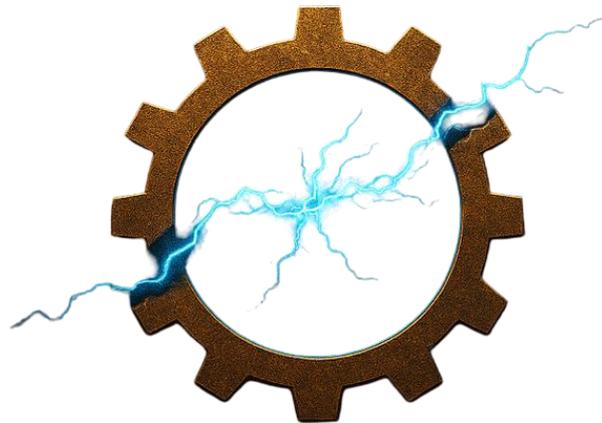


GUARDIANS

— THE SYSTEM —



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Elementalist Paths

The Primal Four

The Elementalist is one of the oldest and most iconic Guardian paths. Those who walk this path draw directly on Gaia's primal forces, bending the raw elements of creation into weapons, shields, and storms.

The **Primal Four** — Air, Fire, Water, and Earth — are the foundation of elemental mastery. Each represents a pure aspect of Gaia:

- **Air** — the freedom of the wind, the swiftness of the storm.
- **Fire** — the fury of destruction, passion, and rebirth.
- **Water** — the flow of healing, resilience, and adaptability.
- **Earth** — the strength of stone, endurance, and unshakable resolve.

Every Elementalist begins with one of the primals. Many dedicate their lives to a single aspect. Some study multiple elements, but few can ever hope to master all four.

To control the elements is to walk in balance with Gaia herself — but it is also to wield her fury.

Elementalists — Water (Tidecaller)

Domain: Magic

Pool: Int + Wis

Key Attributes: Wis, Chr

Signature Saves/Resists: Stamina save (resist slowing, drowning, frost); Magic Resistance applies

Overview: Masters of flow, healing, and resilience. Water Elementalists bend liquid into shields, lashes, and waves. They heal allies, slow enemies, and shift between liquid grace and crushing force.

Mastery Table — Water (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier I	Minor Hydrosense: feel water within 30m, sense currents. Learn 1 Tier I spell.
MR1	1	Unlock Tier II–III	Cleansing Waters — once/scene, end one Poison, Bleed, or Burn on an ally you touch. Flow Form I — as a sustained ability, become partly liquid: +2 vs missiles, move through narrow gaps, immune to mundane grapples.
MR2	2	Unlock Tier IV	Healing Surge — once/scene, when you cast a [Water] heal, add +[Mana/2] to it.
MR3	3	Unlock Tier V	Flow Form II — while active: immune to mundane weapons; water/ice terrain no longer hinders you; may breathe water freely.
MR4	5	Unlock Tier VI	
MR5	5	Unlock Tier VII/Capstone	Tide Authority — your Water zones double in radius; you may sustain 1 Water effect at 0 Mana (min cost waived).

Mastery Perks: as normal (Mana Efficiency, Action Trim, Band Tuning, etc.)

Abilities (Water)

Flow Form (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR2): Semi-liquid body, +2 vs missiles, slip through 10 cm gaps, cannot be restrained by mundane means.

- L2 (MR4): Full fluid shift, immune to mundane weapons, move in water as if land, breathe underwater, unaffected by difficult water terrain.
- Costs scale with level (6 → 8 → 10 Mana sustain).

Unique Powers & Spells (Water)

Tier I

Water Whip — Tier I — Min/Max 1/5 — Range: Int × 5 m — AP 7 — Save: Reflex (negates push)

A lash of water that deals 1 + [Mana/2] damage and may push the target 1 m.

Enhancements: Pull (draw target 1 m instead), Split Stream (affect 2 targets at -2), Crushing Wave (+1 damage).

Tags: [Weapon][Tether]

Mist Veil — Tier I — Min/Max 2/6 — Range: Self (3 m radius) — AP 6 — Save: —

Shroud the area in mist, granting Concealment -2 to ranged attacks against allies inside. Lasts [Mana] rounds or until dispersed.

Enhancements: Wider Veil (radius 6 m), Chilling Mist (foes inside -1 m movement), Lingering Fog (lasts +2 rounds).

Tags: [Zone][Concealment]

Tier II

Healing Wave — Tier II — Min/Max 3/9 — Range: Touch/Int × 5 m — AP 8 — Save: —
Heal [Mana/2] + 1 Life to one ally. May also end Bleed/Poison if [Mana] ≥ 6.

Enhancements: Wide Wave (heal 2 allies within 3 m), Surge (+2 healing), Cleanse (remove 1 additional condition).

Tags: [Heal][Buff]

Ice Shards (*hybrid tie*) — Tier II — Min/Max 4/10 — Range: Int × 10 m — AP 8 — Save: Reflex (half)

Launch jagged shards of ice; damage = [Mana/2] cold. On hit, target suffers -1 m movement.

Enhancements: Volley (3 targets in 2 m cluster), Freezing Bite (save or Slowed -2 m), Shatter (crit causes bleed 1).

Tags: [Projectile][Debuff]

Tier III

Water Shield — Tier III — Min/Max 6/12 — Range: Self/Ally 5 m — AP 9 — Save: —
Encasing barrier of flowing water grants +3 Defense and Resist 2 vs fire. Lasts [Mana] rounds.

Enhancements: Wider Ward (shield 2 allies), Icy Layer (+1 Armor vs melee), Reflective Surface (first beam/missile is deflected on a 15+ d20).

Tags: [Shield][Buff]

Tidal Pull — Tier III — Min/Max 5/12 — Range: Int × 5 m — AP 9 — Save: Stamina (partial)

Target is dragged 2 m per Mana toward the caster. On fail: restrained in a water column for 1 round.

Enhancements: Crushing Grip (deal [Mana/2] bludgeoning), Multi-Pull (drag 2 foes at -2 each), Drown (if restrained in liquid terrain, begin suffocation).

Tags: [Tether][Control]

Tier IV

Frozen Prison — Tier IV — Min/Max 6/15 — Range: Int × 10 m — AP 10 — Save: Stamina (negates)

Encases target in ice. On fail: restrained and takes [Mana/3] cold. On success: -1 AP and slowed.

Enhancements: Reinforced (DC +2), Burst Freeze (all in 1 m radius affected at half power), Fragile Prison (can be shattered for AoE cold).

Tags: [Debuff][Zone][Maintain]

Tier V

Tsunami Surge — Tier V — Min/Max 10/20 — Range: Int × 20 m (line) — AP 12 — Save: Reflex (half)

A crashing wall of water (3 m high, 6 m long per Mana). All in path take [Mana/2] damage and are knocked prone. Structures take blunt damage.

Enhancements: Wider Wave (double width), Crushing Force (+2 damage), Pullback (foes dragged 1 m with receding waters).

Tags: [Line][Knockdown][Zone]

Tier VII (Capstone)

Eternal Tide — Tier VII — Min/Max 20/40 — Range: Scene (choose zone Int × 20 m) — AP 20 — Save: Stamina (half)

Flood the battlefield with Gaian waters. Area fills knee-deep with water for [Mana/10] rounds. Enemies suffer -2 AP each turn; allies gain +2 Defense.

Enhancements: Ice Flow (terrain also freezes), Healing Waters (allies recover 1 Life per round inside), Crushing Current (foes dragged 2 m per round).
Tags: [Zone][Capstone][Control][Buff][Debuff]

Tags (Water)

[Heal] [Shield] [Buff] [Debuff] [Zone] [Tether] [Knockdown] [Control] [Maintain]
[Capstone]



Elementalist — Earth (Stonewarden)

Domain: Magic

Pool: Int + Wis

Key Attributes: Sta, Str

Signature Saves/Resists: Body save (resist knockdown, crushing, petrify); Magic Resistance applies

Overview: Masters of stone, soil, and resilience. Earth Elementalists create barriers, shake the ground, and fortify allies. They embody Gaia's endurance, turning the battlefield into fortresses and fault lines.

Mastery Table — Earth (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier I	Minor Tremorsense — feel vibrations within 5 m through ground contact. Learn 1 Tier I spell.
MR1	1	Unlock Tier II–III	Stone Armor — once/scene, as a free action, gain +2 Armor until your next turn.
MR2	2	Unlock Tier IV	Earthform I — as a sustained ability, harden skin into stone: +3 Armor, –1 movement.
MR3	3	Unlock Tier V	Stonegrip — you may grant an ally within 5 m +2 Armor until the start of your next turn.
MR4	5	Unlock Tier VI	Earthform II — while active: +5 Armor, resist Knockback/Push, halve falling damage.
MR5	5	Unlock Tier VII/Capstone	Mountain Authority — your Earth zones double in size; once/scene, you may create an impassable wall (Int × 5 m long) at no Mana cost.

Mastery Perks: as normal (Mana Efficiency, Action Trim, Band Tuning, etc.)

Abilities (Earth)

Earthform (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR2): Skin like stone, +3 Armor, speed –1 m.
- L2 (MR4): +5 Armor, immunity to push/prone from mundane sources, halve falling damage, speed unchanged.
- Costs: 6 → 8 Mana sustain.

Unique Powers & Spells (Earth)

Tier I

Stone Fist — Tier I — Min/Max 1/5 — Range: Melee — AP 6 — Save: Body (negates push)
Your hand (or weapon) becomes stone; on hit deal +[Mana/2] blunt damage. On fail, target is pushed 1 m.

Enhancements: Heavy Impact (+1 damage), Widened Strike (affect two adjacent targets at -2), Shatter (crit staggers -1 AP).

Tags: [Weapon][Knockback]

Earthen Sense — Tier I — Min/Max 2/6 — Range: Self (5 m radius) — AP 6 — Save: —
You sense movement through the ground. Gain +2 to detect hidden or burrowing creatures. Lasts [Mana] rounds.

Enhancements: Wide Sense (10 m radius), Echo Pulse (reveal concealed objects/doors), Long Sense (lasts minutes).

Tags: [Utility][Perception]

Tier II

Stone Armor — Tier II — Min/Max 3/9 — Range: Touch — AP 7 — Save: —
Target's skin hardens, gaining +2 Armor (+3 at 6+ Mana). Duration 1 minute or until depleted.

Enhancements: Iron Hide (+1 vs fire/acid), Vigor (gain [Mana/2] temp Life), Rooted (resist push/pull effects).

Tags: [Buff][Shield]

Boulder Shot — Tier II — Min/Max 4/10 — Range: Int × 10 m — AP 8 — Save: Reflex (half)
Form and hurl a spinning boulder. On hit, deal [Mana/2] + 1 blunt. If target collides with obstacle, they must Body save (10 + Int) or stagger -1 AP.

Enhancements: Heavy Stone (+1 damage), Ricochet (rebound to new target within 3 m at -2), Crushing Impact (extra damage vs prone/staggered).

Tags: [Projectile][Control]

Tier III

Stone Wall — Tier III — Min/Max 6/12 — Range: Int × 10 m — AP 9 — Save: —
Raise a wall of stone (1 m² per Mana, 2 m high, 0.25 m thick). Provides cover +3, blocks line of sight until destroyed.

Enhancements: Reinforced (+4 cover, 0.5 m thick), Long Wall (+50% length), Spiked

Wall (adjacent foes take 1 blunt at start of turn).

Tags: [Wall][Zone][Maintain]

Tremor — Tier III — Min/Max 5/12 — Range: Self (radius = Mana × 2 m) — AP 9 — Save: Reflex (partial)

Shake the ground, knocking foes prone. On fail, foes fall and take 1 damage. On success, -2 movement next round.

Enhancements: Quake (+2 damage to prone), Wide Tremor (radius ×1.5), Collapsing Ground (terrain counts as difficult).

Tags: [Zone][Knockdown]

Tier IV

Living Fortress — Tier IV — Min/Max 6/15 — Range: Self — AP 10 — Save: —

Your body becomes stone for [Mana] rounds: +4 Armor, resist fire/acid 2, immune to mundane pushes.

Enhancements: Spiked Body (attackers take 1 blunt), Anchor (allies adjacent gain +1 Defense), Crushing Grip (grapples deal 1 blunt/round).

Tags: [Buff][Maintain]

Tier V

Rock Maelstrom — Tier V — Min/Max 8/16 — Range: Self (radius 3 m) — AP 11 — Save: Reflex (half)

Orbiting stones shield you (+2 Defense vs missiles). Once/round you may fling shards at up to 2 targets, each for [Mana/3] damage.

Enhancements: Gravel Storm (hit 3 targets), Stone Shield (+3 Defense vs missiles), Coalescence (end effect in single +2 damage strike).

Tags: [Zone][Shield][Projectile]

Tier VII (Capstone)

Gaia's Wrath — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (half)

The ground splits, pillars erupt, and stones crash down. All enemies in area take [Mana/5] damage and must Body save or be pinned by rubble (restrained until freed).

Terrain becomes hazardous (difficult, unstable).

Enhancements: Crushing Collapse (+2 damage), Wide Rupture (double radius), Endless Fault (terrain remains unstable for [Mana/10] rounds).

Tags: [Zone][Capstone][Knockdown][Debuff]

Tags (Earth)

[Shield] [Buff] [Projectile] [Wall] [Zone] [Knockdown] [Maintain] [Capstone] [Control]

Elemental — Air (Stormshaper)

Domain: Magic

Pool: Int + Wis

Key Attributes: Dex, Int

Signature Saves/Resists: Reflex saves (vs. knockback, gusts, lightning); Magic Resistance applies

Overview: Masters of winds, pressure, and mobility. Air Elementals scatter volleys, disrupt formations, and shape the battlefield with storms. Their signature **Air Form** allows them to slip into wind itself.

Mastery Table — Air (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier I	Minor Stormsense: detect wind shifts & movement within 5 m; learn 1 Tier I spell.
MR1	1	Unlock Tier II–III	Gale Step — once/scene, move 3 m as a free action (ignores OA, must end on solid ground). Air Form I — become semi-air: +2 vs missiles, slip through narrow cracks, cannot be restrained by mundane means.
MR2	2	Unlock Tier IV	Deflecting Winds — once/round, reduce a ranged attack vs you or ally by -2.
MR4	5	Unlock Tier VI	Air Form II — while active: +5 movement, immune to mundane weapons, at-will Wind Wall (basic).
MR5	5	Unlock Tier VII/Capstone	Tempest Authority — your Air zones double in size; Tornado spell unlocked; you may sustain 1 Air effect at 0 Mana (min waived).

Abilities (Air)

Air Form (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR2): Semi-air body, +2 vs missiles, slip through 10 cm cracks, immune to mundane grapples.
- L2 (MR4): +5 m move, immune to mundane weapons, speak normally, maintain spells.
- L3 (MR5): Full elemental form, move ×3 speed, immune to non-magical weapons, pass through hairline gaps, may cast Air spells while in form.

Unique Powers & Spells (Air)

Tier I

Gust — Tier I — Min/Max 1/1 — Range: Int m — AP 6 — Save: Reflex (negates)
A short burst of wind pushes light objects and may stagger a creature. On fail, target suffers -1 to next action.
Enhancements: Strong Gust (push 1 m), Scatter Missiles (cancel 1 arrow/bolt), Lingering Breeze (-2 movement for 1 round).
Tags: [Utility][Projectile][Debuff]

Tier II

Wind Blow — Tier II — Min/Max 5/10 — Range: Mana × 5 m — AP 9 — Save: Body (partial)
A focused blast (~80 km/h) knocks creatures back. Small/Tiny are thrown to funnel end, Medium cannot advance (save each round), Large half speed. Missiles disrupted.
Enhancements: Faster Winds (120 km/h, harder saves), Wide Funnel (8 m × 8 m), Twin Funnels (maintain two at -2 speed).
Tags: [Zone][Maintain][Knockback][Debuff]

Tier III

Wind Wall — Tier III — Min/Max 15/30 — Range: Int × 10 m — AP 11 — Save: Body (to force through)
Vertical barrier of roaring wind. Blocks missiles, weakens bullets (-15), reduces beams (-3). Small cannot pass, Medium must STR 20, Large must spend full turn.
Enhancements: Long Wall (+50% length), Advancing Front (move 3 m/round), Cyclone Edge (contact deals 1 blunt/round).
Tags: [Wall][Zone][Maintain][Shield]

Tier IV

Control Winds — Tier IV — Min/Max 5/15 — Range: Int × 10 m — AP 8 — Save: —
Shift wind direction/speed in a radius = Mana × 2 m. Disperse smoke/fog, hinder arrows, alter terrain conditions.
Enhancements: Gale (90 km/h), Storm (120 km/h, ranged hindered, Medium STR save to advance), Cyclone (3 m vortex pulls foes), Tornado (MR5 only; severe knockback,

structure damage).

Tags: [Zone][Maintain][Control][Debuff]

Tier V

Cyclone Step — Tier V — Min/Max 8/16 — Range: Self (radius 2 m) — AP 10 — Save: Reflex (half)

Create a mini-cyclone around yourself. Enemies within are pushed 2 m outward; on fail, also knocked prone. You may move 2 m as part of the effect.

Enhancements: Greater Pull (push 3 m), Wide Eye (radius 3 m), Rising Cyclone (lift targets 1 m, then drop for +1 damage).

Tags: [Zone][Knockdown][Mobility]

Tier VII (Capstone)

Tempest of Gaia — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Reflex (half)

Summon a battlefield storm. Area fills with gale winds: ranged attacks -5, all missiles negated, Large foes save or slowed, Small/Tiny cannot act. Each round, one random lightning bolt strikes (2d6 damage).

Enhancements: Wide Storm (double radius), Endless Tempest (lasts [Mana/10] rounds), Storm Surge (3 bolts/round).

Tags: [Zone][Capstone][Debuff][Control][Damage]

Tags (Air)

[Projectile] [Wall] [Zone] [Shield] [Maintain] [Knockback] [Control] [Debuff] [Capstone]

Elementalist — Fire (Pyroclast)

Domain: Magic

Pool: Int + Wis

Key Attributes: Int, Wis

Signature Saves/Resists: Reflex saves (vs fire zones, bursts); Magic Resistance applies

Overview: Masters of flame and destruction. Fire Elementalists ignite the battlefield, burn foes, and spread chaos with blazing zones. Their gifts are raw power and relentless momentum — but also the discipline to wield flame for protection and renewal.

Mastery Table — Fire (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier II	Minor Heat Sense — feel strong heat or fire within 30 m. Learn 1 Tier II Fire spell.
MR1	1	Unlock Tier III	Ignition — your Fire spells automatically ignite dry flammables; burning foes suffer -1 AP at start of their turn (once/turn).
MR2	2	Unlock Tier IV	Cauterize — when you deal Fire damage, you may end Bleed on an ally within 5 m once/round.
MR3	3	Unlock Tier V	Heat Ward — ignore the first 1 incidental Fire damage from your own effects each scene.
MR4	5	Unlock Tier VI	Overheat (1/scene) — push a Fire spell up to +5 Mana beyond its Max; afterwards roll Botch. On mishap, you take 2 Life.
MR5	5	Unlock Tier VII/Capstone	Inferno Authority — your Fire lines/bursts ignore flimsy cover (cloth, foliage, paper, thin fences). Once/scene you may sustain 1 Fire effect at 0 Mana (min waived).

Abilities (Fire)

Fire Mastery (Ability)

- Type: Passive.
- Each rank increases the maximum Mana cap for Fire spells by +1.
- Prereq: number of Fire spells known equal to rank.
- Cost: 1 → 5 XP scaling.

Overheat (Ability)

- Type: Burst (MR4).
- Once/scene you may exceed Max Mana by up to +5 when casting a Fire spell.
- After resolution, roll Botch: on failure, you take 2 Life and the spell may fizzle.

Unique Powers & Spells (Fire)

Tier II

Fire Shield — Tier II — Min/Max 5/12 — Range: Self — AP 7 — Save: —

Raise a flaming shield in a chosen arc. Gain +2 Defense vs missiles from that arc. When struck in melee, attacker takes 1 fire (once/turn).

Enhancements: Greater Shield (+3 vs missiles), Warding Heat (adjacent cold/ice -1 potency), Mobile Cover (rotate arc once/round).

Tags: [Shield][Buff]

Flame Blade — Tier II — Min/Max 4/10 — Range: Self (melee) — AP 7 — Save: —

Conjure a blade of flame. Melee strikes deal +[Mana/2] fire and count as magical. Blade can hover in 1 m threaten zone while linked.

Enhancements: Long Edge (+1 m reach), Searing Cut (+1 damage), Detonate (dismiss to 1 m burst = [Mana/2] fire).

Tags: [Weapon][Buff]

Flame Scatter — Tier II — Min/Max 5/12 — Range: Int × 10 m — AP 8 — Save: Reflex (half)

Volley of firebolts at up to 3 targets in 2 m cluster. Each takes [Mana/3] + 1 fire.

Enhancements: Wider Spread (5 targets), Hotter Charge (+1 damage), Cluster Detonate (adjacent targets add +1).

Tags: [Volley][Projectile]

Flame Threat — Tier II — Min/Max 2/8 — Range: 1 m — AP 6 — Save: Mind (partial)

Place a flame blade at a creature's throat. On fail: target is cowed (-1 AP, cannot attack unless Mind save). On success: -1 to next action.

Enhancements: Searing Warning (aggressive action deals [Mana/2] fire), Tight Leash (maintain blade by 1 Mana; follows target 1 m/round).

Tags: [Tether][Debuff]

Tier III

Fire Wall — Tier III — Min/Max 10/25 — Range: Int × 10 m (line) — AP 10 — Save: Body (half)

Create a wall of blazing fire (3 m high, 1 m thick, length = [Mana] m). Creatures entering/touching wall take [Mana/2] + 1 fire. Missiles hindered.

Enhancements: Long Line (+50% length), Advancing Front (move 3 m/round), Searing

Heat (+1 damage vs adjacent).

Tags: [Wall][Zone][Maintain]

Orbiting Flame Spheres — Tier III — Min/Max 6/14 — Range: Self — AP 8 — Save: — Conjure 2 + [Mana/4] flame orbs orbiting you. Each may absorb 1 projectile or be launched for 1 fire at Int × 10 m.

Enhancements: Hotter Core (2 fire each), Protective Swirl (+1 vs missiles per orb, max +3), Converge (launch all at 1 target, +1 to hit).

Tags: [Shield][Volley][Buff]

Tier IV

Inferno Burst — Tier IV — Min/Max 6/15 — Range: Int × 10 m (radius 2 m) — AP 10 — Save: Reflex (half)

Explosive flame burst. All in radius take [Mana/2] + 1 fire; flammables ignite.

Enhancements: Wide Burst (radius 4 m), Lingering Blaze (zone burns 1 round, dealing 1 fire on entry), Flashburn (targets suffer -1 AP).

Tags: [Burst][Zone][Debuff]

Tier V

Blazing Prison — Tier V — Min/Max 8/16 — Range: Int × 10 m — AP 11 — Save: Stamina (negates)

Trap a foe in a ring of flame (2 m radius). On fail: restrained, taking 1 fire/round. On success: zone remains but foe not trapped.

Enhancements: Higher Flames (+2 damage), Spreading Ring (radius 3 m), Firestorm (zone bursts for [Mana/2] fire when it ends).

Tags: [Zone][Debuff][Maintain]

Tier VII (Capstone)

Inferno of Gaia — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Reflex (half)

Unleash Gaia's flames. Entire battlefield scorched; all enemies take [Mana/5] fire, flammables ignite. For [Mana/10] rounds, area counts as burning terrain (-2 m movement, take 1 fire/round).

Enhancements: Endless Inferno (lasts +2 rounds), Wrath of Flame (+2 damage), Purging Fire (heals allies 1 Life when they stand in the flames, once/round).

Tags: [Zone][Capstone][Damage][Debuff]

Tags (Fire)

[Weapon] [Projectile] [Volley] [Wall] [Shield] [Zone] [Debuff] [Maintain] [Capstone]



Special Elementalist Paths

The Hybrids and Beyond

Where the primal elements meet, **new paths emerge**. These **hybrid disciplines** blend two or more primal forces, creating devastating and often unpredictable results:

- **Lightning (Air + Fire)** — precision arcs, storms, and chained destruction.
- **Ice (Air + Water)** — frost, control, and frozen barriers.
- **Lava (Fire + Earth)** — magma, volcanic eruptions, burning fortresses.
- **Swamp (Water + Earth)** — mire, decay, and corruption, adaptable through Druidic or Necromantic synergy.
- **Tempest (All Four)** — the rare fusion of Air, Fire, Water, and Earth into one catastrophic storm.

Unlike the Primal Four, these paths are **rare, advanced, or forbidden**. They demand years of training, multiple mastered aspects, or secret knowledge guarded by ancient Orders.

Some hybrids, like **Lightning** or **Ice**, are taught openly. Others, like **Swamp** or **Tempest**, are whispered of in fear, their wielders walking the line between power and disaster.

To pursue a Special Path is to gamble with mastery — but those who succeed wield forces few Guardians can match.

Elementalist — Lightning (Stormcaller)

Domain: Magic

Pool: Int + Wis

Key Attributes: Int, Wis

Signature Saves/Resists: Reflex saves (vs lightning, chain, storm AoE); Magic Resistance applies

Overview: Masters of charged air and sky-born current. Lightning Elementalists focus power into bolts, arcs, and storms — striking single foes with deadly precision or chaining devastation across entire battlefields. Their greatest weapon is momentum: lightning always finds a path.

Mastery Table — Lightning (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier I	Minor Stormsense — feel weather patterns, magnetic shifts, and nearby EM fields within 1 km. Learn 1 Tier I spell.
MR1	1	Unlock Tier II–III	Conduction — soaked/wet or heavily armored foes suffer –1 to saves vs your Lightning spells.
MR2	2	Unlock Tier IV	Channel Discipline — once/round, you may exclude one adjacent ally from the area/line of a Lightning effect.
MR3	3	Unlock Tier V	Grounding — ignore the first 1 point of self-inflicted lightning damage from your spells each scene.
MR4	5	Unlock Tier VI	Overcast (1/scene) — push a Lightning spell up to +5 Mana above Max. Afterwards roll Botch; on mishap, you take 2 Life.
MR5	5	Unlock Tier VII/Capstone	Tempest Authority — your Lightning spells ignore flimsy cover (cloth, foliage, thin barriers). Once/scene, you may sustain 1 Lightning effect at 0 Mana.

Abilities (Lightning)

Lightning Mastery (Ability)

- Type: Passive.
- Each rank increases the maximum Mana cap for Lightning spells by +1.
- Prereq: number of Lightning spells known equal to rank.

- Cost: 1 → 5 XP scaling.

Overcast (Ability)

- Type: Burst (MR4).
- Once/scene, exceed Max Mana by +5 for one Lightning spell.
- After resolution, roll Botch: on failure, take 2 Life and lose the spell.

Unique Powers & Spells (Lightning)

Tier I

Spark — Tier I — Min/Max 1/1 — Range: Int ÷ 2 m — AP 6 — Save: —

Tiny arc of lightning; deals 1 Life.

Tags: [Projectile][Utility]

Bolt — Tier I — Min/Max 1/5 — Range: Int ÷ 2 m — AP 7 — Save: —

Focused strike against one foe. Damage = Mana invested.

Enhancements: Range (Int m), Damage (Max 10).

Tags: [Projectile]

Tier II

Lightning Bolt — Tier II — Min/Max 5/10 — Range: Int m — AP 8 — Save: Reflex (half)

A line of lightning up to Int m long. All in line take damage = Mana invested.

Enhancements: Extended Range (Int × 2 m), Damage (Max 15 → 20), Forked Bolt (split into 2 paths, each ≥1 Mana, +1 Time).

Tags: [Line][Damage]

Tier III

Chain Lightning — Tier III — Min/Max 7/12 — Range: Int ÷ 2 m — AP 10 — Save: Reflex (partial)

Strike one target, then leap to 2 others. Each jump reduces damage by 1. Cannot hit the same target twice unless enhanced.

Enhancements: Extended Range (Int × 2 m; jumps still Int ÷ 2), Extra Jumps (5, 7, or 10 targets), Damage Boost (Max 18 → 25), Forked Chains (multiple chains, each ≥4 Mana, +1 Time).

Tags: [Jump][Multi-Target]

Tier V

Sky Strike — Tier V — Min/Max 15/30 — Range: (Int + Wis) × 5 — AP 13 — Save: Reflex (half)

Call down a lightning strike from above on a target point. Deals damage equal to Mana invested.

Enhancements: Extended Range (×10), Damage Boost (Max 45 → 60), Discharge (splash 1.5 m = ⅓ Mana → 3 m, req: first upgrade).

Tags: [Strike][Burst][Zone]

Tier VII (Capstone)

Lightning Storm — Tier VII — Min/Max 40/60 — Range: (Int + Wis) × 5 (center within ×10) — AP 20 — Save: Reflex (per bolt)

Unleash a massive storm. For each 20 Mana invested, roll 1d20 per creature in area; result = number of bolts striking them. Each bolt deals 2 Life.

Enhancements: Wider Storm (radius ×2), Extended Range (×20), Storm of Power (Max 80 → 100 → 120).

Tags: [Zone][Capstone][Multi-Hit]

Tags (Lightning)

[Projectile] [Line] [Jump] [Burst] [Zone] [Multi-Target] [Capstone] [Damage]

❄️ Elementalist — Ice (Cryomancer)

Domain: Magic

Pool: Int + Wis

Key Attributes: Int, Wis

Signature Saves/Resists: Body saves (vs freezing, immobilization); Magic Resistance applies

Overview: Masters of frost, cold winds, and frozen barriers. Ice Elementalists blend the fluidity of water with the force of air, controlling battlefields through slowing, freezing, and shaping frost. Their strength lies in **denial and control**: locking enemies in place while shielding allies with ice and snow.

Mastery Table — Ice (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier II	Minor Frostsense — detect nearby cold sources, ice, and water flows. Learn 1 Tier II Ice spell.
MR1	1	Unlock Tier III	Chilling Aura — enemies within 1 m of you suffer -1 movement.
MR2	2	Unlock Tier IV	Iceform I — as a sustained ability, gain +2 Armor and resistance 2 vs Fire.
MR3	3	Unlock Tier V	Frost Ward — once/scene, reduce incoming Fire damage by 50% for one round.
MR4	5	Unlock Tier VI	Iceform II — while active: +4 Armor, immune to mundane projectiles, may walk freely on ice.
MR5	5	Unlock Tier VII/Capstone	Winter Authority — your Ice zones double in size; once/scene, you may sustain 1 Ice effect at 0 Mana.

Abilities (Ice)

Iceform (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
 - L1 (MR2): Frost skin, +2 Armor, resist 2 vs Fire.
 - L2 (MR4): +4 Armor, immune to mundane projectiles, unhindered on ice/frost terrain.
 - L3 (MR5): Full frost-body: +6 Armor, resist 4 vs Fire, pass through solid ice, immune to mundane weapons.
-

Unique Powers & Spells (Ice)

Tier II

Ice Shards — Tier II — Min/Max 4/10 — Range: Int × 10 m — AP 8 — Save: Reflex (half)
Launch jagged shards of ice; damage = [Mana/2] cold. On hit, target suffers -1 m movement.

Enhancements: Volley (3 targets in 2 m cluster), Freezing Bite (save or Slowed -2 m), Shatter (crit deals bleed 1).

Tags: [Projectile][Debuff]

Ice Shackles — Tier II — Min/Max 4/10 — Range: Int × 5 m — AP 8 — Save: Body (partial)
Bind a target's hands/legs in frost. On fail: restrained (hands bound or speed 0). On success: slowed -2 m.

Enhancements: Hard Freeze (breaking shackles deals 1 cold), Wide Cast (affect 2 targets within 2 m), Anchored (rooted, cannot be pushed/pulled).

Tags: [Tether][Debuff][Maintain]

Tier III

Ice Wall — Tier III — Min/Max 6/15 — Range: Int × 10 m — AP 9 — Save: —
Raise ice panels (1 m² per Mana, 2 m high). Provides +3 cover; blocks line of sight until destroyed.

Enhancements: Reinforced (thicker, +4 cover), Wide Screen (+50% length), Frostbite (adjacent foes take 1 cold).

Tags: [Wall][Zone][Shield]

Twin Aegis — Tier III — Min/Max 6/12 — Range: Self — AP 7 — Save: —
Conjure two ice shields, one per arm. Each provides +2 Defense against chosen arcs.
Enhancements: Hardened (+1 Defense), Mirror Veil (+1 vs beams), Shiver Riposte (deflected projectile deals -1 AP penalty to attacker).

Tags: [Shield][Buff]

Tier IV

Shatter Wall — Tier IV — Min/Max 3/9 — Range: Your Ice Wall — AP 6 — Save: Reflex (half)

Detonate one Ice Wall segment into shards. Cone 6 m; creatures take [Mana/3] + 1 cold/pierce.

Enhancements: Wider Cone (8 m), Razor Shards (+1 damage), Chain Shatter (detonate 2 connected panels).

Tags: [Burst][Projectile][Zone]

Tier V

Glacial Prison — Tier V — Min/Max 8/16 — Range: Int × 10 m — AP 11 — Save: Body (negates)

Encases target in solid ice. On fail: restrained and takes [Mana/2] cold each round. On success: slowed -2 m.

Enhancements: Reinforced Prison (+2 DC), Frost Bloom (1 m splash cold on nearby foes), Breakback (if shattered, shards deal [Mana/3] to those within 2 m).

Tags: [Debuff][Maintain][Zone]

Tier VII (Capstone)

Eternal Winter — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (half)

Unleash a blizzard. For [Mana/10] rounds: all terrain counts as ice (-2 m movement), ranged attacks suffer -3, enemies must Body save each round or be slowed further (stacking). Allies gain +2 Defense inside the storm.

Enhancements: Endless Frost (lasts +2 rounds), Avalanche (extra [Mana/5] cold on entry), Crystal Calm (allies immune to fear in the storm).

Tags: [Zone][Capstone][Debuff][Control][Buff]

Tags (Ice)

[Projectile] [Wall] [Shield] [Zone] [Debuff] [Maintain] [Tether] [Capstone][Control]



Elementalist — Lava (Magmaforged)

Domain: Magic

Pool: Int + Wis

Key Attributes: Sta, Int

Signature Saves/Resists: Body saves (vs burning ground, knockdown, molten zones); Magic Resistance applies

Overview: Masters of molten stone, magma, and volcanic fury. Lava Elementalists merge the destructive heat of Fire with the resilience of Earth. They melt armor, reshape terrain with molten rivers, and devastate foes with volcanic eruptions. Their power is raw, heavy, and enduring — unstoppable once unleashed.

Mastery Table — Lava (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier II	Minor Magmasense — sense molten flows, heat, and unstable rock within 10 m. Learn 1 Tier II Lava spell.
MR1	1	Unlock Tier III	Searing Ground — whenever you cast a Lava spell, choose a 1 m square in its area; it remains molten, dealing 1 fire to enemies who stand on it.
MR2	2	Unlock Tier IV	Magma Armor I — as a sustained ability, gain +2 Armor and deal 1 fire to adjacent attackers (once/round).
MR3	3	Unlock Tier V	Flow Mastery — Lava zones you create count as difficult terrain for enemies but not for allies.
MR4	5	Unlock Tier VI	Magma Armor II — while active: +4 Armor, +2 Resist vs fire, adjacent attackers take 2 fire.
MR5	5	Unlock Tier VII/Capstone	Volcano Authority — once/scene, you may create a permanent molten rift (Int × 5 m line) at 0 Mana cost. Lava Capstone unlocked.

Abilities (Lava)

Magma Armor (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR2): +2 Armor, attackers in melee take 1 fire (once/round).
- L2 (MR4): +4 Armor, resist 2 vs fire, attackers take 2 fire.
- L3 (MR5): +6 Armor, resist 4 vs fire, attackers take 2 fire and must Body save (10 + Int) or suffer –1 AP next turn.

Unique Powers & Spells (Lava)

Tier II

Molten Lash — Tier II — Min/Max 4/10 — Range: Int × 5 m — AP 8 — Save: Reflex (half)
Whip of lava strikes out, dealing [Mana/2] + 1 fire. On fail: armor/metal equipment heats painfully, causing -1 Defense until cooled.
Enhancements: Extended Range (Int × 10 m), Scald (extra 1 damage), Armor Melt (target loses -1 Armor until repaired, once/scene).
Tags: [Projectile][Debuff]

Searing Ground — Tier II — Min/Max 3/9 — Range: Int × 5 m (2 m radius) — AP 8 — Save: Reflex (partial)
The ground melts into lava. Enemies in zone take [Mana/3] fire and must save or suffer -1 m movement.
Enhancements: Wider Pool (radius +1 m), Lingering Heat (remains [Mana/2] rounds), Spreading Pool (doubles radius, half damage).
Tags: [Zone][Debuff][Maintain]

Tier III

Magma Burst — Tier III — Min/Max 6/12 — Range: Int × 10 m (burst 2 m) — AP 9 — Save: Reflex (half)
Eruption of molten rock. Deals [Mana/2] fire + 1 blunt. Enemies failing save are knocked prone.
Enhancements: Greater Burst (radius 3 m), Lingering Lava (zone remains molten for 1 round), Armor Crack (targets -1 Armor until end of combat).
Tags: [Burst][Zone][Knockdown][Damage]

Obsidian Wall — Tier III — Min/Max 6/12 — Range: Int × 10 m (line up to [Mana] m) — AP 9 — Save: —
Raise a wall of black stone infused with heat. Provides +4 cover. Enemies adjacent at cast take [Mana/3] fire.
Enhancements: Reinforced (+6 cover), Molten Edge (adjacent foes take 1 fire/round), Jagged Spikes (adjacent foes take 1 pierce when moving).
Tags: [Wall][Zone][Shield]

Tier IV

Molten Wave — Tier IV — Min/Max 6/15 — Range: Int × 10 m (cone 5 m) — AP 10 — Save: Reflex (half)

A cone of lava and ash. Deals [Mana/2] + 1 fire, half on save.
Enhancements: Wide Cone (8 m), Lingering Ash (zone imposes -1 vision, ranged -2), Slow Burn (extra 1 fire at start of target's next turn).
Tags: [Cone][Zone][Damage][Debuff]

Tier V

Lava Cage — Tier V — Min/Max 8/16 — Range: Int × 10 m — AP 11 — Save: Body (negates)

Trap a foe inside a circle of molten stone (radius 2 m). On fail: restrained, taking 1 fire/round. On success: the cage forms but target remains free inside.

Enhancements: Burning Prison (+2 damage), Spreading Cage (radius 3 m), Explosive Collapse (when cage ends, explosion deals [Mana/3] fire).

Tags: [Zone][Debuff][Maintain]

Tier VII (Capstone)

Volcano's Wrath — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (half)

Summon a volcanic eruption. Fissures open, molten geysers erupt. Enemies in radius take [Mana/5] fire + blunt, must Body save or be knocked prone. Terrain becomes molten and counts as hazardous (-2 m movement, 1 fire/round).

Enhancements: Greater Eruption (+2 damage), Lava Flood (terrain stays molten [Mana/10] rounds), Pyroclastic Surge (add 1 round of choking ash; ranged -5, vision -3).

Tags: [Zone][Capstone][Knockdown][Damage][Debuff]

Tags (Lava)

[Projectile] [Zone] [Wall] [Shield] [Burst] [Cone] [Debuff] [Maintain]
[Capstone][Damage][Knockdown]

Elementalist — Swamp (Bogcaller)

Domain: Magic

Pool: Int + Wis

Key Attributes: Sta, Wis

Signature Saves/Resists: Body saves (vs restraint, suffocation, poison); Magic Resistance applies

Overview: Bogcallers command mire, rot, and fetid waters. They slow enemies, suffocate them in mud, and reshape terrain into treacherous bogs. Their summons emerge from muck and decay. Unique among elementalists, Swamp magic *adapts*: it resonates with either **Druidic life** (vines, beasts, protection) or **Necromantic death** (bone, rot, infection), creating different evolutions of the same base spells.

Mastery Table — Swamp (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Access Basics & Tier II	Minor Miresense — detect waterlogged terrain, pits, and hidden creatures in mud/swamp within 5 m. Learn 1 Tier II spell.
MR1	1	Unlock Tier III	Mire Grip — once/scene, when a foe moves within 2 m, force Body save (10 + Wis) or movement -2 m.
MR2	2	Unlock Tier IV	Bogform I — as a sustained ability, gain +2 Armor, move freely through swamp/mud terrain.
MR3	3	Unlock Tier V	Choking Fog — once/scene, add a 1 m aura of suffocating gas around a Swamp zone you control. Foes inside -1 AP.
MR4	5	Unlock Tier VI	Bogform II — while active: +4 Armor, immune to restraint in swamp terrain, concealment (-2) in fog/mist.
MR5	5	Unlock Tier VII/Capstone	Mire Authority — your Swamp zones double in size. Once/scene, sustain 1 Swamp effect at 0 Mana. Capstone unlocked.

Abilities (Swamp)

Bogform (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR2): Body hardens with muck, +2 Armor, free swamp movement.
- L2 (MR4): +4 Armor, immune to mundane restraint, concealment in mist/fog.

- L3 (MR5): +6 Armor, resist 2 vs poison/decay, attackers must Body save (10 + Wis) or take 1 [Infected].

Unique Powers & Spells (Swamp)

Tier II

Mud Wall — Tier II — Min/Max 4/10 — Range: Int × 5 m (line 3 m high) — AP 8 — Save: —
Raise a wall of mud and swamp-water, blocking sight and movement. Lasts [Mana/2] rounds before collapsing.

- **Druid Upgrade** 🌱: Wall sprouts reeds/vines → allies adjacent gain +1 Concealment.
- **Necro Upgrade** 💀: Wall drips decay → enemies adjacent Body save or gain [Infected].
Tags: [Wall][Zone][Maintain]

Suffocating Mire — Tier II — Min/Max 3/9 — Range: Int × 5 m (radius 2 m) — AP 8 —
Save: Body (partial)
Ground turns to deep mire. Foes failing save are restrained; success = slowed -2 m.

- **Druid Upgrade** 🌱: Allies inside zone ignore difficult terrain.
- **Necro Upgrade** 💀: Restrained foes also take 1 [Infected] per round.
Tags: [Zone][Debuff][Maintain]

Tier III

Mud Beast — Tier III — Min/Max 6/12 — Range: Int × 10 m — AP 9 — Save: —
Summon a beast of muck and swamp-water.

- **Stats:** Life = caster Life ÷ 2, Armor 1, Attack +Int, Damage [Mana/3].
- **Instinct:** Protect summoner unless commanded.
- **Druid Upgrade** 🌱: Vinebound Beast — strikes restrain (Body save negates), concealment in vegetation, allies within 2 m gain +1 Resist vs poison.
- **Necro Upgrade** 💀: Bone Mire Beast — gains +1 Armor, +1 Damage, [Undead] tag (immune to poison, Turn Undead vulnerable).
Tags: [Summon][Maintain][Control]

Swamp Spikes — Tier III — Min/Max 6/12 — Range: Int × 10 m (line) — AP 9 — Save: Reflex (half)
Raise jagged spikes of mud/stone. Damage = [Mana/2] pierce + 1 blunt. Fail = stagger -1 AP.

- **Druid Upgrade** 🌱 : Spikes sprout vines → restrain on fail.
 - **Necro Upgrade** 💀 : Spikes rot into bone shards → targets also take bleed 1.
Tags: [Line][Damage][Debuff]
-

Tier IV

Rot Fog — Tier IV — Min/Max 5/15 — Range: Int × 10 m (radius 3 m) — AP 10 — Save: Body (partial)

Cloud of fetid swamp rot. Enemies take [Mana/3] poison per round, save halves.

- **Druid Upgrade** 🌱 : Fog becomes *Healing Mists* → allies inside heal 1 Life per round.
 - **Necro Upgrade** 💀 : Fog spreads [Infected] each round.
Tags: [Zone][Debuff][Maintain]
-

Tier V

Swamp Grave — Tier V — Min/Max 8/16 — Range: Int × 10 m — AP 11 — Save: Body (negates)

Target sinks waist-deep into mire. Fail = restrained, 1 suffocation damage/round.

Success = slowed -2 m.

- **Druid Upgrade** 🌱 : If ally inside zone → gain +2 Concealment (vines shield).
 - **Necro Upgrade** 💀 : Restrained target grows skeletal hands → extra [Mana/3] damage.
Tags: [Debuff][Tether][Maintain]
-

Tier VII (Capstone)

Plague Swamp — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (per round)

Transform battlefield into fetid swamp for [Mana/10] rounds. Terrain halved movement; ranged attacks -3; enemies take 1 poison + 1 suffocation each round (save halves).

Allies gain +2 Concealment.

- **Druid Upgrade** 🌱 : Swamp heals allies 1 Life/round inside.
- **Necro Upgrade** 💀 : Each round, 1d2 Bone-Mud Husks crawl from the mire (CR 1, Attack +Int, Damage 1).
Tags: [Zone][Capstone][Debuff][Summon][Control]

Tags (Swamp)

[Wall] [Zone] [Debuff] [Maintain] [Summon] [Tether]
[Capstone][Control][Poison][Disease][Synergy]



Elementalist — Tempest (Gaian Tempest)

Domain: Magic (Fusion)

Pool: Int + Wis + highest Element attribute bonus (Air/Fire/Water/Earth)

Key Attributes: Int, Wis, Sta

Signature Saves/Resists: Reflex + Body (vs mixed-element damage, knockback, suffocation)

Overview: The Tempest Elementalist embodies Gaia's fury in its rawest form — a living storm of fire, ice, stone, and lightning. Only those who have studied **all four primals** can unlock this path. Their magic is unstable but devastating, weaving contradictory forces into a storm that few can withstand.

Mastery Table — Tempest (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Must know Air, Fire, Water, and Earth Paths at MR1+ . Access Basic/Tier II Tempest spells.
MR1	1	Unlock Tier III	Dual Casting — once/scene, cast a Fire + Water or Air + Earth spell together at +2 AP.
MR2	2	Unlock Tier IV	Elemental Surge — when casting, you may add +1 random secondary element (roll d4: Air/Fire/Water/Earth) to the effect.
MR3	3	Unlock Tier V	Storm Skin — gain +2 Resist vs elemental damage (Fire, Cold, Lightning, Acid).
MR4	5	Unlock Tier VI	Overfusion (1/scene) — push a Tempest spell +5 Mana above Max. Afterwards roll Botch; mishap results in wild surge (GM discretion).
MR5	5	Unlock Tier VII/Capstone	Tempest Authority — your multi-element spells double in radius/effects. Unlocks <i>Elemental Lightning</i> .

Abilities (Tempest)

Elemental Surge (Ability)

- Type: Passive.
- On casting a Tempest spell, roll d4 (1 Air, 2 Fire, 3 Water, 4 Earth). The spell gains an additional minor effect of that element (GM describes).
- Example: Fireball + Water = steam cloud, providing concealment.

Storm Skin (Ability)

- Type: Sustained, 6 Mana/round.
 - While active: +2 Resist vs Fire, Cold, Lightning, Acid.
 - At MR4, Resist increases to +4.
-

Unique Powers & Spells (Tempest)

Tier II

Gale of Ashes — Tier II — Min/Max 5/10 — Range: Int × 10 m (cone 4 m) — AP 8 — Save: Reflex (half)

Cone of burning wind mixed with dust. Deals [Mana/2] fire + blunt.

Enhancements: Wider Cone (6 m), Lingering Smoke (concealment -2), Scalding Ash (extra 1 fire).

Tags: [Cone][Damage][Zone]

Tier III

Frozen Quake — Tier III — Min/Max 6/12 — Range: Int × 10 m (radius 2 m) — AP 9 — Save: Body (half)

Ground erupts with ice spikes and shaking earth. Damage [Mana/2] cold + blunt; fail = knocked prone.

Enhancements: Wider Radius (+1 m), Deep Freeze (targets slowed -2 m), Crushing Quake (+1 blunt damage).

Tags: [Zone][Damage][Knockdown]

Tier IV

Steam Lance — Tier IV — Min/Max 6/15 — Range: Int × 15 m (line) — AP 10 — Save: Reflex (half)

Blast of boiling steam. Deals [Mana/2] fire + 1 acid.

Enhancements: Widened Line (radius 2 m), Lingering Mist (zone of concealment), Armor Crack (target Armor -1).

Tags: [Line][Damage][Debuff]

Tier V

Molten Storm — Tier V — Min/Max 8/16 — Range: Int × 20 m (radius 3 m) — AP 12 —

Save: Reflex (partial)

Rain of lava and stone shards. Damage = [Mana/2] fire + pierce. Fail = staggered -1 AP.

Enhancements: Wider Storm (radius +2 m), Scalding Ground (area remains molten 1 round), Rockfall (extra 1 blunt).

Tags: [Zone][Burst][Damage]

Tier VII (Capstone)

Elemental Lightning — Tier VII — Min/Max 25/50 — Range: Scene (Int × 20 m radius) —

AP 20 — Save: Reflex + Body (per bolt)

A catastrophic fusion of all primals. A massive arc of prismatic lightning strikes a chosen target, then chains to [Mana/5] nearby enemies. Each bolt deals **Fire + Cold + Earth + Lightning damage simultaneously**.

- Damage: [Mana/3] mixed-element Life.
- Chain: each jump reduces damage by 1.
- Foes must succeed Reflex save (halve fire/lightning) **and** Body save (halve cold/earth) or take full combined damage.

Enhancements:

- **Psycho-Elemental Fusion** → if caster also knows a Psychic Path, add -1 AP to target on hit.
- **Magitech Surge** → if caster also knows Techno, bolts ignore 2 Armor.
- **Widened Tempest** → strike radius +2 m per target.

Flavor:

From the book, Champion of the Goddess:

“Imagine being hurt by ice, fire, earth, and lightning, all at the same time... add magic and psi to the mix... colorful, and deadly.”

Tags: [Zone][Capstone][Multi-Target][Damage][Fusion]

Path — Technomage (Magitech Engineer)

Domain: Tech (Magitech)

Pool: Int + Per (Tech Mana Pool)

Key Attributes: Int, Per

Signature Saves/Resists: Device checks, Robotics rolls, Misfire rules

Overview:

Technomages merge magic, science, and living code. Their signature is the creation of **InsectoBots** — semi-living constructs powered by insect embryos bound into mechanical shells. With the right upgrades, they can field entire swarms of specialized bots: strikers, scouts, saboteurs, and tanks. Technomages also command raw **Magitech spells**, bending energy, circuits, and devices to their will.

Lore & Ethics of InsectoBots

- Embryos are ethically harvested ($\leq 1\%$ of any egg cluster, never adults).
- Magically suspended until bound into shells.
- Insects “volunteer” through Gaia’s pact, willingly joining the war against the Eversor.
- Destroyed bot \neq dead insect; embryos survive and may be re-housed.

Observations:

- Forms should resemble the insect.
 - Flying insects/hive minds perform poorly.
 - Spiders excel at agility & perception.
 - Beetles are tanky but slow.
 - Scorpions add natural bonus attacks.
-

InsectoBot Core Rules

- **Only Technomages** can create/control InsectoBots.
- **Creation Spell (Ritual, 1 hr):** binds embryo into a bot shell.
- **Control Range:** $(Int + Per) \times 10$ m. Out of range = folds into standby.
- **Max Active Bots:** $2 \times Int$ (modified by MR perks).
- **Sustain Cost:** Size $\times 5$ Mana each.
- **Command:** 5 AP mental action to broadcast orders.

Size Scaling

Size Folded/Open Sustain Slots Life Armor

1	5/10 cm	5	1	10	5
2	15/30 cm	15	3	20	7
3	50/100 cm	30	5	30	9
4	1/2 m	45	7	40	11
5	2/4 m	60	9	50	13

(Each size step: +10 Life, +2 Armor, +1 Attack, +1 Damage.)

Enhancement Slots

- Legs: 1
- Body: 1
- Sensors: 2
- Armor: 1
- Weapons: 1

Techno Score

Techno Score = Computer Use + Science (Computer) + Science (Robotics) + Int

- 5+: basic creation.
- 8+: speed upgrades.
- 10+: armor plating.
- 12+: advanced resistances.
- 15+: venom injectors, sabotage.
- 20+: rare alloys, quantum cores, capstones.

Mastery Table — Technomage

Rank XP	Unlocks	Feature
MR0 —	Access Techno Mana Pool (Int+Per). Learn <i>InsectoBots</i> <i>Creation</i> and one Tier I Techno spell.	Initiation
MR1 1	Unlock Tier II–III	Botsmith Training — +1 max bot, +5 m control range.

Rank XP	Unlocks	Feature
MR2 2	Unlock Tier IV	Circuit Mastery — once/scene reduce AP cost of Device action by 2.
MR3 3	Unlock Tier V	InsectoBot Sync — all bots act on same initiative tick. Unlock Sabotage upgrades.
MR4 5	Unlock Tier VI	Magitech Overdrive (1/scene): push Techno spell +5 Mana over Max (then roll Botch). Gain 1 Unique Techno Power. Hive Authority/Swarm — +2 max bots, sustain one Techno effect at 0 Mana.
MR5 5	Unlock Tier VII	Once/scene summon [Mana/10] Size 1 bots as a swarm unit.

Abilities

InsectoBots (Ability)

- Sustained constructs, controlled mentally.
- Range = (Int+Per) × 10 m.
- Max Active = 2 × Int.
- Each costs 5+ Mana (scaled by Size).
- Bots can be named/roleplayed as companions (Archi, Tela, Textus).

Misfire & Overclock

- On botch or Overclock attempt, roll 1d6:
 - 1–2 Glitch (fizzle, -1 next Tech action).
 - 3–4 Misfire (bot disabled 1d6 min, take 1 non-lethal).
 - 5–6 Catastrophic (stunned 1 round, bot 1d6 dmg, shock burst).

Repair & Salvage

- Field: 10 min, Robotics vs 10–20, restores 1d6+Int Life.
 - Workshop: 1 hr, +2 bonus, full restore.
 - Salvage: recover 50% materials (+25% with tools).
-

Spells & Upgrades

Tier I

On/Off — 6 AP, 1 Mana/device. Activate/deactivate Power 1 device.
Enhancements: Range, Power 2–4 (higher Mana).
Tags: [Utility][Device]

Tier II

InsectoBots Creation (Ritual) — 10 Mana, 1 hr. Create Size 1 bot.

- Life 10, Armor 5, Dodge 5, Damage 1, Speed 2 m/s.
Enhancements: Speed Boost, Armor, Resist, Jump.
Tags: [Summon][Maintain][Device]

Speed (Legs) — +2–10 m/s.

Armor (Body) — +5 Armor (–1 Speed).

Tier III

Elemental Resistance (Armor) — Ignore 5–20 dmg of one element.

Jump (Legs) — Leap ×5–15 size.

Tier IV

Firearm Disruption — 9 AP, Int × 10 m. Jam guns/small mechs.

- Fail: lose action; success: –5 to next attack.
Enhancements: Wide Jam, Hard Lock, Backfeed.
Tags: [Debuff][Device][Control]

Tier V

Shadow Skitter — 11 AP. Bots gain stealth protocols. –2 to spot.

Enhancements: Cloaked Swarm (–4), Venom Injectors (Poison 1).

Tags: [Buff][Stealth][Device]

Tier VII (Capstone)

Hive Swarm — 20–40 Mana. Summon [Mana/10] Size 1 bots instantly.

- Swarm acts as a unit: Def 12, AP 20, zone attacks (3 m).
Enhancements: Acid Spray ([Mana/5] acid), Nanite Swarm (ignore 2 Armor),
Overclocked Hive (double actions).
Tags: [Summon][Swarm][Capstone]

Sample Bot Loadouts

Archi (Striker)

- Size 2 spider.
- Upgrades: Cutter Limbs (+2 dmg), Speed Boost.
- Role: fast melee attacker, armor-piercing.

Tela (Scout)

- Size 1 spider.
- Upgrades: Sensor Suite, Stealth Coating.
- Role: recon, stealth infiltration, surveillance.

Textus (Support)

- Size 2 beetle.
- Upgrades: Extra Armor, Venom Injector.
- Role: bodyguard/secondary striker.

InsectoBot Upgrades Reference (Technomage)

Control Range: (Int + Per) × 10 m

Sustain Cost: Size × 5 Mana

Max Active Bots: 2 × Int (modified by MR perks)

Command: 5 AP mental broadcast

Size Scaling

	Size	Folded	Open	Sustain	Slots	Base	Life	Base	Armor	Notes
1	5/10	cm	5	1	10	5				Tiny scouts, 1 system slot
2	15/30	cm	15	3	20	7				Common field bots
3	50/100	cm	30	5	30	9				Combat/utility drones
4	1/2	m	45	7	40	11				Heavy duty
5	2/4	m	60	9	50	13				Rare giant constructs

Stat Growth (per size step): +10 Life, +2 Armor, +1 Attack, +1 Damage

Enhancement Slots by System

- **Legs:** 1 (movement upgrades)
- **Body:** 1 (armor, resistances)
- **Sensors:** 2 (vision, comms)
- **Armor:** 1 (plating, resistances)
- **Weapons:** 1 (mounted systems)

Common Upgrades

Upgrade	Tier	Cost	Prereqs	Effect
Speed Boost (Legs)	II	10 Mana	Techno Score 8+	+2 m/s speed
Advanced Speed	II	10 Mana	Techno Score 12+	+6 m/s speed
Super Speed	II	10 Mana	Techno Score 15+	+10 m/s speed
Jump (Legs)	III	10 Mana	Techno Score 10+, Robotics 4+	Leap ×5 size
Advanced Jump	III	10 Mana	Techno Score 15+, Robotics 6+	Leap ×10 size
Super Jump	III	10 Mana	Techno Score 20+, Robotics 8+	Leap ×15 size
Armor Plating (Body)	II	10 Mana	Techno Score 10+, hardened alloy	+5 Armor (-1 speed)
Advanced Armor	II	10 Mana	Techno Score 15+, advanced alloy (rare)	+10 Armor (-2 speed)
Ultimate Armor	II	10 Mana	Techno Score 20+, diamond/liquid alloy	+15 Armor (-3 speed)
Elemental Resist (Armor)	III	10 Mana	Techno Score 7+, resistive alloy	Ignore 5 dmg of one element
Enhanced Resist	III	10 Mana	Techno Score 12+, advanced alloy	Ignore 10 dmg
Advanced Resist	III	10 Mana	Techno Score 15+, rare alloy	Ignore 20 dmg
Sensor Suite (Sensor)	II	10 Mana	Techno Score 8+	Add darkvision/thermal
Extended Sensors	III	10 Mana	Techno Score 12+	+20 m detect range
Weapon Mount (Weapon)	III	10 Mana	Techno Score 10+	Add melee cutters, small turret, stinger
Venom Injector (Special)	IV	15 Mana	Techno Score 15+, rare compound	Attack adds Poison 1 (Body save negates)

Upgrade	Tier	Cost	Prereqs	Effect
Sabotage Routine (Special)	IV	15 Mana	MR3+, Techno Score 15+	Once/scene disable 1 weapon/device in melee range

🛡️ Bot Archetypes (Quick Build)

- **Spider (Agility/Scout):** +3 Dodge, climb, 360° sensors, +10 m range.
 - **Beetle (Tank/Support):** +3 Armor, +3 Life, +1 slot, extra Body slot.
 - **Scorpion (Striker):** +3 Armor, climb, bonus stinger attack (can add venom).
-

⚡ Misfire & Overclock

- On botch or overclock, roll 1d6:
 - 1–2 Glitch (fizzle, -1 next Tech action).
 - 3–4 Misfire (bot offline 1d6 min; creator takes 1 non-lethal).
 - 5–6 Catastrophic (bot 1d6 dmg, creator stunned, 1 m shock pulse).

Tags (Technomage)

[Summon] [Device] [Enhancement] [Buff] [Debuff] [Maintain] [Stealth] [Sabotage]
 [Repair] [Control] [Capstone][Swarm]



Path — Guardian Swordsman (Martial)

Domain: Martial (AP economy only)

Pool: None (optionally infused with Mana or Psychic)

Key Attributes: Dex, Per (Str for some techniques)

Signature Saves/Resists: Reflex, Defense

Overview: Guardian Swordsmen are the masters of tempo, steel, and survival. They read battle flow, turning enemy strikes into openings. While purely martial, their techniques can be **infused with Mana or Psychic** for added power. They are the frontline duelists and guardians of the Orders, blending speed, precision, and tactical brilliance.

Mastery Table — Guardian Swordsman

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain access to Stances and Basic Techniques. Learn Guard Stance + 1 Tier I Technique.
MR1	1	Unlock Tier II–III	Flow Stance, Deflect Missile. Choose a Specialization.
MR2	2	Unlock Tier IV	Riposte Window, Disarm Twist, Pommel Strike.
MR3	3	Unlock Tier V	Tempo Read, Inside Turn, Redirect.
MR4	5	Unlock Tier VI	Whirl Footwork, Whirl Disarm, Deflect Spellbolt, Perfect Parry, Storm of Steel.
MR5	5	Unlock Tier VII/Capstone	Poetry in Motion (capstone).

Abilities

Cross-Domain Infusion

- Any stance/technique may be **boosted** by spending **Mana or Psychic** (choose on activation).
- Spend up to 3 points; each adds +1 to the listed Boost effect.
- Infusion never changes AP cost unless noted.
- Infused techniques count as magical or psychic.

Specializations (choose 1 at MR1)

- **Longsword:** +1 Inside Turn; Infusion = +1 Defense per point.
- **Sword & Dagger:** +1 Disarm Twist; Infusion = +1 to disarm contests per point.
- **Twin Blades:** +1 Riposte attack rolls; Infusion = +1 damage per point.

- **Greatblade:** +1 m push/throw; Infusion = +1 m extra knockback per point.
-

Techniques & Stances

Tier I (MR0)

Guard Stance (Basic) — Passive

- +1 Defense vs the **first** attack each round.
- **Boost:** +1 Defense per point (max +3).
- Tags: [Stance][Defense]

Ready Cut — 5 AP, Attack

- Strike with precision. If you moved ≥ 1 m this turn, +1 to hit.
- **Boost:** +1 damage • +1 m step • ignore -1 cover.
- Tags: [Weapon][Offense][Mobility]

Brace & Set — 4 AP, Preparation/Reaction

- Until next turn, +2 Defense vs **charges**. If a charging foe misses, they must Body save or be knocked prone.
 - **Boost:** +1 Defense • +1 m knockback • prone on hit as well as miss.
 - Tags: [Defense][Control][Reaction]
-

Tier II (MR1)

Flow Stance — Passive

- You can't be **flanked**. If engaged by 2+ foes, +1 Defense.
- **Boost:** After being attacked, reposition 1 m (no OA) per point.
- Tags: [Stance][Defense][Mobility]

Deflect Missile — Reaction, 1/round

- Deflect one projectile in your forward arc; negate its hit.
 - **Boost:** Return projectile • deflect extra • protect ally.
 - Tags: [Defense][Reaction][Counter]
-

Tier III (MR2)

Riposte Window — Passive

- When you avoid a melee attack, may counter once/round (5 AP).
- **Boost:** +1 to hit • +1 damage • 1 m reposition.
- Tags: [Reaction][Counter][Weapon]

Disarm Twist — 6 AP, Contest

- Contest vs foe (Melee + Dex). On success, foe disarmed.
- **Boost:** +2 to contest • fling weapon further • chain to second foe.
- Tags: [Debuff][Weapon][Control]

Pommel Strike — 5 AP, Attack (Nonlethal)

- On hit: target suffers -1 AP next turn.
- **Boost:** Increase penalty • impose -1 to hit • follow with Ready Cut at -1 AP.
- Tags: [Debuff][Control][Weapon]

Tier IV (MR3)

Tempo Read — 4 AP, Focus

- Study foe. Gain +1 Defense vs them OR foe suffers -1 AP next turn.
- **Boost:** Apply both • extend +1 round • affect 2 foes.
- Tags: [Buff][Debuff][Tactical]

Inside Turn — 6 AP, Attack Setup

- Your next melee this round ignores **shield/cover**.
- **Boost:** +1 to hit • target -1 Defense • step into flanking 1 m.
- Tags: [Offense][Debuff][Weapon]

Redirect — Reaction (on Deflect)

- Redirect a deflected projectile at a new target.
- **Boost:** +1 to hit • extend range (Int × 5 m) • redirect 2.
- Tags: [Reaction][Counter][Control]

Tier V (MR4)

Whirl Footwork — 5 AP, Mobility

- During one melee attack, reposition 2 m (no OA).

- **Boost:** +1 m per point (max +5) • ignore difficult terrain • pass through 1 occupied square.
- Tags: [Mobility][Weapon]

Whirl Disarm — 7 AP, Contest

- Attempt to disarm 2 adjacent foes (-1 each).
- **Boost:** Remove penalty • add third foe • foes also -1 AP.
- Tags: [Debuff][Weapon][Control]

Deflect Spellbolt — Reaction, 1/round

- Contest vs caster. On success: halve damage.
- **Boost:** Quarter damage • redirect at caster • if fully negated, gain +1 AP.
- Tags: [Defense][Reaction][Counter][Magical]

Tier VI (MR4 unlocks)

Perfect Parry — Reaction, 1/round

- Against a melee hit, make Melee + Dex vs attack roll. Success = negate.
- **Boost:** Riposte at -1 AP • shove foe 1 m • prone on crit fail.
- Tags: [Defense][Reaction][Counter]

Storm of Steel — 9 AP, Multi-attack

- Make 2 melee attacks vs one or two targets.
- **Boost:** Add 3rd attack (-2) • +1 damage to all • split movement 1 m between swings.
- Tags: [Offense][Weapon][Multi]

Tier VII (MR5)

Poetry in Motion (Capstone) — Passive

- Once/scene, when a foe misses you in melee, make a **free strike**.
- All Disarms also **daze** (-1 AP).
- **Boost:** +1 to hit • +1 damage • free 2 m move.
- Tags: [Capstone][Counter][Debuff]

⚔ Swordbound Prerequisite (Global Rule)

Any spell or power that conjures or enhances a **sword-like weapon** is **Swordbound**.

- **Requirement:** Guardian Swordsman MR1+ to wield effectively.
 - **Applies to:** *Flame Blade*, *Ice Blade*, *Umbral Blade*, and similar effects.
 - **Without MR1:** the effect manifests unstably and cannot be wielded (GM discretion).
-

Tags (Guardian Swordsman)

[Stance] [Weapon] [Offense] [Defense] [Reaction] [Counter] [Debuff] [Control] [Mobility]
[Multi] [Capstone] [Magical] [Swordbound]

Druidic Paths

Guardians of Gaia

The Druids are the oldest servants of Gaia, her hands and heart in the world. Unlike Elementalists, who wield raw primal forces, Druids shape life itself — roots and beasts, forests and companions — calling upon Gaia’s endless cycle of growth, struggle, and renewal.

Every Druid manifests **Living Armor**, a second skin grown from Gaia’s essence. Each path’s armor is unique:

- **Glade Druids** wear **Living Bark Armor** — smooth bark plates woven with vines and blossoms.
 - **Herder Druids** wear **Living Hide Armor** — supple hide, fur, or scaled plates, echoing their animal bonds.
 - **Battle Druids** bear **Living Stone-Bark Armor** — hardened bark and stone veined with Gaia’s light, built for war.
-

Glade Druids (Keepers of the Forest)

Masters of flora, they weave vines, roots, and blossoms into protection, healing, and entanglement. They embody the sheltering aspect of Gaia — growth and defense.

Herder Druids (Bonded to Beasts)

Guardians of animal kin, they summon companions, empower packs, and even take on beastly aspects. They embody Gaia’s wild strength and instincts.

Battle Druids (Defenders of Gaia)

Those who walk both the Glade and Herder paths may rise as Battle Druids, Gaia’s chosen warriors. They command plants and beasts in unison, channel their magic through weapons, and are marked forever by their bond with a **Gaian Beast** — a legendary avatar of Gaia’s will.

Druidic Paths are living oaths.

To walk as a Druid is to live as Gaia's protector, whether among trees, beside beasts, or on the battlefield itself.



Path — Glade Druid (Forestcaller)

Domain: Magic (Nature)

Pool: Wis + Cha

Key Attributes: Wis, Cha

Signature Saves/Resists: Body saves (vs entanglement, poison); Magic Resistance applies

Overview: Glade Druids are the keepers of the forests and gardens of Gaia. They draw on the living power of trees, roots, and blossoms to protect allies, heal wounds, and bind enemies. Their visible sign is the **Living Bark Armor** — smooth, vine-laced bark that grows over their bodies in times of need.

Mastery Table — Glade Druids (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Greensense</i> (detect plants/roots nearby). Learn Barkskin + 1 Tier I plant spell.
MR1	1	Unlock Tier II–III	Living Bark Armor I (+2 Armor while sustained).
MR2	2	Unlock Tier IV	Rootstride — move freely through natural difficult terrain.
MR3	3	Unlock Tier V	Shelter Growth — once/scene, instantly raise a sapling shelter (cover +2 Defense).
MR4	5	Unlock Tier VI	Living Bark Armor II (+4 Armor, resist 2 vs blunt/pierce).
MR5	5	Unlock Tier VII/Capstone	Grove Authority — double radius/duration of plant zones. Once/scene sustain 1 plant effect at 0 Mana.

Abilities

Living Bark Armor (Ability)

- Type: Sustained, 5–9 Mana/round depending on level.
- L1 (MR1): +2 Armor. Armor regrows minor damage out of combat.
- L2 (MR4): +4 Armor, resist 2 vs blunt/pierce, vines deflect one small projectile/round.

Rootstride (Ability)

- Passive (MR2).
- Move through forest/jungle/swamp terrain without penalty. Gain +2 Stealth in dense vegetation.

Unique Powers & Spells (Glade)

Tier I

Verdant Touch — Tier I — Min/Max 1/5 — Range: Touch — AP 6 — Save: —

Heal 1 + [Mana/2] Life or cleanse 1 poison/disease.

Enhancements: Extended Reach (Int × 2 m), Stronger Healing (+1 Life), Nature Bond (target also gains +1 Defense next round).

Tags: [Heal][Buff]

Thorn Lash — Tier I — Min/Max 2/6 — Range: Int × 5 m — AP 7 — Save: Reflex (half)

Vine-thorns lash at foe. Damage [Mana/2] pierce, half on save.

Enhancements: Entangling Barbs (foe slowed -1 m), Widened Lash (strike 2 targets), Bleeding Thorns (bleed 1).

Tags: [Projectile][Debuff]

Tier II

Barkskin — Tier II — Min/Max 3/9 — Range: Touch — AP 7 — Save: —

Target's skin hardens like bark: +2 Armor (+3 at 6+ Mana). Duration 1 min.

Enhancements: Ironbark (+1 vs push/pull), Vigor (temp Life [Mana/2]), Growing Bark (area effect on 2 allies).

Tags: [Buff][Shield]

Entangling Vines — Tier II — Min/Max 4/10 — Range: Int × 5 m (2 m radius) — AP 8 — Save: Body (partial)

Roots/vines restrain foes in zone. Fail = restrained, Success = slowed.

Enhancements: Thorned (restrained take 1 Life/round), Deep Root (radius +1 m), Drag (pull restrained 1 m/round).

Tags: [Zone][Debuff][Maintain]

Tier III

Blooming Sanctuary — Tier III — Min/Max 5/12 — Range: Self (3 m aura) — AP 9 — Save: —

Summon protective flowers and vines. Allies in aura heal 1 Life/round and gain +1 Resist vs poison.

Enhancements: Wider Aura (+2 m), Thorn Barrier (enemies inside take -1 to attack), Healing Bloom (+1 healing/round).

Tags: [Zone][Heal][Buff]

Staff of the Grove (Channel) — Tier III — Min/Max 4/12 — Range: Melee (staff) — AP 8 — Save: Body (partial)

Your next staff strike this turn channels vines/roots. On hit, deal [Mana/2] + 1 damage and restrain foe. On save: half damage, no restraint.

Enhancements: Spreading Roots (also affects 1 adjacent foe), Thorned Impact (+1 damage), Quake Roots (small 1 m zone restrains).

Tags: [Weapon][Channel][Debuff]

Tier IV

Seed to Shelter — Tier IV — Min/Max 6/15 — Range: Int × 10 m — AP 10 — Save: — Plant a seed that instantly grows into a sapling bulwark. Provides +2 Defense cover for 2 allies. Lasts 1 minute or until destroyed.

Enhancements: Great Sapling (fits 4 allies, +3 cover), Healing Bark (occupants heal 1 Life/round), Thorned Sapling (attackers take 1 pierce).

Tags: [Zone][Summon][Cover][Buff]

Tier V

Verdant Surge — Tier V — Min/Max 8/16 — Range: Int × 10 m (radius 3 m) — AP 11 — Save: Body (half)

Roots and plants erupt in a burst, striking foes and healing allies. Enemies: [Mana/2] blunt, restrained on fail. Allies: heal [Mana/3].

Enhancements: Greater Surge (+1 damage & heal), Expanding Roots (radius +2 m), Binding Bloom (restrained foes also slowed after release).

Tags: [Zone][Damage][Heal][Debuff]

Tier VII (Capstone)

Eternal Grove — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (per round)

Summon a massive grove. Allies gain +2 Defense, +2 to saves vs poison/disease, heal 1 Life/round. Enemies inside must Body save each round or be restrained by roots. Lasts [Mana/10] rounds.

Enhancements: Blooming Forest (healing +2), Thorn Grove (enemies take 1 damage/round), Living Canopy (area grants full concealment from ranged).

Tags: [Zone][Capstone][Heal][Buff][Debuff][Control]

Tags (Glade Druid)

[Heal] [Buff] [Shield] [Zone] [Debuff] [Maintain] [Summon] [Cover] [Capstone][Control]



Path — Herder Druid (Beastcaller)

Domain: Magic (Nature)

Pool: Wis + Cha

Key Attributes: Wis, Sta

Signature Saves/Resists: Body saves (vs knockdown, beast control); Magic Resistance applies

Overview: Herder Druids are bonded to Gaia's beasts. They summon animal allies, empower companions, and take on aspects of the wild. Their visible sign is **Living Hide Armor** — supple natural armor resembling hide, fur, or scaled plates, often marked with animal traits.

Mastery Table — Herder Druids (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Beast Sense</i> (detect nearby animals, their mood, and unnatural corruption). Learn Call Companion + 1 Tier I beast spell.
MR1	1	Unlock Tier II–III	Living Hide Armor I (+2 Armor while sustained).
MR2	2	Unlock Tier IV	Bonded Companion — gain 1 permanent animal companion (wolf, hawk, bear, etc.).
MR3	3	Unlock Tier V	Beast Aspect I — assume a minor aspect (claws, fangs, speed, or senses).
MR4	5	Unlock Tier VI	Living Hide Armor II (+4 Armor, resist 2 vs blunt/pierce, +2 vs knockdown).
MR5	5	Unlock Tier VII/Capstone	Pack Authority — sustain 1 beast effect at 0 Mana; summoned beasts gain +2 Attack/Damage. Capstone unlocked.

Abilities

Living Hide Armor (Ability)

- Type: Sustained, 5–9 Mana/round depending on level.
- L1 (MR1): +2 Armor.
- L2 (MR4): +4 Armor, resist 2 vs blunt/pierce, +2 vs knockdown.

Bonded Companion (Ability)

- Permanent beast ally gained at MR2.

- Stats scale: Life = ½ caster's Life, Attack = +Wis, Damage = [Mana/3].
- Commands: free 2 AP command; otherwise acts to defend summoner.
- Can be re-summoned by ritual if slain.

Beast Aspect (Ability)

- MR3+: assume one animal aspect for [Mana] rounds.
 - **Claws/Fangs:** natural attack, [Mana/2] + 1 damage.
 - **Speed:** +2 m movement.
 - **Senses:** +2 to Perception rolls.
- At MR5, aspects may be combined (2 at once).

Unique Powers & Spells (Herder)

Tier I

Call Beast — Tier I — Min/Max 2/6 — Range: Int × 5 m — AP 7 — Save: —

Summon a simple beast (wolf, hawk, etc.) for [Mana] rounds.

Enhancements: Pack Call (summon 2 weaker beasts), Alpha's Strength (+1 Attack), Loyal Bond (heals when you heal).

Tags: [Summon][Maintain]

Beast Empathy — Tier I — Min/Max 1/5 — Range: Self/Int × 5 m — AP 6 — Save: —

Soothe, command, or sense nearby beasts. Gain +2 to Handle Animal or Persuade rolls.

Enhancements: Extended Link (range doubled), Instinct Bond (foe animals take -1 vs control), Shared Senses (see/hear briefly through beast).

Tags: [Buff][Utility][Control]

Tier II

Animal Bond — Tier II — Min/Max 3/9 — Range: Touch/Int × 5 m — AP 7 — Save: —

Strengthen an ally beast (bonded or summoned). +2 Life, +1 Attack/Damage. Lasts [Mana] rounds.

Enhancements: Stronger Bond (+2 Attack), Healing Bond (heal 1 Life/round), Pack Bond (affects 2 beasts).

Tags: [Buff][Beast]

Aspect of Beast — Tier II — Min/Max 3/9 — Range: Self — AP 7 — Save: —

Adopt one beast trait: +2 m move (wolf), +1 Attack (bear claws), +2 Perception (hawk).

Enhancements: Dual Aspect (2 traits at once), Greater Aspect (+2 to chosen trait), Defensive Aspect (+2 Armor vs one type).

Tags: [Buff][Transformation]

Tier III

Summon Pack — Tier III — Min/Max 5/12 — Range: Int × 10 m — AP 9 — Save: —
Summon [Mana/3] beasts (wolves, hawks, hounds). Each: Life ½ caster's Life, Attack +Wis, Damage 1–2.

Enhancements: Larger Pack (+2 beasts), Alpha Beast (leader gains +2 Attack),
Swarming Bite (2+ in same square = extra damage).

Tags: [Summon][Multi][Maintain]

Roar of the Wild — Tier III — Min/Max 4/10 — Range: 10 m cone — AP 9 — Save: Mind (partial)

Roar or howl; enemies must save or be Shaken (–1 AP). Allies gain +1 Attack next round.

Enhancements: Greater Roar (–2 AP to foes), Pack Rally (allies gain +2 Attack),

Terrifying Roar (foes also –2 Defense).

Tags: [Buff][Debuff][Control][Zone]

Tier IV

Feral Form — Tier IV — Min/Max 6/15 — Range: Self — AP 10 — Save: —

Transform partially: claws, fangs, senses. Gain +2 Attack, +2 m movement, +2 Perception. Lasts [Mana] rounds.

Enhancements: Greater Form (+3 Attack), Bestial Hide (+2 Armor), Hybrid Form (take 2 upgrades at once).

Tags: [Transformation][Buff]

Tier V

Alpha's Command — Tier V — Min/Max 8/16 — Range: Int × 10 m (all summoned beasts) — AP 11 — Save: —

Issue a unified command. All your beasts gain +2 Attack and move +2 m this turn.

Enhancements: Rallying Howl (also grants +1 AP), Blood Frenzy (on kill, beasts gain +1 Attack next round), Defend the Alpha (adjacent allies +2 Defense).

Tags: [Buff][Beast][Zone]

Tier VII (Capstone)

Stampede of Gaia — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body (half)

Summon a spectral stampede (horses, stags, wolves) that tramples the battlefield.

Enemies take [Mana/5] blunt damage and must Body save or be knocked prone. Allies gain +2 movement while in the area. Lasts [Mana/10] rounds.

Enhancements: Endless Stampede (lasts +2 rounds), Alpha's Wrath (beasts deal +1 damage), Spiritual Stampede (spectral beasts ignore terrain, auto-hit incorporeals).

Tags: [Zone][Summon][Capstone][Control]

Tags (Herder Druid)

[Summon] [Buff] [Beast] [Transformation] [Debuff] [Zone] [Maintain] [Control]
[Capstone]

Path — Battle Druid (Defender of Gaia)

Domain: Magic (Nature, Hybrid)

Pool: Wis + Sta

Key Attributes: Sta, Wis

Signature Saves/Resists: Body saves (vs knockback, poison, restraint); Magic Resistance applies

Overview: Battle Druids are the shield of Gaia. They blend the plant mastery of **Glade Druids** and the animal might of **Herder Druids**, requiring at least **MR2 in both** before walking this path. Their armor manifests as **Living Stone-Bark Armor**, thickened with veins of green light. In battle, they command forests and beasts alike, standing on the frontline as protectors and champions.

Mastery Table — Battle Druids (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Must know Glade MR2 and Herder MR2. Gain <i>Minor Gaia Sense</i> (feel both plants and beasts in a 20 m radius). Learn Staff Channel + 1 Tier II battle spell.
MR1	1	Unlock Tier III	Living Stone-Bark Armor I (+3 Armor, resist 1 vs blunt/pierce).
MR2	2	Unlock Tier IV	Staff Channel Mastery — channel druidic magic through melee staff attacks.
MR3	3	Unlock Tier V	Rally of Gaia — once/scene, all allies within 5 m heal 1 Life and gain +1 Attack for 1 round.
MR4	5	Unlock Tier VI	Living Stone-Bark Armor II (+5 Armor, resist 3 vs blunt/pierce, +2 vs poison).
MR5	5	Unlock Tier VII/Capstone	Gaian Beast — summon a unique Guardian Beast, an avatar of Gaia's will, bound only to you.

Abilities

Living Stone-Bark Armor (Ability)

- Type: Sustained, 6–10 Mana/round depending on level.
- L1 (MR1): +3 Armor, resist 1 vs blunt/pierce.
- L2 (MR4): +5 Armor, resist 3 vs blunt/pierce, +2 vs poison, visible green veins glowing through cracks.

Staff Channel (Ability)

- At MR2, you may channel druidic spells through staff strikes.
- On hit, apply [Mana/2] spell effect in addition to melee damage.
- Spells that restrain (roots, vines) apply on hit as if cast.

Gaian Beast (Ability, MR5 Capstone)

- Unique summon, bound to you permanently.
 - Stats: Life = caster Life, Armor 5, Attack +Wis, Damage [Mana/2] + 2 (elemental).
 - Form: Hybrid (part beast, part forest; can be wolf-bear with bark hide, stag with vine antlers, etc. — chosen at creation).
 - Aura: Allies within 3 m gain +1 Attack and Resist 1 vs poison.
 - Evolves with your level; if slain, requires a 24-hour ritual to re-summon.
 - The Gaian Beast is considered a **legendary companion** — unlike Herder summons, only 1 may exist, but it is far stronger.
-

Unique Powers & Spells (Battle Druid)

Tier II

Gaia's Staff (Channel) — Tier II — Min/Max 4/10 — Range: Melee (staff) — AP 7 — Save: Body (partial)

Strike with staff, channeling druidic force. Deals [Mana/2] blunt + 1, and target must save or be rooted in place 1 round.

Enhancements: Spreading Roots (adjacent foe also rooted), Thorn Strike (+1 damage), Healing Channel (ally adjacent heals 1 Life).

Tags: [Weapon][Channel][Debuff][Heal]

Tier III

Battlefield Roots — Tier III — Min/Max 5/12 — Range: Int × 10 m (radius 3 m) — AP 9 — Save: Body (half)

Roots erupt from the ground. Enemies take [Mana/2] blunt, and on fail, restrained 1 round.

Enhancements: Deeper Roots (restrained lasts [Mana/2] rounds), Healing Bloom (allies inside heal 1 Life/round), Thorn Roots (+1 damage/round).

Tags: [Zone][Debuff][Control][Heal]

Tier IV

Call of the Pack & Grove — Tier IV — Min/Max 6/15 — Range: Int × 10 m — AP 10 — Save: —

Summon 1 beast (wolf, bear, stag) AND a small grove (sapling cover +1 Defense).
Enhancements: Stronger Beast (+2 Attack), Thorned Grove (adjacent enemies -1 Attack), Blooming Grove (allies inside heal 1 Life/round).

Tags: [Summon][Zone][Buff][Debuff]

Tier V

Gaia's Rally — Tier V — Min/Max 8/16 — Range: Self (aura 5 m) — AP 11 — Save: —
Emit a druidic cry. Allies heal 1 Life, gain +1 Attack, +2 vs poison for [Mana/2] rounds.
Enhancements: Stronger Rally (+2 Attack), Extended Aura (+2 m radius), Binding Call (enemies in area must Body save or -1 AP).

Tags: [Buff][Heal][Zone][Debuff]

Tier VII (Capstone)

Summon Gaian Beast — Tier VII — Min/Max 20/40 — Range: Self (aura 5 m) — AP 20 — Save: —

Summon your unique Gaian Beast, an avatar of Gaia.

- Life = caster Life, Armor 5, Resist 3 vs poison.
- Attack +Wis, Damage [Mana/2] + 2 (elemental of choice: fire, ice, lightning, or nature).
- Aura: Allies in 5 m gain +1 Attack, +1 Defense, +1 Resist vs poison/disease.
- Lasts [Mana/10] rounds or until dismissed.
Enhancements:
- Eternal Bond (lasts scene instead of rounds).
- Empowered Beast (+2 Attack, +2 Damage).
- Gaian Avatar (at MR5 + Mana 40+, the Beast grows colossal; aura radius 10 m, double bonuses).

Tags: [Summon][Capstone][Buff][Control][Legendary]

Tags (Battle Druid)

[Weapon] [Buff] [Heal] [Summon] [Zone] [Debuff] [Control] [Channel]
[Capstone][Legendary]

Path — Shadowmancer (Umbral Adept)

Domain: Magic (Umbral)

Pool: Int + Wis

Key Attributes: Dex, Int

Signature Saves/Resists: Reflex saves (vs spikes, shadow bursts), Magic Resistance applies

Overview: Shadowmancers reshape the darkness around them, forging blades, wings, and shields from living shadow. They are among the most common magical paths — many Guardians dabble in their early tiers to gain access to **Umbral Blades** or **Shadow Cloaks** before pursuing other disciplines. At high mastery, Shadowmancers dominate the battlefield with shadows that obscure, pierce, and transport them across space.

Mastery Table — Shadowmancer (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Umbrasense</i> (detect shadows/concealment in 5 m). Learn <i>Umbral Blade</i> + 1 Tier I shadow spell.
MR1	1	Unlock Tier II–III	Shadow Cloak (sustain concealment –2).
MR2	2	Unlock Tier IV	Living Shadows — summon spikes/walls of shadow as barriers or attacks.
MR3	3	Unlock Tier V	Shadow Wings — sprout wings, glide, +2 m movement.
MR4	5	Unlock Tier VI	Umbral Fortress — once/scene, conjure full shadow shield (–5 vs ranged, blocks LoS).
MR5	5	Unlock Tier VII/Capstone	Shadow Jump — teleport from shadow to shadow in line of sight. Capstone unlocked.

Abilities

Umbral Blade (Ability)

- Type: Sustained weapon, 5 Mana/round.
- Conjure a melee blade of shadow (counts as Swordbound, requires Guardian Swordsman MR1+).
- Attack = caster's Melee + Int, Damage = [Mana/2] + 1.
- Can dual-wield (requires 2× sustain cost).

Shadow Cloak (Ability, MR1)

- Type: Sustained, 4 Mana/round.
- Gain concealment (-2 vs attacks).
- Ends if you enter full light; partial light = halve effect.

Shadow Jump (Ability, MR5 Capstone)

- Type: Action, 8 AP.
- Teleport between two shadows in line of sight within Int × 10 m.
- If destination shadow is contested (magical light, wards), must roll Int save DC 15 or fail.

Unique Powers & Spells (Shadowmancer)

Tier I

Umbral Blade — Tier I — Min/Max 2/6 — Range: Self (melee) — AP 6 — Save: —
Summon a sword of shadow, usable as melee weapon.

Enhancements: Sharpened Edge (+1 damage), Extended Reach (2 m reach), Dual Blades (summon 2 blades, extra sustain cost).

Tags: [Weapon][Swordbound][Buff]

Umbral Shield — Tier I — Min/Max 2/6 — Range: Self — AP 6 — Save: —

Conjure a floating shadow shield. +2 Defense vs one arc.

Enhancements: Hardened (+3 Defense), Wide Guard (cover 2 arcs), Spiked Shield (foes attacking in melee take 1 pierce).

Tags: [Shield][Buff][Maintain]

Tier II

Shadow Spikes — Tier II — Min/Max 4/10 — Range: Int × 10 m (line) — AP 8 — Save: Reflex (half)

Spikes of shadow erupt from ground. Damage = [Mana/2] pierce.

Enhancements: Jagged (+1 damage), Wide Line (2 m), Spreading Spikes (linger 1 round as difficult terrain).

Tags: [Line][Damage][Debuff]

Dark Shroud — Tier II — Min/Max 4/10 — Range: Int × 10 m (radius 3 m) — AP 8 — Save: —

Blanket an area in shadow. All inside gain concealment (-2 vs attacks).

Enhancements: Wider Shroud (+2 m radius), Choking Shadows (enemies -1 AP inside),

Hardened Darkness (blocks LoS).
Tags: [Zone][Debuff][Buff][Control]

Tier III

Umbral Volley — Tier III — Min/Max 6/12 — Range: Int × 10 m — AP 9 — Save: Reflex (half)
Fire 3 bolts of condensed shadow at up to 3 targets. Each bolt deals [Mana/3] damage.
Enhancements: Extra Bolts (+2 targets), Heavy Bolts (+1 damage), Piercing Volley (ignore 2 Armor).
Tags: [Projectile][Multi][Damage]

Shadow Bind — Tier III — Min/Max 5/12 — Range: Int × 5 m — AP 9 — Save: Body (negates)
Shadows wrap around target's limbs. On fail = restrained. On success = slowed -2 m.
Enhancements: Thorned Bind (restrained take 1 damage/round), Spreading Bind (2 targets within 2 m), Crushing Bind (restrained suffer -1 AP).
Tags: [Debuff][Tether][Control][Maintain]

Tier IV

Living Shadows — Tier IV — Min/Max 6/15 — Range: Int × 10 m (line or wall) — AP 10 — Save: Reflex (partial)
Raise walls/spikes of solid shadow. Blocks LoS and deals [Mana/3] damage to those in its path.
Enhancements: Hardened (+2 Defense cover), Spiked (+1 damage), Flexible Wall (may curve).
Tags: [Wall][Zone][Shield][Debuff]

Tier V

Shadow Wings — Tier V — Min/Max 8/16 — Range: Self — AP 11 — Save: —
Sprout wings of shadow. Gain +2 m movement, glide over terrain, and once/round negate fall damage.
Enhancements: Greater Wings (+4 m movement), Shielded Flight (while airborne, +2 Defense), Piercing Feathers (1 damage to adjacent foes when launching).
Tags: [Buff][Mobility][Transformation]

Tier VII (Capstone)

Umbral Rift — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Reflex (per round)

Unleash a storm of shadows, blotting out the battlefield. All light sources dim; enemies suffer concealment penalties (-3 to hit), and each round [Mana/5] shadow bolts strike random foes (Reflex halves).

Enhancements: Endless Rift (lasts +2 rounds), Binding Darkness (foes inside must Body save each round or restrained), Shadow Army (shadow minions attack at [Mana/10] per round).

Tags: [Zone][Capstone][Debuff][Damage][Control]

Tags (Shadowmancer)

[Weapon] [Swordbound] [Buff] [Shield] [Zone] [Debuff] [Maintain] [Projectile] [Tether] [Control] [Mobility] [Transformation] [Capstone]



Path — Body Mage (Fleshshaper)

Domain: Magic (Somatic)

Pool: Sta + Wis

Key Attributes: Sta, Dex

Signature Saves/Resists: Body saves (vs restraint, poison, paralysis); Magic Resistance applies

Overview: Body Mages turn their own flesh into their weapon. They enhance muscle, grow claws or scales, and infuse their body with elemental energy. Their resilience makes them terrifying duelists. They cannot heal others — their power is purely selfish — but they regenerate wounds, resist psychic force, and strike with monstrous precision.

Mastery Table — Body Mage (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Somatic Sense</i> (detect poisons, disease, physical strain in self). Learn <i>Muscle Surge</i> + 1 Tier I body spell.
MR1	1	Unlock Tier II–III	Flesh Harden I (+1 Armor, +2 vs push/knockdown).
MR2	2	Unlock Tier IV	Rapid Regeneration I — once/scene heal [Sta/2] Life instantly.
MR3	3	Unlock Tier V	Elemental Infusion I — channel Fire/Ice/Lightning into natural weapons.
MR4	5	Unlock Tier VI	Flesh Harden II (+3 Armor, resist 2 vs poison/disease, +2 vs blunt).
MR5	5	Unlock Tier VII/Capstone	Chimera Form — unleash full transformation (wings, claws, regeneration, elemental aura).

Abilities

Flesh Harden (Ability)

- Sustained, 5–8 Mana/round.
- L1 (MR1): +1 Armor, +2 vs push/knockdown.
- L2 (MR4): +3 Armor, resist 2 vs poison/disease, +2 vs blunt.

Rapid Regeneration (Ability, MR2)

- Once/scene, heal [Sta/2] Life instantly.

- At MR4, usable twice/scene.

Chimera Form (Ability, MR5 Capstone)

- Sustained, 12 Mana/round.
- Gain wings (fly/glide), claws (\perp Mana/2 + 2 damage), +4 Armor, regen 2 Life/round, aura of chosen element (Fire = burns adjacent, Ice = slows, Lightning = shocks attackers).
- Lasts until Mana is dropped or caster is incapacitated.

Unique Powers & Spells (Body Mage)

Tier I

Muscle Surge — Tier I — Min/Max 2/6 — Range: Self — AP 6 — Save: —
Temporarily bulk muscles. +2 to Str-based rolls, +1 damage melee for [Mana] rounds.
Enhancements: Greater Surge (+2 damage), Swift Surge (+2 Dex), Lasting Surge (duration doubled).
Tags: [Buff][Self]

Claws of Flesh — Tier I — Min/Max 2/6 — Range: Self — AP 6 — Save: —
Grow claws. Attack = Melee + Dex, Damage [Mana/2] slash.
Enhancements: Serrated (+1 damage), Extended (+1 m reach), Regenerating (auto-regrow each round if destroyed).
Tags: [Weapon][Buff][Self]

Tier II

Hardened Skin — Tier II — Min/Max 3/9 — Range: Self — AP 7 — Save: —
Skin hardens to scales or chitin. +2 Armor, lasts [Mana] rounds.
Enhancements: Spiked Hide (attackers in melee take 1 damage), Elemental Hide (resist 2 Fire/Ice/Lightning), Bone Plating (+1 Armor, -1 Dex).
Tags: [Buff][Defense][Self]

Bestial Leap — Tier II — Min/Max 3/9 — Range: Self — AP 7 — Save: Reflex (negates stagger)
Leap Int \times 2 m. If landing on a foe, deal [Mana/2] + 1 blunt, target Reflex save or stagger -1 AP.
Enhancements: Greater Leap (\times 3 range), Crushing Impact (+2 damage), Knockdown (target prone).
Tags: [Mobility][Attack][Debuff]

Tier III

Adrenaline Rush — Tier III — Min/Max 5/12 — Range: Self — AP 9 — Save: —
Flood body with power. +1 AP next round, +2 Attack, +2 Defense. Lasts [Mana/2] rounds.

Enhancements: Greater Rush (+2 AP next round), Iron Will (+2 vs Mind saves), Frenzied Strikes (+1 damage melee).

Tags: [Buff][Self]

Bone Spikes — Tier III — Min/Max 5/12 — Range: Self/Int × 5 m (cone 2 m) — AP 9 —
Save: Reflex (half)

Eject bone shards. Damage [Mana/3] pierce.

Enhancements: Wider Cone (4 m), Jagged (+1 damage), Armor Piercing (ignore 2 Armor).

Tags: [Projectile][Damage][Self]

Tier IV

Rapid Regeneration — Tier IV (Upgrade) — Min/Max 6/15 — Range: Self — AP 10 —
Save: —

Regrow wounds, heal [Mana/2] + Sta Life. May regrow minor limbs with GM approval.

Enhancements: Fast Heal (bonus action heal, cost +2 AP), Elemental Purge (cleanse 1 poison/disease), Double Heal (heal 2 allies — *but only yourself twice* if no others).

Tags: [Heal][Self][Maintain]

Tier V

Elemental Infusion — Tier V — Min/Max 8/16 — Range: Self — AP 11 — Save: —
Channel Fire/Ice/Lightning through claws/fists. Attacks gain +[Mana/3] elemental damage.

Enhancements: Lingering Aura (adjacent enemies take 1 elemental), Piercing Element (ignore 2 Resist), Widened Infusion (elemental aura 2 m).

Tags: [Buff][Damage][Elemental][Self]

Tier VII (Capstone)

Chimera Form — Tier VII — Min/Max 20/40 — Range: Self — AP 20 — Save: —
Unleash full transformation.

- +4 Armor, Regen 2 Life/round, wings for flight, claws/fangs ([Mana/2] + 2).

- Choose one Elemental Aura: Fire (burns adjacent), Ice (slows adjacent -2 m), Lightning (attackers take 1 damage on hit).
Enhancements: Greater Chimera (+2 Armor), Eternal Beast (lasts entire scene), Monstrous (size increases, +2 Attack/Damage, fear aura).
Tags: [Transformation][Buff][Capstone][Self]
-

Tags (Body Mage)

[Buff] [Weapon] [Self] [Defense] [Heal] [Mobility] [Damage] [Elemental]
[Transformation] [Capstone]



Path — Shaper (Fleshforger)

Domain: Magic (Somatic)

Pool: Int + Wis

Key Attributes: Wis, Cha

Signature Saves/Resists: Body saves (vs mutation, paralysis); Magic Resistance applies

Overview: Shapers specialize in altering the bodies of others. They empower thralls, modify allies with unnatural strength, or warp foes into twisted forms. Unlike Body Mages, they cannot reshape themselves beyond the most basic protections. Instead, they act as battlefield commanders, surrounding themselves with **mutated servants** and shifting the balance of combat through terrifying bio-sorcery.

Mastery Table — Shaper (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Biocraft Sense</i> (detect corruption, mutations in others). Learn <i>Thrall Bond</i> + 1 Tier I Shaper spell.
MR1	1	Unlock Tier II–III	Living Thrall I — control 1 Thrall (basic modifications).
MR2	2	Unlock Tier IV	Mass Modification — once/scene, affect 2 allies/thralls with a single spell.
MR3	3	Unlock Tier V	Living Thrall II — control 2 Thralls; choose permanent modifications.
MR4	5	Unlock Tier VI	Overmutation — once/scene, push a modification spell +5 Mana beyond max (risk of backlash).
MR5	5	Unlock Tier VII/Capstone	Flesh Legion — sustain one modification effect at 0 Mana; command 3 permanent Thralls. Capstone unlocked.

Abilities

Thrall Bond (Ability)

- At MR0, you may claim a willing or subdued creature as a Thrall.
- Thralls obey commands (contested by Body save if unwilling).
- Each Thrall requires sustained Mana to maintain.
- MR1: 1 Thrall, MR3: 2 Thralls, MR5: 3 Thralls.

Living Thralls (Ability)

- Thralls gain modifications via Shaper spells.
- Permanent modifications are chosen at MR3+.
- Examples: claws, armor plates, enhanced speed, poison sacs.

Mass Modification (Ability, MR2)

- Once/scene, cast a Shaper spell on 2 targets (allies/thralls) at the same time.

Flesh Legion (Ability, MR5 Capstone)

- You may sustain 1 modification at 0 Mana.
- Control 3 permanent Thralls simultaneously.
- Thralls count as elite NPC allies under GM control, guided by your commands.

Unique Powers & Spells (Shaper)

Tier I

Graft Claws — Tier I — Min/Max 2/6 — Range: Touch — AP 6 — Save: —
 Target grows bestial claws (Attack = Melee + Dex, Damage [Mana/2]).
 Enhancements: Serrated (+1 damage), Extended (+1 m reach), Venomous (foes save or poisoned).
 Tags: [Buff][Weapon][Thrall]

Reinforce Muscle — Tier I — Min/Max 2/6 — Range: Touch — AP 6 — Save: —
 Target gains +2 to Str-based rolls and +1 melee damage for [Mana] rounds.
 Enhancements: Greater Muscle (+2 damage), Swift Reflex (+2 Dex), Lasting (+2 rounds).
 Tags: [Buff][Thrall]

Tier II

Chitin Armor — Tier II — Min/Max 3/9 — Range: Touch — AP 7 — Save: —
 Target's skin hardens into plates. +2 Armor for [Mana] rounds.
 Enhancements: Spiked (melee attackers take 1), Elemental Resist (choose Fire/Ice/Lightning resist 2), Reinforced (+1 Armor, -1 Dex).
 Tags: [Buff][Defense][Thrall]

Bone Spur Hands — Tier II — Min/Max 4/10 — Range: Touch — AP 7 — Save: —
 Target's forearms sprout bone blades. Attack = Melee + Str, Damage [Mana/2] slash.
 Enhancements: Double Blades (two attacks/round), Piercing (+1 damage, ignore 2 Armor), Jagged (foes bleed 1).
 Tags: [Weapon][Buff][Thrall]

Tier III

Extra Limb — Tier III — Min/Max 5/12 — Range: Touch — AP 9 — Save: Body (negates if unwilling)

Target grows an extra functional limb (arm or tentacle). Grants +1 AP each round for [Mana/3] rounds.

Enhancements: Greater Limb (+2 AP), Grappling Limb (restrain 1 foe), Weapon Limb (wield extra weapon).

Tags: [Buff][Mobility][Thrall]

Beast Eyes — Tier III — Min/Max 4/10 — Range: Touch — AP 9 — Save: —

Target's senses sharpen. Gain +2 Perception, darkvision, +2 to ranged accuracy.

Enhancements: Predator Focus (+1 Attack melee as well), Night Sight (perfect darkvision), Eagle Precision (+2 range).

Tags: [Buff][Utility][Thrall]

Tier IV

Winged Growth — Tier IV — Min/Max 6/15 — Range: Touch — AP 10 — Save: —

Target grows functional wings. Gain +3 m movement, glide, negate fall damage.

Enhancements: Greater Wings (+5 m), Shielded Flight (+2 Defense while airborne), Diving Attack (+1 damage in charge).

Tags: [Buff][Mobility][Thrall][Transformation]

Tier V

Overmutation — Tier V — Min/Max 8/16 — Range: Touch — AP 11 — Save: Body (negates if unwilling)

Twist a target's body violently. Ally: gains +2 Attack, +2 Damage for [Mana/2] rounds.

Enemy: takes [Mana/3] damage and suffers -1 AP.

Enhancements: Greater Boost/Debuff (+3), Lingering Mutation (foe slowed -2 m), Mass Twist (affect 2 targets at -2).

Tags: [Buff][Debuff][Thrall][Control]

Tier VII (Capstone)

Flesh Legion — Tier VII — Min/Max 20/40 — Range: Scene — AP 20 — Save: —

Command a squad of 3 permanent Thralls (elite NPCs, GM-statted). Each Thrall: Life = $\frac{3}{4}$ caster's Life, Armor 3, Attack +Wis, Damage [Mana/3] + 2.

Enhancements: Empowered Legion (+2 Attack/Damage), Regenerating Legion (heal 1 Life/round), Horrid Legion (foes within 3 m must Mind save or Shaken -1 AP).
Tags: [Summon][Buff][Capstone][Thrall][Control]

Tags (Shaper)

[Buff] [Thrall] [Weapon] [Defense] [Mobility] [Transformation] [Debuff] [Summon]
[Capstone][Control]



Path — Necromancer (Deathbinder)

Domain: Magic (Death)

Pool: Int + Wis

Key Attributes: Int, Sta

Signature Saves/Resists: Body saves (vs disease, rot); Magic Resistance applies

Overview: Necromancers command the forces of death and decay. They raise skeletons, bind souls, and drain life. While feared, this path is common among Guardians seeking forbidden strength. Some blend it with Swamp or Shadow for corruption, while others wield it as a cold, clinical tool.

Mastery Table — Necromancer (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Deathsense</i> (feel corpses/undead in 20 m). Learn <i>Bone Spike</i> + 1 Tier I necro spell.
MR1	1	Unlock Tier II–III	Raise Skeletons (sustain 1d2 skeletal minions).
MR2	2	Unlock Tier IV	Life Drain — once/scene, heal [Mana/2] by draining a foe.
MR3	3	Unlock Tier V	Command Undead — contest vs Mind save to control free undead.
MR4	5	Unlock Tier VI	Grave Mastery — your skeletons/zombies gain +2 Attack/Damage, +2 Armor.
MR5	5	Unlock Tier VII/Capstone	Death Army — summon a horde of undead, sustain 1 effect at 0 Mana. Capstone unlocked.

Abilities

Raise Skeletons (Ability, MR1)

- Summon 1d2 skeleton minions (Life = caster Life ÷ 3, Armor 1, Attack +Int, Damage [Mana/3]).
- Sustain cost = 4 Mana per skeleton.
- At MR3, you may instead raise zombies (slower, +2 Life).

Life Drain (Ability, MR2)

- Once/scene, target foe within Int × 5 m Body saves or suffer [Mana/2] damage. You heal equal amount.
- At MR4, usable twice/scene.

Death Army (Ability, MR5 Capstone)

- Once/scene, raise a **legion of undead** (10–20 skeletons/zombies).
 - Acts as a swarm (Zone effect, Attack +Wis, Damage [Mana/5]).
 - Lasts [Mana/10] rounds or until dismissed.
-

Unique Powers & Spells (Necromancer)

Tier I

Bone Spike — Tier I — Min/Max 2/6 — Range: Int × 5 m — AP 6 — Save: Reflex (half)
Hurl a sharpened bone. Damage [Mana/2] pierce.

Enhancements: Jagged (bleed 1), Armor Piercing (ignore 2 Armor), Volley (hit 2 foes).

Tags: [Projectile][Damage]

Corpse Whisper — Tier I — Min/Max 1/5 — Range: Touch — AP 6 — Save: —

Read echoes from a corpse. Learn 1 memory/emotion.

Enhancements: Extended Range (5 m), Deep Whisper (gain last words), Lingering Spirit (corpse answers 1 question).

Tags: [Utility][Divination]

Tier II

Raise Skeletons — Tier II — Min/Max 3/9 — Range: Touch (corpse or bones) — AP 8 — Save: —

Reanimate a skeleton under your control. Life = caster Life ÷ 3, Attack +Int.

Enhancements: Extra Skeleton (+1), Armored Bones (+1 Armor), Spiked Bones (+1 Damage).

Tags: [Summon][Maintain]

Withering Touch — Tier II — Min/Max 3/9 — Range: Melee — AP 7 — Save: Body (half)
Touch decays flesh. Damage [Mana/2] necrotic.

Enhancements: Lingering Rot (target -1 AP next round), Spread Rot (adjacent foes take 1), Deep Decay (+2 damage).

Tags: [Melee][Damage][Debuff]

Tier III

Soul Bind — Tier III — Min/Max 5/12 — Range: Int × 10 m — AP 9 — Save: Mind (negates)
Target undead must obey your commands. On fail: bound for [Mana] rounds.

Enhancements: Extended Bind (+[Mana/2] rounds), Mass Bind (2 undead), Crushing

Will (foe suffers -1 AP while bound).

Tags: [Control][Debuff][Maintain]

Bone Armor — Tier III — Min/Max 5/12 — Range: Self — AP 9 — Save: —

Wrap yourself in bones. +2 Armor, resist 2 vs piercing. Lasts [Mana] rounds.

Enhancements: Spiked (attackers take 1), Reinforced (+1 Armor), Soul-Hardened (resist 2 vs Mind saves).

Tags: [Defense][Buff]

Tier IV

Life Drain — Tier IV (Upgrade) — Min/Max 6/15 — Range: Int × 10 m — AP 10 — Save: Body (half)

Drain life from a target. Damage [Mana/2] necrotic; you heal half.

Enhancements: Greater Drain (heal full amount), Chain Drain (jump to 2 targets),

Necrotic Surge (also -1 AP to target).

Tags: [Damage][Heal][Debuff]

Tier V

Grave Rot — Tier V — Min/Max 8/16 — Range: Int × 10 m (radius 3 m) — AP 11 — Save: Body (half)

Zone of rot/disease. Enemies take [Mana/3] necrotic each round, Body save halves.

Enhancements: Expanding Rot (+2 m radius), Lingering Stench (lasts +2 rounds),

Contagion (foes leaving zone save or infected: 1 Life/round).

Tags: [Zone][Damage][Debuff][Disease]

Tier VII (Capstone)

Death Army — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: —

Summon a legion of undead (10–20 skeletons/zombies). Acts as a swarm: Attack +Wis, Damage [Mana/5]. Enemies in the zone must Body save or be Shaken (-1 AP). Lasts [Mana/10] rounds.

Enhancements: Endless Legion (lasts +2 rounds), Armored Legion (+2 Armor), Plague Legion (all attacks inflict [Infected]).

Tags: [Summon][Zone][Capstone][Control][Debuff]

Tags (Necromancer)

[Summon] [Damage] [Debuff] [Buff] [Control] [Disease] [Heal] [Zone] [Capstone]

🎵 Path — Sonic Mage (Resonant Adept)

Domain: Magic (Resonance)

Pool: Int + Cha

Key Attributes: Int, Cha

Signature Saves/Resists: Mind saves (vs disruption, confusion); Magic Resistance applies

Overview: Sonic Mages wield the power of sound and vibration. They shatter stone with resonance, stun enemies with thunderous blasts, and carry voices across vast distances. Their spells can heal morale or break minds, making them disruptive battlefield controllers and effective communicators.

Mastery Table — Sonic (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Resonance Sense</i> (detect vibrations and sounds in 5 m). Learn <i>Whisper</i> + 1 Tier I Sonic spell.
MR1	1	Unlock Tier II–III	Resonant Cloak — once/scene, negate 1 sonic/deafness effect against yourself or ally.
MR2	2	Unlock Tier IV	Sonic Shield — as reaction, reduce incoming damage by [Mana/3].
MR3	3	Unlock Tier V	Voice of Command — once/scene, issue a command in a radius; allies gain +1 AP or enemies save vs Mind or lose 1 AP.
MR4	5	Unlock Tier VI	Echo Step — once/scene, teleport up to Int × 5 m by resonating through sound.
MR5	5	Unlock Tier VII/Capstone	Resonance Authority — your Sonic zones double in size. Unlock <i>Resonant Cataclysm</i> .

Abilities

Resonant Cloak (Ability, MR1)

- Once/scene, negate a single sonic-based attack or condition (deafness, disorientation) affecting you or an ally within 5 m.

Echo Step (Ability, MR4)

- Once/scene, teleport up to Int × 5 m by phasing through vibrations. Must land in a space connected by sound (e.g., within the same room, open path).

Unique Powers & Spells (Sonic)

Tier I

Whisper — Tier I — Min/Max 1/5 — Range: Int × 100 m — AP 6 — Save: —

Carry your voice to one target, bypassing obstacles.

Enhancements: Wider Cast (speak to 3 targets), Message Link (conversation back), Silent Whisper (cannot be overheard).

Tags: [Utility][Communication]

Boom — Tier I — Min/Max 2/6 — Range: Int × 5 m (radius 1 m) — AP 6 — Save: Body (half)

A sharp concussive sound. Deals [Mana/2] blunt; creatures in radius must save or be Shaken (-1 AP).

Enhancements: Wider Boom (+1 m radius), Deafening (foes also deafened 1 round), Shockwave (push 1 m).

Tags: [Zone][Damage][Debuff]

Tier II

Resonant Shatter — Tier II — Min/Max 4/10 — Range: Int × 10 m (object or foe) — AP 8 — Save: Body (half)

Target object vibrates and breaks; creatures take [Mana/2] blunt.

Enhancements: Wide Shatter (5 targets), Armor Crack (ignore 2 Armor), Resonant Echo (secondary foe in 2 m also takes damage).

Tags: [Projectile][Damage][Debuff]

Harmonic Shield — Tier II — Min/Max 3/9 — Range: Self/Ally 5 m — AP 8 — Save: —
Sonic field around target. +2 Defense for [Mana] rounds.

Enhancements: Wider Shield (protect 2 allies), Resonant Absorb (reduce 2 damage from projectiles), Feedback (attackers in melee take 1).

Tags: [Buff][Defense][Maintain]

Tier III

Disrupting Chord — Tier III — Min/Max 5/12 — Range: Int × 10 m (cone 3 m) — AP 9 — Save: Mind (partial)

A harmonic chord scrambles thoughts. Enemies must save or suffer -1 AP and disadvantage on next attack.

Enhancements: Wider Cone (5 m), Deafening Tone (foes also deafened), Resonant

Weakness (-2 Defense).

Tags: [Debuff][Zone][Control]

Echo Pulse — Tier III — Min/Max 4/12 — Range: Self (radius 5 m) — AP 9 — Save: Reflex (half)

Pulse of sound. Enemies in radius take [Mana/3] damage, loose objects shaken.

Enhancements: Expanding Pulse (radius +2 m), Lingering Vibration (difficult terrain 1 round), Sonic Feedback (foes -1 AP if fail).

Tags: [Zone][Damage][Debuff]

Tier IV

Sonic Step — Tier IV — Min/Max 6/15 — Range: Self — AP 10 — Save: —

Your movement resonates. Move +3 m for [Mana] rounds; ignore difficult terrain.

Enhancements: Greater Step (+5 m), Silent Step (gain Stealth +2), Resonant Dash (pass through 1 occupied space).

Tags: [Buff][Mobility]

Tier V

Voice of Command — Tier V — Min/Max 8/16 — Range: Int × 10 m (radius 3 m) — AP 11 — Save: Mind (partial)

Issue a resonant command. Allies: gain +1 AP. Enemies: Mind save or lose 1 AP.

Enhancements: Stronger Command (+2 AP/-2 AP), Wide Command (+2 m radius), Lingering Echo (effect lasts 2 rounds).

Tags: [Buff][Debuff][Zone][Control]

Tier VII (Capstone)

Resonant Cataclysm — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP 20 — Save: Body + Mind (per round)

The battlefield vibrates in a catastrophic sonic storm.

- Enemies take [Mana/5] blunt each round.
- Body save halves damage; Mind save avoids being Stunned (-2 AP).
- Structures shake and collapse; fragile items destroyed.

Enhancements: Endless Resonance (+2 rounds), Crushing Echo (+2 damage), Total Silence (all spells with verbal component fail inside).

Tags: [Zone][Capstone][Damage][Debuff][Control]

Tags (Sonic Mage)

[Utility] [Communication] [Zone] [Damage] [Debuff] [Buff] [Defense] [Mobility] [Control]
[Capstone]

Path — Time/Space Mage (Chronomancer)

Domain: Magic (Temporal/Spatial)

Pool: Int + Wis

Key Attributes: Int, Dex

Signature Saves/Resists: Mind saves (vs slow, stun), Reflex saves (vs displacement); Magic Resistance applies

Overview: Time/Space Mages bend the rules of reality. They step between moments, fold space to displace enemies, and accelerate allies into impossible speed. Their spells rarely kill outright, but they dictate *where* and *when* the battle happens.

Mastery Table — Time/Space Mage (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Chronosense</i> (feel ripples in time/space nearby). Learn <i>Fold Step</i> + 1 Tier I chrono spell.
MR1	1	Unlock Tier II–III	Temporal Reflex — once/scene, reroll 1 Reflex save.
MR2	2	Unlock Tier IV	Spatial Shift — once/scene, swap positions with an ally within Int × 10 m.
MR3	3	Unlock Tier V	Acceleration Field — once/scene, grant an ally +1 AP and +2 m speed for [Mana/2] rounds.
MR4	5	Unlock Tier VI	Temporal Anchor — once/scene, mark an ally; at any time, revert them to that position & state (undo HP lost in last 1 round).
MR5	5	Unlock Tier VII/Capstone	Reality Authority — your zones double. Unlock <i>Collapse of Time</i> .

Abilities

Fold Step (Ability, MR0)

- Spend 6 AP to teleport up to Int × 2 m. Must have line of sight.
- At MR3, can be used as Reaction vs an attack (teleport 1 m away).

Temporal Anchor (Ability, MR4)

- Choose an ally within 10 m; mark them for [Mana] rounds.
- At any time, as Reaction, revert them to their anchored position and HP state (undo damage/lost status from last 1 round).

Unique Powers & Spells (Time/Space)

Tier I

Fold Step — Tier I (see Ability)

Enhancements: Longer Step (Int × 4 m), Blink (use as Reaction once/scene), Group Step (take 1 ally).

Tags: [Mobility][Teleport]

Time Flicker — Tier I — Min/Max 1/5 — Range: Self — AP 6 — Save: —

Act slightly ahead of time. +1 Defense, +1 Reflex saves for [Mana] rounds.

Enhancements: Extend Duration, Speed Flicker (+2 movement), Reaction Boost (+1 Reaction/round).

Tags: [Buff][Defense][Self]

Tier II

Spatial Push/Pull — Tier II — Min/Max 3/9 — Range: Int × 10 m — AP 8 — Save: Body (negates)

Target is shoved or pulled [Mana/2] m.

Enhancements: Greater Distance (+2 m), Wide Pull (2 foes), Crushing Fold (target takes 1 blunt if colliding).

Tags: [Control][Mobility][Debuff]

Stutter Step — Tier II — Min/Max 3/9 — Range: Self — AP 7 — Save: —

Your body phases slightly. Gain +2 to Dodge rolls, +1 Defense vs ranged. Lasts [Mana/2] rounds.

Enhancements: Greater Phase (+3), Flicker Attack (next melee adds +1 damage), Echo Image (foe must reroll 1 hit).

Tags: [Buff][Defense][Mobility]

Tier III

Time Slow — Tier III — Min/Max 5/12 — Range: Int × 10 m (1 foe) — AP 9 — Save: Mind (negates)

Target's time dilates. Foe suffers -1 AP/round, -2 m movement for [Mana] rounds.

Enhancements: Stronger Slow (-2 AP), Area Slow (2 foes within 3 m), Crushing

Slowness (also -1 Attack).

Tags: [Debuff][Control]

Echo Strike — Tier III — Min/Max 5/12 — Range: Self — AP 9 — Save: —

You strike twice across moments. Your next attack repeats automatically (2 hits).

Enhancements: Triple Strike (3 hits), Phantom Step (1 m reposition between strikes),

Disruptive Echo (target -1 Defense).

Tags: [Buff][Offense][Self]

Tier IV

Spatial Wall — Tier IV — Min/Max 6/15 — Range: Int × 10 m (line) — AP 10 — Save: —

Fold space into a barrier. Provides +3 cover; enemies crossing must Reflex save or lose -1 AP.

Enhancements: Wider Wall (double length), Crushing Barrier (take 1 blunt), Anchored Wall (immovable).

Tags: [Zone][Control][Defense]

Tier V

Acceleration Field — Tier V — Min/Max 8/16 — Range: Int × 10 m (radius 3 m) — AP 11

— Save: —

Allies in zone gain +1 AP, +2 movement. Lasts [Mana/2] rounds.

Enhancements: Greater Accel (+2 AP), Extended Zone (radius +2 m), Weapon Flow (also +1 Attack).

Tags: [Zone][Buff][Control]

Tier VII (Capstone)

Collapse of Time — Tier VII — Min/Max 20/40 — Range: Scene (Int × 20 m radius) — AP

20 — Save: Mind + Body (per round)

The battlefield distorts:

- Enemies must roll Mind save each round or lose 1 AP.
- Body save or be pushed [Mana/5] m in a random direction.
- All movement halved; allies gain +2 Defense while inside.
- Lasts [Mana/10] rounds.

Enhancements: Endless Collapse (+2 rounds), Crushing Gravity (damage [Mana/5] blunt on push), Stasis Lock (one foe completely frozen, MR5 only).

Tags: [Zone][Capstone][Buff][Debuff][Control]

Tags (Time/Space Mage)

[Mobility] [Buff] [Debuff] [Zone] [Defense] [Control] [Teleport] [Capstone]

Path — Healer (Lifeweaver)

Domain: Magic (Life)

Pool: Wis + Cha

Key Attributes: Wis, Cha

Signature Saves/Resists: Mind saves (vs despair, charm); Magic Resistance applies

Overview: Healers channel Gaia's life-force into others. They mend wounds, purge poison, and uplift spirits. Unlike druids, who heal as part of their balance with nature, Healers are fully devoted to restoration. They cannot match the destructive might of Elementalists, but they ensure their allies rise again and again. At the highest levels, a Healer can even restore lost limbs or call a soul back from death.

Mastery Table — Healer (uses Base Mastery XP)

Rank (MR)	XP	Unlocks	Feature
MR0	—	Path Initiation	Gain <i>Minor Lifesense</i> (feel wounds, illness, or vitality nearby). Learn <i>Lesser Heal</i> + 1 Tier I healing spell.
MR1	1	Unlock Tier II–III	Purify — once/scene, cleanse 1 poison or disease from an ally.
MR2	2	Unlock Tier IV	Group Heal — once/scene, heal 2 allies with one spell.
MR3	3	Unlock Tier V	Restoration — may regrow minor limbs, cure blindness, deafness, paralysis.
MR4	5	Unlock Tier VI	Greater Purify — cleanse curses, magical corruption, psychic afflictions.
MR5	5	Unlock Tier VII/Capstone	Resurrection — once/scene, attempt to restore a fallen ally to life (see spell).

Abilities

Lifesense (Ability, MR0)

- Detect wounds, illness, and vitality in [Wis] m radius.

Purify / Greater Purify (Ability, MR1 & MR4)

- Cleanse poison/disease (MR1), curses and magical/psychic afflictions (MR4).

Resurrection (Ability, MR5)

- Once/scene, restore an ally who died within the last [Mana] minutes.

- Requires soul's willingness and body intact enough to function.
- Costs 40+ Mana; caster is Exhausted (-2 AP, -2 Defense) for rest of scene.

Unique Powers & Spells (Healer)

Tier I

Lesser Heal — Tier I — Min/Max 1/5 — Range: Touch/Int × 5 m — AP 6 — Save: —
Heal 1 + [Mana/2] Life.

Enhancements: Extended Range (Int × 10 m), Stronger Heal (+2), Cleanse Minor Wound (end Bleed).

Tags: [Heal][Buff]

Soothing Light — Tier I — Min/Max 2/6 — Range: 3 m aura — AP 6 — Save: —

All allies in aura gain +1 Defense until your next turn.

Enhancements: Wider Aura (+2 m), Healing Light (allies regain 1 Life), Calming Glow (cleanse Shaken).

Tags: [Buff][Zone]

Tier II

Heal Wounds — Tier II — Min/Max 3/9 — Range: Int × 5 m — AP 8 — Save: —

Heal [Mana/2] + 1 Life.

Enhancements: Group Heal (heal 2 allies), Greater Heal (+2 healing), Cleanse (remove 1 condition).

Tags: [Heal][Buff]

Healing Ward — Tier II — Min/Max 3/9 — Range: Int × 10 m (zone 2 m) — AP 8 — Save: —

Zone of restorative energy. Allies heal 1 Life each round inside.

Enhancements: Wider Ward (+1 m radius), Stronger Ward (2 Life/round), Lingering Ward (lasts +2 rounds).

Tags: [Zone][Heal][Buff][Maintain]

Tier III

Purifying Touch — Tier III — Min/Max 5/12 — Range: Touch — AP 9 — Save: —

Cleanse poison, disease, or paralysis. Target also heals 2 Life.

Enhancements: Greater Purify (curses), Radiant Heal (+2 Life), Group Purify (affects 2 allies).

Tags: [Heal][Buff][Cleanse]

Bolster Spirit — Tier III — Min/Max 4/10 — Range: 10 m cone — AP 9 — Save: — Inspire allies. +1 AP next round, +2 vs Mind saves.
Enhancements: Greater Bolster (+2 AP), Lingering Spirit (lasts +2 rounds), Wide Cone (15 m).
Tags: [Buff][Zone][Control]

Tier IV

Restorative Flow — Tier IV — Min/Max 6/15 — Range: Int × 10 m — AP 10 — Save: — Channel a stream of healing. Heal [Mana/2] + 2 Life.
Enhancements: Group Flow (2 allies), Flowing Light (heals again next round at half strength), Cleanse Flow (remove 2 conditions).
Tags: [Heal][Buff]

Tier V

Greater Restoration — Tier V — Min/Max 8/16 — Range: Touch — AP 11 — Save: — Regrow lost limbs, cure blindness, deafness, or paralysis. Heal 5 Life.
Enhancements: Multiple Restoration (2 conditions), Extended Touch (10 m), Soul-Tether (target auto-succeeds next save).
Tags: [Heal][Buff][Cleanse]

Tier VII (Capstone)

Resurrection — Tier VII — Min/Max 20/40 — Range: Touch — AP 20 — Save: Soul's Choice
Restore an ally who died within last [Mana] minutes.

- Ally returns with [Mana/5] Life.
 - If unwilling or soul absent, resurrection fails.
 - After casting, caster is Exhausted (-2 AP, -2 Defense).
Enhancements: Greater Resurrection (lasts [Mana/2] minutes), Purified Return (ally free of all curses/diseases), Radiant Miracle (heals 1d6 allies in 5 m for [Mana/4] Life).
Tags: [Heal][Capstone][Buff][Cleanse]
-

Tags (Healer)

[Heal] [Buff] [Zone] [Cleanse] [Support] [Capstone][Resurrection]



Psychic Paths

Masters of the Inner Mind

Psychics differ from all other paths. Where mages command elemental forces and druids shape nature, psychics wield the **mind itself** — thoughts, emotions, perception, and will.

Unlike other disciplines, all psychics begin with the **Common Psychic Path**, a short foundation (MR0–2) that grants baseline powers:

- **Mind Jolt** (a psychic strike),
- **Mental Deflect** (basic psychic defense),
- **Psychic Shield** and **Mind Whisper** (utility),
- and **Empathic Sense / Basic Projection** (reading and projecting thoughts and emotions).

At MR3, psychics must **specialize**. Each specialization unlocks a new branch of power:

- **Telepathy** — read minds, project thoughts, dominate wills.
- **Empath** — sense and project emotions, soothe or incite.
- **Soul Blade** — weaponize thought as remote psychic strikes (requires Telepathy or Empath MR1+).
- **Telekinesis** — push, pull, shield, crush, or redirect with force of mind.
- **Body Psychic** — enhance your own physique through pure will (speed, resilience, appearance).
- **Sight & Sense** — manipulate perception, glamour, and illusions; astral projection.



Psychic Choice System

Psychic Paths do not advance in a straight line.

At each mastery tier (**MR3, MR4, MR5**) the psychic chooses **one feature** from a set of options.

- You can later **buy additional options** from the same tier for **half XP (rounded up)**:
 - MR3 extras = 2 XP
 - MR4 extras = 3 XP
 - MR5 extras = 3 XP

This reflects the **individual, branching nature of psychic talent**: no two psychics look the same. One telepath may specialize in battlefield-wide domination, another in deep memory reading — both are valid.

Unique Psychic Powers (MR4 unlock)

At MR4, every psychic path also unlocks **1 Unique Power of choice** from a shared pool. These represent rare, highly specialized tricks:

- **Phase Jumping** — short-range teleports (10–40 ft).
- **Machine Reading** — interface psychically with devices.
- **Dimensional Anchor** — prevent phase/teleport in a zone.
- **Psychic Veil** — vanish into shadows with perceptual distortion.
- **Mind Mirror** — reflect a psychic/illusion attack back at its source.
- **Adaptic Morph** — temporary adaptations (lungs, night vision, adhesive palms, temperature tolerance).

Each psychic may only take **one** Unique Power at MR4, but more can be bought with XP later.

The Nature of Psychics

- **Flexible** — their branching structure means no two psychics have identical powers.
- **Unpredictable** — illusions, domination, blades of thought, or raw force... until revealed, foes never know what kind of psychic they face.
- **Costly** — psychic powers burn through stamina and focus; overexertion risks backlash, confusion, or collapse.

Psychics are as feared as they are admired. To face one is to fight not only a warrior, but also your own mind.



Common Psychic Path (Foundations)

Domain: Psychic (Universal)

Pool: Int + Wis (Psychic Pool)

Key Attributes: Wis, Cha, Int

Signature Saves/Resists: Mind saves (vs intrusion, illusions); Psychic Resistance applies

Overview: All psychics begin with the same foundations: shielding the mind, sensing emotions, projecting basic thoughts, and defending against intrusion. This common path only advances to **MR2**; afterwards, the psychic must specialize (Telepathy, Empath, Telekinesis, etc.). Despite its short range, it gives essential **attack and defense options** so that even novice psychics can contribute in combat.

Mastery Table — Common Psychic Path

Rank (MR)	XP	Unlocks	Feature
MR0	—	Initiation	Gain <i>Minor Mindsense</i> (detect nearby conscious minds). Learn <i>Psychic Shield</i> + 1 other Tier I power.
MR1	1	Unlock Tier I-II	Empathic Sense — read surface emotions. Unlock <i>Mind Jolt</i> (basic psychic attack).
MR2	2	Unlock Tier II-III	Basic Projection — project thoughts/emotions into another's mind. Unlock <i>Mental Deflect</i> (reaction defense). <i>Progression ends here.</i>

Abilities

Psychic Pool

- = Int + Wis + modifiers from Focus/Willpower.
- Fuels all psychic powers.

Minor Mindsense (MR0)

- Detect presence of conscious minds in [Wis] × 2 m radius.
- Cannot identify individuals, only presence and intensity.

Empathic Sense (MR1)

- Sense surface emotions: hostility, fear, calm, anger, confusion, etc.
- Passive at 5 m; active probe at Int × 5 m (costs 1 Psychic point).

Basic Projection (MR2)

- Once/scene, project a simple thought, word, or emotion into another's mind.
 - Range: Int × 10 m.
 - Target knows it's external unless contested Mind save succeeds.
-

Powers

Tier I

Psychic Shield — Min/Max 1/5 — Range: Self — AP 6 — Save: —

Create a mental barrier. +2 vs Mind saves for [Mana] rounds.

Enhancements: Extended Duration • Wider Shield (protect adjacent ally) • Hardened Will (+1 Defense vs psychic).

Tags: [Buff][Defense]

Mind Whisper — Min/Max 1/5 — Range: Int × 10 m — AP 6 — Save: —

Send a one-way thought to a target.

Enhancements: Two-Way Link • Extended Range (×2) • Concealed Whisper (undetected).

Tags: [Utility][Communication]

Mind Jolt — Min/Max 2/6 — Range: Int × 5 m — AP 6 — Save: Mind (half)

Blast target's mind with psychic force.

- Damage = [Mana/2] psychic.
 - On fail: target staggered -1 AP this round.
Enhancements: Greater Jolt (+1 damage) • Lingering Pain (foe -1 to next attack) • Widened Jolt (2 targets at -2).
Tags: [Damage][Debuff]
-

Tier II

Calm Emotion — Min/Max 3/9 — Range: Int × 5 m (cone 3 m) — AP 8 — Save: Mind (partial)

Project calm. Fail = target loses hostile intent for [Mana/2] rounds. Success = -1 AP.

Enhancements: Wider Cone • Lingering Calm (+2 rounds) • Deep Calm (immune to fear this round).

Tags: [Debuff][Control][Emotion]

Mental Push — Min/Max 3/9 — Range: Int × 5 m — AP 7 — Save: Mind (negates)

Shove a thought/urge into target's mind ("drop it," "run").

Fail = lose 1 AP following command.

Enhancements: Stronger Push (-2 AP) • Subtle Push (undetected) • Multi Push (2 targets).

Tags: [Debuff][Control]

Mental Deflect — Min/Max 3/9 — Range: Self — AP 8 — Save: Mind (attacker)

Reflexive psychic defense.

- Gain +2 Defense until start of next turn.
- If attacker fails Mind save: attack misses outright.
Enhancements: Hardened Deflect (+3 Defense) • Reflective Deflect (attacker -1 AP) • Shared Deflect (adjacent ally +1 Defense).
Tags: [Defense][Reaction][Buff]

Path Notes

- **Progression ends at MR2.** To advance further, the psychic must choose a specialized path:
 - **Telepathy** (mind reading, domination)
 - **Empath** (emotions)
 - **Sight & Sense** (illusions, glamour, astral projection)
 - **Telekinesis** (force, shields, pushes)
 - **Soul Blade** (requires MR1 in Telepathy or Empath)
 - **Body Psychic** (physical enhancement)
- Provides both **combat tools** (*Mind Jolt* attack, *Mental Deflect* defense) and **utility** (*Shield*, *Whisper*, *Calm Emotion*, *Push*).

Tags (Common Psychic)

[Utility] [Communication] [Buff] [Defense] [Reaction] [Damage] [Debuff] [Control]
[Emotion] [Mind]



Path — Telepathy (Mindbinder)

Domain: Psychic (Telepathic)

Pool: Int + Wis

Key Attributes: Int, Wis, Cha

Signature Saves/Resists: Mind saves (vs intrusion, domination); Psychic Resistance applies

Overview: Telepaths reach into the thoughts of others. Some focus on silent communication, others on extracting secrets, and others on outright domination. Each telepathic discipline is a choice — at every mastery tier, the psychic picks one ability, and may later expand breadth by investing additional XP.

Mastery Table — Telepathy

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1 of: <i>Surface Probe</i> , <i>Two-Way Link</i> , <i>Whisper Network</i> . Extra MR3 options cost 2 XP each.
MR4	5	Deep Telepathy	Choose 1 of: <i>Deep Probe</i> , <i>Memory Walk</i> , <i>Group Link</i> . Extra MR4 options cost 3 XP each. Gain 1 Unique Power (MR4 pool).
MR5	5	Telepathic Mastery	Choose 1 of: <i>Puppet Mastery</i> , <i>Mind Fortress</i> , <i>Battlefield Telepathy</i> . Extra MR5 options cost 3 XP each.

MR3 Options (choose 1)

Surface Probe

- Glimpse surface thoughts of a target within Int × 5 m.
- Target is aware unless probe succeeds by 5+.

Two-Way Link

- Create a sustained telepathic bond with one ally (1 Psychic point/round).
- Share thoughts instantly.

Whisper Network

- Once/scene, broadcast a single thought to up to [Wis] allies within range.

MR4 Options (choose 1)

Deep Probe

- Contest vs Mind save. On success, uncover memories, secrets, or fears.
- Target feels intrusion unless probe wins by 5+.

Memory Walk

- Touch-based. Enter a target's memories. Ask [Mana/3] questions, see events as visions.

Group Link

- Maintain a telepathic link with [Wis/2] allies. Costs 1 Psychic/round.
-

MR5 Options (choose 1)

Puppet Mastery

- Once/scene, seize control of a humanoid foe.
- Contest: Int + Wis + [Mana/2] vs foe's Mind save.
- On success: control target for [Mana/10] rounds (min 1).

Mind Fortress

- Once/scene, project a psychic bulwark.
- Allies within 5 m gain +2 vs Mind saves for [Mana/2] rounds.

Battlefield Telepathy

- For [Mana/5] rounds, link all allies in scene into a single network.
 - Everyone shares tactical awareness: +1 Attack and +1 Defense.
-

Example Telepathy Spells (available across all tiers)

- **Thought Link** — communicate with 1 ally.
- **Suggestion** — plant a simple command.
- **Telepathic Assault** — deal [Mana/2] psychic damage, foe -1 AP.
- **Silent Command** — force target to obey one complex order (Mind save negates).

Tags (Telepathy)

[Utility] [Communication] [Divination] [Control] [Debuff] [Buff] [Mind] [Zone] [Support]
[Damage] [Capstone]



Path — Empath (Emotion Weaver)

Domain: Psychic (Emotional)

Pool: Wis + Cha

Key Attributes: Wis, Cha

Signature Saves/Resists: Mind saves (vs manipulation, despair); Psychic Resistance applies

Overview: Empaths reach into the hearts of others. They sense emotions, soothe fear, or incite rage. Some become healers of the spirit, others ruthless manipulators who break foes by turning their own feelings against them. At each mastery tier, an Empath chooses one power, and may buy additional options later for extra XP.

Mastery Table — Empath

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1 of: <i>Emotional Reading, Calming Presence, Fear Sense</i> . Extra MR3 options cost 2 XP each.
MR4	5	Deep Empathy	Choose 1 of: <i>Emotion Projection, Aura of Fear, Shared Feelings</i> . Extra MR4 options cost 3 XP each. Gain 1 Unique Power (MR4 pool).
MR5	5	Master Empathy	Choose 1 of: <i>Mass Emotion Control, Despair Aura, Exaltation Aura</i> . Extra MR5 options cost 3 XP each.

MR3 Options (choose 1)

Emotional Reading

- Sense surface emotions (joy, fear, hatred, lust, calm) within Int × 5 m.
- Unlike *Empathic Sense* from Common Path, reveals *strength* of feelings and shifts in real time.

Calming Presence

- Once/scene, spend 2 Psychic to reduce hostility in a 3 m radius. Allies gain +1 Defense for [Mana/2] rounds.

Fear Sense

- Detect creatures experiencing fear within Int × 10 m, even if hidden.
- Gain +2 to attack rolls vs those targets this round.

MR4 Options (choose 1)

Emotion Projection

- Implant a strong feeling (fear, joy, rage) into a target. Mind save negates.
- Lasts [Mana/2] rounds.

Aura of Fear

- 3 m aura. Enemies must Mind save each round or suffer -1 AP from dread.

Shared Feelings

- Create an empathic link between [Wis/2] allies.
- Buffs: when one gains +1 AP/Attack from any effect, all do.

MR5 Options (choose 1)

Mass Emotion Control

- Affect all creatures in Int × 10 m radius.
- Choose an emotion (calm, fear, rage).
- Enemies Mind save or succumb; allies gain corresponding buff (calm = +2 Defense, rage = +2 Attack, etc.).

Despair Aura

- Once/scene, project crushing hopelessness.
- Enemies within 5 m must Mind save each round or suffer -2 AP.

Exaltation Aura

- Allies in 5 m aura gain +2 AP, +1 Attack for [Mana/2] rounds.
- Foes inside aura are compelled to focus attacks on exalted allies.

Example Empath Spells (available regardless of choices)

- **Soothing Light (Psychic)** — heal morale, allies gain +1 Defense, remove Shaken.
- **Incite Rage** — target gains +1 Attack but must attack nearest foe.

- **Emotional Break** — damage = $\lfloor \text{Mana}/2 \rfloor$ psychic if target is already fearful/angry.
 - **Group Calm** — quell panic, allies immune to fear for $\lfloor \text{Mana}/2 \rfloor$ rounds.
-

Tags (Empath)

[Utility] [Emotion] [Buff] [Debuff] [Control] [Zone] [Mind] [Support] [Capstone]



Path — Soul Blade (Mind Cutter)

Domain: Psychic (Offense)

Requirement: Must have at least **MR1 in Telepathy or Empath**

Pool: Int + Wis (Psychic Pool)

Key Attributes: Int, Wis, Dex

Signature Saves/Resists: Mind saves (vs psychic strikes); Psychic Resistance applies

Overview: Soul Blades weaponize pure thought. Their “blades” are projections of psychic energy, launched at range to strike the mind and body directly. They duel not with steel, but with focus, precision, and devastating psychic cuts. Soul Blades can disable foes, disrupt powers, and even mark a target’s soul for later pursuit.

Telepathy or Empath MR1 is a prerequisite for unlocking Soul Blade.

Mastery Table — Soul Blade

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1 of: <i>Psychic Strike</i> , <i>Mind Lock</i> , <i>Psychic Beacon</i> . Extra MR3 options cost 2 XP each.
MR4	5	Blade Mastery	Choose 1 of: <i>Soul Blade Volley</i> , <i>Mind Sever</i> , <i>Psychic Rend</i> . Extra MR4 options cost 3 XP each. Gain 1 Unique Power (MR4 pool).
MR5	5	Soul Blade Ascendant	Choose 1 of: <i>Blade Storm</i> , <i>Dominate Cut</i> , <i>Ascendant Blade</i> . Extra MR5 options cost 3 XP each.

MR3 Options (choose 1)

Psychic Strike

- Project a psychic “blade” of thought at a target within Int × 10 m.
- Target takes [Mana/2] psychic damage (Mind save halves).

Mind Lock

- Focus psychic pressure on a foe. Contest: Int + Wis vs target’s Mind save.
- On success: target staggered (–1 AP) and cannot move for 1 round.

Psychic Beacon

- Implant a subtle psychic marker into a foe’s mind (Mind save negates).
- Caster and allies can track the target at any range for [Mana] hours.

MR4 Options (choose 1)

Soul Blade Volley

- Launch up to [Mana/3] psychic blades at different targets within Int × 10 m.
- Each deals [Mana/3] psychic damage.

Mind Sever

- Strike a foe's focus. Contest: Int + Wis vs foe's concentration.
- On success: immediately disrupt maintained powers, spells, or psychic effects.

Psychic Rend

- Psychic cut that damages both Life and Psychic Pool.
- Target takes [Mana/2] damage and loses [Mana/4] from their Psychic Pool.

MR5 Options (choose 1)

Blade Storm

- For [Mana/5] rounds, hurl 1d4 psychic blades each round at foes in range (Int × 15 m).
- Each blade deals [Mana/4] psychic damage.

Dominate Cut

- A psychic slash that severs the target's will.
- On hit, target must Mind save or become catatonic/unresponsive for [Mana/5] rounds.

Ascendant Blade

- Once/scene, unleash the perfect psychic strike.
- Ignores armor, cover, and magical shields. Target takes [Mana/2] + 5 psychic damage, Mind save halves.

Example Soul Blade Powers (available regardless of tier choice)

- **Soul Pierce** — strike ignores physical armor; applies damage directly to Life.
 - **Psychic Thrust** — psychic bolt, [Mana/2] damage at Int × 15 m.
 - **Mind Feint** — target rolls attack twice, takes the lower result.
-

Tags (Soul Blade)

[Damage] [Debuff] [Control] [Mind] [Psychic] [Offense] [Disable] [Capstone]

Path — Telekinesis (Kinetic Adept)

Domain: Psychic (Force)

Pool: Int + Wis (Psychic Pool)

Key Attributes: Int, Wis; Dex secondary

Signature Saves/Resists: Body (vs crush/pin), Reflex (vs shoves/projectiles); Psychic Resistance applies

Overview: Telekinetics exert force at a distance: push, pull, lift, catch, crush, and shape invisible pressure into shields, shackles, and shockwaves. They excel at **battlefield control**—redirecting volleys, pinning brutes, and smashing terrain. Jane's duel shows extreme applications (e.g., bending an energy blade into shackles, dimensional anchoring); those are called out below when they exceed normal caps.

Mastery Table — Telekinesis (Choice-Based)

At each tier you **choose 1 option**; you may later buy additional options from that same tier for **half XP, rounded up**:

- Extra **MR3** option = **2 XP**
- Extra **MR4** option = **3 XP**
- Extra **MR5** option = **3 XP**

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1: <i>Kinetic Push/Pull, TK Shield, Kinetic Catch</i>
MR4	5	Advanced TK	Choose 1: <i>Mass Lift, Crush & Pin, Vector Redirect</i> . Gain 1 Unique Psychic Power (MR4 pool).
MR5	5	Mastery	Choose 1: <i>Kinetic Maelstrom, Absolute Barrier, Kinetic Sculpt</i> .

Jane-only feats in the scene (energy manipulation, dimensional anchoring, weapon transmutation at scale) are beyond baseline; for players, these map to **Kinetic Sculpt** (MR5) and the **Unique Power** pool (e.g., *Dimensional Anchor, Phase Jumping*).

MR3 Options (choose 1)

Kinetic Push/Pull

- Target within $\text{Int} \times 10$ m makes **Body save** or is shoved/pulled $[\text{Mana}/2]$ m; on success, moved half.
- If target collides with terrain/creature: take 1 blunt (+1 per 5 m).
- Action: 7 AP.

TK Shield

- Raise a concussive barrier around self/ally (3 m bubble).
- Grants **+2 Defense** and reduces incoming projectile/spell damage by $[\text{Mana}/3]$ this round.
- Can be used as **Reaction** at +2 AP cost.

Kinetic Catch

- Intercept up to $[\text{Mana}/3]$ incoming **projectiles or loose objects** in a round; either drop harmlessly or **redirect** at a new target (Reflex save halves) for $[\text{Mana}/3]$ blunt each.
- Action: Reaction (per volley).

MR4 Options (choose 1)

Mass Lift

- Lift and hurl multiple objects/foes within a 6 m radius ($\text{Int} \times 10$ m range).
- Choose up to $[\text{Mana}/3]$ targets/objects (size up to “boulder / heavy crate” each).
- Throw as a **line** or **scatter**; each hit deals $[\text{Mana}/3]$ blunt (Reflex half).
- Action: 10 AP.

Crush & Pin

- Focus force on one Large-or-less creature within $\text{Int} \times 10$ m.
- **Body save**; on fail, target is **Pinned** (immobile, -1 AP) and takes $[\text{Mana}/3]$ crush per round; on success, **Restrained** (-2 m, -1 Attack). Maintain each round (sustain cost).
- Action: 9 AP (maintain as 4 AP).

Vector Redirect

- “Return-to-sender.” When a ranged attack, spell bolt, or thrown boulder targets you/ally within 10 m, **redirect** it to a new target in your LoS.
- Attacker must pass **Reflex save** or the attack re-targets; if save succeeds, its damage is reduced by $[\text{Mana}/3]$ instead.
- Action: Reaction.

Scene tie-ins:

- Shattering/redirecting boulders → **Mass Lift + Vector Redirect**
 - Smashing stone walls with a wave → high-Mana **Mass Lift** used destructively
-

MR5 Options (choose 1)

Kinetic Maelstrom

- Create a 6 m **zone** (Int × 15 m range) of swirling force for [Mana/5] rounds.
- Enemies entering/starting in zone: **Reflex save** or are shoved 3 m and take [Mana/4] blunt; terrain inside becomes **difficult**.
- Allies gain +2 Defense vs projectiles crossing the zone.
- Action: 12 AP.

Absolute Barrier

- A full dome of force (radius 3–5 m) that **blocks line-of-effect**.
- Absorbs total damage equal to **Mana × 2** before collapsing; allies inside can shoot out at –2. Lasts until HP depleted or [Mana/5] rounds.
- Action: 12 AP. (*Jane's multi-psychic shield team is a group version of this.*)

Kinetic Sculpt

- Shape telekinetic force into **tools or restraints**: shackles, wedges, clamps, ramps, or a “hand.”
 - Use to **Disarm, Trip, Bind** (Mind or Body save based on target); or reconfigure a non-living energy/force construct into a simple form (GM-limited).
 - Action: 9 AP (maintain as 4 AP).
 - *Jane bending Kalpor's energy sword into shackles is an apex use of Sculpt, amplified by her exceptional energy manipulation.*
-

Core Telekinesis Powers (available regardless of tier choices)

- **Force Wave** — 8 AP — 90° cone 6 m — Reflex save or take [Mana/3] blunt and be shoved 2 m; on success, half damage, no shove.
- **Kinetic Step** — 6 AP — Short hop (Int × 2 m) ignoring difficult terrain; may carry 1 ally/object (–2 m).
- **Force Grasp** — 7 AP — Lift/pull a single object/weapon (up to heavy crossbow size) within Int × 10 m; **Disarm** on contested roll.

- **TK Ram** — 9 AP — Hurl seized object/creature as an improvised missile for [Mana/3] blunt (Reflex half); if you throw a creature at another: both check Reflex or fall prone.
-

Unique Psychic Power Pool (MR4 pick, examples)

- **Phase Jumping** — Short-range teleports (10–40 ft); may chain jumps (each costs AP/points).
 - **Machine Reading** — Psychically interface with tech; glean status, routines, weak points.
 - **Dimensional Anchor** — Prevent teleport/phase/banish in a 6–10 m zone; contested by Mind.
 - **Astral Echo** — Project a briefly tangible astral double (like Jane’s) that can perform 1 simple action (shove/strike) before winking out.
-

Notes on Jane’s Duel (for GM guidance)

- **Dimensional anchoring via radiant filaments** = **Dimensional Anchor** (Unique Power) used creatively and at **legendary** output.
 - **Catching/redirecting volleys & boulders** = **Kinetic Catch** + **Vector Redirect**.
 - **Shattering walls/terrain** = **Force Wave** / **Mass Lift** tuned for destruction.
 - **Energy blade → shackles** = **Kinetic Sculpt** (MR5), with Jane’s extra energy-manipulation pushing beyond normal constraints.
 - **Psychic Veil (Hide in Shadows)** — cloak self in a distortion of perception for [Mana] rounds. In dim light/shadow gain Concealment (–2 to hit). Costs 2 sustain/round.
-

Tags (Telekinesis)

[Control] [Mobility] [Defense] [Zone] [Damage] [Debuff] [Reaction] [Utility] [Restraint] [Shield] [Teleport]*

Path — Body Psychic (Psycho-Metabolic Adept)

Domain: Psychic (Somatic/Will)

Pool: Wis + Sta (Psychic Pool for this path)

Key Attributes: Sta, Dex, Wis

Signature Saves/Resists: Body (vs poison, pain, restraint), Reflex (vs AoE); Psychic Resistance applies

Overview: Body Psychics override their own biology with sheer will. They spike adrenaline, accelerate reflexes, harden their skin, and alter their physical presence. Unlike Body Mages, they don't mutate flesh with grotesque features — they refine and discipline the body, sometimes even reshaping hair, complexion, or age. All effects are **self-only**.

Mastery Table — Body Psychic (Choice-Based)

At each tier choose **1 option**; you may later buy additional options from that tier for **half XP (rounded up)**:

- Extra **MR3** option = 2 XP
- Extra **MR4** option = 3 XP
- Extra **MR5** option = 3 XP

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1 : <i>Adrenal Overclock</i> , <i>Psionic Skin</i> , <i>Pain Gate</i> , <i>Strengthen Self</i> .
MR4	5	Advanced Biocontrol	Choose 1 : <i>Reflex Acceleration</i> , <i>Regenerative Focus</i> , <i>Impact Channeling</i> . Gain 1 Unique Psychic Power (MR4 pool).
MR5	5	Mastery	Choose 1 : <i>Overdrive</i> , <i>Untouchable Form</i> , <i>Living Bastion</i> .

MR3 Options (choose 1)

Adrenal Overclock

- Spike your neuromuscular output for [Mana/2] rounds.
- Gain **+1 AP**, **+2 m movement**, **+1 Attack** with melee/unarmed.
- 8 AP.

Psionic Skin

- Harden dermis via biofeedback for [Mana] rounds.
- **+2 Armor**, resist 2 vs bleed/poison.
- 7 AP.

Pain Gate

- Suppress pain & shock for [Mana/2] rounds.
- Ignore Wounded/Shaken penalties, gain **temp Life = [Mana/2]**.
- When it ends, take 1 Fatigue. 7 AP.

Strengthen Self

- Direct psychic focus to reinforce musculature.
 - For [Mana/2] rounds gain **+2 Strength** (affects melee damage, athletics, grapples).
 - Enhancements: Balanced Boost (+2 Dex), Iron Core (+2 Sta), Full Boost (+1 all physical stats).
 - 7 AP.
-

MR4 Options (choose 1)

Reflex Acceleration

- “Bullet-time” for [Mana/2] rounds: **+2 Defense, +2 Reflex saves**, and once/round auto-convert 1 melee/ranged hit into a miss (Reaction, 2 AP).
- 9 AP.

Regenerative Focus

- For [Mana/2] rounds: **heal 1 Life/round**, cleanse 1 minor condition (Bleed, Slow, Weak) at start of turn.
- May instead burst heal **[Mana/2] Life** instantly (ends effect).
- 9 AP.

Impact Channeling

- For [Mana/2] rounds: unarmed/melee strikes gain **+ [Mana/3] force damage** and **Knockback 1 m** (Body save negates).
 - 9 AP.
-

MR5 Options (choose 1)

Overdrive

- For [Mana/5] rounds: **+2 AP, +2 Attack, +2 Defense**, +4 m movement, immunity to Stagger/Slow.
- When it ends: **Exhausted** (-2 AP, -2 Defense) for the scene.
- 12 AP.

Untouchable Form

- For [Mana/5] rounds: once/round auto-evade 1 attack targeting you.
- Area effects still require saves (with advantage).
- 12 AP.

Living Bastion

- For [Mana/5] rounds: **Damage Reduction = [Mana/3]** (after Armor), immunity to forced movement, and may interpose for an adjacent ally (Reaction).
- 12 AP.

Core Body Psychic Powers (always available)

Psychochromatic Shift (*Minor Alteration*)

- Alter hair color, eye color, aura hue/brightness.
- Purely cosmetic, lasts [Mana] hours.
- 4 AP.

Biometamorph (*Major Alteration*)

- Profound body reshaping. Adjust age appearance, weight, scars, or complexion.
- Lasts [Mana] days or until broken.
- 10 AP.

Breath Discipline

- 6 AP — purge 1 minor debuff (Frightened, Shaken, Dazed). Gain +2 vs Mind saves until next turn.

Kinetic Sprint

- 6 AP — dash Int × 2 m, ignoring difficult terrain; next climb/jump auto-succeeds if plausible.

Iron Grip

- 7 AP — advantage on Grapple/Restrain this round; if already grappling, crush foe for [Mana/3] blunt (Body save half).

Biofeedback Purge

- 8 AP — end 1 poison/disease on yourself; also restore 2 Life.
-

Unique Psychic Powers (MR4 pool, examples)

- **Phase Jumping** — short teleports (10–40 ft), can chain jumps.
 - **Dimensional Anchor (Self)** — anchor yourself (and optional 3 m aura) against forced movement/banishment.
 - **Machine Reading** — psychically interpret devices; +2 Attack vs that machine this scene.
 - **Adaptic Morph** — temporary functional adaptation: amphibic lungs, low-light vision, adhesive palms, cold resistance.
 - **Psychic Veil (Hide in Shadows)** — cloak self in a distortion of perception for [Mana] rounds. In dim light/shadow gain Concealment (–2 to hit). Costs 2 sustain/round.
-

Tags (Body Psychic)

[Buff] [Defense] [Mobility] [Damage] [Reaction] [Resilience] [Heal-Self] [Cosmetic]
[Control] [Stealth] [Capstone]



Path — Sight & Sense (Illusionist / Astral Adept)

Domain: Psychic (Perception/Projection)

Pool: Int + Wis

Key Attributes: Wis, Cha, Int

Signature Saves/Resists: Mind saves (vs illusions, glamours), Perception checks (to detect fakes); Psychic Resistance applies

Overview: Sight & Sense psychics bend how reality is *perceived*. They can shroud themselves in glamour, create convincing illusions, or project their astral selves. At mastery, they control not only what others see — but also pierce every veil to perceive truth itself.

Mastery Table — Sight & Sense (Choice-Based)

At each tier choose **1 option**; you may later buy additional options from that tier for **half XP (rounded up)**:

- Extra **MR3** option = 2 XP
- Extra **MR4** option = 3 XP
- Extra **MR5** option = 3 XP

Rank (MR)	XP	Unlocks	Options
MR3	3	Path Initiation	Choose 1 : <i>Fairy Glamour, Illusory Duplicate, Psychic Sight</i> .
MR4	5	Advanced Senses	Choose 1 : <i>Deep Glamour, Astral Projection, Shared Vision</i> . Gain 1 Unique Psychic Power (MR4 pool).
MR5	5	Mastery	Choose 1 : <i>World Glamour, Astral Dominion, Perfect Deception, Perfect Psychic Sight</i> .

MR3 Options (choose 1)

Fairy Glamour

- Cloak yourself in glamour, appearing more charming or intimidating.
- Gain **+2 to Persuasion/Deception**; foes suffer -1 AP hesitation on first hostile act.

Illusory Duplicate

- Create a visual double of yourself within $\text{Int} \times 10 \text{ m}$.
- Duplicate mimics your movements but cannot act.
- Attackers roll 1d2: real vs fake.

Psychic Sight

- Enhance senses:
 - See through simple illusions.
 - Detect hidden creatures in $\text{Int} \times 5 \text{ m}$.
 - Gain **+2 to Perception** checks.

MR4 Options (choose 1)

Deep Glamour

- Cloak up to $[\text{Wis}/2]$ allies in a shared glamour.
- Each may appear as another person or gain concealment (-2 to hit).

Astral Projection

- Project an astral double up to $\text{Int} \times 50 \text{ m}$ away.
- Double may scout, communicate, or strike for $[\text{Mana}/3]$ psychic damage.
- If destroyed, caster takes 1d4 psychic recoil.

Shared Vision

- Link senses with $[\text{Wis}/2]$ allies.
- Each sees/hears what others do, granting **+2 tactical awareness** (+1 Attack, +1 Defense for 1 round after combat starts).

MR5 Options (choose 1)

World Glamour

- For $[\text{Mana}/5]$ rounds, alter the battlefield's *perceived reality* in a 15 m radius.
- Enemies suffer disadvantage on Perception; illusions count as real (Mind/Reflex saves to disbelieve).

Astral Dominion

- Once/scene, project your astral self across the entire battlefield ($\text{Int} \times 200 \text{ m}$).
- Astral self can use psychic attacks and powers independently for $[\text{Mana}/5]$ rounds.

Perfect Deception

- Once/scene, create an illusion so convincing it resists detection.
- Targeted foes must succeed at **two Mind saves** to pierce it.
- Can disguise entire groups, zones, or events.

Perfect Psychic Sight

- Permanently elevate perception to the astral layer.
 - Automatically see through illusions, glamours, invisibility, and false projections.
 - Detect lies by perceiving micro-emotional resonance (+2 vs Deception).
 - Combat: once/scene, reduce an enemy's Defense by -2 for [Mana/5] rounds as you anticipate every move.
-

Core Sight & Sense Powers (always available)

Glamour Veil — 6 AP

- Minor illusion (hide scars, change clothes, shift aura). Lasts [Mana] hours.

Phantom Sound — 5 AP

- Create sound cues (footsteps, voices) within Int × 10 m.

False Image — 7 AP

- Place a static illusory object/creature in a 5 m square. Fails if touched directly.

Sense Echo — 6 AP

- Replay the last [Mana] minutes of sensory impressions in an area.
-

Unique Psychic Powers (MR4 pool, examples)

- **Phase Jumping** — short-range teleports (10–40 ft).
 - **Dimensional Anchor (Illusory)** — create an aura where illusions cannot be dispelled except by you.
 - **Psychic Veil** — cloak yourself in shadow and silence (concealment -2, lasts [Mana] rounds).
 - **Mind Mirror** — reflect 1 targeted psychic/illusion power back at the caster (once/scene).
-

Tags (Sight & Sense)

[Utility] [Illusion] [Glamour] [Buff] [Debuff] [Control] [Zone] [Mind] [Astral] [Stealth]
[Capstone] [Perception]