

Welcome to Riftbreakers!

Riftbreakers is a fantasy Role-Playing tabletop game for one or more players. Within it, you take control of a single character and embark on all sorts of adventures, undertaking challenges that will see you traveling the land of Kaethor, which is being besieged by strange magic storms that unleash terrible monsters in their wake.

Riftbreakers provides a complete toolkit for enjoying a wide variety of fantasy playstyles, with a focus on adventurous, high fantasy style of storytelling. It covers character creation, spells and magic, encounters and combat, monsters and treasure, and all the associated game mechanics necessary to recreate the feeling of a *Massively Multiplayer Role-Playing Game*, but analogically. This means that all the standard elements found in games such as *World of Warcraft* or *The Elder Scrolls Online* are here: randomly generated loot, detailed crafting, dungeons, and meaningful character progress. It also provides all the necessary tools, such as oracles and dozens of random tables, to play the game without the need for a Game Master,

which means you can easily play the game by yourself, or co-op with friends.

The Basics of the Game
When a group of people (or a single one!) sit down to play **Riftbreakers**, the participants are called players, and they take on the role of a character (or, if they choose to, more than one character). Characters played by players are referred to as Player Characters (PCs) or adventurers. The players act in the role of their characters in the game, either by themselves, or directed by a special game participant referred to as the Game Master (GM). When playing with a GM, it's their responsibility to judge the results of the players' choices during adventures fairly and wisely. The GM is the referee of the game, and the final arbitrator of rules and rules decisions. A GM also narrates the action of the game, and plays the roles of all the various creatures in the world. As we mentioned before though, the role of a GM is purely optional in **Riftbreakers**, as the players can easily create whole scenarios and adventures on the fly via the many oracles and random tables found in the book.

A special type of creature is the Non-Player Character (NPC). NPCs share many similarities with the characters played by the players, but either the GM or the different NPC tools in the book determine their actions, personalities, and motivations.

All creatures and characters have **Attribute** and **Skill** scores, as well as a set of powers or abilities that determine how strong, smart, and otherwise talented they are. These come into play when it's necessary to determine whether a character succeeds at something they're attempting, like climbing a wall or sneaking past a guard, for example.

Dice

Riftbreakers primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

The D10 is a ten-sided die that generates numbers from 1 to 10. It is numbered 0 to 9, although a roll of 0 counts as ten. A pair of D10s is also used to create numbers from 1 to 100, with a 00 being considered as 100. The two dice should be of different colors, and before rolling them, the player must

indicate which die represents the tens digit and which die represents the ones digit! A percentile roll, or D100, is achieved by rolling two D10s in this manner, and it's the main die roll used in *Riftbreakers*. The other dice normally used have 4, 6, 8, 12, and even 20 sides, and are called D4, D6, D8, D12 and D20.

When multiple dice are to be rolled and added together, it is noted in the text like this: 2D10 (roll two D10 dice and add them together), or 6D4 (roll six D4 dice and add them together). A modifier may be noted as a "plus" or "minus" value, such as 2D12+4 (roll two D12 dice and add them together, then add four to the total).

Simple Rules

Riftbreakers uses a simple D100 ruleset to resolve all tasks. Whenever a PC tries to do something and the result isn't evident, or there is something at stake, the GM will inform the player to perform a check. This is done by rolling D100, and comparing the result to the corresponding skill on the character's sheet. If the result is equal or lower than the skill's score, the check is a success. This process is described in detail in chapter 3.

Engaging Combat

Combat is a big part of what makes *Riftbreakers* unique: characters need to manage their resources (stamina or aether, depending on the

ability used) while being smart about their choice of powers used. These powers are intrinsic to them and as such can be used without requiring any checks, but that doesn't mean their opponents will simply sit and take the punishment! Creating a balanced party with different roles (damage-dealer, healer, bulwark, and crowd controller) can be crucial to the survival of any group, although a single character with a smart choice of followers can also accomplish much.

Build the Character You Want to Play

At the core of *Riftbreakers* lies its deep character development system. By choosing which Hearts to assimilate and which types of powers they wish to awaken, players have a lot of control over their character's powerset. As this is all determined by random loot drops though you might want to search for that one particular Heart or Essence before committing to something else, since characters can only equip a maximum of four different Hearts at a time!

Aside from Hearts, a character's power is greatly influenced by the gear they have. This gear can be either found as random loot, earned as quest rewards, or crafted!

A Dangerous Land to Explore

You are a *Stranger*, forcibly brought to Kaethor, with no recollection of your past life. As you awake within the Labyrinth you quickly realize that you must learn the rules of this new world or die trying. The land of Kaethor is torn by deadly *Riftstorms* that pour endless hordes of monsters and abominations; only those brave enough to enter a Rift and defeat the *Riftlord* can hope to bring some rest to these ravaged lands.

Core Features

- ◆ Classless character creation, with progress built around what you focus on learning and what gear you equip. Want to be a deadly warrior, a cunning thief, or a master of the elements? It's up to you!
- ◆ MMO-like gameplay, with random loot, encounters, difficulty tiers, quality levels, crafting, and more!
- ◆ A strange yet familiar world, full of unique variations of the most common fantasy tropes. Explore the town of *Kar Helos* and save it from the unrelenting attacks of magical beasts and other threats!
- ◆ Random quests, dungeons and encounters ensure a limitless replayability.



The Characters

The PCs arrive at Kaethor in the worst of circumstances: disoriented, with no memories of their previous lives, and essentially naked. They find themselves at the center of the Labyrinth, a vast, monolithic structure that extends for kilometers

around them. Their only hope is to push forward and try to escape it. New characters must follow through the next pages to make a character ready to face the larger threats looming over Kaethor.

A Mysterious Stranger From a Faraway Land

As you open your eyes, the bright light of the sun blinds you momentarily. You look around, and you find yourself in an unfamiliar place: large walls, the size of buildings, extend around you forming a small square. The walls seem to be made of a material that looks simultaneously like both metal and stone, a shimmering wall of rock that appears ancient and alien, with some unknown quality making you think of them not truly belonging to this world. A single corridor seems to be the only exit from this square.

Where exactly are you, and why are you here? You stop to think for a moment, and quickly realize that not only do you have no idea of how you got here: you have no recollection of who you are, nor can you remember any details about yourself beyond your name. There is nothing about your past you can remember.

Character Appearance

Players may either choose from or roll on the following tables to learn about their character's appearance. These tables can also be used by the GM to create NPCs. All these results are purely aesthetic and have no in-game effect. Players and GMs are free to add any other minor details missing, such as age, body type, gender, facial hair, eye color, tattoos or piercings, or any other thing they can think of.

These tables are heavily weighted towards the standard human form, since the vast majority of humanoids in Kaethor are average-looking human beings. Some Strangers arrive in Kaethor looking nothing like a human though, and due to the *Blankness* (which is how locals call the fact that nobody remembers anything about their previous life) nobody has been able to tell -so far- if that's how they looked

D20	HEAD FEATURES
1	Horns
2	Antenna
3	No ears
4	Hairless
5	Beak
6	Pointy ears
7	Cranial ridge
8-20	No unique features

D20	SKIN FEATURE
1	Scales
2	Fur
3	Thorns
4	Stone-like
5	Feathers
6	Color stripes
7-20	No unique feature

D20	HAIR & SKIN COLOR
1	Golden
2	Grey
3	Green
4	Purple
5	Blue
6	Orange
7	Red
8	Yellow
9	Silver
10-20	Standard human range

D10	HEIGHT
1	Very Small (90-100 cm)
2-3	Small (101-150 cm)
4-7	Average (151-180 cm)
8-9	Tall (181-200 cm)
10	Very Tall (201-250 cm)



before, or if it's some sort of secondary effect to being thrown into a world with such high concentrations of magic energies as this one.

Attributes

Attributes are the foundation characters are built upon. They determine their innate capabilities, and define the core of their abilities. They also determine the initial score of many skills, as we will soon see. Higher numbers indicate a better capability; a person with a STR of 12 will always be stronger than one with a STR of 10, for example. All characters have the following Attributes:

♦ **Strength (STR):** This determines how strong your character is, and how capable they are of performing feats

of physical might such as lifting something heavy or breaking an object. It also influences how much gear you can carry without being encumbered.

♦ **Dexterity (DEX):** This describes how good you are at doing things that require you to be nimble or good with your hands, such as dodging and lock picking.

♦ **Constitution (CON):** This measures how resistant your character is to damage, and how well they fare against harmful effects such as poisons or diseases. If a character's CON score is ever reduced to zero, they die.

♦ **Will (WIL):** This defines your mental strength and ego. As such, it is a key attribute for anyone dealing with powerful magics, or simply to avoid being convinced of something. It allows you to stand your ground and increases your chances of getting your way.

♦ **Intelligence (INT):** This shows how cunning and capable you are at mental tasks. You use it when you need to think things through before acting, or to solve a puzzle or riddle.

♦ **Charisma (CHA):** This tells you how likable you are. You use your charisma to get information, and gain advantages with NPCs.

The initial attribute scores are determined by rolling 3D6 six times (once per character attribute) and then assigning each result to one of the attributes. When you're done, your character will have a score in each of their attributes ranging from 3 to 18. Attributes can only be increased via equipped gear and by ranking up.

Each attribute has an associated Attribute Roll that is equal to that attribute x5. This value is used when a situation calls for a check that is not covered by any skill, or that directly challenges one of the attributes. Attribute Rolls are always called for by the Game Master (GM), or by very specific circumstances, such as triggering a trap, being poisoned, or having your character attempt to remember something.

- **Strength Roll - Brawn:** For situations when a character must solve a problem or get out of a situation via pure brute force, a Brawn check is required. This can be anything from breaking free from bondage, to lifting a heavy rock. It can also be used as an opposed check against another character or creature, during an arm wrestling match, for example. Most importantly though, Brawn is used to perform attacks with STR-based weapons such as axes or hammers.

- **Dexterity Roll - Coordination:** When a character needs to determine if their reflexes are quick enough to avoid a trap or catch an item thrown at them, among other things, we use the Dexterity roll. Coordination is used to perform attacks with DEX-based weapons such as daggers or bows.

- **Constitution Roll - Vitality:** Use a Constitution roll whenever physical or intestinal fortitude is in question. To list a few examples, a Constitution roll might determine whether or not your character can stay awake all night, or endure seasickness, ill-prepared food, strong drink, or even poison, with no ill effects.

- **Will Roll - Tenacity:** Any situation that challenges a character's determination or control over themselves or their power can call for a Tenacity check. This is usually necessary when attempting to resist the effects of a spell, for example. Tenacity is also crucial to spellcasters, as described in chapter 5.

- **Intelligence Roll - Intellect:** This roll represents a character's ability to make a correct guess or a canny decision, or it can show awareness: for instance, does the character understand the meaning of the repeating glyphs they saw, or are they capable of

finding a way out of their current situation? An Intellect check can be used to actively seek for clues, acquiring information, experimenting, and conducting study. It's important to avoid using the Intelligence Roll as an easy solution to puzzles and problems though, those are best left for the players to solve.

- Charisma Roll - Charm: A character can make a Charm check to make a good first impression, sway another character without words, or even to determine who other characters turn naturally when decisions must be made. Charm checks cover all those circumstances when words are not used yet still a character manages to be the focus of attention or get what they want.

Secondary Attributes

♦**Aether:** Aether points are a representation of a character's spiritual and psychic power, and are used to cast spells. A character's Aether is equal to their INT+WIL, and it's fully recovered after spending ten minutes out of combat.

♦**Health:** Health points are a measure of how much damage a character can take before they die. A character's Health is equal to their CONx2. An average person naturally recovers 3 Health per each day of full rest.

♦**Luck:** This determines how likely a character is to have any sort of randomness favor them. All characters start with 0 Luck; the only way to increase this score is via gear and some unique effects. A character's Luck is added to all monster loot rolls. Very specific circumstances (or a GM's decision) can call for a Luck check; these work as any other skill or attribute check.

♦**Speed:** In a single round (10 seconds), a character can walk and swim at a speed equal to their DEX in meters, and run at a speed equal to DEXx2 in meters.

♦**Stamina:** Stamina points determine how long a character can keep using special moves and techniques during a fight. A character's Stamina is equal to their STR+CON. Stamina recovers naturally after spending ten minutes out of combat.

Damage Modifier

When calculating the damage dealt after a successful attack (either physical or magical), a character must add their corresponding Damage Modifier (DM) to the damage roll. If the attack is a physical one, STR (melee) or DEX (ranged) are used to calculate the modifier, and we use WIL when the attack is magical.

ATTRIBUTE SCORE (STR, DEX OR WIL)	DAMAGE MODIFIER
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30+	+10



You take a quick look at yourself and suddenly realize that you're completely naked. While feeling embarrassed and desperately taking a look around hoping to find some clothes, the ground trembles behind you. As you turn, you see a pillar surging from the earth, with a pedestal on top of it. On the pedestal you find a few items.

TRAVELER'S SHORTSWORD

(Common, Novice)

D6+1 slashing damage
Cost: 7A-N

A simple sword crafted from a single piece of what feels like petrified wood.

TRAVELER'S SHORTBOW

(Common, Novice)

D6+1 piercing damage
Cost: 25A-N

A simple shortbow crafted from a single piece of what feels like petrified wood.

TRAVELER'S ROBES

(Common, Novice)

Protection Rate: D3

Cost: 10A-N

A thick robe that covers most of the body. It seems to be made of pliable petrified wood.

SIMPLE HEALING POTION

(Uncommon, Novice)

Heals D6 Health. No effect on characters of higher rank

Cost: 50A-N

A small vial containing a bright red liquid.

TRAVELER'S ELIXIR OF WEAPON PROFICIENCY (x2)

(Legendary, Novice)

Grants proficiency with a single type of weapon.

Cost: 500A-N

A strangely shaped tube containing a transparent but thick liquid.

TRAVELER'S ELIXIR OF ARMOR PROFICIENCY

(Legendary, Novice)

Grants proficiency with a single type of armor.

Cost: 500A-N

A round flask containing an oily substance.

After you retrieve the items, the pedestal sinks back into the soil, leaving no trace of its existence.

Skills & Proficiencies

As you are taking a look at the items you just managed to grab from the pedestal before it disappeared, the ground trembles once again. You look around, and a few meters ahead you see another pedestal emerging from the ground, this one containing a small collection of vials. As it was the case with the previous gear, you have an inherent knowledge of what they are for.

GOLDEN TRAVELER'S POTION OF SKILL MASTERY

(Legendary, Novice)

Grants +60 to one skill. No effect on characters of higher rank

Cost: 1,000A-N

A small vial containing a golden liquid.

SILVER TRAVELER'S POTION OF SKILL MASTERY

(Legendary, Novice)

Grants +40 to three skills. No effect on characters of higher rank

Cost: 1,000A-N

A small vial containing a silver liquid.

BRONZE TRAVELER'S POTION OF SKILL MASTERY

(Legendary, Novice)

Grants +20 to five skills. No effect on characters of higher rank

Cost: 1,000A-N

A small vial containing a bronze liquid.

IRON TRAVELER'S POTION OF SKILL MASTERY

(Legendary, Novice)

Grants +10 to two skills. No effect on characters of higher rank

Cost: 500A-N

A small vial containing a black liquid.

Skills represent a character's prowess in a variety of fields. This value can go from 0 (complete incompetence) to 100 or even higher (total mastery). These are percentual values, so if a character has a score of 40 in the Literacy skill, they have a 40% chance of being successful when attempting to read something. Whenever you are asked to perform a skill check, roll a D100. If the result is below your skill's value, the check is successful.

Each skill has an initial score determined by the attribute associated with it. A character with a DEX of 16 will have a starting score of 16 in Acrobatics, Dodge, and any other skill associated with it. This initial score is added to the total of points assigned to it, if any.

- Alchemy (INT): With access to the right gear (i.e. an alchemist's kit), a character can use this skill to craft powerful potions, elixirs, and other concoctions. Learn more about it in chapter 4.

- Acrobatics (DEX): A character can roll beneath a

closing gate, swing across a chasm on a rope, or hold their balance on a precarious ledge by passing an Acrobatics check.

- Animal Handling (CHA): When a character wants to attempt to calm down a domesticated animal, intuit an animal's intentions, or even to control their mount when attempting a risky maneuver, this is the skill they must use.

- Athletics (STR): To undertake difficult feats of swimming, sprinting, climbing, or jumping, a character must make an Athletics check.

- Blacksmithing (DEX): With this skill a character can craft weapons, armor, and other useful items made of metals and alloys. Learn more about it in chapter 4.

- Command (CHA): This skill allows a character to take control of a group of soldiers and lead them into battle, or to arrange and organize an efficient group task, such as a ship's crew. It determines how good a character is at commanding other



characters that are under their orders.

- **Gathering (DEX):** This skill allows a character to collect the necessary ingredients to craft all sorts of items. Gathering includes activities such as mining or gathering plants.

- **Dodge (DEX):** A character's ability to get out of the way, either during combat or out of it. This skill is also used when a character attempts to disengage from a melee fight.

- **Insight (WIL):** A creature's objectives or motives can be deduced via an Insight check.

- **Leatherworking (DEX):** Work leather and hides found in the remains of beasts and similar creatures into goods such as leather armor, accessories, and other useful items. Learn more about it in chapter 4.

- **Literacy (INT):** The ability to read, understand, and reproduce the written word. This is a crucial skill to those wishing to increase their overall skill capabilities via the use of skill books.

- **Manipulation (CHA):** With this skill a character can influence an NPC's opinion or actions, either via a well-placed threat, lies or sheer flattery.

- **Medicine (INT):** In order to treat or diagnose a sickness or poison, heal wounds, or

establish the cause of death, a character must make a Medicine check.

- **Nature (INT):** The character's understanding of natural terrains, monsters, plants, and threats is measured by the Nature skill. Unlike Survival, this skill does not involve practical experience with the natural world.

- **Perception (WIL):** Perception refers to a character's ability to see, hear, or sense things.

- **Performance (CHA):** With a Performance check, a character can sing, act, or otherwise amuse an audience.

- **Sailing (DEX):** A character's ability to properly tend to and navigate boats and vessels of any size.

- **Sleight of Hand (DEX):** To conduct legerdemain, pickpocket, hide an object on another person, make a secret hand signal, or otherwise trick the eyes with feats of dexterity, a character makes a Sleight of Hand check.

- **Stealth (DEX):** Stealth is used to hide or avoid notice. A character's Stealth check is usually opposed by a potential observer's Perception check. A successful use of this skill grants the Concealed condition.



- **Survival (INT):** This skill helps a character to undertake tasks like fishing, tracking, avoiding natural hazards, and traveling without becoming lost.

Skill Proficiencies come in two varieties: **weapon and armor proficiencies**. In order to properly use a specific type of weapon or armor, a character must have the correct proficiency. This means that a character wanting to use a dagger must be proficient in daggers, and a character wanting to wear chain mail without a problem

must have the chain mail proficiency.

♦ A character wielding a weapon they are not proficient in suffers -20 to all combat checks that involve the use of a weapon.

♦ A character wearing armor they are not proficient in suffers -20 to all checks that imply any sort of movement (Athletics, Acrobatics, Dodge, etc.).

♦ New weapon and armor proficiencies are acquired via Weapon and Armor Manuals.

As you gulp down the last of the vials, you hear a different kind of rumbling, this time from one of the walls surrounding you. A small orifice opens, and from it you see a single construct emerging. It appears to be a small sphere, and it quickly rolls in your direction. As it draws nearer, the sphere opens as if it were some sort of pillbug, only with two long legs and two arms ending in razor-like claws. Its intentions are clearly violent.

LESSER LABYRINTH GUARDIAN

One of the less powerful constructs found within the Labyrinth, they can pose a threat to even the most veteran warriors when appearing in large enough numbers.

Number: 1 / **Type:** Construct / **Speed:** 10 / **Size:** Medium / **Brawn:** 30 / **Coordination:** 30 / **Intellect:** 20 / **Tenacity:** 70 / **Vitality:** 50 / **Health:** 10 / **Dodge:** 40

♦ **Combat Action - Strike:** The construct strikes at its target with a simple swing of its claws. D4+1 Slashing damage.

♦ **Loot:** 10A-N

Before you can face the creature, you are suddenly disoriented and feel a change in your soul.

New Title Earned: Stranger

+10 Stamina, +10 Aether, +10 Health while within the Labyrinth. You have arrived to a new world, crossing the infinite from your homeland and arriving in Kaethor.

As you strike the construct one last time, it finally stops moving, clearly too damaged to continue fighting. With a strange hiss, the creature's remains dissolve into a cloud of white dust, leaving behind some coins with a "A" symbol in one side and your name on the other.

You wait a few moments, expecting something else to appear, but after a while it looks like the coast is clear. No more pillars are appearing either, so you head towards the only exit you see: the large corridor ahead.

As the imposing walls close around you, you can see only a long passageway ahead, with no remarkable features whatsoever. After what feels like an eternity, you find your way blocked by a rusty gate. Your only hope would seem to either jump over it (Acrobatics) or bust it open (Athletics). If either fails, you can always hit it enough times until it breaks down, it does seem rusty enough to be possible (gate Health: 20).

Once on the other side, you reach another open area, this one smaller than the first one and with some form of crystal dome over it. The dome allows sunlight to pass through, creating a kaleidoscopic effect that fills the room with strange colors and shadows.



Hearts & Abilities

As you reach the center of this area, the now familiar rumbling sound surrounds you, as four different pillars appear around you, each separated from each other by a distance of approximately five meters. On top of each small pillar rests a single triangular prism the size of an apple. Each prism has a different color: red, blue, white, and black. Somehow, you again have an instinctive knowledge of what they are.

ARCANE HEART

(Uncommon, Novice)
Grants access to Arcane abilities.

Cost: 500A-N

A triangular prism made of a deep blue color, occasionally sparkling with power.

MIGHT HEART

(Uncommon, Novice)
Grants access to Might abilities.

Cost: 500A-N

A triangular prism made of solid red color, with a slight white haze at its core.

RESTORATION HEART

(Uncommon, Novice)
Grants access to Restoration abilities.

Cost: 500A-N

A triangular prism made of a hazy white color, occasionally shining like mother-of-pearl.

SHADOW HEART

(Uncommon, Novice)
Grants access to Shadow abilities.

Cost: 500A-N

A triangular prism so deeply black that it appears to absorb light itself.

Once you've made your choice and touch one of the Hearts, it quickly dissolves into a cloud that is immediately absorbed into your body. You feel new abilities awakening within you. At the same time, the other three pillars sink back into the soil, too quickly for you to do anything about it.

Hearts are what make characters special and determine their set of Abilities. **A PC can absorb a maximum of four Hearts**, with each one granting five

different Abilities, for a grand total of twenty. Once a Heart has been absorbed the process cannot be reversed, so players are encouraged to choose carefully.

Abilities are classified by how often they can be used:

- ♦ **Talents** can be used at-will.
- ♦ **Powers** can only be used once per encounter.
- ♦ **Primes** can only be used once a day. In order to be able to use a Prime again, a character must rest a minimum of 8 hours. This can only be done once each 24 hours.

Regardless of how often an Ability can be used, the vast majority require either Stamina or Aether to be spent in order to be used.

Newly acquired Hearts start with their passive Ability unlocked, plus a Talent of the player's choosing. In order to acquire the full set of Abilities a Heart offers, PCs must find **Essences**. Essences are a different type of aetheric crystals that react to a character's Hearts. Three different types of Essences exist:

- ♦ A **Clarity Essence** awakens a Talent, chosen by the PC from the available ones for the Heart.
- ♦ A **Static Essence** awakens a Power, chosen by the PC from the available ones for the Heart.
- ♦ An **Ascended Essence** awakens a Prime, chosen by the PC from the available

ones for the Heart.

A few notes on Abilities:

- ♦ As it's the case with Hearts, once an Ability has been chosen, it cannot be undone.
- ♦ When an Ability's description says "target", it means that it can be used on any target, including oneself.
- ♦ Some Abilities require the use of more than one Standard Action, if your character only has one available Standard Action, the casting is extended until the next round.
- ♦ When a character is concentrated in casting a multi-Action Ability, they perform any other action with -30.
- ♦ Abilities that require a standard attack with an equipped weapon can be defended as any other standard attack (via dodge, parry or Ability). Most aether-based Abilities that directly affect a target can be defended with a Tenacity check; this is always specified on their description. Abilities that do not require a standard attack but have no specified method of resisting its effects cannot be resisted.



Arcane Heart Abilities



♦ **PASSIVE: Arcane Weakness.** Your Arcane Abilities that successfully strike their target cause one instance of Arcane Weakness. This is cumulative and happens automatically, but can be cleansed.

ARCANE WEAKNESS

(Arcane, Curse)
Target receives +1 damage from Arcane sources.

Talents

ARCANE BLAST

(Arcane, Attack)

Cost: 2 Aether / Ranged - 30 m. / Actions Required: 1 / Defense: Dodge
Deals D8+DM damage to a single target.
Apprentice Rank: Deals 2D8+DM
Veteran Rank: Deals 3D8+DM
Master Rank: Deals 4D8+DM

You fire a bolt of pure aether, shimmering with power.

FEATHER'S FALL

(Arcane, Utility)

Cost: 4 Aether / Ranged - 5 m. / Actions Required: 1
Slows the target's fall to that of a flowing feather, landing harmlessly.

Apprentice Rank: Actions Required: Free
Veteran Rank: Range increased to 20 m.

Master Rank: Cost reduce to 2 Aether

With a wave of your hand, your target's weight is reduced to that of a feather for a few moments.

POWER BURST

(Arcane, Attack)

Cost: 5 Aether / Area - 5 m. / Actions Required: 1 / Defense: Dodge
All targets around you and within range suffer D6+DM damage.
Apprentice Rank: Damage increased to 2D6+DM
Veteran Rank: Cost reduced to 3 Aether
Master Rank: Damage increased to 3D6+DM
A sudden wave of arcane energy emerges from you.

SUMMON LIGHT

(Arcane, Utility)

Cost: 1 Aether / Ranged - 2 m. / Actions Required: Free

Summons a floating orb of light that illuminates an area of 10 m. Only one orb of light can be summoned at a time. The orb lasts 1 hour.

Apprentice Rank: Lasts 2 hours

Veteran Rank: Lasts 3 hours

Master Rank: Illuminates an area of 20 m.

A firm, single clap produces a shiny orb of light that follows you.

TELEKINESIS

(Arcane, Utility)

Cost: 1 Aether/round / Ranged: 10 m. / Actions Required: 1

An object weighing 5 kg or less can be picked up, moved, or otherwise handled and transported up to 10 m.

Apprentice Rank: Increase weight to 10 kg., range to 15 m.

Veteran Rank: Increase the weight to 20 kg., range to 20 m.

Master Rank: Increase the weight to 40 kg., range to 25 m.

A spectral, barely visible hand materializes, allowing you to control it as if it were your own.



Powers

ARCANE EMPOWERMENT

(Arcane, Buff)

Cost: 3 Aether / Self / Actions Required: Free

For the remainder of combat, all damage you deal is considered Arcane, regardless of its source.

Apprentice Rank: Increase damage dealt by +1

Veteran Rank: Reduce cost to 2 Aether

Master Rank: Increase damage dealt by +2

A kaleidoscope of lights shine within you for the briefest of moments.

FORCE BALL

(Arcane, Attack)

Cost: 6 Aether / Ranged - 20 m. / Area - 5 m. / Actions Required: 1 / Defense: Dodge

The primary target suffers 2D8+DM damage. All other targets within range suffer D6+DM damage.

Apprentice Rank: Damaged increased to 3D8+DM/2D6+DM

Veteran Rank: Damage increased to 4D8+DM/3D6+DM

Master Rank: Area increased to 10 m.

A sphere of pure arcane energy erupts among your targets.

INTERFERENCE

(Arcane, Debuff)

Cost: 2 Aether / Ranged - 20 m. / Actions Required: 1 / Defense: Tenacity

Causes a target to act with -40 for 1 round.

Apprentice Rank: Actions Required: Free

Veteran Rank: Effect extended to 2 rounds

Master Rank: Target cannot defend against this Ability

A whirlwind of arcane energy surrounds your target, impeding their actions.

SHIELD

(Arcane, Utility)

Cost: 5 Aether / Self / Actions Required: 1

You gain a +30 parrying shield until the end of combat.

Apprentice Rank: Can be cast on another character at Touch range

Veteran Rank: Effect increased to +40 parrying

Master Rank: Actions Required: Free

A shimmering, almost invisible barrier of arcane force manifests in front of you.

TELEKINETIC PUSH

(Arcane, Attack)

Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1 / Defense: Tenacity

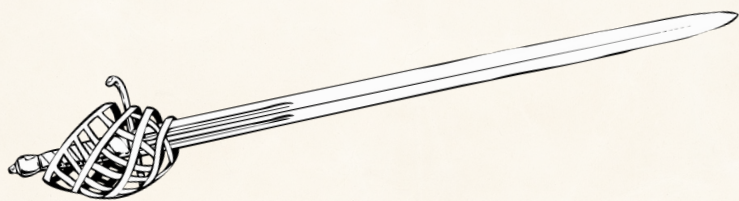
Shoves a target 5 m. in any direction, dealing D10+DM damage. The target is Prone.

Apprentice Rank: Shoves target 15 m.

Veteran Rank: Damage increased to 2D10+DM

Master Rank: Target is Prone during D4 rounds

You violently channel arcane energy towards your target, forcibly pushing them and knocking them down.



Primes

CORROSIVE MISSILE

(Arcane, Attack)

Cost: 4 Aether / Ranged - 30 m. / Actions Required: 1 / Defense: Dodge

Deals D10+DM damage immediately, and 2 damage/round. A successful Vitality check negates the ongoing damage. Reduce the target's armor by -1.

Apprentice Rank: Armor reduced by -2

Veteran Rank: Damage increased to 2D10+DM

Master Rank: Lingering damage increased to 4

You fire an arrow of corrosive energy that eats away at your target's armor and flesh.

LEVITATE

(Arcane, Utility)

Cost: 1 Aether/round / Self / Actions Required: 1

Allows you to float vertically at walking speed, up to any high. Concentration must be maintained, so no other complex actions are allowed.

Apprentice Rank: No concentration required

Veteran Rank: Speed increased to running speed

Master Rank: Can float in any direction

You create a cloud of arcane energies below you, pushing you upwards at a steady speed.

PORTAL

(Arcane, Utility)

Cost: 10 Aether / Ranged - 40 km / Actions Required: 2

Creates linked teleportation portals that remain open for 1 min. The destination portal can be set to appear on a place the caster is familiar with, or within their line of sight.

Apprentice Rank: Ranged increased to 100 km

Veteran Rank: Range increased to 150 km

Master Rank: Range increased to 200 km

A two-dimensional disk of shimmering energies appears in front of you, showing the chosen destination point.

SLUMBER

(Arcane, Debuff)

Cost: 5 Aether / Area - 10 m. / Actions Required: 1 / Defense: Tenacity

All targets around you and within range fall sound asleep. This is a natural sleep though, so normal circumstances apply

Apprentice Rank: Area increased to 20 m

Veteran Rank: Targets receive -10 to all actions once awake

Master Rank: Targets receive -20 to all actions once awake

You use your arcane power to induce extreme fatigue on all your targets.

SUMMON ASTRAL COMPANION

(Arcane, Summon)

Cost: Depletes all Aether and Stamina, requires spending 100^A of the caster's current rank / Actions Required: 10

Summons a being from the astral (Astral companion, page 215), which takes on similar physical traits to yours, only made of pure aether. The companion acts independently of you but obeys all commands, which can be imparted telepathically. In combat, the companion is considered as an extra character, rolling for initiative and all. If reduced to 0 Health, the companion must be summoned again. You can "absorb" the companion back into your aura (or release it) at will; this is a Free Action. The companion has the same rank as you, and must be resummoned each time you increase your rank.



Arrow Heart Abilities



♦ **PASSIVE: Marksman.** You suffer no penalty from firing a ranged weapon at melee range. Increase the range of your equipped ranged weapons by +50 m.

Talents

AIM

(Martial, Attack)

Cost: 2 Stamina / Weapon Range / Actions Required: 1

Your next ranged attack receives +40 to the attack check.

Apprentice Rank: Increase weapon range by +20 m.

Veteran Rank: Attack deals +2 damage

Master Rank: Actions Required: Free

You carefully aim your weapon, tracking your target's every movement and only striking when the moment is right.

BACKFLIP

(Martial, Utility)

Cost: 2 Stamina / Self / Actions Required: Free

You automatically disengage from combat and gain +10 Dodge until your next turn.

Apprentice Rank: Opponent suffers D4 damage

Veteran Rank: Dodge increased to +20

Master Rank: Your next action receives +20

You swiftly move around your opponent, suddenly jumping backwards against them and landing on a perfect defensive guard.

EVASIVE SHOT

(Martial, Attack, Utility)

Cost: 4 Stamina / Weapon Range / Actions Required: 1

Perform a standard attack with your ranged weapon. You gain +20 Dodge until your next turn.

Apprentice Rank: Dodge increased to +30

Veteran Rank: Attack deals +2 damage

Master Rank: Dodge bonus lasts for 2 rounds

You shoot and weave between your opponent, becoming difficult to pin while you make sure they pay for their mistakes.

LIGHTNING STRIKE

(Martial, Attack, Utility)

Cost: 4 Stamina / Weapon Range / Actions Required: 1

Perform a standard attack with your ranged weapon. Increase your Initiative by +1.

Apprentice Rank: Initiative increased by +2

Veteran Rank: Initiative increased by +3

Master Rank: Opponent defends against this attack with -20
You run and shoot at your target, too quick to track or pin down.

TWIN SHOTS

(Martial, Attack)

Cost: 4 Stamina / Weapon Range / Actions Required: 1

You can perform two ranged attacks with a single Standard Action against the same target, each one suffering -10 to the attack check.

Apprentice Rank: Attacks suffer no penalty

Veteran Rank: Attacks deal +2 damage

Master Rank: Attacks receive +10 to their check

You let loose two shots in quick succession, trusting your skill over any careful aiming.

Powers

CONFUSING SHOT

(Martial, Debuff)

Cost: 2 Aether / Weapon Range / Actions Required: 1 / Defense: Dodge

Target is Stunned for 1 round.

Apprentice Rank: Stun effect increased to 2 rounds

Veteran Rank: Stun effect increased to 3 rounds

Master Rank: Target receives D8 damage

As it flies, the arrow gathers mass until it explodes near your target, confusing them.

INFURIATING SHOT

(Martial, Attack, Debuff)

Cost: 4 Stamina / Weapon Range / Actions Required: 1 / Defense: Dodge

Perform a standard attack with your ranged weapon against a target that is currently engaged in combat with an ally. If the target is damaged, they are forced to attack you on their next turn.

Apprentice Rank: Target receives -10 to their next action

Veteran Rank: Attack deals +D6 damage

Master Rank: Target receives -20 to their next action

You deftly shoot at your target at a crucial moment, distracting them and making them focus their ire on you.

SET TRAP

(Arcane, Utility)

Cost: 4 Aether / Ranged - 5 m. / Actions Required: 1

You place a trap on the chosen spot, dealing 2D6 damage to any character that triggers it.

Apprentice Rank: Damage increased to 3D6

Veteran Rank: Area increased to 10 m.

Master Rank: Damage increased to 4D6

You send a pulse of arcane energy, shaping it with your will into a painful trap at the specified location.

TOXIC SHOT

(Martial, Poison, Attack)

Cost: 4 Aether / Weapon Range / Actions Required: 1

Perform a standard attack with your ranged weapon. If the target is damaged, it also becomes *Poisoned*, receiving D4 damage/round.

Apprentice Rank: Damage increased to D4+1

Veteran Rank: Damage increased to D6

Master Rank: Damage increased to D6+1

Your arrow shines with a malevolent green aura, as it flies towards your unsuspecting target.

WEAKENING SHOT

(Martial, Attack, Debuff)

Cost: 5 Stamina / Weapon Range / Actions Required: 1

Perform a standard attack with your ranged weapon. If the target is damaged, it suffers -10 to all actions until the end of combat.

Apprentice Rank: Penalty increased to -15

Veteran Rank: Cost reduced to 4 Stamina

Master Rank: Attack's damage increased by +D8

You carefully aim at one of the target's weak spots, striking with precision and permanently hindering them.

Primes

CHARGED PROJECTILE

(Arcane, Attack)

Cost: 6 Aether / Weapon Range / Actions Required: 1

Perform a standard attack with your ranged weapon. If successful, you deal 3D8 damage.

Apprentice Rank: Damage increased to 4D8

Veteran Rank: Damage increased to 5D8

Master Rank: Damage increased to 6D8

You pour raw aether into your arrow, charging it with power until you can feel it vibrating it in your hands, releasing a devastating attack towards your target.

EVASION

(Martial, Utility)

Cost: 2 Stamina / Self / Actions Required: Reaction

You completely avoid a single attack. Attacker suffers -10 to all attacks until their next turn.

Apprentice Rank: Your next action receives +10

Veteran Rank: Penalty increased to -20

Master Rank: Target is Stunned until your next turn instead
You duck and step away at the last second, leaving your opponent confused.

MARK

(Martial, Utility)

Cost: 2 Stamina / Ranged - 30 m. / Actions Required: Free / Defense: Tenacity

Choose a target. They receive +1 damage from all sources until the end of combat.

Apprentice Rank: Target acts with -10 until the end of combat

Veteran Rank: Damage increased to +2

Master Rank: Allies attacking the target receive +10 to their checks

You focus your will on your victim, marking them for death.

VOLLEY

(Martial, Attack)

Cost: 6 Aether / Weapon Range / Area - 10 m. / Actions Required: 1 / Defense: Dodge

Deal your weapon's damage to all targets in the affected area.

Apprentice Rank: Increase area to 20 m.

Veteran Rank: Damage increased by +D4

Master Rank: Cost reduced to 4 Aether

You shoot an arrow above your targets, which magically divides a thousand times before raining over them.

WARNING

(Martial, Utility)

Cost: 1 Stamina / Ranged - 39 m. / Actions Required: Free

An ally can re-roll any failed check.

Apprentice Rank: Target receives +10 to their roll

Veteran Rank: Target receives +20 to their roll

Master Rank: Target receives +30 to their roll

You give a quick warning to a friend when they most need it.

Bastion Heart Abilities



♦ **PASSIVE: Impervious.** Generates 1 armor/round. The accumulated armor is spent when hit.

Talents

BRACE

(*Martial, Buff*)

Cost: 4 Stamina / Self / Actions Required: Reaction

Reduce the damage from a single attack that targets you by 2D6.

Apprentice Rank: Damage reduced by 3D6

Veteran Rank: Damage reduce by 4D6

Master Rank: You heal D10 Health

You steel yourself, numbing your body to the pain to come.

COVERING STRIKE

(*Martial, Attack, Support*)

Cost: 4 Stamina / Melee Range / Actions Required: 1

Perform a standard attack with your weapon against a target that is in melee combat with an ally. Said ally can freely disengage from combat.

Apprentice Rank: Can be used with a ranged weapon

Veteran Rank: Your attack deals +D6 damage

Master Rank: Ally benefited by this Ability heals D10 Health

Like an iron ram, you burst into the melee, quickly drawing your target's attention away from your allies.

PARRY & COUNTER

(*Martial, Attack*)

Cost: 4 Stamina / Melee Range / Actions Required: Reaction

After having successfully parried an attack you perform a standard attack with your weapon.

Apprentice Rank: You attack deals +D6 damage

Veteran Rank: Your attack check receives +10

Master Rank: Your opponent's next attack receives -20

You deftly intercept your opponent's attack, quickly responding with your own strike.

SHIELD SLAM

(*Martial, Attack*)

Cost: 2 Stamina / Melee Range / Actions Required: 1 / Defense: Dodge or Parry

Strike your target with your shield, dealing D8+DM damage and increasing your Parry with a shield by +10 until the end of combat.

Apprentice Rank: Damage increased to 2D6+DM

Veteran Rank: Damage increased to 3D6+DM

Master Rank: Parry increased to +20

You brutally slam your shield against your opponent, both damaging them and maneuvering into a better position.

TAUNT

(*Martial, Utility*)

Cost: 2 Stamina / 20 m. / Actions Required: Free / Defense: Tenacity

For the next D4+1 rounds, target suffers -20 to all attacks that do not include you as a target. This effect is not cumulative.

Apprentice Rank: Target is forced to attack you for the Ability's duration

Veteran Rank: Duration increased to D6+1

Master Rank: Cannot be defended

You mock and shout at your target, quickly drawing both their attention and ire.

Powers

ENLARGE

(*Martial, Buff*)

Cost: 4 Stamina / Self / Actions Required: 1

Increase your size by 1 m. and 100 Kg. You gain +5 temporary Health and +3 STR for the next D6+1 rounds.

Apprentice Rank: Duration increased to D6+3 rounds

Veteran Rank: Temporary Health increased to +10

Master Rank: Ability lasts until end of combat

Your body rapidly expands, but so does your gear. You quickly tower over all those who dare oppose you.



SAVAGE BLOW*(Martial, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack check with your weapon that can only be dodged. Your attack deals +5 damage if it hits.

Apprentice Rank: Damage dealt increased by +D6+5

Veteran Rank: Ability cannot be defended

Master Rank: Damaged dealt increased by +10

You scream savagely, brutally striking your opponent.

SWORD & BOARD*(Martial, Attack)***Cost: 4 Stamina / Melee Range / Actions Required: 1**

Perform a standard attack check with your melee weapon. If you strike, you perform a secondary free attack with your shield that deals D6+DM damage.

Apprentice Rank: Damage increased to D8+DM

Veteran Rank: Damage increased to 2D6+DM

Master Rank: Damage increased to 2D8+DM

You strike at your opponent with your weapon, quickly following with a strong shield slam.

UNRELENTING STRENGTH*(Martial, Buff)***Cost: 4 Stamina / Self / Actions Required: 1**

You gain 2D6 temporary Health until the end of combat.

Apprentice Rank: Health increased by 3D6

Veteran Rank: Health increased by 4D6

Master Rank: Health increased by 3D8+2

You take a deep breath, centering your strength and pushing the pain away.

WILLING SACRIFICE*(Martial, Utility)***Cost: 3 Stamina / Melee Range / Actions Required: Reaction**

You swap places with the target to intercept an incoming attack directed to them. Target ally must be within reach distance.

Increase your Armor by +1 until the end of combat.

Apprentice Rank: Target heals D10 Health

Veteran Rank: Armor increased by +2

Master Rank: Range increased to 20 m.

You swiftly swap places with an ally, receiving a blow in their stead but doubling your resolve.

Primes**NEVER SURRENDER***(Martial, Buff)***Cost: 4 Stamina / Self / Actions Required: 0**

If your Health is reduced to 0 as a result of you taking damage for an ally, you can instead ignore the damage received.

Apprentice Rank: Receive D10 temporary Health until the end of combat

Veteran Rank: You can immediately attack your opponent

Master Rank: Cost reduced to 0 Stamina

Your will drives you to resist in the face of certain death.

RECOVER*(Martial, Buff)***Cost: 6 Stamina / Self / Actions Required: 1**

You heal 1 Health/round until you're completely recovered.

Apprentice Rank: Reduce cost to 4 Stamina

Veteran Rank: Receive an initial healing burst that heals D10 Health

Master Rank: Healing rate increased to 2 Health/round

Your adamant will fills your body, quickly healing your wounds.

REVENGE*(Martial, Utility)***Cost: 8 Stamina / 5 m. / Actions Required: 2**

All targets within range are forced to attack you until your next turn. You can perform a standard melee attack to each opponent that attacks you as a result of this ability.

Apprentice Rank: Attackers receive -10 to their attack check

Veteran Rank: You receive +10 to your attack checks

Master Rank: You deal +D6 damage

With a wild roar, you taunt all enemies around you, unleashing a storm of steel upon all of those who dare attack you.

RUSH INTO COMBAT*(Martial, Utility)***Cost: 8 Stamina / Self / Actions Required: 0**

You move up to your DEX in meters, charging against an opponent. Target receives 2D8+DM damage and its push backwards 5 m. This action safely disengages you from combat.

Apprentice Rank: You move up to DEXx2

Veteran Rank: Target is pushed 10 m.

Master Rank: Damage increased to 3D8+DM

You charge against your target, violently crushing against them and pushing them backwards.

SHIELD WALL

(Martial, Buff)

Cost: 4 Stamina / Self / Actions Required: 1

Reduce all incoming damage by -1 until the end of combat.
Apprentice Rank: Increase your Parry with a shield by +10 until the end of combat

Veteran Rank: Opponents within melee range receive 1 damage/round

Master Rank: One target is forced to attack you the next D4 rounds

You maneuver your shield with speed and efficiency, creating an impassable obstacle.



Blade Heart Abilities



♦ **PASSIVE: Dual Wielding.** You suffer no penalty from dual wielding weapons if both are bladed weapons.

Talents

COUNTERATTACK

(Martial, Attack)

Cost: 4 Stamina / Melee Range / Actions Required: Reaction

After successfully parrying an attack, perform a standard attack with your weapon against the same opponent.

Apprentice Rank: Your attack check receives +10

Veteran Rank: Your attack deals +D6 damage

Master Rank: Your attack check receives +20

You leverage your superior technique, turning your opponent's failed attack into an opportunity for you.

EVASIVE STRIKE

(Martial, Attack, Utility)

Cost: 4 Stamina / Melee Range / Actions Required: 1

Perform a standard attack with your weapon. You gain +20 Dodge until your next turn.

Apprentice Rank: Your attack deals +D4 damage

Veteran Rank: Your attack deals +D6 damage

Master Rank: You heal D10 Health

You attack and dodge, easily slipping under the opponent's counterattacks.

DOUBLE STRIKE

(Martial, Attack)

Cost: 4 Stamina / Melee Range / Actions Required: 1

Perform a standard attack with both your melee weapons against the same target.

Apprentice Rank: Attacks deals +D4 damage

Veteran Rank: Attacks deals +D4+2 damage

Master Rank: Attacks deals +D6+2 damage

You launch yourself against your opponent, slashing with both your blades at once.

MASTERFUL PARRY

(Martial, Attack)

Cost: 4 Stamina / Melee Range / Actions Required: Reaction

After performing a successful Parry, you gain +20 to your next attack against the opponent that attacked you.

Apprentice Rank: You gain +30 to your attack

Veteran Rank: You gain +40 to your attack

Master Rank: Attack deals +D6 damage

You parry an attack and twist, slashing at your opponent when they least expect it.

SILVER ARROW

(Arcane, Attack)

Cost: 3 Aether / Ranged - 20 m. / Actions Required: 1

Perform a standard attack with your melee weapon.

Apprentice Rank: Attack deals +D4 damage

Veteran Rank: Attack deals +D6 damage

Master Rank: Range increased to 50 m.

You thrust your weapon towards your target, conjuring a silver arrow that shoots towards them seconds later.

Powers

BLADESTORM

(Martial, Attack)

Cost: 4 Stamina / Area - 5 m. / Actions Required: 1 /

Defense: Dodge or Parry

Deal your weapon's damage to all targets around you within range.

Apprentice Rank: Attack deals +D6 damage

Veteran Rank: Ability cannot be defended

Master Rank: Area increased to 10 m.

You ready your blade, violently spinning while you cut all those around you.

DEFENSIVE STANCE

(Martial, Utility)

Cost: 2 Stamina / 10 m. / Actions Required: Free

Increase your Parry by +20 for the rest of combat.

Apprentice Rank: Parry increased by +30

Veteran Rank: You gain D10 temporary Health until the end of combat

Master Rank: +1 Armor until the end of combat

You shift your weight, readying yourself against any incoming attack.

DEMONSTRATE SUPERIORITY

(Martial, Utility)

Cost: 5 Stamina / Melee Range / Actions Required: 1 /

Defense: Tenacity

Increase your attack skill by +20 until the end of combat. Reduce your target's attack skill by -20 until the end of combat.

Apprentice Rank: Increase your damage dealt by +1 until the end of combat

Veteran Rank: Cost reduced to 4 Stamina

Master Rank: Target is Stunned for 1 round

You feint and spin around your target, taunting and confusing them in a show of pure skill.

FATE STRIKE

(Martial, Attack)

Cost: 2 Stamina / Melee Range / Actions Required: 1

You perform a standard attack with your weapon. Target cannot defend it in any way.

Apprentice Rank: Your attack strikes automatically

Veteran Rank: Attack deals +2 damage

Master Rank: Attack deals +4 damage

You concentrate your will on your strike, aligning your intentions with your target's fate.

WEAVE

(Martial, Utility)

Cost: 2 Stamina / Melee Range / Actions Required: Free

You can disengage and move freely among any number of enemies for the duration of your turn.

Apprentice Rank: You gain +5 temporary Health until the end of combat

Veteran Rank: Your opponents receive 1 damage when you disengage

Master Rank: You gain +1 Armor until the end of combat

Your superior understanding of combat and your mastery over your own body allows you to move among the battlefield untouched.



Primes

CONTROLLED FRENZY*(Martial, Attack)***Cost: 6 Stamina / Melee / Actions Required: 1 /
Defense: Dodge or Parry**

Strike all enemies within range. If damaged, they become Dazed for 2 rounds.

Apprentice Rank: Targets receive +D6 damage

Veteran Rank: Daze effect increased to 3 rounds

Master Rank: Actions Required: Free

You channel your fury into a controlled torrent of steel, surprising your opponents.

PLAY OPPONENT*(Martial, Utility)***Cost: 2 Stamina / Melee Range / Actions Required: 1 /
Defense: Tenacity**

A target is forced to make an attack to another target of your choosing within their range.

Apprentice Rank: Attacking target receives +10 to their check

Veteran Rank: Attacking target receives +20 to their check

Master Rank: Attacking target receives +30 to their check

You taunt your target, making them strike at one of their allies when you deftly avoid their attack at the last second.

SHAKE IT OFF*(Martial, Utility)***Cost: 2 Stamina / Melee Range / Actions Required: 1**

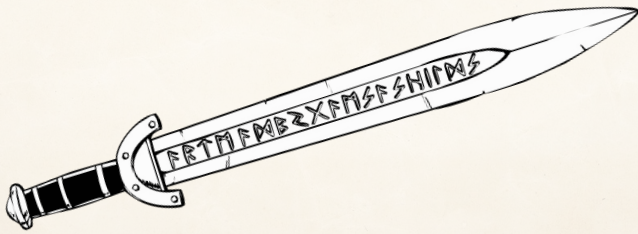
Remove all harmful Conditions and status effects you are currently suffering from.

Apprentice Rank: Heal D6 Health

Veteran Rank: Actions Required: Free

Master Rank: Heal D10 Health

Your absolute control over your body allows you to overcome any danger.

**SUMMON BLADE***(Item, Summon)***Cost: Depletes all Aether and Stamina, requires spending 100A of the caster's current rank / Actions Required: 10**
Summons a bladed weapon, its appearance determined by the summoner. Must be resummoned at each Rank.**SUMMONED SWORD***(Arcane, Legendary)*

The sword deals D8+2

Arcane damage. Once

summoned for the first time, you can make the weapon appear or disappear at will as a Free Action. The weapon gains one legendary trait per rank.

A weapon conjured from the astral plane, aether solidified into an instrument of death.

**SWEEPING WHIRLWIND***(Martial, Utility)***Cost: 5 Stamina / Area - 5 m. / Actions Required: 1 /
Defense: Dodge**

Deal your weapon's damage to all targets within range. All affected targets become Prone.

You spin and slash with brutal strength, damaging and bringing your enemies to their knees.

