

Reading an Invocation

An invocation will always be packaged in a nice little box, and each section of the box describes its function in the game.

Name X		Type
Slots: ☉		Color
Power Level	Range	AP Cost
Frequency * Keywords		
Target:		Duration
Attack:		
Effect/Hit:		
Miss:		
Crit:		
Perks		

Name

The name of an invocation should give some quick idea of what it does, it might be vivid or evocative or just basic. Whatever the name is, you can call your character's version whatever you like.

Next to the name will sometimes be a Roman Numeral, such as I or VI, this means that this invocation has additional variants of higher power levels. For instance, Heal I and Heal III both do the same thing, heal an ally, but Heal III takes up more slots and heals a lot more.

The darkness of the overhead text's box is a quick reminder of how many times per day you can use it, it's frequency, explained later. Light boxes are at-will, neutral boxes are scene or special,, and dark boxes are session or ultimate.

Type

An invocation can be one of several types, which will tell you what kind of action roll you'll need to make when using it.

Bane: A Bane is an Attack Invocation which, rather than inflicting damage, inflicts some kind of ongoing negative effect on a foe.

Boon: A Boon is an Invocation that instantly causes an effect of some sort, usually a positive or neutral one.

Critical: A Crit is not an Invocation you can activate, but rather makes available to you a new effect to perform when you make a Critical Hit with any Damaging Attack (see Combat).

As with all critical hit effects, you can only cause one of any of the available options when you make a damaging attack.

Damage: A Damage Invocation is a type of Damaging Attack. Usually, a damage invocation will

cause an effect when it hits or when it crits, in addition to dealing damage.

Defend: The invocation uses the Defend interrupt action. You'll compare your roll to the roll of the attack it's interrupting. Any listed effect only occurs if the attack is completely stopped via rolling higher than it on your defend roll.

Slots

This is the number of slots a power takes up. The higher power an invocation is, the more slots it'll take up on your sheet. This is ranked in ☉, each one representing a slot it takes up. You cannot take an invocation if you don't have enough slots to hold it.

Color

Certain invocations might belong to multiple colors, outside of the ones presented in the second section of this chapter (Invocations by color), so you'll always see what colors an invocation is here. To use an invocation, your Color Score in any of the listed colors must be of its Power Level or higher.

Colors are listed by their letter, **ROYGBV**

Power Level

The power level of an invocation tells you what your relevant chroma score has to be at or above for you to be able to take the invocation.

For instance, a Power Level 5 Red invocation can only be taken by a character with a score of 5 or higher in their Red Chroma.

Range

This tells you how far away the effect can take place from you. It'll come in one of the following:

Melee: The target of this invocation must be within your melee range. This is usually adjacent, but larger creatures have further melee reach.

Personal: You, yourself, are the only one who can be targeted by this Invocation.

Implement: The range is dictated by the range of the implement you use when invoking it. Such as your weapon or focus

Score: The range is dependent on your Chroma Score, following this table (which is also used for Foci)

Score	1-3	4-6	7-10
Range	5 squares	10 squares	15 squares

AP Cost

This tells you how many action points must be spent in combat to activate this invocation. This is only really relevant in time sensitive situations, and again, in combat.

Scene: If the cost of an invocation is Scene, that means that it cannot be used in combat, and requires several minutes and a significant amount of focus to invoke.

Frequency

This will tell you how often you can use an Invocation. Invocations will have one of the following frequencies.

At-Will: Can be used an unlimited number of times. All Crit invocations are considered as 'at-will'

Scene: Can be used once per Rest.

Session: Can be used once per Session.

Ultimate: Can be used once per extended rest.

Special: Has some kind of special rule for when you can use it.

Keywords

Keywords are a catch all for single word descriptors and important terms that may be referenced by other rules, or have internal rules of their own. The keywords you'll find in this book are as follows.

Area: This invocation requires it be used as an Area Effect. It will be followed by the type of area used (see Combat). If an Area Invocation requires a roll, disadvantage from the base area is not imposed, however you can attempt to increase the size of the area, imposing disadvantage for each additional increment as normal.

Aura: The invocation's effect emanates outwards for its duration. If it's a damage or bane invocation, it only affects foes, if it is a boon invocation, it only affects allies.

Charm: This effect manipulates the mind of a foe, attempting to force them to do something.

Configure: The effect requires you to configure something when you take it. Each time you take the same Configure invocation, you can choose a different configuration or mode.

Damage: This effect inflicts damage not caused directly by an implement, requiring you to choose a damage tag for the invocation.

Fear: This effect relies on a target being terrified of something, or startled.

Healing: This effect restores a target's resolve, or otherwise repairs, restores, or revives something or someone.

Illusion: This effect is illusory in nature, and tricks a target's senses.

Implement: This effect requires an implement to be performed. This can be either a weapon or a focus. (Your bare hands count as weapons). Often this means that the invocation requires you to make an attack with an implement as part of evoking it, which does not cost additional action points to do, and that it will include any bonuses from enhanced implements (such as magic swords or empowered staves)

Interrupt: This effect can be performed as an interrupt (what it can be used to interrupt is specified

in the effect, certain invocations can only be done as interrupts). An invocation with the interrupt keyword costs no additional action points to be used as an interrupt.

Lasting: This keyword is only applied to area effects. After the invocation is used, its area lasts for the duration. Any creature that ends their turn in the area is subject to its effects. If this invocation required an initial attack, then a single target attack is made against them to inflict the effect.

Mental: This invocation directly targets the thoughts and intellect of a target.

Meta: This effect deals with a non-diegetic system, such as Initiative.

Movement: This effect affects a target's movement, either slowing or speeding them up, or providing a new type of movement.

Single-Target: A Single-Target attack or bane cannot be multi-targeted without the Area perk.

Subtle: A subtle invocation does not cause a noticeable visual or auditory effect when it occurs.

Utility: This invocation isn't particularly useful in combat, instead being used during social or exploration scenes more likely.

Target

Depending on an Invocation's range, it could target any number of things. Usually this will be either yourself, an ally, or a foe. You can target yourself with effects that can target allies. An invocation that targets foes can also be used against allies or neutral creatures, though they are most likely a negative effect.

Any damage or bane invocation may also be used against multiple targets, keeping with its range. Any invocation used in this way will follow the disadvantage rules laid out in Area effects in Combat.

Duration

How long an invocation lasts. Usually it will be one of the following.

Instant: This effect happens, then ends.

Scene: This effect lasts until the end of the scene if it is not ended earlier. If this is activated outside of an scene, it lasts five minutes.

Resist Ends: This effect lasts until the target succeeds on a resistance roll.

Round: This lasts until the end of your next turn.

Sustain: This lasts indefinitely as long as you sustain it, taking up your sustainment (You can only sustain one invocation at any time, and sustainment always ends when you take a short rest)

Time: This invocation will last a given amount of time.

Permanent: This invocation does not end unless nullified by some outside source.

For the most part, you can end any Sustain invocation as a free action, though the other invocations cannot be ended except through

dispelling, cancellation, or any means provided in the Invocation's description.

Attack

If the invocation is a Damage or Bane attack, this will tell you what you'll roll to invoke it, and what target defense you'll aim at.

If it says 'Implement' instead of a chroma or specific trait, then you'll use the Trait you use for your weapon or focus. An implement attack on a damage invocation deals that implement's normal damage, and also has the effect occur.

Effect/Hit

This is what occurs if the invocation is successful, or if the attack itself hits. This will include the full game effect, as well as any special rules the invocation has.

Miss

Almost all invocations that require a roll will have a certain effect when they miss, this includes attack invocations. This may deal a small amount of damage, have a negative impact on either yourself or the target, or cause a lesser effect.

Crit

Finally, there may be an optional effect in addition to the normal effect if you land a critical hit with an action roll associated with an invocation. As usual you can only have one critical hit effect of any available to you occur, including this one.

Perks

When you take an invocation, you can optionally add a Perk to it, at the cost of filling an additional Invocation Slot.

Perks are additions to invocations, which may modify or empower them. Some Invocations have a list of associated perks below their entry, but the majority of them will be at the end of the Invocations section in the General Perks section.

General Perks have power levels, just like invocations do, and you must meet any score requirements one may have before you can add it to an invocation.

General Perks also have requirements for what types of invocations they can be added onto.

You always use the highest power level option of a perk for which you meet the prerequisite.

Describing your Invocation

No invocation has a specific source, nor do they have a specific description. Using your character's source and abilities, you yourself will describe the ability.

For instance, is your character calling upon the gods to restore your ally's resolve with their heal? Or are they inspiring them with powerful words to stand and continue the fight?

The way you flavor and describe your invocation has little effect on gameplay, though it can be relevant at the decision of the Chronicler. For instance, an invocation that makes a foe dizzy is neutral, but if you describe it as unleashing a blast of radiant light, it may be particularly effective against the Multi-Eyed Eyebite, and less effective against a blindfolded morlock.

Tagging your Invocation

When you describe your invocation, you'll also be tagging it. You'll first apply your Source tag, which is whatever source your character uses. Then, if the invocation deals damage, you'll apply a damage tag. Certain invocations may also use damage tags even if they don't deal damage, such as a power that knocks a foe prone through the use of an ice-slick.

Other tags may also be relevant, such as creature tags if you're summoning something.

These tags are not always important, but may be referenced by other rules, such as resistances and vulnerabilities.

Noticing Invocations

When you use an Invocation, depending on how you describe it, it may require the use of at least one hand and your voice. Things like a wizard's spells will likely require that, the shouting of an incantation and a bright flash from the powerful magic going off. But even a Warrior can have noticeable invocations, flexing their muscles and shouting to get their blood boiling.

The point is that when you use an invocation it's pretty noticeable (unless it has the Subtle keyword or Subtle perk!) and may be restricted based on effects such as restraints on your hands or a gag in your mouth. This is at the discretion of the Chronicler and the player describing their hero.

While you may want to try to limit such vulnerabilities, those very same flaws can earn you vigor! So keep that in mind when describing your invocation.

Example Invocations

Haste I	Boon
Slots: ☉☉	R
PL 3	Personal 2 AP
Scene	
Target: Self	Sustain
Effect: For the duration, your speed is increased by 2 squares. Also, on your turn you may make an additional Action of 2 AP or less. If this action would require an action roll, that action roll is made with Disadvantage 2.	

Haste II	Boon
Slots: ☉☉☉	R
PL 5	Personal 2 AP
Scene	
Target: Self	Sustain
Effect: For the duration, your speed is increased by 3 squares. Also, on your turn you may make two additional Actions 2 AP or less each. If either of these actions would require an action roll, that action roll is made with Disadvantage 2.	

Trick	Bane
Slots: ☉	O
PL 1	Melee 1 AP
At Will	
Target: Any Foe	Instant
Attack: Orange vs. Will	
Hit: You take the disengage action.	

Aura of Inspiration I	Boon
Slots: ☉☉☉	O
PL 5	Personal 3 AP
Session * Aura 3	
Target: Self	Sustain
Effect: All allies within the Aura are Inspired 1	

Immobilized I	Critical
Slots: ☉	Y
Power Level	-
At Will * Movement	
Target: Any Foe	Resist Ends
Effect: The target cannot move from their space except through the use of non physical movement such as teleportation.	

Turn	Bane
Slots: ☉☉☉	Y
PL 5	Close 3 AP
Scene * Area Cone 4, Configure	
Target: All foes of one Creature Tag	Round
Attack: Yellow, Volition, or Presence vs. Wil	
Hit: All foes of a specific Creature Tag (chosen when this invocation is taken) become Demoralized 1 for the duration, and must spend the first action on their next turn moving away from you.	

Hinder	Boon
Slots: ☉☉	YV
PL 3	Score 3 AP
Scene * Area Ranged Burst 3	
Target: An area within range.	Scene
Effect: The area becomes Hindering Terrain.	
Perks	
Selective - Allies are not hindered by this invocation.	