

Stormlight

A new Stress track modified by Resources. Starts at three, but the Second Ideal and all Ideals after add an additional box when sworn. In addition, you gain a new Aspect with each Ideal indicating the oath sworn.

Stormlight stress empties at each Highstorm. At any other time, you may attempt a resources roll to clear stress on your Stormlight track by finding Stormlight in the environment (by finding/purchasing/trading/taking from sphere lamps etc.) if this is plausible.

Surgebinding

A new skill that requires an Aspect indicating your Order of the Knights Radiant and a Refresh spent to use. Can do anything that the Surges can accomplish with a roll.

Each use of Surgebinding fills one box on your Stormlight track. You may spend additional boxes to invoke relevant Aspects in place of Fate Points, at the GM's discretion.

You may spend a box of Stormlight to heal two boxes of Physical Stress at any time. This may also be done to remove a Minor Consequence, to downgrade a Moderate Consequence to Minor, or to downgrade a Severe Consequence to Moderate.

When tagging or invoking an Aspect that indicates available Stormlight in a scene, you may choose to empty two boxes on your Stormlight track rather than boosting or rerolling a skill roll, or temporarily gain two extra boxes.

Each new Ideal sworn requires a Will roll, with a difficulty equal to the number of the Ideal.

You may spend a box of Stormlight at any time to add a +1 to a given physical roll.

The Third Ideal cannot be reached without spending an additional Refresh to purchase it as a stunt. Once it is sworn, you gain a Shardblade, summonable as a free action at any time.

Shards

Shardblades require a point of Refresh to be spent and an Aspect indicating you are a Shardbearer. They deal 2 additional Stress on all hits against those without Shardplate or available Stormlight, and if they avoid those boxes due to Stormlight they instead take one box of damage to their Stormlight track. All Stress reductions from Consequences are reduced by 2

when reducing Stress from a direct Shardblade hit without Shardplate or Stormlight. Summoning a Shardblade is a standard action in combat.

Shardplate requires a point of Refresh to be spent and an Aspect indicating you are a Shadbearer. Whenever a scene has you not caught by surprise, you may declare that you wore your Shardplate there- and even when you are caught by surprise, you may spend a Fate Point to do the same. Shardplate gives you Armor:2 against all physical attacks and extends your Physical Stress track by 2. When these boxes are filled, you lose the Armor:2 and are treated as unarmored against Shardblade attacks. While wearing active Shardplate, you gain a +2 to all Might and Athletics rolls.

Misc

regarding resources modifying stormlight/allomancy track:

+1/+2 = +1 box

+3/+4 = +1 box

+5 and above = +1 box/per

there's no stormlight equivalent of a consequence slot.

Resonances are included with the cost of surgebinding stunt at GM discretion.