

Harmonic

Tap into one of the fundamental yet mysterious forces of the Other.

Harmonic Wave Tier 4

AP: Magic

Timing: B

Targeting: Single

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Send out a ripple in the Other that resonates with magic entities, resulting in a pinch formation at their location.

Designate a magic skill to trigger when Harmonic Wave encounters a magic entity. Designating a magic skill does not consume additional AP. If no skill designated, Ping will be used. Can only use [APPROVED SKILLS. NOTE: ARTIFACT-FORM SKILLS FOR THE MOST PART].

Arcane and Mana is divided evenly among all casts.

Detected magic entities include: Spirits, Artifacts, Tendrils, Space.

If a Tendril is detected, it will generate two detections - one at source, and one at origin.

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Form: Harmonic

Range: Map

Ping Tier 4

AP: Magic

Timing: B

Targeting: Single

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Send out a pulse that alerts Harmonic users to an exact location.

If Ping is cast on a target, all Harmonic users gain targeting to that target.

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Form: Harmonic

Range: Tendril (cast)

Deconstruct Tier 4

AP: Magic

Timing: B

Targeting: Single

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Create a small pulse of disruptive harmonics in the Other, eliminating a targeted magic or weakening a spirit.

Immediately destroys tendrils. Damages durability of artifacts. Weakens Arcane+Mana strength of Space effects. Lowers Arcane of spirits until the end of turn. If a spirit's arcane reaches 0, they cannot cast.

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Form: Harmonic

Range: Tendril (cast)

Artifact Damage: [Arcane] + [Mana]

Arcane Reduction: [Arcane] + [Mana]

Resonance Tuner Tier 4

AP: Mental

Timing: B

Targeting: Single

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Tune your Harmonic Wave, adjusting what it can and can't resonate with.

Modify the next Harmonic Wave cast to ONLY react to a specific entity class, or EXCLUDE a specific entity class.

Multiple Resonance Tuners can be used to hand-select specific entity classes.

Entity classes: Spirits, Artifacts, Tendrils, Space

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Timbre Shift Tier 4

AP: Mental

Timing: B

Targeting: Single

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Tune your Harmonic Wave, adjusting what it can and can't resonate with.

Modify the next Harmonic Wave cast to ONLY react to a specific magic category, EXCLUDE a specific magic category, or EXCLUDE ALL.

Multiple Timbre Shifts can be used to hand-select specific magic categories.

Magic categories: Thermic, Kinetic, Electric, Light, Dark, Space

Basic magic categories that will still be targeted in an EXCLUDE ALL: non-pinch

Artifacts/Tendrils, corruption Artifacts/Tendrils

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Form Echo Tier 4

AP: Mental

Timing: B

Targeting: Single

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Tune your Harmonic Wave, adjusting what it can and can't resonate with.

Modify the next Harmonic Wave cast to ONLY react to a specific spirit race, EXCLUDE a specific race, or EXCLUDE ALL.

Multiple Form Echoes can be used to hand-select specific spirit races.

Races include: Human, Chirop, Lupus, [Additional races can be added if they are Pinged...]

EXCLUDE and EXCLUDE ALL do not impact artifact/tendrils/space selection of other Harmonic Wave modifiers.

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