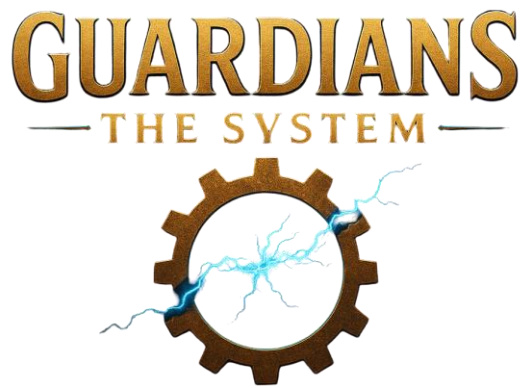


GUARDIANS: THE SYSTEM

The Book of Paths

Thirty-one Paths · Four hundred and twenty effects



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How to Read a Path

Every Path opens with a card: its Domain, the two attributes that form its Pool, its Key Attributes, and the save it leans on. Beneath that sits the Mastery Table — six ranks from MR0 to MR5, each naming what the rank unlocks and the feature it grants.

Then the effects, grouped by Tier. A Tier heading carries the Path's colour, so you always know where you are. Each effect lists its Min/Max pool cost, range, AP, and save, then what it does, then the Enhancements you may buy for it.

Tier VI is the capstone band — one per Path, the working that defines mastery. Tier VII exists above it and is reserved for the Game Guardian; no player Path grants access to it.

The six Psychic Paths read differently by design. The Common Psychic Path covers MR0 to MR2; each specialist Path continues from MR3 to MR5 and offers Options rather than fixed Features, because psychic advancement is chosen, not ladder-climbed.



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.

Elemental — Water (Tidecaller)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Wis, Chr	SPELLS	9
SIGNATURE SAVES / RESISTS	Stamina save (resist slowing, drowning, frost); Magic Resistance applies		

Mastery Table — Water

RANK	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.
MR2	2	Unlock Tier IV	Flow Form I — as a sustained ability, become partly liquid: +2 vs missiles, move through narrow gaps, immune to mundane grapples.
MR3	3	Unlock Tier V	Healing Surge — once/scene, when you cast a [Water] heal, add +[Mana/2] to it.
MR4	5	Unlock Tier VI	Flow Form II — while active: immune to mundane weapons; water/ice terrain no longer hinders you; may breathe water freely.
MR5	5	Unlock Tier VI/Capstone	Tide Authority — your Water zones double in radius; you may sustain 1 Water effect at 0 Mana (min cost waived).

Abilities

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)

Unique Powers & Spells

TIER I

Mist Veil

Min/Max 2/6 · Range Self (3 m radius) · AP 6

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)

[Zone] [Concealment]

Water Whip

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)

[Weapon] [Tether]

TIER II

Healing Wave

Min/Max 3/9 · Range Touch/Int × 5 m · AP 8

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)

[Heal] [Buff]

Ice Shards (hybrid tie)

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)

[Projectile] [Debuff]

TIER III

Tidal Pull

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)

[Tether] [Control]

Water Shield

Min/Max 6/12 · Range Self/Ally 5 m · AP 9

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)

[Shield] [Buff]

TIER IV

Frozen Prison

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)

[Debuff] [Zone] [Maintain]

TIER V

Tsunami Surge

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)

[Line] [Knockdown] [Zone]

TIER VI — CAPSTONE

Eternal Tide

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)

[Zone] [Capstone] [Control] [Buff] [Debuff]

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

Elemental — Earth (Stonewarden)

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

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Sta, Str	SPELLS	11
SIGNATURE SAVES / RESISTS	Body save (resist knockdown, crushing, petrify); Magic Resistance applies		

Mastery Table — Earth

RANK	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 VI/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.

Abilities

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)

Unique Powers & Spells

TIER I

Earthen Sense

Min/Max 2/6 · Range Self (5 m radius) · AP 6

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)

[Utility] [Perception]

Stone Fist

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)

[Weapon] [Knockback]

TIER II

Boulder Shot

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)

[Projectile] [Control]

Stone Armor

Min/Max 3/9 · Range Touch · AP 7

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)

[Buff] [Shield]

Stone Grasp

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Body (negates) · DC 10 + Int

Hands of stone rise out of the ground and take hold of one creature. On a failed save it is Grappled and its movement is 0 until it breaks free. The hands have Armour 3 and can be destroyed.

- **Enhancements:** Many Hands (a second target within 5 m)
- Drag Under (a Grappled target is pulled 1 m into the earth per round; suffocation rules apply)
- Stone Fists (the hands may instead strike for [Mana/3] bludgeoning)

[Control] [Debuff]

TIER III

Stone Wall

Min/Max 6/12 · Range Int × 10 m · AP 9

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)

[Wall] [Zone] [Maintain]

Tremor

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)

[Zone] [Knockdown]

TIER IV

Crushing Walls

Min/Max 15/20 · Range Int × 15 m · AP 11 · Save Reflex (half) · DC 10 + Int

Two walls of rock sprout from the ground on either side of a target and race together. Everything caught between takes [Mana/2] bludgeoning damage and is Grappled between the slabs; escape is a Body check vs the save DC. On a successful save the target slips clear before they meet.

- **Enhancements:** Vice (walls continue to press: [Mana/4] damage per round while Grappled)
- Wider Span (catch all creatures in a 3 m line)
- Leave Standing (walls remain as cover after the crush)

[Control] [Debuff]

Living Fortress

Min/Max 6/15 · Range Self · AP 10

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)

[Buff] [Maintain]

TIER V

Rock Maelstrom

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)

[Zone] [Shield] [Projectile]

TIER VI — CAPSTONE

Gaia's Wrath

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)

[Zone] [Capstone] [Knockdown] [Debuff]

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

☙ Elementalist — Air (Stormshaper)

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

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Dex, Int	SPELLS	7
SIGNATURE SAVES / RESISTS	Reflex saves (vs. knockback, gusts, lightning); Magic Resistance applies		

Mastery Table — Air

RANK	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).
MR2	2	Unlock Tier IV	Air Form I — become semi-air: +2 vs missiles, slip through narrow cracks, cannot be restrained by mundane means.
MR3	3	Unlock Tier V	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 VI/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 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)

Unique Powers & Spells

TIER I

Gust

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)

[Utility] [Projectile] [Debuff]

TIER II

Wind Blow

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)

[Zone] [Maintain] [Knockback] [Debuff]

TIER III

Wind Wall

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)

[Wall] [Zone] [Maintain] [Shield]

TIER IV

Control Winds

Min/Max 5/15 · Range Int × 10 m · AP 8

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)

[Zone] [Maintain] [Control] [Debuff]

TIER V

Aerial Massager

Min/Max 20/25 · Range Int × 20 m · AP 14 · Save Reflex (half) · DC 10 + Int

Pulses of compressed air batter a creature or patch, disrupting stance and concentration. Fail: damage + push 2 m + –2 to concentration; Success: half + –1 concentration.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

Cyclone Step

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)

[Zone] [Knockdown] [Mobility]

TIER VI — CAPSTONE

Tempest of Gaia

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)

[Zone] [Capstone] [Debuff] [Control] [Damage]

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



Elementalist — Fire (Pyroclast)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Int, Wis	SPELLS	14
SIGNATURE SAVES / RESISTS	Reflex saves (vs fire zones, bursts); Magic Resistance applies		

Mastery Table — Fire

RANK	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 VI/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 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)

Unique Powers & Spells

TIER II

Blue Flame Torrent

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

High-temperature stream; countered by true energy armor or nova channeling.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Fire Shield

Min/Max 5/12 · Range Self · AP 7

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)

[Shield] [Buff]

Firebrand Greatblade

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Melee arc that burns and cleaves; dispellable on parry by higher-order energy constructs.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fire] [Melee] [Weapon] [Cleave]

Flame Blade

Min/Max 4/10 · Range Self (melee) · AP 7

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)

[Weapon] [Buff]

Flame Scatter

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)

[Volley] [Projectile]

Flame Threat

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)

[Tether] [Debuff]

TIER III

Fire Wall

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)

[Wall] [Zone] [Maintain]

Orbiting Flame Spheres

Min/Max 6/14 · Range Self · AP 8

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)

[Shield] [Volley] [Buff]

Psychic Punch (Tri Wave)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Three scarlet waves; fail: [Psychic/2] + 1 Life and push 2 m; success: half and push 1 m. If target hits surface: Stamina 10 + Wis or –1 AP.

- **Enhancements:** +2 Mana: +1 target or +50% range

- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

TIER IV

Fold Snatch

Min/Max 15/20 · Range Int × 15 m · AP 13 · DC 10 + Int

Fold space, yanking target adjacent to you (or a spot within 2 m). On success: relocated, –1 AP. Heavy/anchored may resist at GG's call.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

Inferno Burst

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)

[Burst] [Zone] [Debuff]

Rupture Fold (Trap Gate)

Min/Max 15/20 · Range Int × 15 m · AP 13 · DC 10 + Int

1 m rift for 1 round. Entering creature falls through and reappears at a destination you see within Int × 10 m, crashing there. Fail: [Mana/2] impact; creatures within 1 m at destination take [Mana/3] (Dex half). Success: movement ends, –1 AP.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

TIER V

Blazing Prison

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)

[Zone] [Debuff] [Maintain]

TIER VI — CAPSTONE

Inferno of Gaia

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)

[Zone] [Capstone] [Damage] [Debuff]

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



Special Elemental 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.

⚡ Elemental — Lightning (Stormcaller)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Int, Wis	SPELLS	11
SIGNATURE SAVES / RESISTS	Reflex saves (vs lightning, chain, storm AoE); Magic Resistance applies		

Mastery Table — Lightning

RANK	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 VI/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 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)

Unique Powers & Spells

TIER I

Bolt

Min/Max 1/5 · Range Int ÷ 2 m · AP 7

Focused strike against one foe. Damage = Mana invested.

- **Enhancements:** Range (Int m)
- Damage (Max 10)

[Projectile]

Spark

Min/Max 1/1 · Range Int ÷ 2 m · AP 6

Tiny arc of lightning; deals 1 Life.

[Projectile] [Utility]

TIER II

Lightning Bolt

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)

[Line] [Damage]

Lightning Integument

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Wreath limbs in lightning to amplify kicks and strikes; can discharge bolts.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Volt Strike

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Charge limbs with lightning to empower kicks/punches; can arc to nearby metal surfaces.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

TIER III

Arc Redirect

Min/Max 10/15 · Range Int × 10 m · AP 10 · Save Reflex (negates) · DC 10 + Int

Reaction. When a projectile, thrown weapon or flying blade would strike you or an ally within range, seize the ambient charge around it and bend its path. On a failed save the attack misses entirely; on a success it strikes at –4.

- **Enhancements:** Return (redirect it at a target of your choice instead of merely away)
- Chain (affect a second incoming attack the same round)
- Overcharge (the redirected object takes [Mana/3] lightning damage — useful against animate weapons)

[Utility] [Buff]

Chain Lightning

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)

[Jump] [Multi-Target]

TIER V

Lightning Gate

Min/Max 20/25 · Range Int × 20 m · AP 14 · DC 10 + Int

A portal of raw lightning tears open between two points you have seen, up to [Mana] × 100 m apart. It admits [Mana/5] creatures and closes with a clap of thunder audible for a kilometre — this spell cannot be cast quietly.

- **Enhancements:** Silent Arc (suppresses the thunderclap; +5 Mana)
- Wider Arc (admits twice as many)
- Held Open (the gate persists 1 round per 10 Mana)

[Utility]

Sky Strike

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 = ½ Mana → 3 m, req: first upgrade)

[Strike] [Burst] [Zone]

Storm Torrent

Min/Max 20/25 · Range Int × 20 m · AP 14 · DC 10 + Int

Continuous lightning barrage tuned to crack shields and disrupt formations.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

TIER VI — CAPSTONE

Lightning Storm

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)

[Zone] [Capstone] [Multi-Hit]

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

✱ Elemental — Ice (Cryomancer)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Int, Wis	SPELLS	13
SIGNATURE SAVES / RESISTS	Body saves (vs freezing, immobilization); Magic Resistance applies		

Mastery Table — Ice

RANK	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 VI/Capstone	Winter Authority — your Ice zones double in size; once/scene, you may sustain 1 Ice effect at 0 Mana.

Abilities

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)

Unique Powers & Spells

TIER II

Ice Blade (Greatsword)

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Form a two-handed ice blade; melee strikes deal +[Mana/2] cold; parries +1 vs fire weapons.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Ice Shackles

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)

[Tether] [Debuff] [Maintain]

Ice Shards

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)

[Projectile] [Debuff]

Ice Shield

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Conjure a large ice/light shield. +2 Defense vs missiles, +1 vs beams in chosen arc; may angle to deflect.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile] [Buff] [Summon]

Ice Spike Volley

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Hurl spikes at up to 3 clustered targets; each [Mana/3] + 1 cold.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

TIER III

Cone of Cold

Min/Max 10/15 · Range Int × 10 m · AP 10 · Save Body (half) · DC 10 + Int

Exhale a cone of killing cold, 5 m long and 3 m wide at its mouth. Everything inside takes [Mana/2] cold damage; on a failed save, flesh and bone go brittle — the target takes +1 damage from all physical sources until the end of its next turn.

- **Enhancements:** Longer Reach (cone becomes 10 m)
- Shatterfrost (brittleness lasts 2 additional rounds)
- Rime (the ground in the cone becomes difficult terrain)

[Area] [Debuff]

Ice Scale Carapace

Min/Max 10/15 · Range Int × 10 m · AP 10 · DC 10 + Int

Overlapping scales of ice sheathe your body for [Mana] rounds. Gain +3 Armour and Resist 3 vs cold. While it holds, a creature striking you in melee takes 1 cold damage. The carapace does not hinder movement.

- **Enhancements:** Thicker Plate (+5 Armour, –1 m movement)
- Frostbite Edge (melee retaliation rises to [Mana/3])
- Shed (drop the carapace as a reaction to burst it for 1 m cold damage)

[Buff]

Ice Wall

Min/Max 6/15 · Range Int × 10 m · AP 9

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)

[Wall] [Zone] [Shield]

Twin Aegis

Min/Max 6/12 · Range Self · AP 7

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)

[Shield] [Buff]

TIER IV

Shatter Wall

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)

[Burst] [Projectile] [Zone]

TIER V

Glacial Prison

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)

[Debuff] [Maintain] [Zone]

TIER VI — CAPSTONE

Eternal Winter

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)

[Zone] [Capstone] [Debuff] [Control] [Buff]

Ice Dragon Form

Min/Max 20/40 · Range Self · AP 20 · DC 10 + Int

Take the shape of an ice dragon for [Mana/5] rounds. Life becomes your own × 2, Armour 8, you gain flight, a bite for [Mana/3] piercing and a breath weapon usable once per round for [Mana/2] cold in a 10 m cone. You cannot cast while transformed. When the form ends you return with the damage you took carried over proportionally.

- **Enhancements:** Greater Wyrn (Armour 10, bite +2)
- Enduring Form (+10 Mana: double duration)
- Retained Voice (you may still speak and cast Tier I–II Ice effects)

[Buff] [Capstone]

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



Elementalist — Lava (Magmaforged)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Sta, Int	SPELLS	7
SIGNATURE SAVES / RESISTS	Body saves (vs burning ground, knockdown, molten zones); Magic Resistance applies		

Mastery Table — Lava

RANK	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 VI/Capstone	Volcano Authority — once/scene, you may create a permanent molten rift (Int × 5 m line) at 0 Mana cost. Lava Capstone unlocked.

Abilities

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)

Unique Powers & Spells

TIER II

Molten Lash

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)

[Projectile] [Debuff]

Searing Ground

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)

[Zone] [Debuff] [Maintain]

TIER III

Magma Burst

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)

[Burst] [Zone] [Knockdown] [Damage]

Obsidian Wall

Min/Max 6/12 · Range Int × 10 m (line up to [Mana] m) · AP 9

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)

[Wall] [Zone] [Shield]

TIER IV

Molten Wave

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)

[Cone] [Zone] [Damage] [Debuff]

TIER V

Lava Cage

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)

[Zone] [Debuff] [Maintain]

TIER VI — CAPSTONE

Volcano's Wrath

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)

[Zone] [Capstone] [Knockdown] [Damage] [Debuff]

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

Elementalist — Swamp (Bogcaller)

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.

DOMAIN	Magic	POOL	Int + Wis
KEY ATTRIBUTES	Sta, Wis	SPELLS	7
SIGNATURE SAVES / RESISTS	Body saves (vs restraint, suffocation, poison); Magic Resistance applies		

Mastery Table — Swamp

RANK	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 VI/Capstone	Mire Authority — your Swamp zones double in size. Once/scene, sustain 1 Swamp effect at 0 Mana. Capstone unlocked.

Abilities

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)

Unique Powers & Spells

TIER II

Mud Wall

Min/Max 4/10 · Range Int × 5 m (line 3 m high) · AP 8

Raise a wall of mud and swamp-water, blocking sight and movement. Lasts [Mana/2] rounds before collapsing.

- **Enhancements:** Druid Upgrade: Wall sprouts reeds/vines → allies adjacent gain +1 Concealment
- Necro Upgrade: Wall drips decay → enemies adjacent Body save or gain [Infected]

[Wall] [Zone] [Maintain]

Suffocating Mire

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.

- **Enhancements:** Druid Upgrade: Allies inside zone ignore difficult terrain
- Necro Upgrade: Restrained foes also take 1 [Infected] per round

[Zone] [Debuff] [Maintain]

TIER III

Mud Beast

Min/Max 6/12 · Range Int × 10 m · AP 9

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.

- **Enhancements:** 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)

[Summon] [Maintain] [Control]

Swamp Spikes

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.

- **Enhancements:** Druid Upgrade: Spikes sprout vines → restrain on fail
- Necro Upgrade: Spikes rot into bone shards → targets also take bleed 1

[Line] [Damage] [Debuff]

TIER IV

Rot Fog

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.

- **Enhancements:** Druid Upgrade: Fog becomes Healing Mists → allies inside heal 1 Life per round
- Necro Upgrade: Fog spreads [Infected] each round

[Zone] [Debuff] [Maintain]

TIER V

Swamp Grave

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.

- **Enhancements:** Druid Upgrade: If ally inside zone → gain +2 Concealment (vines shield)
- Necro Upgrade: Restrained target grows skeletal hands → extra [Mana/3] damage

[Debuff] [Tether] [Maintain]

TIER VI — CAPSTONE

Plague Swamp

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.

- **Enhancements:** 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)

[Zone] [Capstone] [Debuff] [Summon] [Control]

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



Elementalist — Tempest (Gaian Tempest)

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.

DOMAIN	Magic (Fusion)	POOL	Int + Wis + highest Element attribute bonus (Air/Fire/Water/Earth)
KEY ATTRIBUTES	Int, Wis, Sta	SPELLS	5
SIGNATURE SAVES / RESISTS	Reflex + Body (vs mixed-element damage, knockback, suffocation)		

Mastery Table — Tempest

RANK	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 VI/Capstone	Tempest Authority — your multi-element spells double in radius/effects. Unlocks Elemental Lightning.

Abilities

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)

Unique Powers & Spells

TIER II

Gale of Ashes

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)

[Cone] [Damage] [Zone]

TIER III

Frozen Quake

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)

[Zone] [Damage] [Knockdown]

TIER IV

Steam Lance

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)

[Line] [Damage] [Debuff]

TIER V

Molten Storm

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)

[Zone] [Burst] [Damage]

TIER VI — CAPSTONE

Elemental Lightning

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.”

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

Path — Technomage (Magitech Engineer)

DOMAIN	Tech (Magitech)	POOL	Int + Per (Tech Mana Pool)
KEY ATTRIBUTES	Int, Per	SPELLS	17
SIGNATURE SAVES / RESISTS	Device checks, Robotics rolls, Misfire rules		

Mastery Table — Technomage

RANK	XP	UNLOCKS	FEATURE
MR0	—	Access Techno Mana Pool (Int+Per). Learn InsectoBots Creation and one Tier I Techno spell.	Initiation
MR1	1	Unlock Tier II–III	Botsmith Training — +1 max bot, +5 m control range.
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.
MR5	5	Unlock Tier VI	Hive Authority/Swarm — +2 max bots, sustain one Techno effect at 0 Mana. 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

Size • Folded/Open • Sustain • Slots • Life • Armor

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

Size • Folded / Open • Sustain • Slots • Base Life • Base Armor • Notes

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

Upgrade • Tier • Cost • Prereqs • Effect

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

Unique Powers & Spells

TIER I

On/Off

6 AP, 1 Mana/device. Activate/deactivate Power 1 device.

- **Enhancements:** Range
- Power 2–4 (higher Mana)

[Utility] [Device]

TIER II

Armor (Body)

+5 Armor (−1 Speed).

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

[Summon] [Maintain] [Device]

InsectoBots: Paralytic Payload

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Equip spider-bots with paralytic injectors. On hit: target must save or paralysis 1 round (success: −1 AP).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

Refusal Burst

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Instant pulse that collapses deleterious probability bias in the zone (removes ‘gloom’ of time-break), temporarily equalizing odds for allies. Creates a short window (1 round +1 per 4 power) where critical mischance is negated and mechanical devices resist ‘bad luck’. Causes 1 level of Exertion on the caster.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

Remote Jam

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Soft-locks firearms or tools within range, forcing misfires or temporary faults; living enhancements resist.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Technomancy] [Control] [Disable] [Jam]

Speed (Legs)

+2–10 m/s.

TIER III

Device Malfunction

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Target one powered device/weapon. It jams/reboots and can’t be used this round. Partial: −5 penalty until end of next round.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

Elemental Resistance (Armor)

Ignore 5–20 dmg of one element.

Hive Swarm

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Body (partial) · DC 10 + Int

Summon up to [Mana/10] Size 1 InsectoBots instantly. They act as one swarm: Defense 12, AP 20, zone attacks (3 m).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Summon]

Hive Swarm (Capstone)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Summon up to [Mana/10] Size 1 InsectoBots instantly. The swarm acts as one unit: Defense 12, AP 20, attacks all creatures in a 3 m zone.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Summon]

Jump (Legs)

Leap ×5–15 size.

Probabilistic Veil

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Stabilizes local quantum state, suppressing hostile time-break/probability skew within the sphere. Allies and designated devices gain advantage vs. luck-skew, misfire, and outcome corruption. Duration 5 min +1 min per 4 extra power. Concentration; if broken, field collapses gracefully (no backlash).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

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

[Debuff] [Device] [Control]

TIER V

Shadow Skitter

11 AP. Bots gain stealth protocols. –2 to spot.

- **Enhancements:** Cloaked Swarm (–4)
- Venom Injectors (Poison 1)

[Buff] [Stealth] [Device]

TIER VI — CAPSTONE

Botsmith Training

+1 max bot, +5 m control MR1 1 Unlock Tier II–III range. Rank XP Unlocks MR2 2 Unlock Tier IV MR3 3 Unlock Tier V MR4 5 Unlock Tier VI MR5 5 Unlock Tier VII Feature Circuit Mastery — once/scene reduce AP cost of Device action by 2. InsectoBot Sync — all bots act on same initiative tick. Unlock Sabotage upgrades. 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. 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: o 1–2 Glitch (fizzle, –1 next Tech action). o 3–4 Misfire (bot disabled 1d6 min, take 1 non-lethal). o 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

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

✂ Path — Guardian Swordsman (Martial)

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.

DOMAIN	Martial (AP economy only)	POOL	None (optionally infused with Mana or Psychic)
KEY ATTRIBUTES	Dex, Per (Str for some techniques)	SPELLS	9
SIGNATURE SAVES / RESISTS	Reflex, Defense		

Mastery Table — Guardian Swordsman

RANK	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 VI/Capstone	Poetry in Motion (capstone).

Unique Powers & Spells

TIER I

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.

[Defense] [Control] [Reaction]

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.

[Weapon] [Offense] [Mobility]

TIER III

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.

[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.

[Debuff] [Control] [Weapon]

TIER IV

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.

[Offense] [Debuff] [Weapon] [Reaction] [Counter] [Control]

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.

[Buff] [Debuff] [Tactical]

TIER V

Whirl Disarm

7 AP, Contest Attempt to disarm 2 adjacent foes (–1 each). Boost: Remove penalty • add third foe • foes also –1 AP.

[Debuff] [Weapon] [Control] [Defense] [Reaction] [Counter] [Magical]

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.

[Mobility] [Weapon]

TIER VI — CAPSTONE

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.

[Offense] [Weapon] [Multi]

TAGS [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)

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.

DOMAIN	Magic (Nature)	POOL	Wis + Cha
KEY ATTRIBUTES	Wis, Cha	SPELLS	9
SIGNATURE SAVES / RESISTS	Body saves (vs entanglement, poison); Magic Resistance applies		

Mastery Table — Glade Druid

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Greensense (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 VI/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)

Unique Powers & Spells

TIER I

Thorn Lash

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)

[Projectile] [Debuff]

Verdant Touch

Min/Max 1/5 · Range Touch · AP 6

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)

[Heal] [Buff]

TIER II

Barkskin

Min/Max 3/9 · Range Touch · AP 7

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)

[Buff] [Shield]

Entangling Vines

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)

[Zone] [Debuff] [Maintain]

TIER III

Blooming Sanctuary

Min/Max 5/12 · Range Self (3 m aura) · AP 9

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)

[Zone] [Heal] [Buff]

Staff of the Grove (Channel)

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)

[Weapon] [Channel] [Debuff]

TIER IV

Seed to Shelter

Min/Max 6/15 · Range Int × 10 m · AP 10

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)

[Zone] [Summon] [Cover] [Buff]

TIER V

Verdant Surge

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)

[Zone] [Damage] [Heal] [Debuff]

TIER VI — CAPSTONE

Eternal Grove

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)

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

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

Path — Herder Druid (Beastcaller)

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.

DOMAIN	Magic (Nature)	POOL	Wis + Cha
KEY ATTRIBUTES	Wis, Sta	SPELLS	9
SIGNATURE SAVES / RESISTS	Body saves (vs knockdown, beast control); Magic Resistance applies		

Mastery Table — Herder Druid

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Beast Sense (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 VI/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)

Unique Powers & Spells

TIER I

Beast Empathy

Min/Max 1/5 · Range Self/Int × 5 m · AP 6

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)

[Buff] [Utility] [Control]

Call Beast

Min/Max 2/6 · Range Int × 5 m · AP 7

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)

[Summon] [Maintain]

TIER II

Animal Bond

Min/Max 3/9 · Range Touch/Int × 5 m · AP 7

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)

[Buff] [Beast]

Aspect of Beast

Min/Max 3/9 · Range Self · AP 7

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)

[Buff] [Transformation]

TIER III

Roar of the Wild

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)

[Buff] [Debuff] [Control] [Zone]

Summon Pack

Min/Max 5/12 · Range Int × 10 m · AP 9

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)

[Summon] [Multi] [Maintain]

TIER IV

Feral Form

Min/Max 6/15 · Range Self · AP 10

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)

[Transformation] [Buff]

TIER V

Alpha's Command

Min/Max 8/16 · Range Int × 10 m (all summoned beasts) · AP 11

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)

[Buff] [Beast] [Zone]

TIER VI — CAPSTONE

Stampede of Gaia

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)

[Zone] [Summon] [Capstone] [Control]

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

Path — Battle Druid (Defender of Gaia)

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.

DOMAIN	Magic (Nature, Hybrid)	POOL	Wis + Sta
KEY ATTRIBUTES	Sta, Wis	SPELLS	11
SIGNATURE SAVES / RESISTS	Body saves (vs knockback, poison, restraint); Magic Resistance applies		

Mastery Table — Battle Druid

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Must know Glade MR2 and Herder MR2. Gain Minor Gaia Sense (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 VI/Capstone	Gaia's 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)

Unique Powers & Spells

TIER II

Beast Communion (Sandworm)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Empathic rapport with desert sandworms; share intent, pain, and route guidance.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Beast] [Ritual] [Communion] [Empathy]

Biofield Ward

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Repels keyed megafauna (e.g., sandworms) from crossing a perimeter without harming humanoids.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

Gaia's Roar

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Allies in aura +1 attack, +1 Defense. Enemies fail: –1 AP next turn.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Debuff]

Gaia's Staff (Channel)

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)

[Weapon] [Channel] [Debuff] [Heal]

Gaien Warcall

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Summons/coordinates Gaien beasts to a World Tree battlefield.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Summon]

TIER III

Battlefield Roots

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)

[Zone] [Debuff] [Control] [Heal]

Staff of the Earth (Channel)

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Staff strike adds +Mana damage and throws target 2 m. On save: half, no throw.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Channel] [Weapon]

Thornburst

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Burst radius 2 m of thorns. Fail: [Mana/2] +1 damage + bleed 1. Success: half, no bleed.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

TIER IV

Call of the Pack & Grove

Min/Max 6/15 · Range Int × 10 m · AP 10

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)

[Summon] [Zone] [Buff] [Debuff]

TIER V

Gaia's Rally

Min/Max 8/16 · Range Self (aura 5 m) · AP 11

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)

[Buff] [Heal] [Zone] [Debuff]

TIER VI — CAPSTONE

Summon Gaian Beast

Min/Max 20/40 · Range Self (aura 5 m) · AP 20

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)

[Summon] [Capstone] [Buff] [Control] [Legendary]

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

Path — Shadowmancer (Umbral Adept)

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.

DOMAIN	Magic (Umbral)	POOL	Int + Wis
KEY ATTRIBUTES	Dex, Int	SPELLS	17
SIGNATURE SAVES / RESISTS	Reflex saves (vs spikes, shadow bursts), Magic Resistance applies		

Mastery Table — Shadowmancer

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Umbrasense (detect shadows/concealment in 5 m). Learn Umbral Blade + 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 VI/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)

Unique Powers & Spells

TIER I

Umbral Blade

Min/Max 2/6 · Range Self (melee) · AP 6

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)

[Weapon] [Swordbound] [Buff]

Umbral Shield

Min/Max 2/6 · Range Self · AP 6

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)

[Shield] [Buff] [Maintain]

TIER II

Dark Shroud

Min/Max 4/10 · Range Int × 10 m (radius 3 m) · AP 8

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)

[Zone] [Debuff] [Buff] [Control]

Plane-Sight: Shadow

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Perceives entities phased in the shadow realm and tracks their movement.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Shadow] [Sight] [Plane] [Vision]

Sense Shadow Imprints

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Detects beacons and trackers hidden in the shadow plane and bound to objects.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Shadow Animation

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Binds shadow to corpses, creating agile ‘shadow zombies’ under remote control.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Shadow Spike

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Launch near-silent spikes of darkness.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Shadow Spikes

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)

[Line] [Damage] [Debuff]

Shadow-Plane Perception

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Caster senses across terrain by riding the shadow-web; excellent for night sentry work.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)

- +10 Mana: persistent (per round)

[Utility]

TIER III

Shadow Bind

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)

[Debuff] [Tether] [Control] [Maintain]

Shadow Door

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Open an oval portal of darkness for short transits.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Shadow Zombies

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Mind (negates) · DC 10 + Int

Command or conjure shadow-touched dead as shock troops.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control] [Summon]

Umbral Volley

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)

[Projectile] [Multi] [Damage]

Umbral Wings

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Shape shadows into wings for rapid retreats.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Mobility]

TIER IV

Living Shadows

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)

[Wall] [Zone] [Shield] [Debuff]

TIER V

Shadow Wings

Min/Max 8/16 · Range Self · AP 11

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)

TIER VI — CAPSTONE

Umbral Rift

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)

[Zone] [Capstone] [Debuff] [Damage] [Control]

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

Path — Body Mage (Fleshshaper)

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.

DOMAIN	Magic (Somatic)	POOL	Sta + Wis
KEY ATTRIBUTES	Sta, Dex	SPELLS	13
SIGNATURE SAVES / RESISTS	Body saves (vs restraint, poison, paralysis); Magic Resistance applies		

Mastery Table — Body Mage

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Somatic Sense (detect poisons, disease, physical strain in self). Learn Muscle Surge + 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 VI/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 (⊥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)

Unique Powers & Spells

TIER I

Claws of Flesh

Min/Max 2/6 · Range Self · AP 6

Grow claws. Attack = Melee + Dex, Damage [Mana/2] slash.

- **Enhancements:** Serrated (+1 damage)
- Extended (+1 m reach)
- Regenerating (autoregrow each round if destroyed)

[Weapon] [Buff] [Self]

Muscle Surge

Min/Max 2/6 · Range Self · AP 6

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)

[Buff] [Self]

TIER II

Bestial Leap

Min/Max 3/9 · Range Self · AP 7 · Save Reflex (negates stagger)

Leap Int × 2 m. If landing on a foe, deal [Mana/2] + 1 blunt, target Reflex save or stagger –1 AP.

- **Enhancements:** Greater Leap (×3 range)
- Crushing Impact (+2 damage)
- Knockdown (target prone)

[Mobility] [Attack] [Debuff]

Dragon's Unmasking Palm

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Mind (negates) · DC 10 + Int

Contact ripple that strips glammers, mimetics, and active tech-wards; reveals true form; temporarily bricks trinkets.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Utility]

Hardened Limbs

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Reinforce legs and arms for devastating impact strikes.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Weapon]

Hardened Skin

Min/Max 3/9 · Range Self · AP 7

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)

[Buff] [Defense] [Self]

TIER III

Adrenaline Rush

Min/Max 5/12 · Range Self · AP 9

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)

[Buff] [Self]

Bone Spikes

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)

[Projectile] [Damage] [Self]

Fleshcraft: Weaponize Limb

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Transmute hands/forearms into functional weapons or tools; duration concentration.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)

- +10 Mana: persistent (per round)

[Body] [Transformation] [Weaponize] [Utility]

Keratin Volley

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Extend nails to hardened blades and fire them as razor projectiles; regrows over time.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Nail Darts

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Grow elongated hardened claws and launch them as blades.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

TIER V

Elemental Infusion

Min/Max 8/16 · Range Self · AP 11

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)

[Buff] [Damage] [Elemental] [Self]

TIER VI — CAPSTONE

Chimera Form

Min/Max 20/40 · Range Self · AP 20

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)

[Transformation] [Buff] [Capstone] [Self]

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

Path — Shaper (Fleshforger)

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.

DOMAIN	Magic (Somatic)	POOL	Int + Wis
KEY ATTRIBUTES	Wis, Cha	SPELLS	12
SIGNATURE SAVES / RESISTS	Body saves (vs mutation, paralysis); Magic Resistance applies		

Mastery Table — Shaper

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Biocraft Sense (detect corruption, mutations in others). Learn Thrall Bond + 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 VI/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)

Unique Powers & Spells

TIER I

Graft Claws

Min/Max 2/6 · Range Touch · AP 6

Target grows bestial claws (Attack = Melee + Dex, Damage [Mana/2]).

- **Enhancements:** Serrated (+1 damage)
- Extended (+1 m reach)

- Venomous (foes save or poisoned)

[Buff] [Weapon] [Thrall]

Reinforce Muscle

Min/Max 2/6 · Range Touch · AP 6

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)

[Buff] [Thrall]

TIER II

Ammunition Imbue

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Boost mundane shots; impacts become miniature fireballs.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Projectile]

Ammunition Overcharge

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Imbue shots with explosive firebursts (1 m splash).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile] [Buff]

Bone Spur Hands

Min/Max 4/10 · Range Touch · AP 7

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)

[Weapon] [Buff] [Thrall]

Chitin Armor

Min/Max 3/9 · Range Touch · AP 7

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)

[Buff] [Defense] [Thrall]

TIER III

Beast Eyes

Min/Max 4/10 · Range Touch · AP 9

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)

[Buff] [Utility] [Thrall]

Extra Limb

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)

[Buff] [Mobility] [Thrall]

Weapon Flesh

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Reshape hands into weapons on demand.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Weapon]

TIER IV

Winged Growth

Min/Max 6/15 · Range Touch · AP 10

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)

[Buff] [Mobility] [Thrall] [Transformation]

TIER V

Overmutation

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)

[Buff] [Debuff] [Thrall] [Control]

TIER VI — CAPSTONE

Flesh Legion

Min/Max 20/40 · Range Scene · AP 20

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)

[Summon] [Buff] [Capstone] [Thrall] [Control]

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

Path — Necromancer (Deathbinder)

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.

DOMAIN	Magic (Death)	POOL	Int + Wis
KEY ATTRIBUTES	Int, Sta	SPELLS	12
SIGNATURE SAVES / RESISTS	Body saves (vs disease, rot); Magic Resistance applies		

Mastery Table — Necromancer

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Deathsense (feel corpses/undead in 20 m). Learn Bone Spike + 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 VI/Capstone	Death Army — summon a horde of undead, sustain 1 effect at 0 Mana. Capstone unlocked.

Unique Powers & Spells

TIER I

Bone Spike

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)

[Projectile] [Damage]

Corpse Whisper

Min/Max 1/5 · Range Touch · AP 6

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)

[Utility] [Divination]

TIER II

Animum Parasiti Mortuis Veritatem

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Necromancy] [Truth] [Parasite] [Ritual]

Black Thread of the Maker (One-Shot Trace)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Eldar Sanction

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Rare binary omen authorizing immediate, unquestioned mobilization.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Necromancy] [Curse] [Doom] [Ancient]

Raise Dead

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Mind (negates) · DC 10 + Int

Reanimate one fresh corpse as a shambling undead under your command for 1 minute per Mana invested. Limited commands (attack, guard, follow).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control] [Summon]

Raise Skeletons

Min/Max 3/9 · Range Touch (corpse or bones) · AP 8

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

- **Enhancements:** Extra Skeleton (+1)
- Armored Bones (+1 Armor)
- Spiked Bones (+1 Damage)

[Summon] [Maintain]

Withering Touch

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)

[Melee] [Damage] [Debuff]

TIER III

Bone Armor

Min/Max 5/12 · Range Self · AP 9

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)

[Defense] [Buff]

Soul Bind

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)

[Control] [Debuff] [Maintain]

TIER V

Grave Rot

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)

[Zone] [Damage] [Debuff] [Disease]

TIER VI — CAPSTONE

Death Army

Min/Max 20/40 · Range Scene (Int × 20 m radius) · AP 20

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])

[Summon] [Zone] [Capstone] [Control] [Debuff]

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

🎵 Path — Sonic Mage (Resonant Adept)

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.

DOMAIN	Magic (Resonance)	POOL	Int + Cha
KEY ATTRIBUTES	Int, Cha	SPELLS	12
SIGNATURE SAVES / RESISTS	Mind saves (vs disruption, confusion); Magic Resistance applies		

Mastery Table — Sonic Mage

Proposed — drafted for review; not yet author-ruled.

RANK	XP	UNLOCKS	FEATURE
MR0	—	Access Basics & Tier II	Keen Ear — you place any sound within Str × 10 m exactly, and hear through one wall. Learn 1 Tier II Sonic effect.
MR1	1	Unlock Tier II–III	Carrying Voice — your speech is heard clearly at Str × 20 m and cannot be drowned out.
MR2	2	Unlock Tier IV	Resonant Body I — as a sustained ability, your flesh rings with your workings: Resist 2 vs sonic and concussive.
MR3	3	Unlock Tier V	Shatterpitch — once/scene, when you strike an object with a Sonic effect, treat its hardness as one step lower.
MR4	5	Unlock Tier VI	Resonant Body II — while active, Resist 4 vs sonic and concussive, and you are immune to deafening.
MR5	5	Capstone (Tier VI)	Sonic Authority — your Sonic zones double in radius, and you may sustain one Sonic effect at no upkeep.

Unique Powers & Spells

TIER I

Boom

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)

[Zone] [Damage] [Debuff]

Whisper

Min/Max 1/5 · Range Int × 100 m · AP 6

Carry your voice to one target, bypassing obstacles.

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

[Utility] [Communication]

TIER II

Harmonic Shield

Min/Max 3/9 · Range Self/Ally 5 m · AP 8

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)

[Buff] [Defense] [Maintain]

Resonance Pulse

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

A directed shockwave of sound. Creatures in the cone must save or be staggered (–1 AP) and deafened 1 round.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Debuff]

Resonant Shatter

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)

[Projectile] [Damage] [Debuff]

Sonic School (Sound)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Sonic boom; stun 1 round in path; may shatter delicate glass.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

TIER III

Disrupting Chord

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)

[Debuff] [Zone] [Control]

Echo Pulse

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)

[Zone] [Damage] [Debuff]

Sonic Shatter

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Focused sound blast that fractures brittle objects (glass, crystal, bone). On creatures: 2 Life damage and Stamina save or drop held objects.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

TIER IV

Sonic Step

Min/Max 6/15 · Range Self · AP 10

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)

[Buff] [Mobility]

TIER V

Voice of Command

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)

[Buff] [Debuff] [Zone] [Control]

TIER VI — CAPSTONE

Resonant Cataclysm

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)

[Zone] [Capstone] [Damage] [Debuff] [Control]

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

☯ Path — Time/Space Mage (Chronomancer)

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.

DOMAIN	Magic (Temporal/Spatial)	POOL	Int + Wis
KEY ATTRIBUTES	Int, Dex	SPELLS	33
SIGNATURE SAVES / RESISTS	Mind saves (vs slow, stun), Reflex saves (vs displacement); Magic Resistance applies		

Mastery Table — Time/Space Mage

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Chronosense (feel ripples in time/space nearby). Learn Fold Step + 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 VI/Capstone	Reality Authority — your zones double. Unlock Collapse of Time.

Unique Powers & Spells

TIER I

Time Flicker

Min/Max 1/5 · Range Self · AP 6

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)

[Buff] [Defense] [Self]

TIER II

Blink

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Instantly teleport to any visible unoccupied square within 10 m. Line of sight required.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Branch-Sense

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Reads near-term branch futures in a scene. Grants predictive cues (positioning/driving/swordplay) and warns of time-break onset. On success, user may nudge a declared action to an adjacent higher-odds branch (GM-bounded).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Utility]

Demon-Queen binding ritual

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

The hag blood-ritual that binds a Demon Queen (skull-pile hexagon + blood bowl + hair-wrapped figurine). Absent as a catalogued ritual.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Eversor control/indoctrination spell

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Mind (negates) · DC 10 + Int

The Eversor control/'indoctrination' spell: magically conditions Eversors from birth (commanders = living gods; resistance to psychic/mind manipulation). Null-magic dissolves it. Reframes Eversors as controlled humans. Uncatalogued mechanic.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Grav Vector Swipe

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Momentarily reorient a target's personal gravity to slam or pin.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control] [Gravity] [Strike] [Restraint]

Path-Sealing Veil

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Locks routes/doors/ways in a wide sphere; disrupts portals and narrows pathfinding to approved vectors.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile] [Utility]

Possibility Sight

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Momentarily views branching outcomes to select the safest/highest-value action.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Probability] [Foresight] [Time] [Prediction]

Quantum Bulwark

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Crossing the bubble grants 3–6h resistance to probability manipulation (Eversor warp-shear).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Quantum Shield Bubble

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Body (partial) · DC 10 + Int

Entities passing through gain temporary protection against probability manipulation (3–6 hours). Enables safe ingress/egress across Eversor probability fields.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

Quantum Stabilization Pulse

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Radiant sphere that rebalances local probability space, restoring 'good' pathways when time begins to break.

- **Enhancements:** +2 Mana: +1 target or +50% range

- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Support]

Rupture Snare (Ship Arrestor)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Seizes the jump/propulsion vectors of a craft and forces a deadfall landing.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Set Anchor

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Lay a hand on stone, earth or worked masonry and fix a spatial anchor in it. For [Mana] hours the anchor is a valid destination for your own gates and folds, and grants +2 to Control on Bind and Planar checks made within 3 m of it (stacking with the Core Rule Book's Anchor Circles).

- **Enhancements:** Shared (allies you name may target the anchor too)
- Hidden (the anchor cannot be sensed without a contested check)
- Engraved (+5 Mana and 10 minutes: the anchor becomes permanent)

[Utility]

Short Fold (Blink)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Instantly relocate within sight by folding distance; subject to regional anti-teleport wards.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Spatial Push/Pull

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)

[Control] [Mobility] [Debuff]

Stasis Lattice

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Pins targets in a suspended neural stillness; prevents escape and remote triggers.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Stasis] [Grid] [Freeze] [Control]

Stutter Step

Min/Max 3/9 · Range Self · AP 7

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)

[Buff] [Defense] [Mobility]

Vector Reroute

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Intercepts incoming energy streams and bends their momentum into a new trajectory or target.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Kinetic] [Redirect] [Control] [Momentum]

TIER III

Anchor

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Fix a creature to its location in space. While anchored, forced movement effects are negated. Lasts 1 round per Mana.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Echo Strike

Min/Max 5/12 · Range Self · AP 9

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)

[Buff] [Offense] [Self]

Eventide Ring (Sixteen Singularities)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Deploys up to 16 anchored gravity nodes forming a containment ring that drags, pins, and shreds intruders crossing the perimeter; terrain deforms toward nodes. Lasts 3 minutes or until dismissed.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Local Breach (Portal)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Opens an oval gate between two nearby enclosed spaces; briefly visible to non-casters.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Rupture Gate

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Opens a stabilized fracture in space for instant transit of VIPs or strike teams.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Portal] [Space] [Breach] [Rift]

Time Breaking

Min/Max 10/15 · Range Int × 10 m · AP 10 · Save Mind (negates) · DC 10 + Int

Break the flow of time across a zone. Radius is set entirely by investment — [Mana] m. Every creature inside that fails the save is out of step with the moment and takes a penalty to all dice rolls while it remains in the field. The penalty is set by the tier at which the spell is known: **Tier III –2, Tier IV –3, Tier V –4.** A creature may re-save on entering the field again, but not while it remains inside. The field itself persists [Mana/2] rounds.

- **Enhancements:** Anchored (the field stays where cast rather than centred on you)
- Persistent (+10 Mana: the field holds for [Mana] rounds)
- Selective (creatures you name are unaffected)

[Zone] [Debuff] [Control]

Time Slow

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)

[Debuff] [Control]

TIER IV

Gravity Crush

Min/Max 15/20 · Range Int × 15 m · AP 11 · Save Body (partial) · DC 10 + Int

Crushing weight settles on one target. On fail: [Mana/2] bludgeoning damage that ignores Armour, and the target is Prone and Immobile for 1 round. On success: half damage, Slowed.

- **Enhancements:** Pulverise (damage ignores Resist as well)
- Widen (a second target within 3 m)
- Sustain (+10 Mana: persists, 1 round per Maintain)

[Control] [Debuff]

Gravity Well

Min/Max 15/20 · Range Int × 15 m · AP 13 · DC 10 + Int

Create a 3 m radius field of heavy gravity. Creatures inside move at half speed and suffer –2 to jump/flight.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Debuff]

Spatial Hurl

Min/Max 15/20 · Range Int × 15 m · AP 11 · Save Reflex (half) · DC 10 + Int

Seize up to [Mana/3] creatures or objects and throw them through folded space to a point you can see within range. Each takes [Mana/3] impact damage; anything they land on takes the same.

- **Enhancements:** Scatter (targets land spread over 5 m instead of stacked)
- Precision (choose a single point of impact; +2 damage)
- Reversal (pull toward you instead of away)

[Control] [Projectile]

Spatial Wall

Min/Max 6/15 · Range Int × 10 m (line) · AP 10

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)

[Zone] [Control] [Defense]

TIER V

Acceleration Field

Min/Max 8/16 · Range Int × 10 m (radius 3 m) · AP 11

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)

[Zone] [Buff] [Control]

Teleport Ward

Min/Max 20/25 · Range Int × 20 m · AP 14 · DC 10 + Int

Seal a structure or zone of [Mana] × 5 m against arrival by teleport, gate or fold. You name up to [Wis/2] creatures who may still translocate freely inside it — the ward refuses everyone else. Departure is not blocked unless the Sealed Egress enhancement is taken.

- **Enhancements:** Sealed Egress (also blocks teleporting out — see the Overlord exception in the source)
- Layered (a second, inner ward at half radius)
- Permanent (+10 Mana and a 1-hour ritual: the ward holds until broken)

[Utility] [Buff]

TIER VI — CAPSTONE

Collapse of Time

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)

[Zone] [Capstone] [Buff] [Debuff] [Control]

Reality Fracture

Min/Max 20/40 · Range Int × 20 m · AP 20 · Save Mind (negates) · DC 10 + Int

Begin shredding the space around one creature. Each round it remains, the target takes [Mana/4] damage that no Armour or Resist reduces, and the forces of multiple dimensions pull at it — it cannot move, teleport or be teleported. A target that fails three consecutive saves is enveloped and removed from play until freed from outside.

- **Enhancements:** Widen (a 3 m zone rather than one creature)
- Rush (target saves at –2 while the caster does nothing else)
- Anchor (the fracture stays where cast even if the target escapes it)

[Control] [Zone] [Capstone]

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

✦ Path — Healer (Lifeweaver)

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.

DOMAIN	Magic (Life)	POOL	Wis + Cha
KEY ATTRIBUTES	Wis, Cha	SPELLS	12
SIGNATURE SAVES / RESISTS	Mind saves (vs despair, charm); Magic Resistance applies		

Mastery Table — Healer

RANK	XP	UNLOCKS	FEATURE
MR0	—	Path Initiation	Gain Minor Lifesense (feel wounds, illness, or vitality nearby). Learn Lesser Heal + 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 VI/Capstone	Resurrection — once/scene, attempt to restore a fallen ally to life (see spell).

Unique Powers & Spells

TIER I

Heal

Min/Max 1/3 · Range Int × 2 m · AP 7 · DC 10 + Int

Restore 1d4 + Wis Life to a target.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Lesser Heal

Min/Max 1/5 · Range Touch/Int × 5 m · AP 6

Heal 1 + [Mana/2] Life.

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

[Heal] [Buff]

Soothing Light

Min/Max 2/6 · Range 3 m aura · AP 6

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)

[Buff] [Zone]

TIER II

Heal Wounds

Min/Max 3/9 · Range Int × 5 m · AP 8

Heal $\lfloor \text{Mana}/2 \rfloor + 1$ Life.

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

[Heal] [Buff]

Healing Ward

Min/Max 3/9 · Range Int $\times 10$ m (zone 2 m) · AP 8

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)

[Zone] [Heal] [Buff] [Maintain]

Radiant Cleanse

Min/Max 5/10 · Range Int $\times 5$ m · AP 9 · DC 10 + Int

Brief blue radiance washes the caster, removing grime, sweat, and odors; minor refresh to focus.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Light] [Healing] [Purify] [Support]

TIER III

Bolster Spirit

Min/Max 4/10 · Range 10 m cone · AP 9

Inspire allies. +1 AP next round, +2 vs Mind saves.

- **Enhancements:** Greater Bolster (+2 AP)
- Lingering Spirit (lasts +2 rounds)
- Wide Cone (15 m)

[Buff] [Zone] [Control]

Greater Heal

Min/Max 10/15 · Range Int $\times 10$ m · AP 11 · DC 10 + Int

Restore 2d6 + Wis Life.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Purifying Touch

Min/Max 5/12 · Range Touch · AP 9

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

- **Enhancements:** Greater Purify (curses)
- Radiant Heal (+2 Life)
- Group Purify (affects 2 allies)

[Heal] [Buff] [Cleanse]

TIER IV

Restorative Flow

Min/Max 6/15 · Range Int $\times 10$ m · AP 10

Channel a stream of healing. Heal $\lfloor \text{Mana}/2 \rfloor + 2$ Life.

- **Enhancements:** Group Flow (2 allies)
- Flowing Light (heals again next round at half strength)
- Cleanse Flow (remove 2 conditions)

[Heal] [Buff]

TIER V

Greater Restoration

Min/Max 8/16 · Range Touch · AP 11

Regrow lost limbs, cure blindness, deafness, or paralysis. Heal 5 Life.

- **Enhancements:** Multiple Restoration (2 conditions)
- Extended Touch (10 m)
- SoulTether (target auto-succeeds next save)

[Heal] [Buff] [Cleanse]

TIER VI — CAPSTONE

Resurrection

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)

[Heal] [Capstone] [Buff] [Cleanse]

TAGS [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.

Adaptive 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)

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.

DOMAIN	Psychic (Universal)	POOL	Int + Wis (Psychic Pool)
KEY ATTRIBUTES	Wis, Cha, Int	SPELLS	11
SIGNATURE SAVES / RESISTS	Mind saves (vs intrusion, illusions); Psychic Resistance applies		

Mastery Table — Common Psychic Path

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

Unique Powers & Spells

TIER I

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)

[Damage] [Debuff]

Mind Whisper

Min/Max 1/5 · Range Int × 10 m · AP 6

Send a one-way thought to a target.

- **Enhancements:** Two-Way Link
- Extended Range (×2)
- Concealed Whisper (undetectable)

[Utility] [Communication]

Psychic Shield

Min/Max 1/5 · Range Self · AP 6

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)

[Buff] [Defense]

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)

[Debuff] [Control] [Emotion]

Empathic Boon

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Buff ally with +2 attack, +2 Defense, +1 AP, or temp Life. Cleanses fear/panic.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

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)

[Defense] [Reaction] [Buff]

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)

[Debuff] [Control]

Mind Blade

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Launch blade along tether; counts as melee; returns.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Mind Shroud

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Cloak vs thought-reading. Readers must save at –2.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

TIER III

Healing Counter

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Reflex (half) · DC 10 + Wis

Trigger: ally damaged. Heal [Mana/3]+1 instantly.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Psychic Aegis (Team Shield)

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Aura disperses beams/rays 3 m away; shared soak vs energy = 2 × invested. Multiple psychics can contribute. Maintain by committing Psychic.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

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

Path — Telepathy (Mindbinder)

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.

DOMAIN	Psychic (Telepathic)	POOL	Int + Wis
KEY ATTRIBUTES	Int, Wis, Cha	SPELLS	19
SIGNATURE SAVES / RESISTS	Mind saves (vs intrusion, domination); Psychic Resistance applies		

Mastery Table — Telepathy

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

Unique Powers & Spells

TIER II

Eversor Veil

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Masks a small group from Eversor detection vectors. May fail if a target is specially marked or broadcasting unique signatures.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Revelation Touch

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Grants a target your sight-key to pierce a specific illusion or psychic veil for a short duration.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Scarlet Mark

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Near-invisible tendrils prime a target for later influence (e.g., reduced resistance to Sleep Weave). Minimal signature while cast seated or in motion.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Mind] [Mark] [Locate] [Influence]

Sleep Weave

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Subtle psychic induction that puts multiple targets to sleep; may be post-enhanced to deepen or extend duration.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Mind] [Sleep] [Calm] [Control]

Telepathic Link

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis
Form 2-way thought link.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility] [Communication]

Veilbreath

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Bestows temporary sight-through-glamour to a willing target, allowing them to perceive fae beings and true forms.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

CHOICE-BASED POWERS

Battlefield Telepathy

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

Deep Probe

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

Group Link

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

Memory Walk

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

Mind Fortress

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

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).

Silent Command

force target to obey one complex order (Mind save)

Suggestion

plant a simple command

Surface Probe

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

Telepathic Assault

deal [Mana/2] psychic damage, foe –1 AP

Thought Link

communicate with 1 ally

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.

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

♥ Path — Empath (Emotion Weaver)

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.

DOMAIN	Psychic (Emotional)	POOL	Wis + Cha
KEY ATTRIBUTES	Wis, Cha	SPELLS	15
SIGNATURE SAVES / RESISTS	Mind saves (vs manipulation, despair); Psychic Resistance applies		

Mastery Table — Empath

RANK	XP	UNLOCKS	OPTIONS
MR3	3	Path Initiation	Choose 1 of: Emotional Reading, Calming Presence, Fear Sense. Extra MR3 options cost 2 XP each.
MR4	5	Deep Empathy	Choose 1 of: Emotion Projection, Aura of Fear, Shared Feelings. Extra MR4 options cost 3 XP each. Gain 1 Unique Power (MR4 pool).
MR5	5	Master Empathy	Choose 1 of: Mass Emotion Control, Despair Aura, Exaltation Aura. Extra MR5 options cost 3 XP each.

Unique Powers & Spells

TIER I

Euphory Pulse

Min/Max 1/3 · Range Wis × 2 m · AP 7 · Save Mind (negates) · DC 10 + Wis

Releases a brief, controlled wave of positive sensation to a willing or susceptible target, alleviating stress and inducing calm euphoria.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

TIER II

Golden Thread (Empathic Priming)

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Discreetly attunes a willing target's emotional state, building gentle resonance for a later release. Leaves minimal signature if concealed.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

CHOICE-BASED POWERS

Aura of Fear

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

Calming Presence

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

Despair Aura

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

Emotion Projection

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

Emotional Break

damage = [Mana/2] psychic if target is already fearful/angry

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.

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.

Fear Sense

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

Group Calm

quell panic, allies immune to fear for [Mana/2] rounds

Incite Rage

target gains +1 Attack but must attack nearest foe

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.).

Shared Feelings

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

Soothing Light (Psychic)

heal morale, allies gain +1 Defense, remove Shaken

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

✂ Path — Soul Blade (Mind Cutter)

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.

DOMAIN	Psychic (Offense)	POOL	Int + Wis (Psychic Pool)
KEY ATTRIBUTES	Int, Wis, Dex	SPELLS	25
SIGNATURE SAVES / RESISTS	Mind saves (vs psychic strikes); Psychic Resistance applies		

Mastery Table — Soul Blade

RANK	XP	UNLOCKS	OPTIONS
MR3	3	Path Initiation	Choose 1 of: Psychic Strike, Mind Lock, Psychic Beacon. Extra MR3 options cost 2 XP each.
MR4	5	Blade Mastery	Choose 1 of: Soul Blade Volley, Mind Sever, Psychic Rend. Extra MR4 options cost 3 XP each. Gain 1 Unique Power (MR4 pool).
MR5	5	Soul Blade Ascendant	Choose 1 of: Blade Storm, Dominate Cut, Ascendant Blade. Extra MR5 options cost 3 XP each.

Unique Powers & Spells

TIER II

Aegis of Will

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Momentary force-shield against kinetic or body-augmented strikes.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Mind Blade Projection

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Launch psychic blade tether. Returns.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Tether]

Mind Lash

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Lash of thought. Fail: 1 Life and –1 next attack.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

Psychic Arm Blades

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Heat-intense red blades extend from forearms; melt through demon carapace and armor.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Psychic Cut

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Fail: damage = invested; Success: half.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Psychic Lash (Whip)

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Manifest a thin, elongated mind-whip from a short rod of energy; can sever or entangle, and bites through shadowy or conjured matter.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Summon]

Psychic Overload

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Focused psi surge that overwhelms a caster's channels, rendering them unconscious.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff] [Disrupt] [Mind] [Overload] [Stealth] [Stun]

Soulblade Mind Lash

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Needle-thin psi strike that collapses a foe's focus and motor control.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Twin Psionic Whips

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Paired, mono-edge psi ribbons that slice and entangle; effective against light-hidden flyers.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Whip] [Psychic] [Dual] [Control]

Twin Psychic Blades

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Manifest two translucent mind-blades. Strikes can bypass certain elemental constructs (e.g., conjured ice) and deliver a non-lethal psychic shock.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Summon]

TIER III

Mind Grip

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Body (partial) · DC 10 + Wis

Fail: restrained, –2 AP, [Psychic/2] non-lethal.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff] [Control]

Psychic Restraint Whips

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Body (partial) · DC 10 + Wis

Manifest paired force-lashes to bind, drag, or slam a target; can pin to terrain.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)

- +10 Mana: persistent (per round)

[Control]

Psychic Whip

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Mind (negates) · DC 10 + Wis

Condense will into a rod that unspools into a razor-thin whip; can split into multiple tails for binding and shock.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Razor Thought

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Mind (negates) · DC 10 + Wis

Throw psychic edge tether. On hit: 1 + [Psychic/2] damage. Can trigger on-hit riders.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Sever Link

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

End one maintained effect. Success: effect wavers.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Dispel]

TIER IV

Presence Rend

Min/Max 15/20 · Range Wis × 15 m · AP 13 · Save Reflex (half) · DC 10 + Wis

Fail: –1 AP and damage = invested.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Debuff]

CHOICE-BASED POWERS

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.

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.

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.

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 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.

Psychic Rend

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

Psychic Strike

Project a psychic “blade” of thought at a target within $\text{Int} \times 10$ m. Target takes [Mana/2] psychic damage (Mind save halves).

Soul Blade Volley

Launch up to [Mana/3] psychic blades at different targets within $\text{Int} \times 10$ m. Each deals [Mana/3] psychic damage.

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

☯ Path — Telekinesis (Kinetic Adept)

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.

DOMAIN	Psychic (Force)	POOL	Int + Wis (Psychic Pool)
KEY ATTRIBUTES	Int, Wis; Dex secondary	SPELLS	23
SIGNATURE SAVES / RESISTS	Body (vs crush/pin), Reflex (vs shoves/projectiles); Psychic Resistance applies		

Mastery Table — Telekinesis

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

Unique Powers & Spells

TIER II

Bilateral Mind Tether

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Mind (negates) · DC 10 + Wis

Links two minds so outcomes mirror (pain/effects); used to force a parasite to spare a host under threat that harm would reflect to controller.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Kinetic Bolt

Min/Max 5/10 · Range Wis × 5 m · AP 9 · Save Reflex (half) · DC 10 + Wis

A compact bolt of force flicked from a closed palm. Deals [Mana/2] concussive damage; on a failed save the target is pushed 2 m and its next action costs +1 AP.

- **Enhancements:** Palm Seal (the bolt leaves no visible tell; the target does not know its source until it lands)
- Heavier Flick (+1 damage die, push becomes 4 m)
- Double Tap (a second bolt at half damage against the same target)

[Projectile] [Debuff]

Psionic Aegis

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Semitransparent telekinetic shield that blocks or diffuses high-energy attacks (e.g., lightning, coherent beams).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Psionic Parasite Extraction

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Psychic] [Purge] [Parasite] [Cleanse]

Psionic Quarantine Sphere

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

- **Enhancements:** +2 Mana: +1 target or +50% range

- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Barrier] [Contain] [Psychic] [Zone]

Psionic Sweep

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Radial ground pulse that exposes phased/cloaked threats and collapses minor concealments.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Psychic Kinetic Impulse

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Pin, shove, or hurl targets; redirect momentum mid-charge.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Force] [Push] [Shove] [Control]

Psychic Wall

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Erects a semitransparent dome of force that dampens eavesdropping and intrusive sensing; fades after a short duration.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area]

TIER III

Force Pulse

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Emit psychic shockwave. Fail: thrown 2 m, prone, breaks concentration. Success: pushed 1 m, no prone.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Burst] [Disrupt]

Nova Kinetic Burst

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Short-range, wide-angle shove that rag-dolls multiple targets without lethal force.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Force] [Burst] [Push] [Nonlethal]

Psionic Cascade Arc

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Radial shock-ripple that catastrophically disrupts multiple light/winged targets mid-air.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Psychic] [Chain] [Energy] [Spread]

Psychic Punch (Tri-Wave)

Min/Max 10/15 · Range Wis × 10 m · AP 11 · Save Reflex (half) · DC 10 + Wis

Launch three scarlet psychic waves. Fail: [Psychic/2] + 1 damage, pushed 2 m. Success: half damage, pushed 1 m.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Strike] [Push]

Redirective Telekinesis

Min/Max 10/15 · Range Wis × 10 m · AP 10 · Save Reflex (negates) · DC 10 + Wis

Reaction. Catch an incoming volley — arrows, microprojectiles, a swarm of small objects — and invert its trajectory. Up to [Mana/3] projectiles reverse and resolve against whoever launched them, using the original attack roll.

- **Enhancements:** Wide Catch (double the number of projectiles)
- Hold (instead of returning them, suspend the volley in the air for 1 round)
- Scatter Return (redirect at any target you can see rather than the origin)

[Utility] [Control]

Scarlet Arc Wave

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Sweep arms to project psychic shockfront. Fail: thrown 3 m and prone. Success: pushed 1 m.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Burst] [Disrupt]

Telekinetic Crush

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Crush or drop violently.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Attack]

Vector Veil

Min/Max 10/15 · Range Wis × 10 m · AP 11 · DC 10 + Wis

Manipulate trajectories of incoming matter/energy: split, deflect to ground, or curve around you; can selectively reflect projectiles.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

CHOICE-BASED POWERS

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 Catch

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

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.

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.

Mass Lift

Lift and hurl multiple objects/foes within a 6 m radius (Int × 10 m range). Choose up to [Mana/3] targets/objects (size up to “boulder / heavy crate” each). Throw as a line or scatter; each hit deals [Mana/3] blunt (Reflex half). Action: 10 AP. Crush & Pin Focus force on one Large-or-less creature within Int × 10 m. Body save; on fail, target is Pinned (immobile, –1 AP) and takes [Mana/3] crush per round; on success, Restrained (–2 m, –1 Attack). Maintain each round (sustain cost). Action: 9 AP (maintain as 4 AP).

TK Shield

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

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 [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

✂ Path — Body Psychic (Psycho-Metabolic Adept)

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.

DOMAIN	Psychic (Somatic/Will)	POOL	Wis + Sta (Psychic Pool for this path)
KEY ATTRIBUTES	Sta, Dex, Wis	SPELLS	18
SIGNATURE SAVES / RESISTS	Body (vs poison, pain, restraint), Reflex (vs AoE); Psychic Resistance applies		

Mastery Table — Body Psychic

RANK	XP	UNLOCKS	OPTIONS
MR3	3	Path Initiation	Choose 1: Adrenal Overclock, Psionic Skin, Pain Gate, Strengthen Self.
MR4	5	Advanced Biocontrol	Choose 1: Reflex Acceleration, Regenerative Focus, Impact Channeling. Gain 1 Unique Psychic Power (MR4 pool).
MR5	5	Mastery	Choose 1: Overdrive, Untouchable Form, Living Bastion.

Unique Powers & Spells

TIER I

Psychochromatic Shift

Min/Max 1/3 · Range Wis × 2 m · AP 7 · DC 10 + Wis

Change hair/eye/aura color.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility] [Cosmetic]

TIER II

Biometamorph

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Alter age, weight, scars, or complexion.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility] [Cosmetic]

Parasite Path-Sight

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Senses Animum presence and its control tether; enables tactical targeting of controller/host pairs.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control] [Utility]

Summer Rain Cleanse

Min/Max 5/10 · Range Wis × 5 m · AP 9 · DC 10 + Wis

Flash-clean and freshen body and garments with radiant wash.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility] [Healing] [Support]

CHOICE-BASED POWERS

Adrenal Overclock

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

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. Adaptive 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.

Breath Discipline

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

Impact Channeling

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

Iron Grip

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

Kinetic Sprint

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

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.

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.

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.

Psionic Skin

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

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.

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.

Untouchable Form

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

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

Path — Sight & Sense (Illusionist / Astral Adept)

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.

DOMAIN	Psychic (Perception/Projection)	POOL	Int + Wis
KEY ATTRIBUTES	Wis, Cha, Int	SPELLS	11
SIGNATURE SAVES / RESISTS	Mind saves (vs illusions, glammers), Perception checks (to detect fakes); Psychic Resistance applies		

Mastery Table — Sight & Sense

RANK	XP	UNLOCKS	OPTIONS
MR3	3	Path Initiation	Choose 1: Fairy Glamour, Illusory Duplicate, Psychic Sight.
MR4	5	Advanced Senses	Choose 1: Deep Glamour, Astral Projection, Shared Vision. Gain 1 Unique Psychic Power (MR4 pool).
MR5	5	Mastery	Choose 1: World Glamour, Astral Dominion, Perfect Deception, Perfect Psychic Sight.

Unique Powers & Spells

TIER I

Personal Field

Min/Max 1/3 · Range Wis × 2 m · AP 7 · Save Reflex (half) · DC 10 + Wis

Temp Life = invested, reduce energy damage by 1.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

CHOICE-BASED POWERS

Astral Dominion

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

Astral Projection

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

Deep Glamour

Cloak up to [Wis/2] allies in a shared glamour. Each may appear as another person or gain concealment (–2 to hit).

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 Int × 10 m. Duplicate mimics your movements but cannot act. Attackers roll 1d2: real vs fake.

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, glammers, 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).

Psychic Sight

Enhance senses: o See through simple illusions. o Detect hidden creatures in Int × 5 m. o Gain +2 to Perception checks.

Shared Vision

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

World Glamour

For [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).

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

Path — Fae (Glamourwright)

Glamourwrights work the courtly arts: oaths that bind, glamours that rewrite what the eye consents to see, and gates opened by invitation rather than force. Fae magic persuades the world instead of compelling it — which makes it subtle, social, and dangerous to the caster who forgets a bargain has two sides.

DOMAIN	Magic (Fae)	POOL	Chr + Int
KEY ATTRIBUTES	Chr, Int	SPELLS	32
SIGNATURE SAVES / RESISTS	Mind save (resist glamour, charm, compulsion); Fae Resistance applies		

Mastery Table — Fae

Proposed — drafted for review; not yet author-ruled.

RANK	XP	UNLOCKS	FEATURE
MR0	—	Access Basics & Tier I	Glamour Sense — you know when a glamour is worked within Chr × 5 m, though not by whom. Learn 1 Tier I Fae effect.
MR1	1	Unlock Tier II–III	Courtesy Owed — once/scene, a creature that has accepted anything from your hand takes –2 on its next save against you.
MR2	2	Unlock Tier IV	Second Face I — as a sustained ability, wear another's seeming: +4 to pass as them, broken by touch.
MR3	3	Unlock Tier V	Bargain Struck — once/scene, when a creature agrees aloud to a term you set, one of your Fae effects on it cannot be dispelled this scene.
MR4	5	Unlock Tier VI	Second Face II — while active, the seeming survives touch and carries voice and scent; only a Mind save beating your DC by 5 pierces it.
MR5	5	Capstone (Tier VI)	Court Authority — your glamour zones double in radius, and you may sustain one Fae effect at no upkeep.

Unique Powers & Spells

TIER I

Fae Follow

Min/Max 1/3 · Range Int × 2 m · AP 8 · Save Mind (negates) · DC 10 + Int

Bind a mote of fae light to another creature. The mote tracks its bearer and keeps them lit no matter how they move or what they hide behind — useful three ways: it follows a quarry through darkness, it denies an enemy concealment (–2 to their attempts to hide or gain Concealment), and it holds minor shadow off an ally (Resist 1 vs [Umbral] effects). An unwilling target may contest with a Mind save. Lasts [Mana] × 10 minutes.

- **Enhancements:** Faithful (the mote re-finds its bearer after being broken, once per scene)
- Cold Star (Resist vs [Umbral] rises to 2)
- Shared Sight (you know the mote's direction and rough distance while it burns)

[Utility] [Debuff] [Buff]

Fae Light

Min/Max 1/3 · Range Self (2 m radius) · AP 6 · DC 10 + Int

A cold mote of fae light kindles at your shoulder and keeps pace with you, lighting a 2 m radius. It needs no hand and cannot be dropped. Lasts [Mana] × 10 minutes, or until dismissed.

- **Enhancements:** Brighter (radius 4 m)
- Hooded (light falls only where you look; you are not lit)
- Split Mote (a second mote you may send up to Int × 2 m away)

[Utility] [Buff]

Light Glamour

Min/Max 1/3 · Range Touch / Int × 2 m · AP 7 · Save Mind (negates) · DC 10 + Int

Rewrite what a specific object appears to be: its colour, wear, markings, material or apparent worth. The object's real properties are untouched — a glamourised blade cuts exactly as well as it did. A character who handles the object and has cause to doubt it may contest with a Mind save. Lasts [Mana] × 10 minutes.

- **Enhancements:** Second Skin (glamour a second object in the same gesture)
- Weight of the Lie (the object also feels correct to the hand, +2 to the contest DC)
- Set Fast (duration becomes [Mana] hours)

[Utility] [Debuff]

TIER II

Courtly Feast Conjunction

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Summons curated banquet spreads; can embed provenance/gift intent.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Summon]

Euphoria Surge

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Overloads hostile targets with involuntary climax, breaking formation and causing crashes or staggers.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Emotion] [Empower] [Joy]

Fae Bubble Shield

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Dome of charged air and blue motes; intercepts barrages and isolates VIPs.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Fae Pocket Vault

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Opens a small interdimensional storage aperture to retrieve or stow personal items.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Ritual] [Utility] [Storage]

Fairy Sight

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Mind (negates) · DC 10 + Int

Target can perceive Meridian (and chosen fae signatures) even through glamour and most veils.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Glamour-Sight Breath

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Mind (negates) · DC 10 + Int

Temporary ability to see through fae glamour via dust-kiss.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Pactum Desiderium (Desire-for-Desire)

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Balanced exchange: guardian spirit fulfills a deep desire (e.g., open city, awaken magic) in return for a vowed desire (e.g., children's laughter by the lake).

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Pact] [Desire] [Binding]

Power Conduit

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Open a channel to a willing caster you touch or can see within range. You may transfer up to [Mana/2] points from your own pool into theirs for their next casting this round. Magic and Psychic pools cannot be crossed by this spell.

- **Enhancements:** Wide Channel (transfer up to [Mana])
- Sustained Channel (the conduit holds for [Mana/3] rounds)
- Two-Way (either party may push power to the other)

[Buff] [Utility]

Queen's Revitalizing Grace

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Direct royal energy transfer to restore fatigue and balance.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Healing] [Royal] [Support]

Royal Audience Gate

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Casting the Queen's emblem coin into prepared space opens a court audience portal.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Royal Edict Voice

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Body (partial) · DC 10 + Int

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Command] [Royal] [Compulsion]

Royal Revitalization

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Blue tendrils of faelight restore stamina and soothe fatigue; accelerates natural recovery.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Ritual] [Healing] [Support]

Seelie Empowerment Surge

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Channels Fae energy into target, supercharging armor/shimmer cloth and psionic output.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Shimmer Sheet of Light

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Silk-like pane of condensed light that hard-counters darkness-forged projectiles and shadow spikes.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

TIER III

Court Veil (Group Glamour)

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Mind (negates) · DC 10 + Int

Mask a convoy's signatures and presence during travel.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Dispelling Bolt

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Multicolored discharge that cancels hostile spells.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Projectile]

Fae Communion

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Initiates sanctioned contact with the Fae Court for audience or message; often paired with a royal token to open a portal.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Fae Phalanx (Six-Node Aegis)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Six hovering light-nodes drop to form a converging dome shield; scalable radius.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

Fey Undercut

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Unlaces soil/rock seams to collapse cliffs or berms, creating avalanches or earthen curtains.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area]

Glamour Veil

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Mind (negates) · DC 10 + Int

Powerful illusion that hides allies in plain sight.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Group Glamour Shroud

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Mind (negates) · DC 10 + Int

Wraps a party in layered glamour that dampens notice and masks signs against magical hunters.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Regal Overcharge

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Reflex (half) · DC 10 + Int

Channels Fae Queen/Princess power into an ally, supercharging their next major action. Target gains +2 tiers of output (damage/scale) and temporary resistance vs. corruption/time-break for the action. On over-use, applies Fatigue to the channeler.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Buff]

Regia Bubble

Min/Max 10/15 · Range Int × 10 m · AP 10 · DC 10 + Int

A semi-transparent dome of courtly glamour rises around you and up to [Mana/4] allies within 3 m. It filters hostile projectiles and energies — anything crossing inward loses [Mana/3] of its damage — while allowing air, sound and light to pass freely. Those inside may act and cast out through it without penalty. Holds [Mana/2] rounds.

- **Enhancements:** Wider Regia (radius 6 m)
- Royal Seal (hostile creatures cannot pass the dome bodily)
- Held Court (+10 Mana: persists, per round)

[Buff] [Zone]

Unbind Psychic Seal

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Removes or loosens a long-standing magical block suppressing innate psychic abilities; restoration unfolds over time.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Control]

Unveiling Bloom

Min/Max 10/15 · Range Int × 10 m · AP 11 · Save Mind (negates) · DC 10 + Int

Floral rite that relaxes body and unknots guarded minds to enable a pure, court-sanctioned reading of intent.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Fae] [Ritual] [Mind] [Truth]

World Tree Boundary Ward (Ambient)

Min/Max 10/15 · Range Int × 10 m · AP 11 · DC 10 + Int

Area cleanse, anti-blight, muffles enemy teleport/warp, amplifies healing.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Area] [Buff]

TIER IV

Fairy Portal

Min/Max 15/20 · Range Int × 15 m · AP 13 · Save Mind (negates) · DC 10 + Int

Toss a coin to open a swift two-way gate.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Utility]

Nature's Wrath (Vine Tentacles)

Min/Max 15/20 · Range Int × 15 m · AP 13 · Save Mind (negates) · DC 10 + Int

Vast living vines reach across veils to seize and slam foes.

- **Enhancements:** +2 Mana: +1 target or +50% range
- +5 Mana: area effect (cone/line/zone)
- +10 Mana: persistent (per round)

[Summon] [Utility]

TIER VI — CAPSTONE

Area Deep Glamour

Min/Max 20/40 · Range Scene (choose zone Int × 20 m) · AP 20 · Save Mind (negates) · DC 10 + Int

Lay a deep glamour over a whole place. Within the zone you dictate what the area appears to be — a ruin for a keep, empty ground for a camp, one street for another — and from outside the zone the true place cannot be perceived at all. Zone radius is [Mana/2] m, so scale rides entirely on what you invest. Those inside who have cause to doubt may contest once per scene with a Mind save; failure means they cannot try again while the glamour holds. Lasts [Mana/10] hours.

- **Enhancements:** Sealed Bounds (creatures outside cannot scry, sense or target into the zone)
- Written Deep (the glamour persists [Mana/10] days but you cannot move it)

– Chosen Eyes (name up to [Chr/2] creatures who see through it freely)
[Zone] [Capstone] [Utility] [Control]

☯ Elementalist — Void (Voidcaller)

Voidcallers draw on the cold that rests in the emptiness of things. The discipline mirrors Ice almost gesture for gesture, but where Ice glitters the Void swallows: its armour and its blades bite harder, its reach is shorter, and nothing it makes gives off light.

DOMAIN	Magic (Void)	POOL	Int + Wis
KEY ATTRIBUTES	Int, Wis	SPELLS	13
SIGNATURE SAVES / RESISTS	Body save (resist void-cold, unmaking); Magic Resistance applies		

Mastery Table — Void

Proposed — drafted for review; not yet author-ruled.

RANK	XP	UNLOCKS	FEATURE
MR0	—	Access Basics & Tier II	Void Sense — you feel the emptiness in things: detect hollow spaces and voids within Int × 5 m. Learn 1 Tier II Void effect.
MR1	1	Unlock Tier II–III	Cold Draught — once/scene, one creature you touch loses [Mana/3] Life to void-cold that no Armour reduces.
MR2	2	Unlock Tier IV	Hollow Form I — as a sustained ability, partly unmake yourself: +2 vs missiles and you cast no shadow.
MR3	3	Unlock Tier V	Unmaking Edge — once/scene, a Void blade or spike you create shatters a mundane weapon it parries.
MR4	5	Unlock Tier VI	Hollow Form II — while active, immune to mundane weapons; you drink the light around you, granting Concealment –2.
MR5	5	Capstone (Tier VI)	Void Authority — your Void zones ignore the two-thirds reduction, and you may sustain one Void effect at no upkeep.

Unique Powers & Spells

TIER II

Void Blade (Greatsword)

Min/Max 5/10 · Range Int × 5 m · AP 9 · Save Reflex (half) · DC 10 + Int

Form a two-handed blade of frozen void. Melee strikes deal +[Mana/2] + 1 void-cold. On a successful parry against a weapon of ice or frost, that weapon ****shatters**** — the void blade is the harder of the two.

- **Enhancements:** Reaching Edge (+50% range or +1 target)
- Sweeping Edge (+5 Mana: cone, line or zone)
- Held Edge (+10 Mana: persists, per round)

[Buff]

Void Shackles

Min/Max 4/10 · Range Int × 5 m · AP 8 · Save Body (partial)

Bind a target's hands and legs in void-rime. On a failed save: restrained — hands bound, or speed 0. On a success: slowed –2 m. The rime gives off no glimmer; the binding is invisible in poor light.

- **Enhancements:** Hard Freeze (breaking the shackles deals 1 void-cold)
- Wide Cast (affect 2 targets within 1 m)
- Anchored (rooted; cannot be pushed or pulled)

[Tether] [Debuff] [Maintain]

Void Shards

Min/Max 4/10 · Range Int × 10 m · AP 8 · Save Reflex (half)

Launch jagged shards of frozen void; damage = [Mana/2] + 1 void-cold. On hit, the target suffers –1 m movement.

- **Enhancements:** Volley (3 targets in a 1 m cluster)
- Devouring Bite (save or Slowed –2 m)
- Shatter (crit deals bleed 1)

[Projectile] [Debuff]

Void Shield

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Conjure a large slab of frozen void. ****+4 Defence vs missiles, +3 vs beams**** in a chosen arc; may be angled to deflect. It emits nothing and reflects nothing — you gain Concealment –2 while it is raised.

- **Enhancements:** Broader Slab (+50% coverage or a second arc)
- Spread Dark (+5 Mana: cone, line or zone)
- Held Slab (+10 Mana: persists, per round)

[Projectile] [Buff] [Summon]

Void Spike Volley

Min/Max 5/10 · Range Int × 5 m · AP 9 · DC 10 + Int

Hurl spikes of frozen void at up to 3 clustered targets; each takes [Mana/3] + 2 void-cold.

- **Enhancements:** Wider Spread (+1 target or +50% range)
- Scatter (+5 Mana: cone, line or zone)
- Sustained Volley (+10 Mana: persists, per round)

[Projectile]

TIER III

Ray of Void

Min/Max 10/15 · Range Int × 10 m · AP 10 · Save Body (half) · DC 10 + Int

Project a ray of void-cold at a single target in a line. The target takes [Mana/2] void-cold; everything in the line between you and it takes half. On a failed save flesh and bone go brittle — the target takes +1 damage from all physical sources until the end of its next turn. The ray casts no glow and leaves no trail.

- **Enhancements:** Longer Reach (range doubles)
- Deepfrost (brittleness lasts 2 additional rounds)
- Hollow Ground (the line's footprint becomes difficult terrain and gives off no light)

[Area] [Debuff]

Twin Void Aegis

Min/Max 6/12 · Range Self · AP 7

Conjure two slabs of frozen void, one per arm. Each provides ****+4 Defence**** against a chosen arc. Neither casts a reflection or a shadow — they simply are not there to the eye.

- **Enhancements:** Hardened (+1 Defence)
- Devouring Face (+1 vs beams; the beam is swallowed rather than deflected, so there is no splash)
- Shiver Riposte (a deflected projectile imposes –1 AP on the attacker)

[Shield] [Buff]

Void Scale Carapace

Min/Max 10/15 · Range Int × 10 m · AP 10 · DC 10 + Int

Overlapping scales of frozen void sheathe your body for [Mana] rounds. Gain ****+5 Armour**** and Resist 3 vs void-cold. A creature striking you in melee takes 2 void-cold. The carapace does not hinder movement, and it shows no sheen — you gain Concealment –2 in anything less than full light.

- **Enhancements:** Thicker Plate (+7 Armour, –1 m movement)
- Devouring Edge (melee retaliation rises to [Mana/3] + 1)
- Shed (drop the carapace as a reaction to burst it for 1 m of void-cold)

[Buff]

Void Wall

Min/Max 6/15 · Range Int × 10 m · AP 9

Raise panels of frozen void — [Mana × 2/3] m² of surface, 2 m high. The wall provides ****+5 cover**** and blocks line of sight until destroyed. It reflects nothing: creatures behind it gain Concealment –2 as the panels drink the light around them.

- **Enhancements:** Reinforced (thicker; +6 cover)
- Wide Screen (+50% length)
- Rimebite (adjacent foes take 1 void-cold)

[Wall] [Zone] [Shield]

TIER IV

Shatter Void Wall

Min/Max 3/9 · Range Your Ice Wall · AP 6 · Save Reflex (half)

Detonate one Void Wall segment into shards. Cone ****4 m****; creatures within take [Mana/3] + 2 void-cold and piercing.

- **Enhancements:** Wider Cone (5 m)
- Razor Shards (+1 damage)

- Chain Shatter (detonate 2 connected panels)

[Burst] [Projectile] [Zone]

TIER V

Void Prison

Min/Max 8/16 · Range Int × 10 m · AP 11 · Save Body (negates)

Encase a target in solid void-rime. On a failed save: restrained, taking [Mana/2] void-cold each round. On a success: slowed –2 m. Nothing can be seen of the target while it holds — the rime is opaque and lightless.

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

[Debuff] [Maintain] [Zone]

TIER VI — CAPSTONE

Eternal Void

Min/Max 20/40 · Range Scene (Int × 20 m radius) · AP 20 · Save Body (half)

Unmake the warmth of a place. Within **Int × 13 m** for [Mana/10] rounds: all terrain counts as void-rime (–2 m movement), ranged attacks suffer –3, and the zone gives off no light at all — everything inside has Concealment –2. Enemies must make a Body save each round or be slowed further, stacking. Allies inside gain **+4 Defence**.

- **Enhancements:** Endless Void (lasts +2 rounds)
- Collapse (extra [Mana/5] void-cold on entry)
- Hollow Calm (allies are immune to fear inside the zone)

[Zone] [Capstone] [Debuff] [Control] [Buff]

Void Dragon Form

Min/Max 20/40 · Range Self · AP 20 · DC 10 + Int

Take the shape of a void dragon for [Mana/5] rounds — a body of Dark Ice, breath that is the coldness of the void. Life becomes your own × 2, **Armour 10**, you gain flight, a bite for [Mana/3] + 1 piercing, and a breath weapon usable once per round for [Mana/2] void-cold in a **6 m** cone. You cannot cast while transformed. When the form ends you return with the damage you took carried over proportionally.

- **Enhancements:** Greater Wyrn (Armour 12, bite +2)
- Enduring Form (+10 Mana: double duration)
- Retained Voice (you may still speak and cast Tier II–III Void effects)

[Buff] [Capstone]

General (path-agnostic)

Workings no single Path owns — the shared grammar of casting itself: unweaving another mage's spell, armouring your own against interference. Any Guardian may learn these regardless of Path.

DOMAIN	Any	POOL	Any
KEY ATTRIBUTES	—	SPELLS	3
SIGNATURE SAVES / RESISTS	as the effect specifies		

Mastery Table — General

Proposed — drafted for review; not yet author-ruled.

RANK	XP	UNLOCKS	FEATURE
MR0	—	Access Basics	Steady Hand — once/scene, reroll one failed Casting Roll at −2.
MR1	1	Unlock Tier II–III	Reader of Weaves — you identify the Path of any effect you witness being cast.
MR2	2	Unlock Tier IV	Swift Unweaving — your Counter-Weave reaction costs 2 AP less.
MR3	3	Unlock Tier V	Sheltered Casting — once/round, one of your effects cannot be countered by a Casting Roll that fails to beat yours by 5.
MR4	5	Unlock Tier VI	Shared Grammar — you may learn one effect from any single other Path you have witnessed, at its normal cost.
MR5	5	Capstone (Tier VI)	Arbiter of Weaves — once/scene, unravel every sustained hostile effect in a zone of Int × 5 m.

Unique Powers & Spells

TIER III

Counter-Weave

Min/Max 10/15 · Range Int × 10 m · AP 10 · DC 10 + Int

Reaction, on seeing a spell cast within range. Roll your Casting Roll against the caster's. On success the spell is unravelled before it takes effect; on a tie it resolves at half magnitude. You must be able to perceive the casting.

- **Enhancements:** Swift Unweaving (−2 AP on this reaction)
- Shielded Counter (on success, also gain +2 Defence until your next turn)
- Greater Unweaving (may counter a Tier V effect; +5 Mana)

[Utility]

TIER IV

Blocking Weave

Min/Max 15/20 · Range Int × 15 m · AP 11 · DC 10 + Int

Lay a weave over your own next spell, or over a zone of [Mana] m. Effects inside cannot be countered or dispelled by anyone whose Casting Roll does not exceed yours by 5 or more. Lasts [Mana/2] rounds.

- **Enhancements:** Broad Weave (covers all allied casting in the zone)
- Silent Weave (its presence cannot be detected until tested)
- Obdurate (the margin required rises to 10)

[Buff] [Utility]

TIER VII — GM-RESERVED

Runewrought Sphere

Min/Max 25/50 · Range Int × 20 m · AP 20 · Save Reflex (half) · DC 10 + Int

A ten-minute ritual. A translucent sphere forms and grows to [Mana] × 3 m across, its surfaces crawling with runes that spin inward and mix at the centre until the whole volume is filled with churning energy. On release, everything inside takes [Mana] damage and every structure within is levelled. The caster chooses the moment of release up to [Mana/10] rounds after completion.

- **Enhancements:** Contained (the sphere holds its charge indefinitely until released or broken)
- Selective (allies inside take no damage)

– Twinned (a second, half-sized sphere elsewhere in sight)
[Zone] [Capstone]

Index of Effects

All 420 effects, alphabetically, with the Path that grants them.

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Adrenal Overclock	Body Psychic	Choice-Based
Adrenaline Rush	Body Mage	Tier III
Aegis of Will	Soul Blade	Tier II
Aerial Massager	Air	Tier V
Alpha's Command	Herder Druid	Tier V
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Animum Parasiti Mortuis Veritatem	Necromancer	Tier II
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