



Akkadian Rhythms

Skills

The primary thing that sets characters apart are their **Skillsets**. These provide traits that help the character decide how they will use their free narrative. It opens the door to problem solving in creative ways, and also guides how the character will solve problems in combat.

Skillsets consist of three parts. **Description, Starting Actions, and Advanced Actions**. The description and starting actions are available to first level characters. Advanced actions are learned as a character gains levels.

Descriptions contain the background information about the character. There will be a name for practitioners of that skillset in the description as well as information on how the rest of society might act towards people with those skills. Much of the description explains how the skillset was learned, what tools are used, or what magical powers drive it. Traits will be listed in the description, which characters should use in their free narrative.

When a character chooses a skillset, they begin with all of the starting actions. Part of being trained in that skillset includes learning to perform the starting skill actions. These actions set characters apart at the start of the game. A starting character chooses two skillsets that their character will specialize in for the rest of their life.

When writing their Epic Poem, characters gain advanced skill actions. They use a skill point to spend on one advanced action chosen from either of their skillsets. Some require a minimum stat to learn or have a prerequisite skill action before they can be learned. As characters advance, they become stronger in their known skillsets and start to become more powerful by mastering a wider variety of abilities.

While the description contains traits, skill actions can contain traits or expand the actions that can be taken in combat. As advanced skill actions are learned, characters become more comfortable using their skills in combat situations or for resolving danger.

Discipline and Focus

Skillsets are organized by **Discipline** and by **Focus**. Each discipline contains a list of foci, and each focus contains a list of skillsets. Disciplines determine equipment training. When weapons or armor require special training, a character needs only have a single skillset in any of the listed disciplines in order to be effective with it. If characters do not have a skillset under that discipline, they take a penalty while using that equipment.

Combat Skills

Skills that enhance combat may be described as granting a **Bonus** or suffering a **Penalty**. The standard bonus is to add **d8**, and the standard penalty is to **remove 1 die**, smallest first. They can be increased through narrative. Players are encouraged to use these abilities as an

additional thread to add new story aspects to their actions. GMs are encouraged to ask what the character is trying to accomplish in order to help foster this narrative.

Magical Skills

Skills actions that cost magic points are considered magical spells. They require spending magic points in order to use them. Spells that directly use magical combat do not spend magic points if they are defended. Spells that conjure a magical effect spend the magic points immediately even if they fail. Conjured spells may use the terms **Conjured, Summoned, Enchanted, or Created**

Magical skills that can be **Multiplied** can be cast multiple times in the same action. The magic point cost is spent again for each additional time it is cast. Magical skills that can be **Maintained** allow the caster to keep the effect active without spending more magic points, as long as they do not take another action.

Magical skills that are **Permanent** become real and do not disappear, even if the caster dies. Many permanent effects require rolling at or above a number on a duration roll. Some spells can be **Dismissed**. Dismissing a spell happens immediately. Spells that can be dismissed also disappear if the caster falls unconscious or dies. Magical skills that can be Maintained can also be dismissed at any moment.

Traits and Freeform Narrative

Skill actions are built out of two major components, traits and combat actions. Similar to the traits listed in a skillset's descriptions, skills that contain descriptions are to be treated as traits that enhance the free narrative of players, and to provide innate abilities that may or may not require skill rolls for various situations.

Skills that contain combat actions are meant to work as a form of freeform narrative. The combat effect is defined, such causing damage or rolling for a duration, but the narrative of the action is for the player and GM to establish. For example, spells that describe fire damage may be shaped in a manner that fits best with the story, and may even cause fire damage to the scenery or additional cinematic damage when catching a flammable enemy on fire. The GM is expected to apply bonuses and penalties when needed, increased appropriately to fit the situation.

Skill actions avoid using language that describe exactly how the skill is used. Most require full actions, but some may be done in concert with others or as instant actions or immediate actions. Players are expected to narrate their intention and the GM is expected to decide how it fits into the combat round. Many skills do specify that they are performed instantly, which is limited to 1 instant action for a character per round.

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List of Skills Combat

Footman

Focus: Martial

The first line of fighters in battle, footmen are trained to stare down danger into submission. Their whole body speaks of strength without saying a word, springing into action in a fearsome assault. Footmen have great knowledge of weapons and armor and their repair. They take orders well and understand the culture of military society. Their life consists of danger followed by celebration, so they become the center of attention when engaged in their usual debauchery when on leave. There is a special bond between footman and other soldiers that transcends allegiances. This bond may help the soldiers share a drink and a song, but it will not stop them from killing each other in the morning.

Starting Actions

- * **Equipment Care** - Skilled at maintaining and repairing equipment.
- * **Encampment** - Trained in setting up a camp that is resistant to ambush and the labor involved.
- * **Favored Weapon** - Imbue your ancestor guardian spirit into one weapon for the day, granting it a voice and spiritual sight during combat.

Advanced Actions

- * **Burning spirit** - A Favored Weapon gains d10 fire damage to melee attacks.
- * **Ancestor's Way** - The spirit from the Favored Weapon instantly possesses the footman for d6 minutes, absorbing 1 damage per round. The Favored Weapon dispels until dawn.
- * **Ancestor Blessing** - Spend a magic point to regain 2 Life Points.

- * **Ancestor's Guard** - Immediately spend a magic point to defend magic combat with Dex.
- * **Athletics** - Can take run or flee maneuvers without using an action.
- * **Disengage** - Instantly break combat without retaliation.
- * **Advance** - Can shove an opponent backwards at the end of movement.
- * **Unflinching** - Immediately spend a magic point to avoid flanking bonuses for this round.
- * **Assault** - Can engage two opponents in combat at a time.
- * **Crushing Blow** - Melee hits knock out opponents that are half as strong as the footman.
- * **Bloodlust** - Instantly attack again if the first attack does not hit.
- * **Blood Fury** - Immediately attack another target if your melee attack is fatal.

Cavalry

Focus: Martial

Well trained troops whose mobility in combat is their biggest advantage. Cavalry don't just employ beasts as mounts, but prepare them for the ravages of war by turning them into killing machines. A cavalier and their mount are like one unit. Chariots and saddles are like a bond with their companion animal. They share in facing danger as much as they share in their lives. Those in the cavalry are taught how to train and care for their animals. They protect their mount as much as the mount protects them. They can maintain the necessary equipment for their role and take care of the regular needs of the animal. They understand the culture and rules around the civilized world for caring for and maintaining war animals. They even have a home picked out for when their mount outlives its prime. They truly understand animals and what separates wild animals from the domestic.

Starting Actions

- * **Mounted Combat** - Trained with pole weapons from mounts and as a solo rider on chariots.
- * **Whistle** - Call mount within earshot
- * **Quick Mount** - Instantly mount or dismount.

Advanced Actions

- * **Battle Horse** - When mounted, use the mount's Str, Dex, Agl, Move, and AC if higher.
- * **Mounted Melee** - Trained with all melee weapons while mounted
- * **Mounted Ranged** - Trained with ranged and throwing weapons while mounted
- * **War Horse** - Mount may attack on cavaliers turn if mounted, using 2d6 if it does not have another attack.
- * **Trample** - May split movement by moving before and after an attack.

- * **Charge** - Gain a bonus to defense while mounted if moved more than 4 spaces.
- * **Heavy Charge** - When using the Charge skill, the next attack gains a bonus.
- * **Show Riding** - Do not suffer movement penalties while mounted, even while sprinting.
- * **Wild Spirit** - Instantly spend a magic point to grant the mount flight for 1 round, descending gently.
- * **Animal Rearing** - Skilled in training, raising, stabling, and caring for large animals and working stables.
- * **Cavalry Marches** - Trained in traveling with animals, overcoming obstacles, and maneuvering carriages and other drawn loads.
- * **Equine Society** - Respected at equine establishments for artisan skill, knowledge, or reputation in war. Experienced at working at equine trades.

Archery

Archers train all of their lives in the best techniques of the bow. The arrow is an extension of their eyes. What they see they want to reach out and change with their bow. Their training includes knowing how to move with an army and the best way to support the footmen. On the battlefield they become the mouth of the creature of war. Archers must learn how to fletch arrows and repair their bows as part of maintaining their readiness for combat. They train in the best ways to stop a person, but not necessarily in hunting. As such their bows tend to have heavy draws and very dangerous arrows. Archers pride themselves in being watchful and vigilant.

Starting Actions

- * **Bow Training** - Use Dex for bow effective dice and range.
- * **Target Practice** - Push, knock, or bump a nearby object with an arrow.
- * **Combat Draw** - Change weapons as an immediate action.

Advanced Actions

- * **Quick Draw** - Make two ranged attacks, both within 5 spaces and suffering penalties.
- * **Aimed Shot** - Forfeit movement to gain a bonus to a ranged attack.
- * **Heavy Draw** - When making an Aimed Shot, double range.
- * **Trick Shots** - Use show tricks to manipulate objects at range, commonly involving ropes, whips, or grapples.
- * **Disarm** - When a ranged attack hits, may choose to disarm or trip the target in place of damage.

- * **Elemental Arrows** - Instantly spend a magic point to add a d8 of an elemental type to a ranged attack.
- * **Magical Arrows** - Instantly spend a magic point to make a ranged attack with any combination of the following properties: unseen, unheard, emitting light for a day, harmless, or restrains the target for d6 rounds.
- * **Overwatch** - Take no movement or action to observe, preventing ambush or surprise to allies in sight.
- * **Archer Ready** - After using Overwatch, may choose to have the first turn on the next
- * **Intercept** - While in Overwatch, instantly fire an arrow to knock another missile from the air.
- * **Fletching** - Trained in fletching and creating ranged and thrown weapons.
- * **Battle Lore** - Expertise in armaments, uniforms, and flags used by rival armies.

Focus: Martial

Fighting Arts

Students of the Fighting Arts learn how to express their inner being as waves of brute force to the outside world. They turn their bodies into weapons through devoted study. Their time is spent training to make their mind and body one so that their thoughts flow out into movements, like water pounding against the shore. Silence and meditation are learned as a way to ignore distractions to put pure focus into fighting. Fighting is not their true goal, just a balance between their mind's inner world and the outer world of nature. Students are philosophical, slow to speak, and even tempered. They learn to read and write ancient scripts. They are taught to value life as special, and to learn to protect the lives of peaceful people. They're quick learners who try to deeply understand the lessons they are given. Their body is quick and able to perform impressive athletic feats. Students are trained to fight while unarmed, but also may perform any of their strikes or grapples while wielding a staff or chain weapon.

Starting Actions

- * **Strike** - Can perform a 2d6 unarmed melee strike attack.
- * **Block** - Gain a bonus defending against unarmed attacks and skills.
- * **Grapple** - Restrain an opponent to prevent them from moving or attacking, until they break free.

Advanced Actions

- * **Motion of the Waves** - May use Dex in place of Str for skill checks.
- * **Iron Fist** - Increase Strike to 3d6.
- * **Throw** - Throw a grappled opponent as a 3d8 throwing weapon.
- * **Disable** - Knock out a grappled opponent in one strike, resisted with Str.
- * **Trip** - May disarm or knock over a target hit by a strike, in place of doing damage.

- * **Silent Strike** - After a strike hits, may instantly spend a magic point to block the target from casting spells for d6 rounds.
- * **Fury Strikes** - Can make a number of strike attacks per round equal to Dex until one is defensed.
- * **Ripples** - Can sense movement within 3 spaces and cannot be surprised.
- * **Tidal Blow** - Instantly spend a magic point after a hit to make another 3d12 melee strike attack, dealing water damage.
- * **Crowd Pleaser** - Become highly resistant to flanking melee attacks.
- * **Sweep** - Opponents that defend a melee strike take a penalty to attacks for one round.
- * **Fluid Movement** - Ability to run across walls and water surface for short periods.

Focus: Essence

Inner Light

Some believe the soul that resides within the body is a force even greater than magic. Some have learned to channel their inner spirit into energy manifested through movement. They are like dancers in a song of spirits. When the mind and body move as one, it can manifest in a burst of power. Learning to channel inner light requires extreme dedication. These so-called dancers are outcasts in society. They find solace in solitude in order to seek wisdom from within themselves. Dancers are disciplined in self reflection and understanding, providing insightful words to others, even those unaware that they needed an answer. Though misunderstood by society, dancers make friends and earn respect quickly. People feel more comfortable when they learn to trust a dancer of inner light. In fact, convincing someone to let go of hate and start trusting a dancer is considered a good omen.

Starting Actions

- * **Dancing Aura** - Project your spiritual aura to a place in sight, shining like a candlelight. Only those you wish may see and hear it.
- * **Inner Strength** - At dawn, choose to increase Str, Dex, Agl, or Move by 1 until hurt.
- * **Outer Force** - While using Dancing Aura, spend a magic point to make the aura take a physical action.

Advanced Actions

- * **Spirit Guard** - Spend a magic point to instantly increase defense by 2d12 for 1 minute, effective against piercing.
- * **Spirit Fire** - Spend a magic point to instantly charge the next melee attack with an extra 2d10 spirit damage.
- * **Spirit Blast** - Spend a magic point to begin charging a d12 spirit damage thrown attack. Increase by d12 for each round charged, up to Wis.
- * **Mirror** - After succeeding at a magic defense, spend a magic point to reflect the spell effect back at the caster.

- * **Invigorate** - Spend a magic point to instantly heal 1 Life Point to 3 allies in sight.
- * **Aura Guide** - When using Dancing Aura, include the auras of willing allies if they are holding hands.
- * **Aura Walk** - While using Aura Guide, spend a magic point to teleport where your auras are projected.
- * **Expel** - Spend a magic point to expel a spirit, curse, illness, or possession from your body.
- * **Feel Aura** - While touching a living thing, empathically read its aura and feelings.
- * **Great Sign** - Project your aura into a great illusory sign, visible from a distance.
- * **Spirit Talk** - Telepathically link with one known ally while meditating.
- * **Plane Walk** - Dancing Aura can be sent through weak spots in planes, but can only observe.

Focus: Essence

Corpus

Many train to be heroes, but some are chosen by a higher power. It starts as a feeling from the pit of the stomach craving adventure. It's a sudden power that makes a hero do impossible things. These people are touched by the power of corpus. Anyone can be one. There is no birthright. The gods and ancestors simply pick their champion. No creed or society bonds them. They simply spring up from the station in life from which they were called. For them the power only manifests in times of need. Corpus grants the hero the strength that they need to conquer the danger ahead, and as quickly as it arrives it also subsides.

Starting Actions

- * **Inspiration** - When called to aid the helpless, or avenge a horrific act, activate a single known corpus Power for 15 minutes.
- * **Weakness** - Choose a weakness from birth that causes penalties and immediately ends a Corpus Power.
- * **Power: Sight Beyond Sight** - See through illusions, invisibility, and barriers within 5 spaces.

Advanced Actions

- * **Power: Great Strength** - Gain unmatched strength to perform titanic feats and gain godly bonuses to muscle bound actions and attacks.
- * **Power: Blinding Speed** - Gain unmatched speed to perform amazing feats of dexterity and gain godly bonuses to athletic actions. Can move during every turn in combat.
- * **Power: Angelic Warrior** - Angelic weapons, armor, and wings appear, granting the power to fly and a 3d10 spirit damage melee weapon and 3d12 shield.
- * **Power: Energy Blast** - Fire ranged alchemic beams that can melt surfaces and cause 3d12 ranged attacks.

Tactics

Soldiers train to improve the deadly power of their own weapons. Army captains learn tactics of battle to wield their troops like swords and shields. Their training focuses on teaching troops to work together to defeat an enemy, and to embolden them to risk the individual to save the lives of the many. Captains help each soldier understand that they are responsible for the success of their fellow soldiers. Bonds that form between fighters are learned through the lessons taught by captains. In social situations, captains know how to command respect. They are well dressed and have a trustworthy authority in their voice. Officers are taught how to present their ideas to leaders. They are good at discerning facts from speculation, and have an intuition for how a challenge is going to unfold.

Starting Actions

- * **Issue Commands** - Before each round starts, declare a single Command to take effect only on allies within earshot for this round.
- * **Command March** - Allies gain 1 space of movement.
- * **Command Retreat** - Allies may break combat without retaliation.

Advanced Actions

- * **Command Advance** - Allies engaged in combat can push their opponent and advance into their space.
- * **Command Shield Wall** - Allies with shields grant a defense bonus to allies next to them.
- * **Command Attrition** - Allies gain a bonus to melee attacks if an enemy is killed on this turn.

Battlefield Engineering

Battles are not won with swords. They are won by outmaneuvering and out supplying the enemy. Battlefield engineers are soldiers who specialize in winning the fight before it is fought. They know how to alter terrain to make it more passable and more friendly for battle. These skills are also good for identifying dangers and predicting ambushes. A good battlefield engineer never has an easy feeling. They are keeping an eye out to improve everything around them, from the shape of a table to the number of steps up a mountain. A battlefield engineer's primary study is on the outside and structures that work with nature, but they pick up some knowledge of buildings, castles, and mines. They know mostly about large scale obstacles, but learn a little bit about traps.

Starting Actions

- * **Survey** - Spend a couple minutes analyzing a small area to prevent ambush or surprise.
- * **Repair** - Given a few minutes, repair a broken passage. Complex passages may take hours.
- * **Build** - Given a few minutes, use loose ground, wood, and nearby scrap as building materials for battlefield fortification Builds.

Advanced Actions

- * **Build Trench** - Dig a 2 space embattlement granting a bonus to defense.
- * **Build Roads** - Become immune to movement penalties and learn to shore up patches of difficult terrain.
- * **Build Chokepoint** - Ability to secure a narrow path causing severe penalties to movement.
- * **Build Blind** - Create a 2 person position hidden from sight if more than 10 feet away.

Focus: Essence

- * **Power: Force Disks** - Create and freely move harmless disks within sight that act as invincible and immovable barriers. They can be instantly used as 3d12 shields.
- * **Power: Energy Waves** - Pulsate healing light in a 3 space radius, restoring 1 Life Point to allies, reviving the recently fallen, and banishes any spirits.
- * **Power: Earth Form** - Become made of stone and highly resistant to physical damage, fire, cold, and lightning.
- * **Power: Great Mind** - Gain telepathy and telekinesis, able to perform normal actions up to 10 spaces away.
- * **Power: Death Form** - Become spiritual and unseen, able to pass through barriers, but unable to speak. Highly resistant to physical damage and able to deal Darkness damage with melee attacks.
- * **Epic Hero** - Corpus Powers stay active for an hour.
- * **Well of Inspiration** - Can store a single Inspiration to activate later instead of using it right away.
- * **Divine Inspiration** - Activate 2 corpus Powers when using Inspiration. Requires 6 Wis.

Focus: Officer

- * **Command Stand Ground** - Allies who do not move greatly secure their footing and gain an attack bonus.
- * **Command Volley** - Allies with ranged weapons may make their turn at the top of the round.
- * **Command Overrun** - Allies may move through enemies, resisting with Dex.
- * **Command Surround** - Flanking allies gain a bonus to defense against the target.
- * **Size Up** - Instantly get the physical stats and current status of a foe.
- * **Rally** - Once per day, rally allies spirits, restoring 1 Life Point.
- * **Rank** - Hold a respected title recognized by militaries and high society.
- * **War Story** - Skilled at imparting poignant wisdom to others through story.

Focus: Officer

- * **Build Battlement** - Create a 1 person position that is highly resistant to ranged and thrown attacks.
- * **Build Trap** - Create a 3d6 trap on a single space.
- * **Build Magical Trap** - Create a Trap that activates an attack spell known by an ally, cast as if the Engineer was casting the spell, and failing for insufficient Magic Points.
- * **Build Ambush** - Secure a room that grants allies a bonus to their first attack.
- * **Breach** - Quickly bar a door closed or smash a barred door open with improvised equipment.
- * **Demolish** - Ability to disable a passage to prevent its use given time and planning.
- * **Widen** - Ability to expand passages for moving larger loads, given time and planning.
- * **Encampment** - Establish fortified camps and improve on their design over weeks.

Not every land can keep their own regular army. When times of crises arise, the leaders have to raise an army quickly to protect themselves. The mercenary boss solves this problem. They are soldiers, often hired instead of born of the nation, who raise armies of mercenaries to fight for a cause. Their skills lie in motivating a brutish group of soldiers to do the bidding of a politician, risking their lives for a cause to which they have no allegiance. The mercenary boss knows how to speak to the common person best. Their words sound like they cut through the formalities and speak only plain truth. They have a way of simplifying advanced concepts for anyone to understand. Bosses have a background in the military, often as officers, but through disgrace or conscience their path led them to a different place. They have aging knowledge of wars gone by, tainted opinions of leaders far off, and enough stories to keep a campfire lit all evening.

Starting Actions

- * **Hirelings** - Experience in contracts and negotiations for hired muscle, and business dealing with knaves and mercenaries.
- * **Mercenary** - May hire one Mercenary and one Knave at a time from known types.
 - * **Knave: Henchman** - 1 shekel per day rate.
Str 1, Dex 1, Agl 1, Int 2, Wis 2, Con 2, Ftn 1, Move 4.
Equipped with Shortsword and Robes.

Advanced Actions

- * **Knave: Thief** - 2 shekels per day rate.
Str 1, Dex 4, Agl 4, Int 3, Wis 2, Con 2, Ftn 4, Move 6.
Equipped with Knives and Robes.
Able to sneak, pick locks, and pickpocket, resisted with Dex.
- * **Knave: Assassin** - 4 shekels per day rate.
Str 3, Dex 4, Agl 3, Int 1, Wis 1, Con 3, Ftn 1, Move 6.
Equipped with Saber and Robes.
Able to perform acrobatics and sneak.
- * **Knave: Laborer** - 1 shekel per day rate.
Str 5, Dex 1, Agl 1, Int 1, Wis 1, Con 5, Ftn 1, Move 4.
Equipped with Pick ax and Robes. Skilled in a simple trade.
- * **Mercenary: Guard** - 2 shekels per day rate.
Str 3, Dex 3, Agl 1, Int 1, Wis 1, Con 3, Ftn 1, Move 4.
Equipped with longsword and Leather Armor.

- * **Mercenary: Archer** - 2 shekels per day rate.
Str 2, Dex 4, Agl 2, Int 1, Wis 1, Con 2, Ftn 1, Move 5.
Equipped with Shortbow and Leather Armor.
- * **Mercenary: Soldier** - 4 Shekels per day rate.
Str 3, Dex 3, Agl 1, Int 2, Wis 2, Con 4, Ftn 2, Move 5.
Equipped with Crescent spear and Bone Splint.
- * **Gentry** - Experience in business dealings and bribes with officials. May hire one gentry at a time.
- * **Gentry: Healer** - 5 Shekels per day rate.
Str 1, Dex 2, Agl 1, Int 4, Wis 4, Con 2, Ftn 2, Move 4.
Equipped with Staff and Robes.
May spend a magic point to heal 2 life points or cure a curse or illness.
- * **Gentry: Mage** - 8 Shekels per day rate.
Str 1, Dex 1, Agl 1, Int 5, Wis 3, Con 2, Ftn 1, Move 4
Equipped with Staff and Robes.
May spend a magic point to damage one target with 3 fire damage, or 1 fire damage in a 3 space radius.
- * **Gentry: Aristocrat** - 8 Shekels per day rate.
Str 1, Dex 1, Agl 1, Int 3, Wis 2, Con 3, Ftn 3, Move 5.
Equipped with Shortsword and Leather armor.
Holds position over soldiers and guards and is skilled in languages and a fine art or science.
- * **Militia** - May hire 2 Mercenaries and 4 Knaves at a time.

Magic

Will of Anger

Natural elements are apathetic to people. When a sorcerer uses their magic to control them, they choose only the vengeful side of those elements. Storms and raging fires and floods are the side of nature that strikes fear. Sorcerers take control of these forces when using their magic. It feels almost like an artist molding clay. Sorcerers have a special sense of the natural world, sometimes able to feel natural disasters before they strike. Their connection can sense the presence of when natural forces are acting on their own or being controlled. They have a strong feeling for all elemental magic when concentrating. Since control is a major aspect of mastering the will of anger, sorcerer's seek powerful pieces of knowledge far and wide, and learn a wealth of disconnected, ancient information on their path to power. This leads to some knowledge of ancient languages and symbols.

Starting Actions

- * **Fire Bolt** - Spend a magic point to cast a sudden 2 damage blast of fire in sight.
- * **Lightning Hands** - Spend a magic point to conjure a melee lightning attack rolling a d6 for each Wis.
- * **Arrows of Force** - Spend a magic point to cast a 1 damage blasts of air in sight. Can be multiplied

Advanced Actions

- * **Lightning Bolt** - Spend a magic point to cast 3 lightning damage at a target in sight, or 1 lightning damage at 3 targets.
- * **Hand of Wind** - Create an arm of wind in sight to manipulate objects. Spend a magic point to cause 1 air damage.
- * **Freeze** - Spend a magic point to freeze a spot in sight up to a 3 space radius. Attack up to 3 targets with 1 cold damage each.
- * **Font of Power** - Create a trickle of water. Spend a magic point to turn it into a wall of water that can move 5 spaces and cause 2 water damage to a target.
- * **Fire Blast** - Spend 2 magic points to explode a point in flames up to 5 space radius, causing 2 fire damage to up to 4 targets. Requires 6 Int.

Focus: Elements

- * **Ice Wall** - Spend a magic point to create pillars of ice on 3 squares, forming walls for d6 minutes. Targets take 1 cold damage and are pushed. Can be multiplied. Requires 6 Int.
- * **Intense Heat** - Spend 2 magic points to heat up to a 5 space radius. Movement and actions become difficult. Can be maintained. Requires 6 Int.
- * **Lightning Array** - Spend 3 magic points to summon a lightning attack in sight, rolling d6 for each Wis. If it hits, the bolt jumps to a new target until there are no new targets. Requires 8 int.
- * **Wind Gusts** - Spend 3 magic points to create a 3 space radius whirlwind in sight. It damages objects and causes 1 air damage to those caught in it. Can be maintained and moved 5 spaces per round. Requires 8 int.
- * **Inferno** - Spend a magic point to cast forth a fiery explosion, moving forward 3 spaces per round. It inflicts 2 fire damage to those in its way. The inferno moves 3 spaces per round until it hits a wall. Requires 8 int.
- * **Flood** - Spend a magic point to expand a water source to 6 feet deep. The water has a strong undertow that is hard to escape. Can be maintained. Requires 8 int.
- * **Jaws of Dirt** - Spend 3 magic points to open a 2x2 square of ground up to 12 feet deep. Can be maintained. Instantly slams shut once ended. Requires 10 int.

Will of Change

Time has a way of changing things. The living grow and age. Rocks are weathered down. Mages with the will of change understand how nature changes and goes through seasons. Through their magic, they can feel the world in a constant state of change. Nothing is as it is now. It is but a collection of what it has been and everything that it will be. Mages who study change do so in nature. They do not study books written by people, but study plants and animals closely. They learn complex information about nature. Their study is usually done in silence, so these mages can coexist with most animals peacefully.

Starting Actions

- * **Ground Sense** - Spend a magic point to sense the ground in a 15 space radius, detecting voids and movement. Can be maintained.
- * **Melt Metal** - Melt metal and reshape it by hand by spending a magic point per 10 lbs of material. The metal springs back into shape after d6 minutes.
- * **Living Door** - Spend a magic point to animate a door permanently. It follows the commands of the mage and can sprout roots to lock in place.

Advanced Actions

- * **Tool** - Spend a magic point to transform a stick into a small or medium sized tool. This tool lasts for d8 hours. Permanent on roll of 8.
- * **Weapon** - Spend a magic point to transform a branch into any weapon for d6 hours, ignoring skill restrictions.
- * **Twilight** - Spend a magic point to light up to a 100 square foot surface with magical fireflies. The fireflies may follow the mage. Lasts d8 hours.
- * **Sprout** - Spend a magic point to conjure a wall from the ground, of matching material, filling 1 space. Can be maintained, growing 1 space per turn, no longer than your Int. Can be dismissed.
- * **Unearth** - Spend a magic point to empty a 2 space cube of ground, sinking safely down. The ground restores to normal in d10 minutes.
- * **Twisted Thorns** - Spend a magic point to create a thorn bush on a 3 space line within sight. Those moving through are attached with 3d6. Lasts until dismissed.
- * **Resize** - Spend a magic point to touch a living thing and double or halve its size. Enlarging grants bonuses to attack, shrinking grants bonuses to defense. Lasts d12 minutes. Requires 5 int.

Focus: Elements

- * **Heavenly Stairs** - Spend a magic point to solidify the air into steps, extending up to 4 stories. Lasts until dismissed. Can be multiplied. Requires 5 int.
- * **Sand Ocean** - Spend 2 magic points to turn up to a 100 square foot surface of loose material into harmless liquid, up to 15 feet deep. Lasts d12 minutes, safely surfacing living things after. Requires 5 int.
- * **Wall of Moss** - Spend 2 magic points to turn a 30 square foot hard surface into soft, spongy material that is easy to dig. Lasts d10 minutes, returning to normal. Requires 5 int.
- * **Fog** - Spend 2 magic points to turn up to a 30 square feet section of water into thick, expanding fog, up to 10 feet deep, magically suspending the water around it. Lasts d12 minutes. Requires 5 int.
- * **Idol** - Given an hour, spend 3 magic points to animate one statue at a time for d6 days. The statue returns to its original state after this expires or it's defeated. Requires 8 int.
 - House size or larger
 - Str 8, Dex 1, Agl 1, Int 1, Wis 1, Con 15, Ftn 1, Move 3.
 - 3d8 melee attack, 3d6 armor effective against piercing.
 - Half person or Larger
 - Str 3, Dex 3, Agl 3, Int 3, Wis 3, Con 8, Ftn 3, Move 5.
 - 3d6 melee attack, 3d8 armor effective against piercing.
 - Smaller
 - Str 1, Dex 6, Agl 4, Int 4, Wis 4, Con 4, Ftn 5, Move 8.
 - d6 melee attack. 3d10 armor effective against piercing.

Will of Security

The elements don't just have a destructive nature. They also build and refresh the land. There is a sense of security knowing that the seasons will bring the rain and the harvest. Those who practice the will of security draw their magical powers from this life giving process. They are known as sages. Their knowledge is passed down to generations in secret tomes, learned from sage to sage, and taught in formal lessons. Sages become experts at studying and applying new concepts, always remaining inquisitive. Their magic focuses on protection and earns them the reputation as guardians of sacred sites. Sages make trusted advisors to chiefs. They learn to understand the seasons and discern information about nature by studying it. Observing the clouds, the moon, the temperature, and the day of the year helps them learn what kind of weather may be coming and how it will affect people, such as travel, success of crops, and coming ravages of nature.

Starting Actions

- * **Blessing** - Spend a magic point to increase a single stat at a time by 1 for allies within 1 space. Lasts d6 minutes.
- * **Water Form** - Immediately spend a magic point when an ally in sight is physically harmed. Their body becomes like water and the attack misses.
- * **Void Touch** - Spend a magic point to create a single charge at a time, this charge can be consumed instantly to absorb a spell harming the sage. Lasts 1 hour.

Advanced Actions

- * **Blink** - Spend a magic point in place of moving to teleport to a space in sight. Can instead be used instantly as a 3d10 defense.
- * **Crystal Wall** - Spend a magic point to create a 3 space wide wall. Magic cannot pass through it. Lasts until dismissed.
- * **Force Armor** - Spend a magic point to conjure an armor of wind on an ally. They gain a bonus to defense and knock back attackers that they defend.
- * **Elemental Charge** - Instantly spend a magic point to charge an ally's weapon in sight, adding 3d6 air damage to the next attack.
- * **Circle of Fortune** - Spend a magic point to bless allies within 3 spaces. They do not take penalties and their attacks can cause magical wind damage. Lasts d10 rounds.

Focus: Elements

- * **Cool Breeze** - Spend a magic point to grant up to 3 allies in sight +2 Movement for d6 rounds.
- * **Snow Armor** - Spend a magic point to conjure armor of frost on an ally. Undead cannot see or attack them and they are immune to curses and illness for d10 minutes. Requires 5 int.
- * **Snowy Curtain** - Spend a magic point to freeze ranged and thrown projectiles that pass within 3 spaces. Lasts d6 rounds. Requires 5 int.
- * **Symbol of Mud** - Spend two magic points to write one symbol at a time in mud. The sage can teleport up to 8 willing allies holding hands to the symbol. Lasts d12 hours and can be dismissed. Requires 6 int.
- * **Shield** - Spend two magic points to make allies within 2 spaces highly resistant to magic spells for a round. Can be maintained. Requires 6 int.
- * **Circle of Defense** - Spend 3 magic points to conjure red armor on allies within 4 spaces. Attacks made against these allies cause the weapon to immediately rot and rust, magical weapons repair once the spell ends. Lasts d10 minutes. Requires 8 int.
- * **Renewal** - Once per day, spend 4 magic points to rewind a battle up to 15 minutes. Combatants and their equipment are restored, but magic points stay drained. Only sages are aware of the change. Requires 9 int.

Will of Charm

For some, the magic of the elements is as deceptives as the waves of the ocean. The world is not as firm to them. They use the elements to make the world seem different; to project the mysterious world that exists only in their own mind outward. The world knows practitioners of the will of charm as magicians. They use their magic as a form of entertainment to make money, but the temptation to make people's money vanish is great. In order to conjure this magic, magicians use a lot of tools and ingredients. Their tools include mementos of places, wands, and cloaks that are crafted and enchanted by the magician. In order to make these creations, the magician learns skills in crafting. They learn how to work with tools and materials in inventive ways. They also enhance their show by their appearance, which they know how to change in order to impress a meaning upon those that they meet.

Starting Actions

- * **Hide** - Ability to hide a single object, smaller than a backpack, in a magical dimension for up to 10 minutes. Can be dismissed.
- * **Multiply** - Ability to make a single copy at a time of an object smaller than a tea kettle or refill a mundane liquid. The copy remains until dismissed.
- * **Projection** - Given a minute, project an illusory image of a thought or idea, visible to others.

Advanced Actions

- * **Sleight of Hand** - Use Dex in place of Wis for skill checks in this skill set.
- * **Cloak of Lies** - Magically alter the appearance of your clothing until dismissed.
- * **Illusion** - Spend a magic point to create an illusion up to the size of a wagon. Lasts d6 minutes or until dismissed.
- * **Mist** - Spend a magic point to create a thick, shadowy mist in a 5 space radius. The mist can be moved 7 spaces per round and shaped at will. Can be maintained.
- * **Puppeteer** - Spend a magic point to animate any toys or dolls smaller than a person in sight, which take on their own personality. Can be maintained.

Str 1, Dex 5, Agl 4, Int 1, Wis 1, Con 1, Ftn 1, Move 6.
d6 melee attack, and 3d8 defense.

Focus: Elements

- * **Idea** - Spend a magic point to secretly put an idea in someone's head, as if they came up with the idea. The target can resist with Wis and will forget the idea in 24 hours.
- * **Cloak** - Spend a magic point to create an invisible cloak from a cloth. One side is visible and the other conceals what is behind it. Lasts d12 minutes. Requires 5 int.
- * **Great Illusion** - Spend 2 magic points to create a large scale illusion as if on a grand theatre stage. Lasts d12 minutes, but can be maintained longer. Requires 5 int.
- * **Golden Tongue** - Spend a magic point to make your lies sound like truths, which can be resisted with Wis. Lasts d8 minutes. Requires 5 int.
- * **Trance** - Given a minute, spend 2 magic points to hypnotize a person, resisting with wis. They follow commands that do not harm them. Lasts d12 minutes. Ends if target gets harmed. Requires 6 int.
- * **Veil** - Spend 3 magic points to create a veil of invisibility extending up to 3 spaces from the magician. Anyone within the veil becomes invisible. Can be maintained. Requires 7 int.
- * **Vapor** - Spend 3 magic points immediately to become vaporous, floating like a spirit and immune to physical damage. Can transform to vapor and back at will. Lasts d8 minutes. Requires 7 int.

Heart of the Beast

Focus: Nature

Some magic is older and more primal than others. This magic is like an echo in the distance, which came from the past and gets louder as it gets closer. It stampedes deep into their soul. This is the heart of the beast. Those with this power are cursed to take on the form of beasts and are known as shifters. Though leading to spectacular abilities, it also tears apart the very thing that makes a person civilized. Their body contorts and changes, challenging the fiber of their being. Shifters find themselves one with nature at an early age. They have survival instincts and increased senses and an ability to track and locate prey. They also travel unhindered on difficult natural terrain, like mountains and dense jungles. Although not experts, shifters can usually identify which plants are good to eat. They don't keep good social skills. Shifters prefer the company of animals to people. Others who discover a shifter's identity tend to avoid them. They have a reputation for being unclean, brutish, dangerous, and unpredictable. How much of that is true is up to the individual, but it does not help when making friends. For this reason shifters hide their nature so that they can remain active members of society.

Starting Actions

- * **Animal Sense** - Given several minutes, sense the emotional state of an animal, revealed in simple terms.
- * **Moon Curse** - After dusk, uncontrollably change into another Form for d2 hours due to this curse. This feels like a nightmare. Shifter cannot die in this state, falling asleep until dawn instead. Changing back restores to full Life Points.
- * **Form: Wild Beast** - Change into a 4 legged furry beast. Increase Str, Dex, Agl or Move by 2. Greatly improve two physical senses. 2d8 claw attack, 3d8 dodge. Cannot use equipment or other skills.

Advanced Actions

- * **Animal Calls** - Given several minutes, speak with an animal in simple terms.
- * **Magical Change** - Ability to activate Moon Curse at any time of day by spending a magic point.
- * **Control** - Given a few minutes, end a transformation and return to normal without restoring any Life Points.
- * **Aggression** - Restore to full Life Points when transforming and gain bonuses to attacks.
- * **Reflexes** - While transformed, gain bonuses to defense and increase AC by 2.
- * **Clarity** - Ability to control thoughts while shifted, ending any nightmares. Able to resist the Moon Curse.

* **Primal Nature** - While transformed, if in the presence of a Bad Omen, become bloodthirsty and restore 1 Life Point for each attack that hits.

* **Form: Lycanthropy** - Transform into a were animal, taking on two of its major traits. Gain 1 Str or Dex. Can use equipment and skills in this form.

* **Form: Guiding Beast** - Transform into a small animal, gaining all of its major traits. Str reduces to 1. Dex and Move increase by 2. Cannot use equipment or other skills. D6 bite attack, 4d10 dodge

* **Form: Dominating Beast** - Transform into a mammoth sized beast. Gain 2 Str and 5 Life Points. Cannot use equipment or other skills. 3d8 trample reach attack that knocks targets backwards on a hit or defense. Can be repeated until defended or misses. 2d8 defense.

* **Form: Mythic Beast** - Transform into a mythic beast no larger than an elephant. Gain 2 to Wis and Ftn. Cannot use equipment or other skills. 2d8 attack, 3d8 dodge. Can spend a magic point to heal a target for 2 life points or to breathe 1 elemental damage on 3 targets within 5 spaces.

* **Demonic Curse** - When a bad Omen is encountered, immediately transform into a demonic creature with skin made of cinders with wings for flying. Can use equipment and skills. Highly resistant to fire and darkness. 3d2 darkness damage melee attack. Can breath out a 3d6 fire attack at a target in sight.

Heart of the Storm

Focus: Nature

Nature has an awesome way of showing its power, but when a storm is brewing it also has a subtle touch. That feeling is how those who practice the Heart of the Storm use their magic. The air around them becomes their workspace for crafting magic. These creators of storms are known as conjurers for how quickly their presence blows in change. Conjurers create their magic by taking the feelings around them and manifesting them into expressions of the sky. Conjurers can feel the general mood of the people in a room, and they can feel the mood of the sky. They know what the weather will be before it happens, and have an uncanny way of knowing when lightning will strike a moment before it hits. Conjurers are happy to face most weather and don't seek shelter from the rain or the sun.

Starting Actions

- * **Drizzle** - Given a few minutes, change the weather to a mild event that matches the current mood of the situation.
- * **Breeze** - Create a breeze in a small area to comfortably change the temperature. This can become a weak vortex after a few minutes.
- * **Shock** - Spend a magic point to shock a target within 1 space for 1 lightning damage. The shock can bounce to new targets within 1 space of the last until one defends.

Advanced Actions

- * **Contentment** - At dawn, acclimate to one of the natural elements, becoming highly resistant for the day.
- * **Font of Joy** - Spend a magic point to purify a water source, expelling spirits and bad omens, and healing d6 Life point to the first living thing to drink from it.
- * **Wellspring of Tears** - Spend a magic point to flood a water source, magically shaping the water to occupy a space no larger than a house. A strong current flows through at will. Can be maintained.
- * **Tempers** - Create a small whirlwind of harmless hot or cold air, appearing in sight, that can move 5 spaces per turn. Instantly spend a magic point to cause 2 Fire or Cold damage to a target within it. Whirlwind can be maintained.
- * **Angry Skies** - Slowly start brewing up a storm with rain, wind and thunder, extending in a 5 space radius. Instantly spend a magic point to cause 1 lightning damage to 2 targets in range. Storm can be maintained.

* **Cold Farewell** - Create a slow forming vortex of cold air that lightly snows in a 5 space radius. Instantly spend a magic point to blast a drift of snow towards one target in range, burying it and causing 1 cold damage. Vortex can be maintained.

* **Clouds of Confusion** - Spend a magic point to stir up a dust storm in sight, in a 5 space radius. The area is difficult to see and move in. Each round one target within takes 1 earth damage. Can be maintained.

* **Exhaustion** - Create an intense ray of sunshine on a spot in sight. Instantly spend a magic point to greatly heat up surfaces in a 3 space radius, and inflict 2 fire damage to a target within. Sunshine can be maintained.

* **Rays of Ambition** - Clear the skies immediately above and shine in a warm ray of light. Instantly spend a magic point to grant allies within 3 spaces bonuses to movement and attacks for 1 round.

* **Sickly Shivers** - Spend a magic point to shake the ground in a 5 space radius. A single fissure tears open, traveling 5 spaces through walls and causing 2 earth damage to a target. Fissure lasts d6 minutes.

* **Melancholy** - Spend a magic point to stop a patch of severe weather in a 10 space radius.

* **Sad Seas** - Swirl up choppy water at a point in sight in a 5 space radius. It is difficult to sail or swim through the swirling water. Instantly spend a magic point to cause 2 water damage to a target within. Choppy water can be maintained.

Heart of the Soil

Focus: Nature

Magic that comes from nature is seen as flowing from the living world and into oneself. Practitioners of the heart of the soil are able to channel magic from themselves back into the world. Their powers come from the energies in the sunlight, in the air, in the soil, and in the water, which are focused into jolts of life-giving magic. Those who have this power are known as channelers. Their abilities are seen as a boon to villages. Farms and livestock grow healthy under their care. The serene beauty of the woodlands thrive with their influence. Channelers represent a bountiful harvest of magic in the eyes of the commoner. In order to control these spells, channelers use their body to focus, like exercising a hidden muscle. They use foci made of beaded jewelry and body art. Nature symbols guide their channeling, and they learn great knowledge of symbols and their meaning. They are especially knowledgeable of tattoos because they are a personal focus for concentration.

Starting Actions

- * **Unwither** - Given several minutes, heal an incapacitated plant or animal to 1 Life Point.
- * **Whisper** - Given a several minutes, ask a question to the rustling leaves and get a simple answer.
- * **Grow** - Spend a magic point to touch a plant and instantly grow it a number of years up to Wis.

Advanced Actions

- * **Blessed Labor** - Use Str in place of Wis for skills checks for this skill set.
- * **Unearth** - Spend a magic point to touch natural ground and reshape an area up to 4 spaces, 5 feet deep. The ground returns after 10 minutes.
- * **Restore** - Spend a magic point to animate a wooden object smaller than a wagon. It can move if not fixed in place.
Str 1, Dex 2, Agl 1, Int 1, Wis 1, Con 3, Move 2, Ftn 1.
d6 attack, 2d6 defense, 3 AC.
- * **Mud** - Spend a magic point to turn a 5 foot radius area of ground in sight into muck that is difficult to move through and risks injuring large creatures. Lasts for d8 minutes.

- * **Move** - Spend a magic point to ask a plant to uproot and move 1 space. Can be maintained and multiplied.
- * **Cure Blight** - Spend a magic point to cure a plant or animal of disease or curse, also repelling bad omens and spirits.
- * **Scarecrow** - Spend a magic point to curse a scarecrow in sight as a bad omen with a 5 space radius aura of gloom. Anyone intending you harm suffers penalties and spirits take 2 darkness damage. Can be maintained.
- * **Living Wardrobe** - Given a few minutes, spend a magic point to grow a green plant into armor. The armor grants +1 AC and absorbs 3 damage before disappearing.
- * **Blessed Herbs** - Spend a magic point to enchant an herb. It produces an odor noxious to any creature that is evil or unnatural, who must flee or take 2 alchemic damage. Lasts d8 minutes.
- * **Grudge** - Can ask a forest to curse a foe. The foe and their allies will be hindered, delayed, and unable to find food or rest safely.
- * **Thicket** - Thickets, vines, and tall grass move out of your way, and will attempt to block those who mean you harm.
- * **Blessed Bounty** - Once per day, touch the ground to sprout a feast of fruits, vegetables, and a spring of water, restoring 1 Life Point to allies.

Aura of Darkness

Focus: Spiritual

The spiritual plane is a mysterious place with secrets the living world is not privy to. Those that try and learn those secrets have to do so in darkness. The windows into the spiritual world open at the fall of dusk, to eyes that are closing to the waking world, through minds that have shed the physical world and embraced the delirium of a trance. Witches who practice the aura of darkness learn their magic through peering into the spiritual world to bring back power that the living cannot understand. Witches learn about the ways of spirits through strange allegories of what the living cannot comprehend. They have knowledge of the spirits and an uncanny way of knowing when the seemingly mundane is caused by a spirit. They learn to feel for places where a doorway to the spiritual plane might open. Witches use special potions to achieve their trance states, and know about mixing herbs. They use representations of the living to bind their intentions to a spirit, and commonly have to prepare these materials in a hurry. The rest of the world doesn't understand the ways of witches and may misunderstand their intentions, but witches use this isolation to their advantage.

Starting Actions

- * **Bind Spirit** - Attempt to bind a nearby spirit, who can speak in simple phrases with the witch. Spend a magic point to compel it to take an action or attack for 2 spirit damage.
- * **Peer** - Peer through a window into the spirit plane. Spirits are visible and living things that are harmed glow through walls, revealing their injury as an aura.
- * **Curse** - Spend a magic point to curse a target in sight. Their Ftn reduces to 1 and they suffer -2 to one of their stats. Lasts d6 hours or until dismissed.

Advanced Actions

- * **Draw Spirit** - Given a minute, spend a magic point to pull a good or bad natured spirit through to the physical realm. It can speak but cannot touch physical things. It is compelled to follow commands for d12 minutes and is then set free.
- * **Ugliness** - Given several minutes, create a trinket that curses a target with ugliness while it is on their person. This adds up to 3 unpleasant traits and reduces a stat by 1 to increase another.
- * **Misfortune** - Given an hour, spend a magic point to curse one family at a time. Spirits haunt them at night, their livelihood falters, and their family members become ill one at a time. Lasts until dismissed.
- * **Energy Transfer** - Spend a magic point to touch a target and steal up to 3 Life Points, without reducing it to 0. A potion that restores 1 Life Point is created for each life point stolen. Unused life returns to the target after an hour.
- * **Silence** - Burn incense to create a 5 space radius area of silence, which blocks magic spells and attacks from spirits. Spirits can use it as a portal back to the Spirit plane.

- * **Fortune** - Spend a magic point once a day to bless someone with good fortune for the day. They gain +3 Ftn and will find a valuable treasure. The following day they will be cursed with bad luck and be robbed of their treasure.
- * **Doll** - Spend a magic point to curse a likeness of a target. Spells affecting the likeness also affect the target, but cannot cause damage directly. This lasts 24 hours, or until the doll is destroyed.
- * **Ghastly Form** - Spend a magic point transform a nearby spirit into a terrifying physical form. Remains until killed. Only follows commands for d12 minutes before escaping.
Str 2, Dex 2, Agl 2, Int 2, Wis 2, Con 4, Ftn 1, Move 4.
2d6 claw attack, 2d6 ethereal defense, 3 AC.
Can spend a magic point to paralyze a target in sight. Can spend a magic point to dissolve into liquid for 1 round.
- * **Otherworldly Flames** - Spend a magic point to ignite a good omen or religious symbol in sight into flames, causing 1 spirit damage to anyone within 1 space. The omen stops and the object slowly burns. Can be maintained.
- * **Jade Eyes** - Spend a magic point to see spirits, invisibility, ethereal beings, and auras around people revealing their physical stats. Lasts 1 hour.
- * **Soul Tether** - Given several minutes, spend 3 magic points to touch a target to bind souls with the witch. If either dies, the other's soul is dragged with it, killing them. Requires 8 Int.
- * **Resist Death** - At dusk, spend 3 magic points to place your soul within a valuable object. You are immune to spirit and darkness damage. If your body is killed, breaking the object revives you. Lasts a day. Requires 8 Int.

Aura of Help

Focus: Spiritual

Some magic works through the elements, others through nature. Another type of magic is expressed through a more mystical medium. Those who cast spells through spirits are known as diviners or mediums, and play with powers larger than themselves. They have a connection to the Spirit Plane that puts them in contact with spiritual beings, both good and bad. Mediums work with magic that resides in shadows, in the glint of reflections, in the corner of your eye. The tools of the trade include plants, gems, painted images, minerals, feathers, and animals skins. Mediums have experience with all of these things, growing, gathering, and preparing them. Creating tools with these items also makes mediums learn to craft jewelry. Mediums have a sense of the spirits in an area and a way of feeling people's mood.

Starting Actions

* **Gem Charge** - Given an hour, create a gemstone that gives the wearer a minor positive influence. The gemstone has 1 charge that can be spent to prevent a penalty.

* **Scrying** - Given 15 minutes, locate the general location of a person on a map by concentrating on a personal item of theirs. Can also use divining rods to be guided towards water or a lost item.

* **Fates** - Can use witch materials to read whether there is danger behind a door or opening. If the answer is yes, resist with Wis or a bad Omen appears.

Advanced Actions

* **Locate Object** - When Scrying, spend a magic point to learn the exact location of a person or object by name, that known to someone present.

* **Clear Room** - Given 15 minutes, perform a cleansing that repels spirits, bad omens. People in the room are immune to illness, and curses. Lasts 1 hour.

* **Spirit Bridge** - Spend a magic point to allow anyone wearing a Gem Charged by the medium to communicate telepathically with each other. Lasts 6 hours.

* **Boonful Possession** - Spend a magic point to ask a spirit to possess a Charged Gem. This grants the wearer +1 to a stat for 1 hour.

* **Sense Feelings** - At dawn choose an emotion. Anyone wearing a Gem Charged by the medium can sense that emotion within 100 yards.

* **Ease** - Spend a magic point to touch a person and see an insignificant mistake made the past day, such as forgetting to shut a window. Can reach back to simply undo it.

* **Truth** - Given several minutes, enchant a likeness of a target. They must answer the next question with a simple, truthful answer. If the target is at a distance, spend a magic point to ask the question in their mind. Lasts 2 minutes or until answered.

* **Banish** - Spend a magic point to banish a target in sight by name, including unseen spirits. Spirits are banished to the spirit plane. Living things have their minds cleared and one of their active spells may be ended.

* **Spirit Walk** - Spend a magic point to astral project the spirit of up to 8 allies holding hands. The group enters a trance, cannot take turns, and is highly resistant to physical damage. The spirits fly as a group 10 spaces per round. Can be maintained. Can teleport when the spell ends.

* **Mind Door** - Spend a magic point to walk through a doorway and enter the mind of a living thing in sight. Its thoughts materialize like physical things which can hurt the medium. Lasts 6 minutes. Can be dismissed. Return to the nearest door.

* **Second Sight** - The medium can instantly look through the eyes of anyone wearing a Gem Charged by the medium.

* **Peering** - Once per day, spend a magic point to touch a person and peer into their fate, revealing a danger that they may face that day. They may avoid fate, but take penalties if they do face it.

Aura of Decay

Focus: Spiritual

Mixing magic that emanates from the physical world with magic from the nether plane is a dangerous art. One plane belongs to the living, and the other jealousy wants to come back. Practitioners of the Aura of Decay know this delicate balance and are among the few who can know what happens to the living after death. For this reason they are called menders of the dead, and necromancers. Their magic is not evil, it's meant to aid the living. They look to the other planes to take away the stain of death and decay. Menders spend much time researching magic and the other planes. The mender's magic involves the same tools as doctors in the physical world, but also ethereal tools made of spirit. Menders have a sense of when netherworldly events are occurring like a chill up the spine. Opinions are split on accepting menders in society. Some consider them healers, others consider them enemies of nature.

Starting Actions

* **Soul Stone** - Can immediately draw the soul of a living thing into a stone when it dies. The spirit may be spent to activate some skills. The soul hibernates and cannot feel pain. Can keep a number of soul stones up to Wis.

* **Recoil** - Can spend a magic point to bargain for the soul of an ally that has just died, by spending a Soul Stone. The ally remains unconscious for 1 day and then must abide by the bargain.

* **Cross Over** - When touched by a spirit, can immediately spend a magic point to offer passage to the nether or spirit planes.

Advanced Actions

* **Ward Disease** - Spend a magic point and a Soul Stone to cure a target in sight of an illness, curse, or possession which are also repelled in a 2 space radius for d6 minutes.

* **Boil Blood** - Spend a magic point and a Soul stone to inflict 1 point of darkness damage on up to 4 targets in sight.

* **Reincarnate** - When an animal dies in sight, immediately spend a magic point and a Soul Stone to place that spirit in the animal. It rots normally but remains permanently animated. Can be controlled for 24 hours and then escapes.

Str 1, Dex 2, Agl 2, Int 1, Wis 1, Con 2, Ftn 1, Move 5.
d8 bite attack, d12 defense.

* **Mechanical Body** - Given several minutes, spend a magic point to animate a fresh corpse, whose soul has left, as a mindless machine. Mechanical bodies only move when the mender enters a trance to control them.

Str 1, Dex 1, Agl 1, Int 1, Wis 1, Con 4, Ftn 1, Move 3.
d6 Bite Attack, No defense.

* **Possession** - Spend a magic point and a Soul Stone to possess and control a person in sight. Lasts d6 rounds, resisting each round.

* **Rot and Decay** - Given a few minutes, spend a magic point to conjure insects who devour a fresh corpse, healing an undead minion in sight for 4 Life Points.

* **Chains** - Spend a magic point to place spiritual chains over a body. Its soul or spirit is forced back and cannot be moved or possessed for d12 minutes.

* **Bone and Teeth** - Given a few minutes, spend a magic point and a Soul Stone to raise a skeletal minion. It cannot speak but can use weapons and armor. Lasts d6 days.

Str 2, Dex 2, Agl 2, Int 1, Wis 1, Con 3, Ftn 1, Move 5.
d6 punch attack d6, 2d6 defense. Highly resistant to piercing, ranged, and blades.

* **Gamble** - Given several minutes, spend a magic point to gamble with an ally's soul. A wis skill check is secretly rolled. A chance to revive to full Life Points upon death is earned for each success, but never revealed to players. Chances last 24 hours. Requires 6 int.

* **Remnant** - When an evil spirit in sight is harmed, spend a magic point and Soul Stone to instantly offer it a contract to serve as a flying remnant of an armor clad warrior. Follows commands for d6 hours and then escapes. Requires 7 int.

Str 1, Dex 3, Agl 4, Int 3, Wis 3, Con 3, Ftn 1, Move 7.
d8 Claw attack, 3d8 defense.

Can spend a magic point to cause 2 darkness damage to a target in sight. Can instantly spend a magic point to attempt to reflect a spell effect, resisted with wis.

* **Ancestral Celebration** - Given several minutes, spend 2 magic points to create a one way portal from the spirit plane. Spend a Soul stone for each ancestral spirit that comes through. They must stay within 10 spaces of the portal. Lasts 1 hour. Requires 7 Int. Spirit is of one of the following types.

Warrior spirit

Str 5, Dex 3, Agl 3, Int 2, Wis 2, Con 5, Ftn 4, Move 6.
2d10 lightning damage piercing attack, 2d10 armor, d8 shield

Sage spirit

Str 1, Dex 2, Agl 4, Int 10, Wis 5, Con 3, Ftn 4, Move .
Cannot touch physical things, d8 shield, immune to physical damage.

Can spend a magic point to touch a target and cause 2 lightning damage. Can spend a magic point to bless an ally with +1 to one stat at a time for 24 hours.

Family spirit

Str 2, Dex 2, Agl 4, Int 6, Wis 4, Con 6, Ftn 4, Move 5.
2d8 fire damage war club, 2d12 armor, d8 shield

Can spend a magic point to cure an ally in sight of an illness, curse, or poison. Can spend a magic point to banish a spirit or unnatural being.

* **Burst Forth** - Given a few minutes, spend 3 magic points to raise the dead as fiends, that crave life and have no loyalties, in a burial site or mass grave. For each fiend, a Soul Stone is spent. All but one is dragged back to the nether plane after 24 hours. Requires 8 Int. May be armed with weapons and armor

Str 3, Dex 3, Agl 2, Int 2, Wis 3, Con 4, Ftn 1, Move 7.
d10 claws, 2d8 defense.

Can levitate. Can restore full Life Points by consuming a corpse.

Artistry

Savant

Artists express their inner selves through art. Painting, sculpting, composing, are all an outlet for what lives inside. For most, the ability to translate feelings to paper takes a dedication to a craft. A matter of pride. But the savant's talent flows freely from their mind to their hand. There is no idea that they cannot recreate in exact detail. A savant's hand simply copies their mind onto the canvas. Although art is the clearest example, it's not the only area where their precision counts. Savants tend to be exceptional at retaining information and able to understand complex problems quickly. A drawing may be more accurate than a map. A sculpture may capture details that aren't realized for generations. The savant simply sees the world differently. Savants also seem to have trouble speaking their ideas to others. They don't understand the same day to day worries as everyone else and even show sympathy in unusual ways. This means that savants stand out in everything that they do, for better or worse.

Starting Actions

- * **Observation** - Can observe subtle changes in the immediate area to discover clues or secrets, also revealing stats and traits about others.
- * **Recall** - Focus intently on a problem, attempting to remember unusual information that gives a clue using a Wis skill check. Can repeat on a success for new clues until failed.
- * **Pattern** - Given several minutes, analyze an unknown writing or group of symbols for patterns, gaining a single clue to its meaning.

Advanced Actions

- * **Brush Strokes** - Can instantly spend a magic point to reroll an attack, defense, or skill check.
- * **Postulate** - Can mentally track movement of enemies that have disappeared from sight.
- * **Discernment** - When hearing someone speaking, can discern the literal intentions of the words in pragmatic terms, usually missing out on metaphor and humor.
- * **Instigation** - Can quickly discern who instigated a conflict by examining behaviors and evidence.
- * **Review** - Can distinctly recall details learned in the past day, analyzing them in more detail. Spend a magic point to have a vivid vision as if reliving the experience.

Focus: Art

- * **Idea** - Explain an idea through word or art that is clear to all and logically sound, even through a language barrier. When done in combat, a target must acknowledge the message, safely breaking combat engagement.
- * **History** - Given an hour, study an artwork to learn details about the artist, their state of mind, and how to accurately recreate the art piece.
- * **Prophecy** - When finishing an original piece of art, once per day spend a magic point to make it prophetic. Choose a person and a very specific action. The next time that event happens, they automatically succeed.
- * **Feelings** - When creating an original piece of art about a subject, spend a magic point to read a thought or see an event that has happened to the subject. This is experienced like reliving it.
- * **Landscapes** - When creating a detailed picture of a place, spend a magic point to magically capture a still life portrait of exactly what is happening there at the moment.
- * **Detect** - When looking at a crime scene or violent aftermath, discover details about how the event happened without indication of who.
- * **Pragmatism** - Focusing on logic begins to override feelings, becoming highly resistant to charms and being possessed.

Architect

Everybody makes plans for the day that suffer the whims of fate. Everyone except the architect. They are grand designers who have a knack for knowing how to shore up their dreams. Their minds are trained to focus on a grand vision and to be tenacious about its creation. Architects typically learn trades like masonry and carpentry, but the mind of an architect can exist in anyone who works with their hands. Buildings that architects create are not just monuments to their ideas. People experience most of their lives in these structures. Buildings are monuments to the people within them. Architects see buildings as meaningful things, and can discern their function like a sense. They are well respected for their ability to draw up plans and make clever solutions to impossible problems. People trust architects and often seek out their advice. Nature is not as respectful, as it destroys the work of an architect to reclaim the land. It takes a balance to tame nature and great works that stand the test of time.

Starting Actions

- * **Research** - When faced with a large amount of uncertainty, spend a magic point to reduce the options to 2.
- * **Protection** - Can quickly create shelters that protect from elements and nature. Start as rudimentary but can be improved over time to study buildings.
- * **Repair** - Learn how to repair simple structures in half the time, overcoming natural obstructions and difficult odds.

Advanced Actions

- * **Blueprints** - Given several minutes, spend a magic point to quickly learn the blueprints of the room, strongly indicating where traps and secrets are located.
- * **Disable** - When examining a mechanical structure or trap, disable it with a single action using a Wis skill check, and repair it with a single action. It is difficult for anyone else to repair it.
- * **Damage** - Can spend a magic point to find a weak spot in a structure. Small structures can be destroyed easily. Larger require complex plans.
- * **Design** - Spend a magic point when forming a plan with a group. Call out specific actions in that plan. Each action is made with bonuses until one fails.

Focus: Art

- * **Prepare** - Once per combat, choose a specific event that may happen during the fight. If it happens, choose one target to act first on the next round and one to act last.
- * **Crossing Danger** - Form a plan to avoid a trap or hazard in the group's path. If the first person in the group succeeds to cross, everyone may cross safely.
- * **Rebuke** - When a plan is being discussed, spend a magic point. If any of the information is faulty, one of the faults will be revealed.
- * **Impression** - When entering a building, get a feeling for what last transpired, and if combat took place in the last day.
- * **Calming** - Spend a magic point to remove a magical effect, curse, or spirit from a room, and make it uninhabitable for spirits and undead for 1 day.
- * **Solemnness** - Spend a magic point to bless a room with protection. Magic cannot be cast in the room for 24 hours, and allies cannot be surprised.
- * **Dismantle** - Given several minutes, use tools to remove normal doors, locks, or simple barriers. Use a Wis skill check, which is more difficult depending on how complex the design is.
- * **Quick Thinking** - Can use Wis for skill checks to avoid traps and hazards.

Performer

Focus: Art

Many people use their mind to influence their emotions. Others lose control of their mind through their emotions. The performer is one who influences others through the expression of their emotions, as if their soul reaches out and dances with the souls of others. Performers take pride in how they make others feel. Even if someone hates their work, it is a success. Because of these feelings, performers are quirky and eccentric in the eyes of the commoner. Their values are on the intangibles and the ability to reach the most people. Performers are raised around many styles of art. They are well versed with the work of their contemporaries and have historic knowledge of their favorite art forms. Their opinions on the aesthetics of other people's work is sought after. Within social circles, performers are often the most popular, and their friends are usually trying to impress them. Their view of relationships is more like that of assembling a machine. They know how to act in situations to get the proper feelings from others. In this way, performers can become very manipulative if crossed.

Starting Actions

- * **Spirits** - Can lift or lower the spirits of a target in sight, making them happy or sad. If done in combat, the target ends combat engagement.
- * **Waking** - Spend a magic point to wake a person in sight through a performance. They are woken if asleep and cured if charmed.
- * **Deceit** - Skilled in spreading and starting lies and rumors, which are usually trusted by others.

Advanced Actions

- * **Joyful Presence** - Can use Dex in place of Wis for skill checks, excluding magic defense.
- * **Attention** - When giving a performance, spend a magic point to charm and steal the attention of everyone in sight, who resist with Wis. Can be maintained.
- * **Assume** - Can study the voice and mannerisms of others to mimic them. Spend a magic point to create a magical disguise lasting 1 hour.
- * **Sway** - Skilled at making persuasive arguments and calming crowds. Spend a magic point to charm a target in sight to completely agree, resisting with Wis.

- * **Imprint** - Can spend a magic point to charm a target in sight, imprinting a strong emotion or need for 24 hours, resisting with Wis.
- * **Beige** - Perform for a target in sight to clear their mind. Can instantly spend a magic point to stop the target from casting spells for d6 rounds.
- * **Merriment** - Given several minutes, put on a performance for a crowd that creates a joyful commotion, making it hard to see or hear what is happening within the crowd. Can be maintained.
- * **Gray Veil** - Spend a magic point to perform a dirge that causes a crowd to be unwilling to act. They must resist with Wis before taking actions against someone who has not harmed them.
- * **Laughter** - Perform a joke or song that fills the room with laughter, and healing within the crowd is increased by 1.
- * **Feign** - Learn to act out emotions at will, becoming highly resistant to charms.
- * **Secure Footwork** - Spend a magic point to give your allies a bonus to defense and magical defense. Can be maintained.
- * **Riot** - While performing, spend a magic point to cause a crowd to become angry. Two targets in the crowd can be compelled to start a brawl, resisting with Wis.

Medicine

Focus: Science

The natural world is harsh. Everything that breathes also ceases to breath. Everything with blood bleeds. Everything with bone breaks. The order of living things is to experience pain until their life draws to a close. Those who practice medicine understand pain very well and think of it as a positive thing; as a way to grow. These healers use magic, science, and a little bit of intuition to heal others. Their work reverses pain when it is needed to preserve life. They do not totally remove it, but attempt to reverse the savage effects that leave people scarred and unwhole. Healers are renowned almost as witchdoctors, using knowledge that is too advanced for the commoner to understand. Healers learn to speak to their patients in a way that cuts directly to what's ailing them, and have a way to see through embellishment to find the truth. They work with chemicals, tools, salves, herbs, and any manner of medicinal materials. Much of this must be prepared themselves.

Starting Actions

- * **Bandage** - Knowledge in bandaging wounds and repairing serious injury. Immediately following combat, bandage a fresh physical wound on each ally, restoring 1 life point.
- * **Field Surgery** - Knowledge of surgery on the battlefield, stabilizing a newly fallen ally back to 0 Life Points, leaving them unconscious.
- * **Reverse** - Spend a magic point to touch an ally and restore d6 Life Points, also repairing recent wounds and breaks.

Advanced Actions

- * **Revive** - Following a successful Field Surgery, revive the ally back to consciousness with 1 Life Point.
- * **Surgeon** - Skilled in surgery and advanced medical techniques. Given days, cure complex curses, illnesses, and poisons.
- * **Fruit of Life** - Spend a magic point to touch a fruit bearing plant, summoning d10 fruit that restore 1 Life Point. Last 24 hours.
- * **Cast Away Spirits** - Spend a magic point to touch an ally and cure an illness, curse, possession, disease, or charm. Spirits within 10 spaces are banished.
- * **Sight of Pain** - Trained in examining and identifying wounds and scars, gaining intuition of how they happened. Spend a magic point to see a vivid vision of how it happened.

- * **Restoring Sight** - Spend a magic point to enchant a healing light. Instantly look at an ally restore 1 Life Point. Lasts d10 rounds, must be maintained.
- * **Untie** - Spend a magic point to place a symbol on an ally. When they are harmed, it can be spent to absorb all of the damage, still suffering other effects. Lasts 15 minutes.
- * **Torch** - Spend a magic point to enchant an ally in sight. For each point of damage received, they gain a charge that can be spent to add a d12 to an attack or defense. Lasts d12 minutes.
- * **Reflection** - Spend a magic point to create a mirror between two targets in sight. Spells that hit either target can be reflected to the other, resisting with Wis, but not reflected back. Lasts d6 minutes.
- * **Flies** - When a curse, illness, charm or possession hits a target in sight, instantly spend a magic point to summon flies which absorb it. These flies have a move of 5 and seek the nearest living thing to attack with 3d12 darkness damage before disappearing.
- * **Youth** - Spend a magic point to grant youth to an elderly target. For d6 hours they regain their youthful vitality, but their life is shortened by one day. Requires 6 Wis.
- * **Give Life** - Given hours, spend 5 magic points to revive a slain ally, restoring all bodily damage and severed limbs. If the soul has made it to the City of Fate, it may refuse, instead permanently enchanting a nearby item with a powerful property representing their personality. Requires 8 Wis.

Alchemy

Alchemy is about much more than just potions and reagents. The power behind the science lies in a desire to tame the natural world's chaos and shape it into order. An alchemist wishes to create building blocks out of concepts. An alchemist is really a researcher who gets much knowledge from the workings of the spiritual plane. They study to gain a strong understanding of its ideas and where to learn more about it. Alchemists may simply be born with a different mind than others, one that is open to the possibilities of the unseen. Alchemist hardness powers in potions, salves, and ways to harness the power of objects. By learning these ways, alchemists gain a strong knowledge of fauna and flora. They gather their reagents by knowing where to look, how to identify them, how to safely gather them, and how to store them. Their tools are represented strongly by the mortar and pestle, but include many other mysterious tools to analyze the world. Other people think of alchemists with a respect for their knowledge, and with a fear for the powers they experiment with.

Starting Actions

- * **Instruments** - Can create instruments and tools that measure and collect data about the natural world. Instruments can identify 1 property of a liquid, gas, surface, or substance at a time.
- * **Reagents** - Able to gather and safely store reagents, carrying enough to make a number of potions equal to Int. Reagents can be replenished in nature, given several hours.
- * **Potion Making** - Can make potions or salves by consuming a use of reagents and following a Recipe. Learn recipes for potions that restore 1 Life point, restore 1 Mind Point, or cure an illness.

Advanced Actions

- * **Bursting Flasks** - Each day, mix a number of potions equal to Wis as exploding flasks. Throw to cause a 3d6 alchemic attack to targets in a 5 foot radius area.
- * **Recipe: Beauty** - Create potions that beautify. For living targets, they become youthful and immune to charm for 1 hour. For surfaces, a 6 space area is permanently cleaned and restored, removing simple hazards and obstructions.
- * **Recipe: Clear** - Create potions to see through solids. For living targets, they become invisible for 1 minute. For surfaces, a 10 foot by 10 foot surface is made see through, up to 5 feet deep.
- * **Recipe: Whole** - Create potions that make things whole again. For living targets, repair maiming and permanent damage, restoring d6 Life Points. For objects and structures, undo destruction and restore it to new condition, up to a 20 square foot area.
- * **Recipe: Rest** - Create sleeping potions. For living targets, provide the option of peaceful rest for d8 hours. For undead, banish them from the area. For objects, stop movement and hold them in place for 1 minute.

Toolcraft

There is no better feeling for the commoner than pride in their work. Accomplishing great things through labor is the heart of why toolcraft is important. Those who make tools are called tinkerers, and they use their creativity to enable workers to succeed at their goals. This gives tool makers a sense of pride and people's respect. Their craftsmanship is a sign of quality. Tinkerers are very clever in their solutions, which is much of the value of their work, but their work also holds a strange power. Tools created for a specific purpose have the potential to accomplish great things, and this potential holds with it a mysterious energy. Tinkerers can also imbue their tools with power when it is needed. In order to do their work, tinkerers learn to work many trades such as smith, wood worker, toy maker, glassblower, jeweler, potter, and fletcher. A typical tinkerer is a master in one trade and good in two more. Not all learn the same trades, but the ones they learn let them accomplish their own work.

Starting Actions

- * **Workshop** - A workshop is available to smith and create Contraptions and tools. These devices are portable and provide a simple convenience that is not harmful. New Contraption plans can be learned. Can travel with a number of contraptions equal to Wis.
- * **Recharge** - Spend a magic point to recharge an enchanted item with 2 charges.
- * **Imbuing** - Spend a magic point to apply a known Enchant power to an object, depending on the enchantment. A command word activates or deactivates the power. This lasts for d2 minutes.

Advanced Actions

- * **Enchant: Return** - Can imbue a piece of equipment to instantly return to the wielder. Imbue jewelry to teleport its wearer to the spot where it was imbued, with only 1 charge.
- * **Enchant: Vision** - Can imbue jewelry or armor to grant one vision enhancement from dark vision, heat vision, spirit vision, vision of auras, or seeing invisibility.
- * **Enchant: Elements** - Can imbue weapons to gain a d2 of an elemental damage type. Can imbue armor to gain resistance to an elemental damage type.
- * **Enchant: Speed** - Can imbue capes and clothing with flying. Can imbue shoes with double movement.

Focus: Science

- * **Recipe: Clouds** - Create a potion of weightlessness. For living targets, gain flight for d8 minutes. For objects, they become a twentieth of their normal weight for d6 minutes. For a piece of equipment, it loses training restrictions for one hour, and melee weapons become light enough to be one handed.
- * **Recipe: Age** - Create potions of aging. For living targets, become old and sluggish, taking penalties to actions and movement for d6 minutes. For objects, up to a 5 foot area of material rots, weathers, or rusts.
- * **Recipe: Shelter** - Create a potion of protection. For living targets, become highly resistant to elemental damage for d2 minutes. For surfaces, form into a strong and safe dwelling. For armor, gain bonuses to defense for 1 minute.
- * **Recipe: Abnormal** - Create potions of abnormal change. For living things, grow extra limbs or animal parts, gaining d6 unusual traits for an hour. For structures, grow facial features, granting use of their to the person applying the potion. For liquids, reveal spirits and invisible things within 6 spaces for d8 minutes.
- * **Recipe: Strengthen** - Create potions of strength. For living targets, gain advantages to attack for d2 minutes. For surfaces, become unbreakable for an hour. For liquids, instantly freeze for d6 minutes.
- * **Recipe: Soften** - Create a potion of soft. For solids, change the material to a spongy material for 1 hour. For living targets, make them easily susceptible to charm and suggestion.
- * **Recipe: Mist** - Create a potion of mist. For living things, become vaporous for d6 minutes, highly resistant to physical damage. For surfaces, create a thick fog in a 5 space radius for d2 minutes. For liquids, a 10 space radius area of liquid becomes a vapor for d2 minutes. Requires 6 Int.

Focus: Science

- * **Enchant: Jealousy** - Can imbue equipment with a curse that requires a command word to disarm or else the wielder takes 2 fire damage. Can imbue jewelry with the ability to sense valuables within 5 spaces.
- * **Contraption: Capture** - Create a contraption that trap small animals or restrain an incapacitated person. Can spend a magic point to capture a spirit or instantly try to block a spell effect, resisting with wis.
- * **Contraption: Labor** - Create a contraption that can perform a menial task or unskilled labor.
- * **Contraption: Breath** - Create a contraption that provides air for d6 hours before expiring.
- * **Contraption: Movement** - Create a contraption that makes swimming or moving through difficult areas easy. If the device provides flight, it lasts d6 minutes before expiring.
- * **Contraption: Engines** - Create slow moving mechanical wagons or stationary machines powered by engines. Consume fuel and require regular repair.
- * **Enchantment Ritual** - Spend an entire day imbuing an enchantment, using rare or mysterious materials, to make it permanent. Can create a number equal to Ftn, replacing existing ones if exceeded. Requires 7 int.
- * **Magic Storage** - Given several hours, create jewelry from a precious stone that grants 1 extra Magic Point each day. Can create a number equal to Ftn, replacing existing ones if exceeded. Requires 7 int.

Seafaring

The seas are a mysterious force, believed to be older than the land. From its depths come great monsters and when the moon shines against the waves, spirits roam. It is a place not fit for the weak of heart. Those who have the fortitude to conquer it are sailors. A hale and hearty bunch who look out into the horizon of nothingness and never blink. Sailors always have a story to tell, looking to brighten the spirits of those around them. They have a tough, lonely job which means that their time on land has to be more meaningful. Sailors keep abreast of the best entertainment, food, music, and celebrations. They know how to quickly judge a person's character and they always have their wits about them to notice when a situation is turning sour. Sailors learn to work with rope, navigation tools, tools of manual labor, and all of the equipment on their ship. They are also very scrappy. If their ship is damaged they may have to repurpose other materials for the job. People tend to enjoy the company of sailors providing that they don't have to put up with them for too long.

Starting Actions

- * **Seacraft** - Trained in every role on a ship and ready to take the helm when needed.
- * **Navigation** - Trained in navigation tools and using nature to determine direction. Skilled in estimation, directions, and spatial awareness.
- * **Maritime Command** - Skilled in command of seacraft. Can attempt to take command of sailors and crew from their current commander, who resists with Wis.

Advanced Actions

- * **Shipwright** - Trained in building and repairing seacraft. Knowledgeable in the laws and market for selling and trading ships.
- * **Stowing** - Skilled in hiding and smuggling goods and people. Gain bonuses while searching for secret compartments and passages.
- * **Night Sky** - Retain perfect memory of charts, navigational and time information, and the stars. Spend a magic point to project an image of the current stars as an illusion. Can be maintained.
- * **Sealegs** - When not moving, cannot be knocked over or pushed normally, and highly resistant to water or cold damage.
- * **Treasure Sense** - Given a minute, sense the general direction of treasure and jewels within 30 feet. Spend a magic point to learn the exact location within range.

Husbandry

For some, working with the ground is just hard work. For caretakers, the land is a living thing that needs care. If it is cultivated and fed, the earth will give back more than put into it. They work with farming tools, equipment, and technology to make their land as happy as possible. They also work with animals, who equally feed off the land and yet provide food for it. Caretakers are the people's intercessors with the land. They use their knowledge and skill to keep the good flowing into it, and to produce good back from it. For being good stewards, the forces bless caretakers, providing a magical element to their practical lives. For this reason they are respected by the people. Even if their work is not glamorous, they hold the keys to the fruits of the harvest.

Starting Actions

- * **Feast** - Glean and prepare a feast from even meager proportions. Once per day, prepare a meal restoring 1 Life Point to allies.
- * **Farm** - Have access to a homestead with a farm and stables, providing rations, herbs, and supplies. Can provide a number of riding animals, who are not battle hardened, equal to Ftn.
- * **Cultivation** - Able to prepare a number of medical plants equal to Wis each day. Can instantly imbue one plant with a known type of Medicine. Learn Medicine type that numbs pain, which can restore 1 Life Point or cure an illness.

Advanced Actions

- * **Medicine: Vitality** - Learn Medicine types that give energy for d12 minutes. The energy can grant +2 Move, or provide resistance to an element, or increase AC by 1.
- * **Medicine: Stamina** - Learn Medicine types that give athletic stamina for d8 minutes. The stamina can add +1 to one stat and prevent damage from falling.
- * **Medicine: Spirit** - Learn Medicine type that gives spiritual peace for d12 minutes. This peace can grant seeing invisibility and spirits, or bonuses to magic defense, or transforming into a vaporous form that cannot touch physical things.
- * **Medicine: Emotion** - Learn Medicine type that brings joy. This joy can restore 1 Magic Point, or cure poison, or end a magical effect or curse affecting the target.
- * **Concoction** - Spend a magic point to imbue two Medicinal properties into the same plant or double the effect of one.
- * **Restore Animals** - Spend a magic point to heal d6 Life Points to an animal in sight, curing any illness.
- * **Restore Plants** - Spend a magic point to touch a plant to heal it completely and cure illnesses. If touching wood, it is restored to new condition in a 5 space radius.

Focus: Science

- * **Water Navigation** - Quickly discern where bodies of water lead and general the distance. Can spend a magic point to detect objects important to a quest within the water.
- * **Water Legs** - Become an expert swimmer, moving twice as fast in water. Spend a magic point to breath, see, smell, and hear underwater normally for an hour.
- * **Calm the Water** - Can use superstitious gestures to become highly resistant to spirits or effects of bad omen. Spend a magic point to make spirits visible and in physical form within 6 spaces for d6 minutes.
- * **Sound of the Sea** - Once per day, while at sea, calm others with a song or story restoring 1 Life Point to each ally.
- * **Fishing Tale** - Gain the trust of others while by a story, giving them no reason to disbelieve the story. Gain bonuses while interacting with those that have listened.
- * **Harpooning** - Gain bonuses to attacks when fighting aquatic enemies or fighting underwater.
- * **Salt of the Sea** - While speaking to someone, spend a magic point to form a grudge against them. Can sense their general direction and distance while concentrating. Lasts until dismissed.

Focus: Science

- * **Thoughts** - Spend a magic point to give an animal in sight the ability to reason and speak for d6 days.
- * **Call for Help** - Spend a magic point to call on a native animal for help, which attempts to aid for d6 hours, or until greatly wounded.
 - Tiny
Str 1, Dex 5, Agl 5, Int 3, Wis 3, Con 1, Ftn 3, Move 10.
cannot attack, 3d8 dodge.
 - Small
Str 1, Dex 4, Agl 3, Int 2, Wis 2, Con 1, Ftn 2, Move 8.
d6 bite, 3d6 dodge.
 - Medium
Str 2, Dex 3, Agl 3, Int 1, Wis 1, Con 3, Ftn 1, Move 6.
d8 bite, 2d6 dodge.
 - Big
Str 5, Dex 3, Agl 2, Int 1, Wis 1, Con 4, Ftn 1, Move 4.
d10 piercing horn, d8 thick hide.
- * **Grafting** - Touch a tree and spend a magic point to transform into the same material, becoming highly resistant to weapon attacks, and restoring 1 Life Point per round. Can be multiplied to other targets by holding hands. Lasts until dismissed.
- * **Toxin** - Spend a magic point to enchant a target in sight with toxic skin, becoming immune to poison and illness for d12 minutes. Anyone who touches or attacks the target is immediately attacked with 2d6 poison.
- * **Burrow** - Spend a magic point to be able to swim through dirt like a tremor for d6 minutes. Can be multiplied by holding hands with targets. Can be dismissed.

Describing the ground by the land on top is like describing the sea by its surface. Underneath is its lifeblood. It holds wondrous mysteries, unusual creatures, and footprints of the past. Miners are hard workers who have the skill to work underground and create magnificent structures. They learn much about the materials they encounter underground, and the tools needed to excavate them. They are skilled in prospecting, stone masonry, and metal work. Through this, they become knowledgeable of rocks and gems. Many become silversmiths in order to cut and fashion their gems into jewelry. Living and moving underground is second nature to miners. They know how to identify danger, how to avoid weak cave walls, and how to navigate underground. Society appreciates the resources brought to the surface, but ignores the miners themselves. They're almost invisible in the eyes of others, and their services go unnoticed.

Starting Actions

- * **Cave Sense** - Skilled with a sense of direction and sense of how to reach the surface when underground. Can concentrate to feel a general sense of danger ahead.
- * **Cave Living** - Skilled in setting up secure camps and foraging food underground. Can see two spaces away in darkness.
- * **Mine Work** - Skilled at scaling cave walls and moving through tight passages. Can move and use actions unhindered, and use equipment to secure passage for others.

Advanced Actions

- * **Gemology** - Expert with gems and gem cutting, doubling their value. Given a few minutes, can sense gems and their type within 30 feet.
- * **Prospecting** - Expert with precious metals, able to smelt 32 shekels of silver or 16 shekels of gold from a pound of their ore. Spend a magic point to sense precious metals within 30 feet.
- * **Metalwork** - Expert in smithing and smelting. Can create weapons and armor for 1/3rd of normal cost.
- * **Burrowing** - Experienced at digging tunnels and building solid supports. Can concentrate to sense general direction of traps or hazards within 30 feet.

- * **Hidden Tunnels** - Skilled at constructing hidden tunnels and doors. Spend a magic point to summon a hidden door that conceals a small passage.
- * **Stone Cutting** - Expert at stone work, masonry, and quarries. Can concentrate to sense the general direction of hidden doors within 30 feet.
- * **Spelunking** - Expert in exploring caves and navigating natural cave features. Do not risk setting off traps while actively searching for them.
- * **Secure** - Secure the area around a normal trap or hazard once it has been found. Allies that are aware of it will not trigger it. Can spend a magic point to secure magical traps.
- * **Lighting** - Can enchant a number of equipment equal to Int per day with light, lasting 24 hours. Glass jars of water lit in this way are permanent.
- * **Earth Channeling** - Can see and physically interact with spirits while underground. Spend a magic point to extend this property to all allies in sight for d6 minutes.
- * **Descent** - Spend a magic point to become immune to damage from falling or being crushed for d2 minutes.
- * **Lava Form** - Spend a magic point to be able to swim through lava and hazardous liquids for d6 minutes, become highly resistant to fire, earth, and alchemic damage.

Society

Culture

Various skills that people master are impacted greatly by how society perceives them. One skill has a great impact on how society is perceived. Those that see society's whims as a tangible force to be worked with are socialites. They strive to understand the cultures of people across the world and to master navigation of their subtle mazes. Socialites are respected and well liked members of society who are looking to increase their standing with others. They thrive on emotional currencies like trust and fear, and invest in the schemes that earn them trust from the most influential people. Socialites have the uncanny ability to be invited to parties within hours of arriving in town. Their skills work on the bond of emotion between others like a magical cord that binds people together. Socialites are always up to speed on the cultural practices of a society, and are able to discern what the laws of a society are.

Starting Actions

- * **Influence** - Can identify influencers and politicians by observing them. Can easily influence others to reveal rumors of the plans of leaders and the social elite.
- * **Shelter** - Can easily gain shelter and provisions from a friendly host when in town, who will give a warning if danger arises.
- * **Market Sense** - Expert in the value of goods and where to find them. Can quickly determine if there are sellers or buyers for specific items when in town.

Advanced Actions

- * **Bargain** - Expert negotiator who can reduce most prices. Able to navigate and use social rules and laws to your advantage.
- * **Secrets** - Skilled at discovering and trading secrets. Able to sense when someone is keeping a secret about you within 30 feet. Highly resistant to being forced to talk.
- * **Politics** - Treated as a dignitary when in the presence of leaders or social elite. Skilled in social norms and proceedings. Knowledgeable in relevant laws to situations.
- * **Unprovoked** - Due to reputation, cannot be targeted by an unprovoked person unless there is no other target. Gain bonuses to charms made against unprovoked targets.

Focus: Social

- * **Testimony** - Trusted by others when persuading them with an account of a target. They will spread that account and use it to trust or distrust the target. Can be dismissed.
- * **Distraction** - Can call the attention of a target who must look, breaking combat engagement.
- * **Favor** - Skilled at earning and making good on favors from people friendly to a cause. They will be compelled to provide aid in goods or money when entering town.
- * **Whisper** - Skilled in mixing into a crowd and having conversations without being remembered. Can share and gather information anonymously.
- * **Partners** - Expert at making lasting business relationships. Can gain the trust and resources of a merchant or magnate after a small number of business dealings.
- * **Namesake** - Gain a title, nobility, or family name that is respected and carries a reputation. Can use this namesake for business leverage and vows.
- * **Convoy** - Skilled in finding scientific, historic, or artistic excursions funded by high society that can collaborate with the current mission, gaining funding, travel, and formal support.
- * **Connoisseur** - Expert in art and its trade. Can determine the value of art, and discern defects and fakes. Spend a magic point to reveal an illusion, lie, or trick.

Lore

Knowledge of the past directs plans in the future. Those that pursue knowledge are scholars. They study the past in an endless pursuit of hidden secrets. Their studies include the sciences, society, the history of the land, and ultimately the mythology that brought the world into what it is. Nobody knows more about the Epochs, cults, and ancient legends than scholars. In this chasing after knowledge scholars master languages and speech. They often become writers and learn about the history of scribes book binding. They learn cartography and illustration. Although scholars can't always practically apply their knowledge, they have an understanding that helps with teaching others how to innovate. Most societies support scholars and offer them financing and help for their research. Others see it as a challenge to authority. Scholars must adapt quickly to new cultures because the best information is often found in the worst places.

Starting Actions

- * **Arcane Lore** - Expert at identifying rituals and magic with study. Spend a magic point to instantly identify a magical object, spell, or effect.
- * **Creature Lore** - Study creatures to learn their habits. Reveal habits and stats of creatures and monsters. Can learn skills and traits by concentrating.
- * **Language Lore** - Learn basic communication of a language in a day, and master it within weeks. Can retain a number of languages equal to Wis.

Advanced Actions

- * **Slaying Lore** - Knowledgeable of the weaknesses of creatures and monsters. Can spout lore about one of a target's resistances to negate it for a round. Can be maintained.
- * **Cartography** - Skilled in reading and creating maps. Can sense the general direction of distant places by learning about them.
- * **Ancient Lore** - Gain additional information when learning about ancient lore. Knowledgeable on where to find and decipher ancient texts.
- * **Cryptic Clues** - Given several minutes, use clues in a room to decipher secrets. Spend a magic point to reveal a secret or trap within a room with ornate writing or symbols.
- * **Ancient Studies** - Study ancient legends and myths. When at a library or other location with historical text, learn one hazard and one secret about the current mission at a time.

Focus: Social

- * **Lost Key** - When learning of an ancient structure, discover a clue in the form of a key. While in this structure, spend a magic point to disable a trap or open a hidden passage.
- * **Ancient Spirit** - Study ancient myths and genealogy. When facing a spirit or celestial being without an identity, spend a magic point to grant it peace by restoring its memory.
- * **Omen Lore** - Expert in Omens and their causes. Can identify what caused an omen, its effect, and how to end it.
- * **Epoch Lore** - Well studied in Epochs, having mastered what little is known. When studying an Epoch, can sense the general direction of its artifact.
- * **Poetry Lore** - Studied in ancient poetry, song, and prose. Spend a magic point to gain a clue to a puzzle or lock, becoming highly resistant to related traps.
- * **Study of Cultures** - Knowledgeable of ancient and tribalistic cultures and their practices. Skilled at negotiating with unfamiliar cultures and avoiding provoking hostility.
- * **Development** - Knowledgeable of the history of cities. Have access to historic maps and plans, and have a general sense for navigating ruins and abandoned parts of cities, avoiding normal hazards.

Thievery

Focus: Anti-Social

Not everyone who masters the ins and outs of society is trying to play nice. Some are using their knowledge of life in society to take advantage of it. Thieves are masters of getting into and out of social situations, and trusting those dark alleys where most people fear to walk. Thieves are sneaky and cunning and know how to liberate people of their things, turning them quickly into profit. Thieves learn to disappear into crowds, hide from view, get into locked places, and to steal without leaving a trace. Their tools often include picks, crowbars, cloaks, grapples, and false pockets. Society does not like to acknowledge thieves, who are often wanted by authorities, and just as often let go because the authorities hired them. Thieves think of themselves as a necessary underbelly, and what they think of themselves is all that really matters.

Starting Actions

- * **Hide** - Can hide from sight behind cover or in darkness, moving at half speed. Taking actions reveals from cover, but provides bonuses.
- * **Pickpocket** - Skilled at picking pockets. Can take an item from an unaware target, as long as it is not secured.
- * **Pick Locks** - Skilled at picking normal locks and breaking into entrances. Requires dex skill check depending on complexity. Automatically succeed in several minutes if undisturbed.

Advanced Actions

- * **Sneak** - Can move full movement while hidden. Do not reveal when taking covert actions that are not combat.
- * **Magical Locks** - Spend a magic point to magically pick a normal or magical lock in sight, or remove a small magical barrier. Ancient and heavenly magic is very difficult to pick.
- * **Seal** - Spend a magic point to create a skilled magical lock that can only be opened by designated people.
- * **Disarm** - Can disarm traps with a Wis skill check. When a trap is set off, resist with Dex to dodge the effect.

- * **Dispel Traps** - Spend a magic point to disarm a normal or magical trap in sight. Ancient and heavenly magic is very difficult to dispel.
- * **Set Traps** - Skilled at setting traps. Traps take several minutes to set. Traps can snare, make a 3d8 attack, or spray the target with a liquid.
- * **Magical Traps** - Given several minutes, spend a magic point to set a magical trap. A known spell can be cast into the trap, the effect only appears once triggered.
- * **Prying Eye Sense** - Can sense when being watched, knowing the general direction within 6 spaces.
- * **Hidden Sense** - Can sense the general direction of escape routes, secrets, and traps within 6 spaces. Spend a magic point to learn their exact location.
- * **Great Listening** - Skilled in filtering out distractions and eavesdropping. Can listen through a door to get a sense of how many people or creatures are behind it.
- * **Distraction** - Instantly spend a magic point at the top of a round to take the first turn. Sneaking and hiding gain bonuses on this turn.
- * **Shroud** - Skilled at hiding from searches. Spend a magic point to become highly resistant to divination and magical attempts to be located for 24 hours.

Extortion

Focus: Anti-Social

Although society is built on trust, there are those who thrive because of their ability to break trust. These charlatans learn to quickly gain people's trust and then use it to gain something else. They have many tactics to trick a mark. Charlatan's use anything at their disposal to accomplish their needs, but are often in possession of scribing materials, disguises, cards, dice, and fake jewelry. Charlatans have basic skills in many trades but pass themselves off as masters through clever theatrics. Many have soft hands, having never done hard labor, getting others to do it for them. Society doesn't view charlatan's as negative, because in order to despise them, it would have to know that it was being taken advantage of.

Starting Actions

- * **Friends** - Quickly make friends through reputation gaining access to hideouts, secure stashes, and safe houses.
- * **Fast Talking** - Can use Dex for Wis or Wis for Dex when making skill checks. Spend a magic point to use Dex for magical combat.
- * **Forgery** - Skilled at copying and forging documents. Can forge documents to create fake credentials and identities.

Advanced Actions

- * **Enemies** - Skilled in negotiating mutual benefit with enemies. Can attempt to convince a rival leader to halt hostilities to harm a common enemy first, resisting with Wis.
- * **Quick Change** - Skilled in quickly changing appearance to hide identity. Spend a magic point to magically alter appearance and voice for d6 minutes. Can be maintained.
- * **Silver Tongue** - Skilled in deceiving marks. Can spend a magic point to charm a target to believe a lie for d6 minutes, resisting with Wis. They have no memory once it wears off.
- * **Shell Trick** - Can magically change the appearance of an item to make it look more valuable, or swap it out with a similar object without being noticed.
- * **Fake Markings** - Given several minutes, spend a magic point to create a short message on a wall for 1 day. Those who read it must resist with Wis or else believe it.

- * **Bribe** - Skilled at greasing the pockets of authorities and officials. Will be expected to pay with money or services in place of through punishment when caught for a crime.
- * **Working Class** - Quickly earn the trust of laborers, and the lower class workers. Can gain secrets by speaking with them, and gain entrance to places disguised as a worker.
- * **Alias** - Knowledgeable of aliases for criminals, and able to discern them quickly. Can establish an alias that bad deeds will be attributed to.
- * **Reputation** - Earn a respected reputation among thieves, henchman, and knaves. They must resist with Wis before attacking you, or else choose another target.
- * **Enterprise** - Skilled in navigating criminal organizations. Can engage in crooked deals, earning 10% interest when complete.
- * **Gambling** - When engaged in gambling, read everyone in the room. If about to lose a game, resist with Dex to put in a fix to try again, or end the game without paying up.
- * **Underground** - Skilled in dealing with illegal trades and locating where to find and offload contraband killed in finding smuggling routes and secret meeting places.

Malice

Focus: Anti-Social

Not all arts require that the artist create something. Some make their living by taking away from others. These are assassins. Skilled hands who quickly inflict harm for the advantage of another. They are dangerous, sly, and secretive. Assassins often work for the rich and powerful, but have no allegiances. They don't trust easily, and try to see how things benefit themselves before ever acting. Assassins use knives and poisons as their materials, but their real tools are patience and planning. Society accepts the need for assassins, making their activities less than criminal, but undesirable.

Starting Actions

- * **Surprise Attack** - When attacking an unaware target with a knife or chain weapon, add an additional d20 to the attack.
- * **Assassin's Tools** - Train with darts, knives, short blades and chain weapons as Assassin's Tools, can replace Str with Dex when attacking.
- * **Escape** - If a melee attack does not miss the target, can break combat engagement, and split any remaining movement.

Advanced Actions

- * **Bolas** - When attacking with a throwing weapon, can restrain the target in place of causing damage.
- * **Weapon Arts** - Gain a d8 to attacks when fighting with Assassin's Tools.
- * **Scaling** - Skilled in acrobatics. Can scale barriers and navigate obstacles without hindering movement.
- * **Poison of Pain** - Instantly spend a magic point to add 2d8 poison damage to an attack with an Assassin's Tool.
- * **Poison of Sickness** - Instantly spend a magic point to add a poison to an attack with an Assassin's Tool that drains the target of 1 Str and 1 Dex until cured.

- * **Poison of Lethargy** - Instantly spend a magic point to add poison to an attack with an Assassin's tool that drains 2 Move, causing the target to act last in a turn until cured.
- * **Poison of Illness** - Instantly spend a magic point to add an illness to an attack with an Assassin's Tool that blurs one of the target's senses until cured.
- * **Volley** - When throwing a dart, if an attack hits, throw another at the same target. Repeat a number of times equal to Ftn.
- * **Stab** - When a Surprise attack with a knife, short blade, or chain weapon causes damage, the target takes 1 additional damage.
- * **Distraction** - Once per round, assist an ally's attack by throwing a dart at their target to distract them. Add a d8 to the attack.
- * **Smoke** - Spend a magic point to instantly cover 5 connected spaces with smoke lasting 1 round. Anyone in the smoke is hidden from view and combat engagement is ended.
- * **Sleep Hold** - When making a surprise attack, choose to render the target unconscious instead. Target resists with Str.