

—•◦ Air-Tribe Skill Tree ◦•—



*“The **primary** powered cats of Air Tribe are the masters of electrical, magnetic and particle manipulation. This ranges from sensing the electromagnetic spheres of objects to changing the electrical charge of objects and/or themselves. Eventually you will be able to master plasma itself. The power wielded by each cat is unique to each individual's strength and control. Naturally stronger during the stormy seasons, these cats are highly sensitive to any changes within their environment.”*

*“The **secondary** powered cats of Air Tribe are the masters of atmospheric pressure, force and molecular manipulation. This ranges from channeling your own air currents to using supersonic bursts to enhance your speed. Eventually you will be able to combust molecular structures itself. The power wielded by each cat is unique to each individual's strength and control. Naturally stronger during the stormy seasons, these cats are highly sensitive to any changes within their environment.”*

•○ Primary Branch ○•

[Skill 1]: Magnetoreception

“The user is able to sense small changes within magnetic/electrical fields. At first they'll only be able to make sense of the slightest of shifts within the magnetic sphere, with some users claiming that they are able to see the electrical field around all objects/creatures. As time continues, the user will become more self-aware and knowledgeable of the electrical field within their surroundings to the point of being able to foresee changes to their environment i.e. a change in the planet's magnetic sphere to the oncoming approach of a predator.”

Skill Effects:

Novice: Adds +1 accuracy.

Proficient: Adds +2 accuracy.

Adept: Adds +3 accuracy.

Master: Adds +4 accuracy.

Energy Cost:

N/A

Additional Notes:

Primary's passive. Accuracy boost is added onto the character's card under battle effects.
Each mastery gains +1 point.

[Skill 2]: Static & Sparks

“Through a basic understanding of atoms, the user finds that they can now manipulate them in order to create charged particles. As a result, the user becomes capable of creating their own static electricity and using it to charge selected parts of their own body. Most common manipulations include adding the minor charge to their claws or teeth, giving them the power to deliver a nasty additional shock upon contact with an enemy! The user is perfectly able to control the power of the charge the more they practice. As a result, it's not all too uncommon for pranksters to touch another cat to puff up their fur for a laugh either.”

Skill Effects:

Novice: Charges physical attacks, dealing an additional 2 DMG. 10% chance to stun enemy for 2 turns.

Proficient: Charges physical attacks, dealing an additional 4 DMG. 20% chance to stun enemy for 2 turns.

Adept: Charges physical attacks, dealing an additional 6 DMG. 30% chance to stun enemy for 2 turns.

Master: Charges physical attacks, dealing an additional 8 DMG. 40% chance to stun enemy for 2 turns.

Energy Cost:

2 Arcane (+1 ARC per round active)

Additional Notes:

Cannot be used on flying enemies unless the user has ***Fledgeling*** active. Only physical attacks gain the damage bonus.

[Skill 3]: Wired

“Through your understanding of electrical fields, you are now capable of tapping into someone else's field and sending out your own impulse. A connection is made between you both, regardless of species/power, allowing for messages to be sent two-ways. Individuals receiving an impulse will feel their whiskers/nose tingle with energy.

Though novices must be close to their target individual/s, masters are notably able to connect with another that may be out of their vision within a 2 mile radius. Regardless, the speed of the impulse is faster the closer the user is to their target's location. Many users have been able to make up their own form of morse code through use of this skill. It has also been noted as a great distraction when pitted against enemies.”

Skill Effects:

Novice: User sends out an impulse, distracting 1 enemy for 3 turns.

Proficient: User sends out an impulse, distracting 2 enemies for 3 turns.

Adept: User sends out an impulse, distracting 3 enemies for 3 turns.

Master: User sends out an impulse, distracting 4 enemies for 3 turns.

Energy Cost:

2 Arcane

Additional Notes:

Distracted enemies cannot throw a saving roll and must wait their turns to run out. After turns run out, enemies may make saving throws starting at 20%. Each unsuccessful round % increases by 10.

[Skill 4]: Polarity

“With a better understanding of magnetic fields and how they work, you are now able to influence the charges of different objects in order to attract or repel them. Though you may start off only being able to manipulate the polarity of small objects, you will eventually be able to manipulate objects the size of a boulder. With enough practice, users will find that they have the ability to magnetize certain objects together i.e. pebbles.

This skill only works on inanimate objects. You cannot change the charge of a living organism.”

Skill Effects:

Novice: User flings 1 object at an enemy, damaging it for 6 DMG. Alternatively, the user can attract 1 object in an attempt to block an attack. 20% chance of a successful block.

Proficient: User flings 1 object at an enemy, damaging it for 8 DMG. Alternatively, the user can attract 1 object in an attempt to block an attack. 30% chance of a successful block.

Adept: User flings 2 objects at 1-2 enemies, damaging them for 5 DMG (10 DMG overall). Alternatively, the user can attract 2 objects in an attempt to block an attack for 2 turns. 40% chance of a successful block.

Master: User flings 2 objects at 1-2 enemies, damaging them for 6 DMG (12 DMG overall). Alternatively, the user can attract 2 objects in an attempt to block an attack for 2 turns. 50% chance of a successful block.

Energy Cost:

3 Arcane

Additional Notes:

Users must state which version of the skill they're using to DM. Adept-Masters additionally must say if they are aiming both objects at the same enemy, or each object is aimed at 2 different enemies.

[Skill 5]: Recharge

“Through their knowledge on electricity and understanding of particle charges, the user is now able to absorb electrons in order to heal any physical injuries they may have sustained. These electrons can be absorbed through the environment at a safe, controlled rate. Upon entering the body, the electrons begin to stimulate molecules, setting in motion the regeneration of damaged cells.”

Skill Effects:

Novice: Heals user for 6 HP OR re-energises the user for 6 ARC.

Proficient: Heals user for 8 HP OR re-energises the user for 8 ARC.

Adept: Heals user for 10 HP OR re-energises the user for 10 ARC.

Master: Heals user for 12 HP OR re-energises the user for 12 ARC.

Energy Cost:

3 Arcane

Additional Notes:

Only heals/energizes the user on the turn the skill activates. Cannot be used to heal/energize other characters. Additionally users can only choose between healing or meditating; they cannot do both at the same time.

[Skill 6]: Conductivity

“With your understanding of how electrical particles travel, you are now capable of manipulating the conductivity of inanimate objects to create a current by touch and focus. By doing so, you open up the opportunity to increase the speed of particles passing into the conducted item, resulting in the object heating up due to the friction created.

With practice, you'll be able to control the speed of the currents voltage, and with it the temperature of your target. Temperatures can reach that of boiling if need be, and may even cause a burn should the item be touched. That, or you can start an electrical fire depending on the material of the target.

You'll also only be able to manipulate small objects at first, but as you master this skill, you'll find that boulders and even patches of ground will be easy to alter.

Do note that this skill cannot be used on creatures.”

Skill Effects:

Novice: Changes the ground's temperature to scorching hot. Enemies speed lowers by -2 and are burned for 5 DMG.

Proficient: Changes the ground's temperature to scorching hot. Enemies speed lowers by -4 and are burned for 6 DMG.

Adept: Changes the ground's temperature to scorching hot. Enemies speed lowers by -4 and are burned for 7 DMG.

Master: Changes the ground's temperature to scorching hot. Enemies speed lowers by -6 and are burned for 8 DMG.

Energy Cost:

4 Arcane

Additional Notes:

AoE, all enemies are affected. Damage is only dealt out the round the skill is activated. Speed debuff lasts 3 turns regardless of mastery. Cannot be activated during flight.

[Skill 7]: Fledgeling

"You are now able to activate your tattoo into real, tangible wings! These wings mimic the image of your tattoo and are large enough to give you the ability of flight. Like a bird, the wings lie flat, allowing air to flow easily around it in the direction of flight. However, it takes time to learn how to fly, and therefore each cat must go through a learning period (branching, flapping, etc.) before they are a fully competent flier.

The controlled/acrobatic equivalent to secondary's Take Flight. Wings for Fledgeling lift off from the cat's body and take the appearance of an iridescent, active form of the tattoo. Some may have a few markings to fill in some gaps if necessary."

Skill Effects:

Novice: Lowers the chance of being targeted by enemy attacks by 30%. Distracts all enemies for 2 turns.

Proficient: Lowers the chance of being targeted by enemy attacks by 40%. Distracts all enemies for 2 turns.

Adept: Lowers the chance of being targeted by enemy attacks by 50%. Distracts all enemies for 3 turns.

Master: Lowers the chance of being targeted by enemy attacks by 60%. Distracts all enemies for 3 turns.

Energy Cost:

4 Arcane (+2 ARC per round active)

Additional Notes:

Skill remains active until canceled. Whilst active, users cannot be rooted. Can be paired up with any skill that is range-orientated.

[Skill 8]: Suspension

“Through manipulating the electrical and magnetic fields of objects, you are now able to suspend them into the air. Novices are only able to cause small objects to hover, but as mastery increases, so too does the size of the item. Masters of this skill have been known to suspend boulders, trees, and even a small swath of land up into the air for a period of time. Suspended objects tend to remain in place, but smaller ones can be nudged along by user or someone else.

Users may use this skill to lift themselves or allies out of danger or clear out an area during searches. Suddenly dropping larger objects by slamming them into the ground can cause damage to enemies as well. Objects may also be manipulated into creating a floating path/bridge over gaps for others to cross.

Due to the focus needed, the user may become vulnerable to aerial attacks. Users cannot make creatures float.”

Skill Effects:

Novice: Lifts an object up in 1 turn and slams it back down on an enemy in the next turn, damaging it for 10 DMG. Alternatively can be used to lift self/1 ally or 1 enemy out of reach for 2 turns.

Proficient: Lifts an object up in 1 turn and slams it back down on an enemy in the next turn, damaging it for 12 DMG. Alternatively can be used to lift self and 1 ally/2 allies or 2 enemies out of reach for 3 turns.

Adept: Lifts a large object up in 1 turn and slams it back down on an enemy in the next turn, damaging it for 14 DMG. Alternatively can be used to lift self and 2 allies/3 allies or 3 enemies out of reach for 4 turns.

Master: Lifts a large object up in 1 turn and slams it back down on an enemy in the next turn, damaging it for 16 DMG. Alternatively can be used to lift self and 3 allies/4 allies or 4 enemies out of reach for 5 turns.

Energy Cost:

4 Arcane

Additional Notes:

Users lift creatures by causing the land beneath their feet to hover. Lifted allies and enemies can only be hit by ranged attacks/flying enemies. They also can only use ranged attacks until put on the ground again. Defense option does not work on flying enemies. Latter can be cast after enemy turn to evade attack, but eats up the user's turn as a result.

[Skill 9]: Aerodynamics

“Through the use of motion, you are able to pick up a current of wind to use for your defence. Graceful but fluid, large sweeping motions allow for you to catch the drag of air as you move, and if timed correctly, you may redirect the accumulated wind towards an enemy right before they attack in order to evade injury. It may look like you're manipulating the air itself to many onlookers, but all you're really doing is moving along with and guiding it to a destination.”

Skill Effects:

Novice: User moves in such a way that they direct their collected wind at the enemy, dodging them by 40%.

Proficient: User moves in such a way that they direct their collected wind at the enemy, dodging them by 50%.

Adept: User moves in such a way that they direct their collected wind at the enemy, dodging them by 60%.

Master: User moves in such a way that they direct their collected wind at the enemy, dodging them by 70%.

Energy Cost:

5 Arcane

Additional Notes:

Can be cast after the enemy makes a move. Can only be used to protect oneself.

[Skill 10]: Circuit Pulse

“With a greater understanding of electrons and healing, the user is now able to heal both themselves and their allies. By connecting to the individual/s they wish to heal akin to that of a circuit, the user serves as a conductor, passing on their absorbed electrons to the affected

individuals with great control. Once in their bodies, these electrons will stimulate the molecules to start repairing damaged cells and revitalize those that are low in energy.

Novices may only be able to heal minor injuries and bruises, but masters are capable of healing serious wounds and broken bones. The rate of healing also depends on mastery.

Users and affected must remain in contact throughout the healing process, otherwise the circuit breaks and the process immediately stops.”

Skill Effects:

Novice: User focuses on 1 target and heals them for 14 HP. Alternatively, 1 target is energized for 14 ARC.

Proficient: User focuses on 1 target and heals them for 16 HP. Alternatively, 1 target is energized for 16 ARC.

Adept: User focuses on 2 targets and heals them for 9 HP each. Alternatively, 2 targets are energized for 9 ARC each.

Master: User focuses on 2 targets and heals them for 10 HP each. Alternatively, 2 targets are energized for 10 ARC each.

Energy Cost:

5 Arcane

Additional Notes:

Targets can either be self & another character, or two different characters only.

[Skill 11]: Barricade

“You can now manipulate electrical charges to create your very own force field! These walls protect the user from any attack or foreign invasion, repelling the physical (claws and fangs) and elemental (water and fire). Experienced users can even create multiple walls to trap a foe or themselves in a sort of 'box'.

These walls are only temporary, however, and will dissipate after multiple hits.”

Skill Effects:

Novice: Creates 1 shield for self or ally that has 14 TGH. Dissipates when the shield reaches 0.

Proficient: Creates 1 shield for self or ally that has 16 TGH. Dissipates when the shield reaches 0.

Adept: Creates 2 shields for self and 1 ally/or 2 allies that have 18 TGH each. Dissipates when the shield reaches 0. Alternatively, the user can grapple 1 enemy by trapping them in a box.

Master: Creates 2 shields for self and 1 ally/or 2 allies that have 20 TGH each. Dissipates when the shield reaches 0. Alternatively, the user can grapple 2 enemies by trapping them in a box.

Energy Cost:

5 Arcane

Additional Notes:

Shield absorbs all damage, regardless of mastery. Adept-Master users must state which version of the skill they are using; they cannot do both. Grappled enemies must make a saving throw starting at 20% that increases +10% every round trapped until free. Cannot be used if *Fledgeling* is active.

[Skill 12]: Failed Attraction

“With your advanced knowledge on magnets, you are now capable of manipulating your own magnetic field to be greater or lesser than another's. By doing this, you can resist stronger magnetic pulls from other creatures/objects, or interfere with the magnetic fields of other creatures/objects.

Either way, the user is effectively immune from outside influence most of the time.”

Skill Effects:

Novice: 40% chance to redirect attacking enemy onto a different target.

Proficient: 50% chance to redirect attacking enemy onto a different target.

Adept: 60% chance to redirect attacking enemy onto a different target.

Master: 70% chance to redirect attacking enemy onto a different target.

Energy Cost:

5 Arcane

Additional Notes:

New target is entirely randomized out of allies and enemies alike.

[Skill 13]: Thunderclap

“Through the use of *Fledgeling*, the user is able to throw back enemies with the force of their wings. Users must be engaged in flight in order to do this. Once in the air, the user stretches out their wings as far as they can go. Then in quick succession, the user claps the wings together. A powerful force of wind created by the motion hurtles towards enemies, pushing them backwards as a means to block attacks or to stall approaches. In some cases, the force of the clap is so mighty that a loud booming sound may occur.”

Skill Effects:

Novice: User knockbacks 1 enemy, disrupting their attack by 50%.

Proficient: User knockbacks 1 enemy, disrupting their attack by 60%.

Adept: User knockbacks 1 enemy, disrupting their attack by 70% and damaging them for +22 DMG.

Master: User knockbacks 1 enemy, disrupting their attack by 80% and damaging them for +24 DMG.

Energy Cost:

6 Arcane

Additional Notes:

Requires the use of *Fledgeling* ahead of casting this skill. Can be cast to protect self or ally. Can only be cast after the enemy announces attack. Successful disruptions means the enemy doesn't follow through with it's attack.

[Skill 14]: Plasma Orb

“Thanks to your advanced knowledge on electricity and particles, you are now capable of producing plasma by heating up ionized particles in the air. As a result, the user is able to manipulate the matter, forming it into a single, decently-sized orb. This orb can be used to make pretty interesting light displays and decorations if captured in a container. However, in combat, this ball can be thrown at an enemy and deal some heavy damage to it. Eventually, with practice, the user will be able to create up to three orbs at a time.”

Skill Effects:

Novice: User produces 1 orb, damaging 1 enemy for 18 DMG.

Proficient: User produces 2 orbs, damaging 1 enemy for 20 DMG or 2 enemies for 10 DMG each.

Adept: User produces 2 orbs, damaging 1 enemy for 22 DMG or 2 enemies for 11 DMG each.

Master: User produces 3 orbs, damaging 1 enemy for 24 DMG or 3 enemies for 8 DMG each.

Energy Cost:

6 Arcane

Additional Notes:

Must specify to the DM which enemy is/enemies are being targeted.

[Skill 15]: Power Surge

“An energy consuming skill that is all the more worth it, the user finds themselves able to store electricity for a short period of time. As they move about and perform skills, the energy within increases. Eventually, the energy becomes so great that the only thing to do is to let it all out at once. When this happens, the user unleashes a torrent of electricity everywhere from their body, affecting all who stand close by.”

Skill Effects:

Novice: Stacks +9 DMG per turn. Discharge consumes the stacks and deals damage accordingly. 25% chance to stun enemies.

Proficient: Stacks +10 DMG per turn. Discharge consumes the stacks and deals damage accordingly. 30% chance to stun enemies.

Adept: Stacks +11 DMG per turn. Discharge consumes the stacks and deals damage accordingly. 35% chance to stun enemies.

Master: Stacks +12 DMG per turn. Discharge consumes the stacks and deals damage accordingly. 40% chance to stun enemies.

Energy Cost:

6 Arcane (+3 ARC per round active)

Additional Notes:

AoE skill. Stacks can be powered by physical attacks or skill usage. There is a similar stun risk presented to allies, so do be mindful when using this skill. Once discharged, the user must skip a turn due to exhaustion. Discharge can happen anytime, but the maximum turns of activation is 3.

[Skill 16]: Magnetic Automaton

“The strongest of the magnetic skills, the user is able to shape magnetized objects into the form of an animal. The type of creature and size all depend on the skill of the user; beginners tend to find it easier to create small birds in comparison to the large metal wolves masters can form. These familiars are given temporary life through field and atom manipulation, and will fight alongside their creator until either it is destroyed or the skill deactivates.”

Skill Effects:

Novice: Familiar fights alongside ally, dealing 12 DMG to enemies. 12 TGH.

Proficient: Familiar fights alongside ally, dealing 14 DMG to enemies. 14 TGH.

Adept: Familiar fights alongside ally, dealing 16 DMG to enemies. 16 TGH.

Master: Familiar fights alongside ally, dealing 18 DMG to enemies. 18 TGH.

Energy Cost:

7 Arcane

Additional Notes:

Familiar falls apart if skill deactivates/HP hits 0. They must roll to it. Familiars don't have an accuracy boost, so die remains d20. Must specify with the DM what species the familiar takes shape after. Can not be any bigger than a wolf.

[Skill 17]: Electrostorm

“Using all that you know about electricity and plasma, you are capable of manipulating particles in the air in order to create an intense electric storm. Bolts of lightning of varying sizes strike at any target you set your focus on in rapid succession, but do be careful. Novices to this skill will find that it can easily get out of control, and there have been cases where the user themselves has been struck by a lightning blast. There is also a chance of starting a fire should the bolts strike at highly flammable, dense places.

Other than the obvious deterrence against foes, the lightning makes for a wonderful light display.”

Skill Effects:

Novice: Deals 24 DMG to target. 40% chance of the user being hit by it.

Proficient: Deals 28 DMG to target. 30% chance of the user being hit by it.

Adept: Deals 32 DMG to target. 20% chance of the user being hit by it.

Master: Deals 36 DMG to target. 10% chance of the user being hit by it.

Energy Cost:

7 Arcane

Additional Notes:

Damage can be split between a maximum of 3 enemies, though will be divided equally too. If struck, the user will be dealt half damage. High risk, high reward.

[Skill 18]: Ion Cannon

“One of the most strongest and deadliest skills, users are capable of disrupting electrical charges by delivering a powerful blast of ionized radiation towards inanimate objects and living organisms. Creatures that rely on the elemental side of electricity or objects that run on electricity will find their electrical field disrupted and thus be unable to use electrical skills/function properly.

As for living organisms, it's a whole other story. A direct hit from this wave will cause immense tissue damage, splitting the molecules apart and causing cellular death. Long lasting effects are highly likely to occur too. If the wave was strong enough, the death of the organism is imminent.

Users of this skill have to be extremely careful for both their own safety and the safety of their allies.

This skill is prohibited from being used on other cats. If a user is discovered to have used it on someone else, punishment will be swift and severe.”

Skill Effects:

Novice: Emits an ion blast that hits target for 30 DMG. 65% chance stun on main target. 5% stun on all other enemies from radioactive waves.

Proficient: Emits an ion blast that hits target for 34 DMG. 70% chance stun on main target. 10% stun on all other enemies from radioactive waves.

Adept: Emits an ion blast that hits target for 38 DMG. 85% chance stun on main target. 15% stun on all other enemies from radioactive waves.

Master: Emits an ion blast that hits target for 42 DMG. 85% chance stun on main target. 15% stun on all other enemies from radioactive waves.

Energy Cost:

8 Arcane

Additional Notes:

Target enemy stun lasts for 3 turns. Other enemy stuns last for 2 turns.

[Skill 19]: One Final Strike

“A skill that can only ever be used once, the user decides to spare another's life in return for their own. This is done by the user letting loose all of their control over the flow of electricity as a massive amount of electrons are absorbed into their body, removing safety completely. In return, a powerful current of electricity is created, releasing into the dying upon the creation of a circuit via touch. The electricity released is strong enough to restart the heart as well as stimulate the molecules within the target's body to start regeneration.

Once the skill is over, the dying will be completely healed. However, the user will only have a few moments to live before passing on into Haven. Nothing can be done for them.”

Skill Effects:

Novice: User sends a powerful surge of electrical energy to target, allowing them to heal for 70% of their original health.

Proficient: User sends a powerful surge of electrical energy to target, allowing them to heal for 80% of their original health.

Adept: User sends a powerful surge of electrical energy to target, allowing them to heal for 90% of their original health.

Master: User sends a powerful surge of electrical energy to target, allowing them to heal for 100% of their original health.

Energy Cost:

10 Arcane

Additional Notes:

Caster faints in all combat scenarios and remains fainted until combat end. If cast outside of combat, the user will always die.

[Skill 20]: Primordial State

“The ultimate skill, this skill allows the user to embrace the power and raw element of their spirit at a percentage based on mastery. The more proficient you are the more extreme the changes to your body are. This is a last resort and uses a lot of arcane energy. Only one other skill can be used with this active at a time! (Regular arcane cost of the skill applies)”

Skill Effects:

Novice: 25% spirit power absorption- 2x Damage, + 10 to Toughness

Proficient: 50% spirit power absorption- 2x Damage, + 15 to Toughness, +5 Arcane pool

Adept: 75% spirit power absorption- 2x Damage,+20 to Toughness, +10 Arcane Pool

Master: 100% spirit power absorption- 2x Damage, +25 toughness, +20 Arcane Pool

Energy Cost:

7 Arcane per Round, when arcane is depleted the skill deactivates.

Additional Notes:

Must unlock all skills in a tree to be able to purchase Skill 16.

————•○ Secondary Branch ○•————

[Skill 1]: Burst

“After learning the basic knowledge of air pressure and forces, you are able to bend small air forces to boost your average speed. While the bursts may only last for a small while, with extended use and practice, you will be able to increase the pressure in order to create speed boosts that last over a longer period of time. Either way, you will be much faster than the average cat!”

Skill Effects:

Novice: +1 speed.

Proficient: +2 speed.

Adept: +3 speed.

Master: +4 speed.

Energy Cost:

N/A

Additional Notes:

Secondary's passive. Stat points are added onto the character's card in the "Other" section.
Each mastery gains +1 point.

[Skill 2]: One Giant Leap

"You are now capable of being able to compress the forces within your hind legs in order to give yourself a boost in jumping. In the beginning you may find that places that were unreachable to you have become the opposite, or that you can gracefully leap over gaps you normally wouldn't have been able to. As you practice this skill further, you'll find that the new distances you can cover increases. Before you know it, you'll be finding yourself hopping over the likes of distances you could never dream of, such as wide open gorges!"

Skill Effects:

Novice: User leaps out of an enemy's reach, adding 10% to dodge.

Proficient: User leaps out of an enemy's reach, adding 20% to dodge.

Adept: User leaps out of an enemy's reach, adding 30% to dodge.

Master: User leaps out of an enemy's reach, adding 40% to dodge.

Energy Cost:

2 Arcane

Additional Notes:

Must be used after enemy attack. Only applies to self. Skill cannot be used alongside *Take Flight*.

[Skill 3]: Razor Gales

"By concentrating the force and speed of certain currents, you are now able to make the wind sharp and fast enough to slice at enemies. These cuts tend to be razor thin and not too deep, but enough for it to hurt any threat to you. In some cases, this skill alone has managed to deter any potential attacks, some enemies opting to run off after the barrage of gales slicing at them."

Skill Effects:

Novice: User summons razor-sharp winds, slashing at the enemy for 2 DMG.

Proficient: User summons razor-sharp winds, slashing at the enemy for 4 DMG.

Adept: User summons razor-sharp winds, slashing at the enemy for 6 DMG.

Master: User summons razor-sharp winds, slashing at the enemy for 8 DMG.

Energy Cost:

2 Arcane

Additional Notes:

Range skill. Can be used alongside *Take Flight*.

[Skill 4]: Feather Fall

“By increasing your air resistance during a fall, you are now capable of slowing down your terminal velocity to the point of being able to land safely. While you can only start out landing from distances around 20 ft, masters of this skill have been known to fall down places higher than 100 ft, only to land on their paws safe and sound.”

Skill Effects:

Novice: After being attacked, users may cast this to reduce DMG by 6.

Proficient: After being attacked, users may cast this to reduce DMG by 8.

Adept: After being attacked, users may cast this to reduce DMG by 10.

Master: After being attacked, users may cast this to reduce DMG by 12.

Energy Cost:

3 Arcane

Additional Notes:

Can only be cast immediately after an enemy's round. Works in the sense that you catch yourself from dropping to the ground, hindering any scrapes and injuries you would take from hitting it. Can only be self-cast.

[Skill 5]: Breath Meditation

“Using their current knowledge on air manipulation, the user is able to gain better control over their respiratory system. As a result, users of this skill will be able to accomplish many things such as holding their breath for long periods of time. This skill can therefore be very useful if faced with extreme environmental situations.

Additionally, users will find that by controlling the speed of their breaths, they'll be able to use the oxygen around them to regenerate any physical injuries upon their bodies. While novices start off with minor scratches, masters are known to be able to heal rather large wounds that they may sustain on their bodies.

Do note that this healing only applies to cuts and bruises. Anything to do with broken bones or disease will not work with this skill.”

Skill Effects:

Novice: Heals user for 6 HP OR user meditates for 6 ARC. Additionally grants the user 20% poison/smoke immunity for 3 rounds.

Proficient: Heals user for 8 HP OR user meditates for 8 ARC. Additionally grants the user 30% poison/smoke immunity for 3 rounds.

Adept: Heals user for 10 HP OR user meditates for 10 ARC. Additionally grants the user 40% poison/smoke immunity for 3 rounds.

Master: Heals user for 12 HP OR user meditates for 12 ARC. Additionally grants the user 50% poison/smoke immunity for 3 rounds.

Energy Cost:

3 Arcane

Additional Notes:

Only heals/energizes the user on the turn the skill activates. Cannot be used to heal/energize other characters. Additionally users can only choose between healing or meditating; they cannot do both at the same time.

[Skill 6]: Forecast

“You can now sense things within your environment by creating your own currents. In the beginning, you will be able to detect even the slightest of changes in the breeze. However, upon mastering this skill, you will be able to sense and fully comprehend the atmosphere’s pressure. Therefore you'll be able to make accurate predictions for future weather patterns, from later into the day to even as far as next week. The area of land you can make predictions for also increases in size the more you master this skill.

Aside from the weather, you'll also be able to sense any upcoming changes to the environment i.e. back-up arriving."

Skill Effects:

Novice: Senses where the enemy's next attack will land and moves to block it. 30% chance of success.

Proficient: Senses where the enemy's next attack will land and moves to block it. 40% chance of success.

Adept: Senses where the enemy's next attack will land and moves to block it. 50% chance of success.

Master: Senses where the enemy's next attack will land and moves to block it. 60% chance of success.

Energy Cost:

4 Arcane

Additional Notes:

Can be used to help block an attack aimed for an ally, though it takes up your turn. Successful blocks are 100% effective; nobody takes damage if you succeed.

[Skill 7]: Take Flight

"With your mastery over wind, speed and force, you are now capable of calling upon your wings to fly! For lower proficiency levels, the secondary will need to rely on pressure, their launch speed, and/or high altitudes to lift themselves into the air in order to glide steadily over long distances; however, they must still call upon the Air Spirit in dire emergencies to gain free-flight. Eventually, as you come to master this skill, the secondary's wings will gain the ability to flap at will similar to that of their primary counterparts, thus no longer needing to call upon the Air Spirit.

All take-offs regardless of mastery will be given a powerful speed boost via a single wing flap occurring within a mid-run, which builds the force required. This can cause disruption to a surrounding area of about a mile radius if not too careful, so it is advised that all beginners practice in open, sparse fields.

The speed/power equivalent to primary's Fledgeling. Wings for Take Flight lift off from the cat's body and take the appearance of an iridescent, active form of the tattoo. Some may have a few markings to fill in some gaps if necessary."

Skill Effects:

Novice: When taking off, the pressure caused by the enormous flap stuns all attacking foes for 1 turn. The caster becomes 30% less likely to be targeted by enemies.

Proficient: When taking off, the pressure caused by the enormous flap stuns all attacking foes for 1 turn. The caster becomes 40% less likely to be targeted by enemies.

Adept: When taking off, the pressure caused by the enormous flap stuns all attacking foes for 1 turn. The caster becomes 50% less likely to be targeted by enemies.

Master: When taking off, the pressure caused by the enormous flap stuns all attacking foes for 1 turn. The caster becomes 60% less likely to be targeted by enemies.

Energy Cost:

4 Arcane (+2 ARC per round active)

Additional Notes:

Skill remains active until canceled. Whilst active, users cannot be rooted. Can be paired up with any skill that is range-orientated.

[Skill 8]: Catch These Paws

“With your current knowledge with speed, you are now fast enough to perform quick tasks in under a minute. This skill is handy when wanting to clean up a den and wanting to spare time, to catching enemies off-guard enough to strike twice before they realize you were there.

This skill only lasts as a small burst at a time, so use it wisely.”

Skill Effects:

Novice: User bursts forth at such a speed that they can (physically) double-attack for 1 turn.

Proficient: User bursts forth at such a speed that they can (physically) double-attack for 2 turns.

Adept: User bursts forth at such a speed that they can (physically) double-attack for 1 turn. Successful attacks add +7 DMG.

Master: User bursts forth at such a speed that they can (physically) double-attack for 2 turns. Successful attacks add +8 DMG.

Energy Cost:

4 Arcane

Additional Notes:

Must still roll to hit. Doesn't have to be landed on the same enemy.

[Skill 9]: Current Swap

“Using your knowledge of air forces, you are now capable of redirecting nearby air currents, swapping their places in the process. By doing this, you are able to catch faint smells that would have gone unnoticed in the breeze, as well as lead enemies away from your scent trail and confuse them. You may also be able to mask the scents of others too.”

Skill Effects:

Novice: Adds 40% chance to hide self or 1 ally from enemy detection for 2 turns.

Proficient: Adds 50% chance to hide self and 1 ally/2 allies from enemy detection for 2 turns.

Adept: Adds 60% chance to hide self and 2 allies/ 3 allies from enemy detection for 3 turns.

Master: Adds 70% chance to hide self and 3 allies/4 allies from enemy detection for 3 turns.

Energy Cost:

5 Arcane

Additional Notes:

Please inform the DM which enemy you are hiding your targets from. If successful, enemies cannot target you or hidden allies in any way. Effect remains until turns tick out. Only 1 enemy can be targeted Novice-Proficient; 2 enemies for Adept-Master. Useful for stealth strategies.

[Skill 10]: Winds of Healing

“With a more advanced understanding of both pressure and healing, the user is now capable of manipulating the air molecules around them to heal both themselves and fellow party members.

Damaged areas of the body are provided with the necessary oxygen, pressure, and molecules needed in order to repair any damaged cells. Though novices can focus on healing small injuries albeit slowly, masters have the capability to heal large wounds and broken bones at a rapid pace.

Alternatively, users of this skill will also be capable of extracting harmful substances from polluted air, effectively purifying the oxygen in their surrounding area. This can be very useful if a group of cats are traveling through a toxic area.”

Skill Effects:

Novice: User heals all allies and self for +7 HP each.

Proficient: User heals all allies and self for +8 HP each.

Adept: User heals all allies and self for +9 HP each.

Master: User heals all allies and self for +10 HP each.

Energy Cost:

5 Arcane

Additional Notes:

AoE. Winds wrap around all allies within the area.

[Skill 11]: I’m Supersonic

“By compressing the air around you as you run, you are able to travel at the speed of sound. A deafening blast may be created upon breaking the sound barrier as a result, which can cause moderate destruction if in a densely populated area and temporary deafness if anything or anyone was close by the epicenter.”

Skill Effects:

Novice: Sound barrier breaking temporarily deafens 2 enemies, causing a 40% chance for confusion that lasts for 2 turns.

Proficient: Sound barrier breaking temporarily deafens 2 enemies, causing a 50% chance for confusion that lasts for 3 turns.

Adept: Sound barrier breaking temporarily deafens 3 enemies, causing a 60% chance for confusion that lasts for 4 turns.

Master: Sound barrier breaking temporarily deafens 3 enemies, causing a 70% chance for confusion that lasts for 5 turns.

Energy Cost:

5 Arcane

Additional Notes:

Enemies affected are rolled randomly. Affected enemies may try to roll a 25% chance to snap out of confusion on their next turn.

[Skill 12]: Vector Shield

“By manipulating air vectors, you're able to create a temporary current of air around yourself, which will cause any loose objects within close proximity to circle around you before being thrown. You will not be able to walk or move while using this technique. It will also vary in strength and size depending upon the user's mastery. Typically, beginners won't be able to control where the objects are flung to due to the force of the wind, but with time you'll learn to train your eye to focus on a target/s. Still, that doesn't mean you won't have the odd hiccup here and there.”

Skill Effects:

Novice: Current picks up surrounding objects, throwing them at all enemies for 7 DMG. 30% risk objects will hit allies.

Proficient: Current picks up surrounding objects, throwing them at all enemies for 8 DMG. 25% risk objects will hit allies.

Adept: Current picks up surrounding objects, throwing them at all enemies for 9 DMG. 20% risk objects will hit allies.

Master: Current picks up surrounding objects, throwing them at all enemies for 10 DMG. 15% risk objects will hit allies.

Energy Cost:

5 Arcane

Additional Notes:

AoE. Allies struck by objects receive the same DMG as enemies.

[Skill 13]: Sonic Boom

“Having mastered your skill in flight and speed, you are now capable of ascending high into the sky before crashing quickly back down to the ground, accumulating pressure as you descend. The resounding sonic boom that comes upon touchdown is capable of causing temporary deafness to anything surrounding it; however, if very close to the epicenter, the cat may risk permanent

deafness. The blast itself will cause damage to the surrounding area at a two mile radius. It is advised to pinpoint the landing location as a result.”

Skill Effects:

Novice: Smashes into the ground, harming 2 enemies for 9 DMG each.

Proficient: Smashes into the ground, harming 2 enemies for 10 DMG each.

Adept: Smashes into the ground, harming 2 enemies for 11 DMG each.

Master: Smashes into the ground, harming 2 enemies for 12 DMG each.

Energy Cost:

6 Arcane

Additional Notes:

Requires the use of ***Take Flight*** ahead of casting this skill, unless other creative means are used to gain altitude. Damage is doubled if a single enemy is targeted instead.

[Skill 14]: Summoner of Storms

“Through the use of manipulating air molecules, currents and atmospheric pressure, the user can now create their own artificial weather. Beginners are known to create rain clouds, but as one progresses, their weather arsenal increases. Snow and hail as well as freezing heavy rainfall become possible, but the main attraction of this skill that all masters are capable of is the ability to summon a full blown storm. This is the most damaging of the weather conditions the user can bring about, and the only time a secondary user is able to use lightning via the cumulonimbus clouds they can create.

This skill, though oftentimes difficult to control if one is not experienced enough, can serve many benefits. Rain clouds can be used to help out with droughts whereas storms can serve as a deterrence for potential threats. These are just a few examples of how this skill works.”

Skill Effects:

Novice: Obscures the area with chosen weather effects. -6 accuracy to all enemies, -2 accuracy to allies. Weather effect deals 10 DMG to an enemy.

Proficient: Obscures the area with chosen weather effects. -6 accuracy to all enemies, -2 accuracy to allies. Weather effect deals 12 DMG to an enemy.

Adept: Obscures the area with chosen weather effects. -7 accuracy to all enemies, -1 accuracy to allies. Weather effect deals 14 DMG to an enemy.

Master: Obscures the area with chosen weather effects. -8 accuracy to all enemies, Weather effect deals 16 DMG to an enemy.

Energy Cost:

6 Arcane (+3 ARC per round active)

Additional Notes:

Damage can be split between enemies. Targeting 2 enemies will cut the damage in half; f.ex at master, it'll be 8 damage per enemy if 2 enemies are hit by the weather effect. The storm the user creates can be anything from rain, fog, snow, hail, ect. The damage can be from the cold, lightning created from the storm, brute force winds, large hail balls, etc. Flight is impossible.

[Skill 15]: Friction Burn

“By compressing both the air pressure and increasing kinetic forces within you, you are now able to run at a speed above that of sound. A thunderous clap will occur the moment you use this skill, and nothing will be able to stop you. Any creature you come into contact with may be afflicted with abrasion burns. Some users of the skill have even reported tiny flames erupting from vegetation they zoomed through, the thermal heat produced by the speed causing ignition.

Recovery time depends on the mastery, for this skill is known to put one out of breath temporarily upon deactivation. Therefore, this skill is usually used in short bursts.

NOTE: This skill does not permit the user to travel at the speed of light, just under it.”

Skill Effects:

Novice: Shoots past 1 target, burning them for 6 DMG for 3 turns.

Proficient: Shoots past 2 targets, burning them for 7 DMG for 3 turns.

Adept: Shoots past 3 targets, burning them for 7 DMG each for 3 turns.

Master: Shoots past 3 targets, burning them for 8 DMG each for 3 turns.

Energy Cost:

6 Arcane

Additional Notes:

Damages over time. User misses a turn after use of this skill to recover IC.

[Skill 16]: Disassemble

“With your advanced knowledge on molecular manipulation, you are now capable of managing impossible feats by breaking down a material or organism to their basic structure. Examples of this include: dissecting a plant or insect, retrieving specific materials stuck in hard surfaces, removing shrapnel and other unwanted objects out of an open wound, or disassembling an animal. The size of the object depends on your current mastery.

Using Disassemble is both highly dangerous and costly in energy; it requires great concentration, which may leave you vulnerable in stressful situations. The usage of Disassemble on another cat for malicious purposes are also grounds for severe punishment and will not be tolerated unless it was an absolute necessity i.e. self-defense.”

Skill Effects:

Novice: Disassembles an enemy's molecules, dealing them 24 DMG.

Proficient: Disassembles an enemy's molecules, dealing them 28 DMG.

Adept: Disassembles an enemy's molecules, dealing them 32 DMG.

Master: Disassembles an enemy's molecules, dealing them 36 DMG.

Energy Cost:

7 Arcane

Additional Notes:

Extremely painful. 20% chance for affected enemy to completely miss a turn.

[Skill 17]: Under Pressure

“Using your knowledge of atmospheric forces, you are able to change the air around objects or creatures in order to increase or decrease the pressure. By increasing it, you may eventually crush an object or a creature’s lungs, whereas by decreasing it you may starve a creature of oxygen to the point of asphyxiation. Alternatively, the user can decrease the pressure in areas where it is too high or increase it in areas where it is too low in order to stabilize the place.

Be warned: if used on a cat, death or permanent damage can happen, and the consequences will be particularly severe. This skill requires a lot of focus and energy put into it; it is extremely taxing when it comes to energy consumption, so do be wise when using this skill."

Skill Effects:

Novice: Slows 2 enemies by 30% and damages them for 12 HP each.

Proficient: Slows 2 enemies by 35% and damages them for 14 HP each.

Adept: Slows 2 enemies by 35% and damages them for 16 HP each. User picks themselves or 1 ally to gain a 10% dodge chance.

Master: Slows 2 enemies by 35% and damages them for 18 HP each. User picks themselves and 1 ally/or 2 allies to gain a 10% dodge chance.

Energy Cost:

7 Arcane (+4 per round active)

Additional Notes:

Damage only occurs on activated turn. Can be held indefinitely, but costs 4 ARC each turn. The caster is unable to perform any other moves whilst skill is active.

[Skill 18]: Twister

"Using all of your combined knowledge on forces and pressure, you are able to mix together warm and cold air currents to form a formidable tornado. The size and energy of the twister will be dependent on your mastery over this skill. It is advised to land the tornado in an open area, for immense destruction can be caused if in a densely populated clearing.

Using this skill is highly dangerous, for even the slightest distraction can cause the twister's path to become unpredictable and volatile. This skill is also highly draining for a cat, having been known to make all - even masters - unconscious if not used to the immense power of it."

Skill Effects:

Novice: Makes a tornado that flips 1 enemy out of combat for 3 turns. They consequently take 10 DMG each turn.

Proficient: Makes a tornado that flips 1 enemy out of combat for 3 turns. They consequently take 11 DMG each turn.

Adept: Makes a tornado that flips 2 enemies out of combat for 3 turns. They consequently take 13 DMG each turn.

Master: Makes a tornado that flips 2 enemies out of combat for 3 turns. They consequently take 14 DMG each turn.

Energy Cost:

8 Arcane

Additional Notes:

Damages over time. Tornado dissipates once the turns run out. Enemy cannot break free from the twister until it dissipates.

[Skill 19]: Breath of Life

“A skill that can only ever be used once, the user decides to spare another's life in return for their own. This is done by the user sacrificing all of their body's supply of oxygen and transferring it to the dying individual by breathing close to their airways. The sudden increase of new oxygen revitalizes the dying, with the damage the fatality caused to their body being repaired steadily.

By the time the individual is revived, the user will only have a few moments to spare in the living world before passing on into Haven. Nothing can be done to help them.”

Skill Effects:

Novice: User gives up their oxygen to target, allowing them to heal for 70% of their original health.

Proficient: User gives up their oxygen to target, allowing them to heal for 80% of their original health.

Adept: User gives up their oxygen to target, allowing them to heal for 90% of their original health.

Master: User gives up their oxygen to target, allowing them to heal for 100% of their original health.

Energy Cost:

10 Arcane

Additional Notes:

Caster faints in all combat scenarios and remains fainted until combat end. If cast outside of combat, the user will always die.

[Skill 20]: Primordial State

“The ultimate skill, this skill allows the user to embrace the power and raw element of their spirit at a percentage based on mastery. The more proficient you are the more extreme the changes to your body are. This is a last resort and uses a lot of arcane energy. Only one other skill can be used with this active at a time! (Regular arcane cost of the skill applies)”

Skill Effects:

Novice: 25% spirit power absorption- 2x Damage, + 10 to Toughness

Proficient: 50% spirit power absorption- 2x Damage, + 15 to Toughness, +5 Arcane pool

Adept: 75% spirit power absorption- 2x Damage, +20 to Toughness, +10 Arcane Pool

Master: 100% spirit power absorption- 2x Damage, +25 toughness, +20 Arcane Pool

Energy Cost:

7 Arcane per Round, when arcane is depleted the skill deactivates.

Additional Notes:

Must unlock all skills in a tree to be able to purchase Skill 16.

————•○ Soulbond Branch ○•————

[Skill 1]: Telepathic Connection

“Through their connection, the pair have a telepathic connection that works regardless of the distance. As long as both cats have their powers and are living, they can communicate to one another. The amount of information can be sent over and the kind of information depends on the mastery of the user that is using it - starting with simple stills to small snippets of videos to borrowing each other’s eyes, this skill brings the soul bonded closer than ever.”

Skill Effects:

Novice: +1 Stat Point

Proficient: +2 Stat Points

Adept: +3 Stat Points

Master: +4 Stat Points

Energy Cost:

Passive Ability.

Additional Notes:

Passive ability, stat points acquired when the skill increases in mastery. Stat points are returned if the soul bond is broken.

[Skill 2]: Let's Fly

“Using the primaries power over air currents and levitation with the secondaries wings and levitation they are able to share these skills for flight, able to go for prolonged periods of times. This depends on both cats' skill level for limitations. (For example, if the secondary user doesn't have wings, they cannot use it.)”

Skill Effects:

Novice: Permits both users to use “Take Flight” at the energy cost of “Fledgling”. The wings can be maintained for an extra turn.

Proficient: Permits both users to use “Take Flight” at the energy cost of “Fledgling”. The wings can be maintained an extra 2 turns.

Adept: Permits both users to use “Take Flight” at the energy cost of “Fledgling”. The wings can be maintained an extra 3 turns.

Master: Permits both users to use “Take Flight” at the energy cost of “Fledgling”. The wings can be maintained an extra 4 turns.

Energy Cost:

3 Arcane (Cost of Fledgeling).

Additional Notes:

Extra turns added depends on the caster's mastery in this skill (this is not shared, so even if one is a master the other cannot take use of this unless they are at an equal level).

[Skill 3]: Missile Launch

“Using the primary user’s Static and Sparks, objects in the immediate area are drawn towards either one of them or the pair of them, depending on what they’re trying to accomplish. The objects are then able to be shot out at various directions using the secondary user’s Supersonic. This creates dangerous projectiles that can be thrown with large amounts of force. The number and force of the objects will depend on the skill level of both cats.”

Skill Effects:

Novice: Shoots 3 projectiles dealing 8 dmg each.

Proficient: Shoots 3 projectiles dealing 10 dmg each.

Adept: Shoots 4 projectiles dealing 8 dmg each.

Master: Shoots 4 projectiles dealing 10 dmg each.

Energy Cost:

5 Arcane

Additional Notes:

Due to the speed the soul bonded inhibit, this move doesn’t compromise the other’s upon use.

[Skill 4]: Disintegration

“While the secondary user holds down a target using their crushing skill (Under Pressure), the primary user is able to effectively use their disassembling skill. Targets are easier to crush due to the added pressure from the secondary user. This should not be used on another cat unless it is a last resort move due to it having a high fatality chance. This attack can also only be used if the primary knows Disassemble and the secondary knows Under Pressure.”

Skill Effects:

Novice: Increases the damage of Disassemble by 4. Permits the primary to attack twice (either same target or 2 different).

Proficient: Increases the damage of Disassemble by 6. Permits the primary to attack twice (either same target or 2 different).

Adept: Increases the damage of Disassemble by 8. Permits the primary to attack twice (either same target or 2 different).

Master: Increases the damage of Disassemble by 10. Permits the primary to attack twice (either same target or 2 different).

Energy Cost:

4 Arcane

Additional Notes:

Under Pressure must be active for this skill to activate. Only the primary can activate it.

[Skill 5]: Yours For Mine, Mine For Yours

“Due to the combined nature of their souls, soul bonds can transfer wounds and statuses. They may either transfer either to their partner or take them from their partner. The bonded cats must be within a four foot radius to activate this skill and have access to their powers. The kinds of wounds/statuses that can be swapped depends on the mastery of the skill. Novice users can swap statuses only (not including faint). Proficient users can swap statuses (not including faint) or minor wounds. Adept users can swap statuses (not including faint), minor, or major wounds. Master users can swap statuses, minor, major, serious wounds or, when necessary, their life. (In Dungeon, swapping their life merely swaps the "faint" status and not their actual life. In RP, it swaps their life forces. The injured cat loses all wounds/statuses and the other dies.)”

Skill Effects:

Novice: Trades up to 6 HP to the other.

Proficient: Trades up to 8 HP to the other.

Adept: Trades up to 10 HP to the other.

Master: Trades up to 12 HP to the other, can take their place as "fainted".

Energy Cost:

6 Arcane

Additional Notes:

If the soul bond faints, trading HP to them will not work. Only a master may trade this condition to themselves. Define the amount of HP you wish to transfer.
