punch, then lunge 10' to attack a target, or jump up to 20'. Can count as an opening, secondary, or off-hand attack. If opening or secondary, skips the next step. Damaged environment may draw notice from bystanders, investigators, etc.

**Flourish (Empower)** - Take a full round to apply beneficial effect of element, lasting 1 minute. Is easily interrupted. On next physical die roll, can choose to count result as a 4 if actual result was lower. On subsequent die roll, can count result as a 3. On following die roll, 2, etc.

**Defensive Stance (Shield)** - Gain beneficial effect of element for one round, targets without martial arts or combat experience won't know what this is. If targeted in that round, avoid damage or practice.

**Marked Hand (Seal)** - Can take full round to meditate, then strike ground to form a circle, 10' in radius. Circle lasts indefinitely, blocking attacks and effects from outside to those within. Blocks 1 effect, guaranteed, then blocks 1 more attack of minor or mundane puissance.