

Apparition (Elementalist variant)

ALSO: Battlemage, Hemomancer, Blood Mage

An Apparition has learned to channel the life energy that flows in their veins. Some develop complex spells to tear apart opponents; others seek its mastery and a path to enlightenment.

Blood magic can be highly destructive, making its users unstoppable and inflicting negative effects. Because of this, many would covet the abilities of an Apparition... often for nefarious purposes.

FREE APPARITATION BENEFITS

Permanently increase your maximum Mind Points by 5.

You gain the ability to use melee and ranged weapons.

APPEARITION SKILLS

CRIMSON KAGURA (+3)

When casting a spell, or activating the pulse of an arcane spell that grants you a free attack, you can spend **【SLx10】** additional mind points to add the multi-target property to the attack, gaining an additional target for every 10 mind points spent in this way. **BLOOD MAGIC (+10)**

Each time you acquire this Skill, learn an Apparition spell (see the next two pages).

VENOMOUS CODE (+3)

When casting a spell targeting "one creature," if you have a weapon equipped from the ****sword****, ****spear****, or ****brawl**** categories, you can pay the spell's full MP cost in hit points. If you do so and the spell does no damage, you can make the spell affect **【SL】** additional creatures.

REACTIVE CONJURATION

After an enemy ****hits or misses an offensive spell****, if the result of their accuracy check is an ****even number****, you can cast an Apparition spell (after their spell has been fully resolved).

VITAL MAGIC

While in ****crisis****, you can use an action to spend your mind points to recover a number of hit points equal to the number of mind points spent.

You can only recover hit points this way up to your ****crisis value + 1****.

Apparition spells

*Crimson Temperament cost 10 target: a weapon duration: scene

You imbue a weapon with your own blood. Choose a damage type: lightning, earth, fire, poison, or frost. Until this spell ends, all damage dealt by the weapon will be of the chosen damage type. If you have the weapon equipped while casting this spell, you can make a free attack with it as part of the same action.

This spell can only be cast on a weapon equipped by a willing creature.

*Flying Blood cost 10 target: Self duration: Instantaneous

The blood-slashing extends its blows across the battlefield. You can immediately make a free attack with a melee weapon you have equipped. This attack can hit creatures that can only be hit by ranged attacks.

If you used a weapon belonging to the brawling or spear category for this attack, it deals 5 extra damage.

If you hit a flying target with this attack, you can force it to land immediately.

* Denaturing Injection Cost 10 Target: One weapon Duration: Instantaneous

Make a free attack with a weapon you have equipped. If the target takes damage, they become ****poisoned****.

* Coagulated Aegis Cost 10 Target: Self Duration: Scene

Shields of crystallized blood fly around you, reflecting arrows and bullets away from you. Until the end of this spell, you receive a +2 bonus to your Defense against ranged attacks.

* Blood Transfer Cost 20 Target: One creature Duration: Instantaneous

Make a ****free attack**** and have the spell's target recover a number of hit points equal to half the damage taken by the ****free attack target****.

* Scarlet Mirror Cost 10 Target: Self Duration: Scene

Crystallized blood fly around you, reflecting spells and enchantments away from you. Until the end of this spell, you receive a +2 bonus to your Magic Defense.

Apparition spells

* Anticipate Cost 20 Target: One creature Duration: Scene

You cause the target's blood to boil, sharpening their senses. The next time the target is targeted by an offensive attack or spell, they can make a free attack, preventing the attack or spellcasting (doing so ends this spell).

* Schneider's Rifle Cost 20 Target: One creature Duration: Scene

Make a **free attack** with a ranged weapon and cause the spell's target to recover a number of mental points equal to half the damage suffered by the **free attack target**.

If the weapon is a bow, it deals 5 extra damage.

* Coagulated Armor Cost 10 Target: Self Duration: Scene

Shields of flying crystallized blood surround you, reflecting arrows and bullets away from you. Until the end of this spell, you receive a +2 bonus to your Defense against melee attacks.

* Venomous Curse Cost 20 Target one creature Duration: scene

Make a **free attack** that, if it deals damage, causes the target to lose all elemental affinities until the start of its next turn.

* Mage Hunter's Curse Cost 20 Target one creature Duration: scene

Make a **free attack** that, if it deals damage, causes the target to lose the ability to cast spells until the start of its next turn.

* Crimson Web Cost 20 Target one creature Duration: scene

Make a **free attack** that, if it deals damage, causes the target to lose the ability to use basic attacks until the start of its next turn.