

WEAPONS

Traits & Flaws:	
Damage:	Ammo:
Traits & Flaws:	
Damage:	Ammo:
Traits & Flaws:	
Damage:	Ammo:

Level 1	advancement
	advancement
	advancement
	advancement
Level 2	
Level 3	
Level 4	
Level 5	
Level 6	
Level 7	

EQUIPMENT

Book of Modern Sciences (asset Adv.
Technology) -----
Grey Mage's Robes -----
Fake Documents (asset Guile to pose as
other person)-----
Inkpen -----
2x Scrolls (Blank) -----

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LEGACY

[illegible]

ARTIFACT

TITLE:
DESCRIPTION:

FIRST AWAKENING

SECOND AWAKENING

THIRD AWAKENING

ARCANE ORIGIN:

Spellwright

The spellwright learns spells through study and research, sometimes these can go wrong. When the spellwright generates a failure while casting a spell they gain 1 wound to a random arm or leg.

<u>MANA</u>	<u>RECOVERY</u>
8	☐ 1 minute ☐ 2 hours ☐ 1 hour ☐ 4 hours
Max 8	<u>RECOVERY DIE</u> d6

When the spellwright generates a failure while casting a spell they gain 1 wound to a random arm or leg.

☐ 1 hour ☐ 4 hours

d6

Description:

You take the form of another creature, either mimicking the appearance of another creature or creating a unique appearance. You can become up to one size larger or smaller. This spell only changes the appearance of your physical body and does not change your clothes or equipment, worn or carried, nor does it change your attributes or skills.

Additional Effect(1): as an action, Change the form you have to another.

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Additional Effect(1): as an action, Change the form you have to another.

Description:

make a Reason(Arcane Origin) attack test against a target within range. The attack deals 1d6 Normal damage per 1 mana spent to a maximum damage of 3d6.

***Additional Effect(1+)** : increase the range by 1 zone*

make a Reason(Arcane Origin) attack test against a target within range. The attack deals 1d6 Normal damage per 1 mana spent to a maximum damage of 3d6.

Additional Effect(1+) : increase the range by 1 zone

Description:

you empower the next attacks made by a number of objects. Make an Reason(Arcane Origin) test to affect a number of objects equal to the successes gained. Those objects can now be used as Light weapons and use your Reason as the attribute for the attack test, even when used by others. These objects will only function for one attack, hit or miss, and will lose their magic after the attack.

Additional Effect (1): the empowered objects gain a weapon trait.

Substitution (3): the empowered objects are instead Heavy weapons.

Substitution (5): the empowered objects are instead Powerful weapons.

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Substitution (3): the empowered objects are instead Heavy weapons.

Substitution (5): the empowered objects are instead Powerful weapons.

Description:

You radiate an aura of countermagic energy. When making a test against a spell effect, gain a Boon.

Additional Effect (1): *Use this ability as a Triggered Action - When a creature casts a spell that requires a test within short range, you may make an Reason(Arcane Origin) test and apply your successes as a negative to their test. You must do this before they make their test.*

You radiate an aura of countermagic energy. When making a test against a spell effect, gain a Boon.

Additional Effect (1): Use this ability as a Triggered Action - When a creature casts a spell that requires a test within short range, you may make an Reason(Arcane Origin) test and apply your successes as a negative to their test. You must do this before they make their test.

[illegible]

Description:

Description:

target a zone within range and make a Fortitude(Arcane Origin) spell attack. On a success, deal damage to each creature in the zone. The blast deals 1d6 general damage. For each failure generated, the attack targets one zone closer to you.

Additional Effect (2+): increase the damage by 1d6 to a maximum of 3d6 damage.

target a zone within range and make a Fortitude(Arcane Origin) spell attack. On a success, deal damage to each creature in the zone. The blast deals 1d6 general damage. For each failure generated, the attack targets one zone closer to you.

Additional Effect (2+): increase the damage by 1d6 to a maximum of 3d6 damage.

Description:

Make an Reason (Arcane origin) test and for each success, you may add an Outfit Trait to an Outfit that you touch. This can go beyond the normal limit for Outfit Traits.

Additional Effect (1+): *You can apply the same traits to one additional target within range.*

Substitution (2): *You may instead touch a weapon to add one Weapon Trait to the weapon for each success. This can go beyond the normal limit for Weapon Traits.*

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Additional Effect (1+): You can apply the same traits to one additional target within range.

Substitution (2): You may instead touch a weapon to add one Weapon Trait to the weapon for each success. This can go beyond the normal limit for Weapon Traits.

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