Word of strife- This is the word of conflict. The word of forces diametrically opposed. It can destroy and teach others to destroy but it has little power to create. Those bound to this word start with the "Skilled in strife" trait. This word is an adequate justification for learning or teaching any strife without a master to learn from.

Lesser gifts-

Greater pavis of skill- (action)- Commit effort for the scene. For the duration you are immune to the effects of lesser strife. This also ignores any personal buffs of the strife. The immunity to pain given by the lesser strife of the torment defied is ignored by your divine hands, this gift completely overwhelms such lesser arts. You gain a +4 bonus to all saving throws related to a hostile strife's effects.

Warriors wrath- (Instant)- Commit effort. Your fray now effects worthy foes.

Perfection of understanding- (constant)- You can learn any lesser strife in a month with no need to spend a fact. You can learn any strife in a month if you spend the prerequisite gift points. You gain an inherent understanding of any strife, its capabilities, and its limits when you see it.

Powerful strikes- (constant)- Your unarmed attacks become 1d10. You may skip any damage die boosting techniques from a strife and still learn the final technique, thus mastering the strife. You automatically pick up any secondary effect of such techniques upon mastering the strife.

Rising tension- (on turn)- Commit effort for the scene. You create or exacerbate a conflict. This could be anything from starting a barfight to creating a riot in a crowded stadium. Fate and probability are slightly altered to create the conflict. This applies to any conflict, not just violent ones. Worthy foes get a spirit save to resist. This effects up to a vast mob of people, but the resultant conflicts can naturally escalate and drag more people in.

Perceive strife- (special)- You can perceive the major conflicts that are immediately plaguing someone you can visually inspect. This gives you the conflicts themselves, a few sentences of context, as well as the names and faces of the other people involved. Commit effort for the scene to affect Worthy foes who get a spirit save to resist.

Greater gifts-

The cogs of war- (on turn)- Cause the gears of conflict to grind away at someone. Igniting locked away conflicts of the soul itself. When you use this gift, you gain a pool of influence equal to 2 times your level up to a maximum of 8. This pool regenerates at the end of the day. You can spend it on any normal influence project instantly, At the end of the scene, any changes vanish, and the influence is used up. Creating a powerful magical creature for 8 dominion burns the user at an intensely divine level, and if the creature is destroyed, your influence does not regenerate for a month.

The rush- (action)- Commit effort for the scene. A single worthy foe or mob of your choice goes berserk. Their minds flooded with a haze of bloodshed. They will attack anything near themselves and mobs will do their damage die in straight damage to themselves each round as they attack one another. Worthy foes get a spirit save to resist. Alternatively, you can commit effort for the day to instead effect any desired mobs in sight. They then make a morale check. Those that fail will do nothing but attack themselves for the rest of the scene. Foes can only be targeted by this ability once per scene.

Conflict elemental- (action)- Commit effort for the day. You magnify some eternal conflict to destroy something. You could increase the forces of gravity to crush a building. Magnify social unrest to spark a rebellion. This ability can only destroy things. It can not create. This affects up to 1000 people, but more may be drawn in if they have an adequate reason to do so.