

greater than your maximum hp, it gets +2 Attack (instead of its usual +1).

**1 success:** Add your Passion to the total damage.

**2 successes:** Instead of being Armour-Piercing, this strike ignores armour entirely.

### Dragon Leap

Recovery: 6

*Technique (Spear)*

**Roll:** Simple Athletics (Acrobatics)

*You leap in the air with superhuman might, then land on an opponent spear-first.*

**1 success:** Until the Recovery ends, you defend against enemies' strikes as though you had Flying.

At the end of the Recovery time, if your next action is a basic Spear strike, you get +1 Range, +S Attack and +1 Cap on that strike. If it's any other melee strike, get +1 Range and +1 Attack. Additionally, you may attack a target with Flying in this way as though it did not have Flying.

**Multi:** Multi: Additional +M Cap on the next action if it's a melee strike.

### Draw Mana

Recovery: +1

*Modified Strike (Dagger, Mace, Staff, Shuriken)*

**mp cost:** 1

*This strike is capable of draining mana from your foes.*

**1 success:** S+D of this strike's damage is dealt to the target's mp rather than their hp. You recover the number of mp the target loses this way minus 1d6.

### Duelist

*Static*

*You're used to one-on-one battles, and some of your defensive techniques are at their best in that situation.*

If you're adjacent to exactly one enemy, and that enemy isn't adjacent to any of your allies, you get +1 Attack on melee strikes that target only that enemy. Additionally, against that enemy's strikes, you get +1 Defence and may reroll one Defence die that comes up with a 1.

**Multi:** Both the Defence bonus and the number of dice you may reroll stack.

### Ear that Sees

*Modified Ranged Strike (Bow)*

**mp cost:** 1

*Air spirits help you find weaknesses in your foes' defenses.*

You may ignore one Obstacle that would make this strike less likely to hit. Alternatively, if you are Blind, you may make this strike as though you were not Blind.

### Earth Kami's Blessing

Recovery: 3

*Ki Technique*

**mp cost:** 4

**Roll:** Simple Attack

**Duration:** 10 + Insight + 2S

*Spirits of the mountains and caverns help see that little harm comes to you.*

**1 success:** Add Courage + S to your armour.

**Multi:** Add an additional S + M to your armour.

### Earthbind

*Modified Strike (Spear, Boom-Stick)*

**mp cost:** 2

**Duration:** 5 + Passion + S

*You use your weapon to staple your target to the terrain.*

**2 successes:** If the target has Flying, it loses Flying and gets -1 Defense. This technique grants no additional effect against targets without Flying.

### East Wind

*Augment*

*Sometimes, your spells are just a bunch of hot air.*

All your spells with the Cold, Fire, Lightning or Water keyword gain the following Augment:

**"1 mp:** This spell deals Wind damage instead of any other elemental type. It is a Wind spell in addition to its other keywords, and loses any of the following keywords it has: Cold, Fire, Lightning, Water.

**2 successes:** You may move the target S/2 rows and switch its facing. This effect can't move the target off the battlefield."

### Element Mastery

*Augment*

*You specialize in spells of a particular element.*

Choose one of the following four abilities:

**Raging Flames:** Your Fire spells gain the following augment:

**"+50% mp cost:** +1 Magic and inflict Burn (damage D + S, Potence S)"

**Conduction:** Your Lightning spells gain the following augment:

**"+50% mp cost:** +1 Magic and this spell gains Resistance-Piercing"

**High Tide:** Your Water spells gain the following augment:

**"+50% mp cost:** +1 Magic, Delay S-1, and you may push the target up to S/2 rows away from you"

**Freeze:** Your Cold spells gain the following augment:

**"+50% mp cost:** +1 Magic and inflict Lock (Potence S-1)".

**Multi:** Choose a different ability from the above list.

## Elemental Burst

### Augment

You've learned one of the Warlock's signature abilities - casting your spells over a wider area.

All your damaging and healing spells that normally have exactly one target gain the following Augment:

**+50% mp cost:** In addition to the main target, you may target additional creatures up to a total of D targets. This spell does half damage to each target other than the main one, or causes those targets to recover half the usual hp."

**Multi:** 2 Elemental Burst nodes: Two targets take full damage.

**3 Elemental Burst nodes:** All targets take full damage.

## Elemental Infusion

Recovery: 3

Technique (Sword, Dagger, Mace, Wand, Orb, Bow)

**mp cost:** 3

**Roll:** Simple Magic

**Duration:** 10 + D + S

Your weapon crackles and bursts with elemental energy.

Choose an element you know at least one spell from. If you don't know any element-based spells, choose Lightning. Your weapon deals the chosen type of damage if this is more favorable than its normal type.

## Elemental Resistance

### Static

Due to magical training, an unusual ancestor such as an angel or dragon, or just hard-earned experience, certain types of spells just don't work that well against you.

Choose Fire, Water, Lightning, Cold, Wind or Earth. You gain +10 Resistance against that element.

**Multi:** If you capture more than one Elemental Resistance node, you can choose the same element or a different one for each subsequent node. If you choose an element you've previously chosen, the effects stack.

## Emergency Medicine

### Reaction

**Requirements:** Use this technique when you take damage that reduces you to Critical.

**Target/Range:** You

Using potions has become so instinctive, you can do it without conscious thought if sorely enough pressed.

When your hp are reduced into your Critical range, you may use a potion on yourself as a reaction.

## Emptiness

### Ki Technique

Recovery: 3

**mp cost:** 2

**Roll:** Attack Vs Ward

**Target/Range:** Two enemies within 2

**Duration:** 25

Empty your mind sufficiently, and you question whether you even exist. Occasionally, you can instill the same doubt in your enemies.

**2 successes:** You can't be a target of the enemy's next strike or hostile spell. This effect ends as soon as each target has made a strike or cast a hostile spell.

## Empty Sword

Recovery: See below

Modified Strike (Sword)

**mp cost:** 12

Your sword can be made to siphon the magic away from a foe.

When you first learn this ability, you learn the spell Dispel, even if you don't meet its prerequisites. If you already know this spell, you may learn any other Cosmic spell you meet the prerequisites for or gain 1 spell capacity (your choice).

As part of this action, you cast Dispel on the target of this strike immediately before determining whether the strike hits. The spell only affects that target. This is already included in this strike's mp cost (you don't have to pay for Dispel separately). The recovery time of the combined action is 5 or the strike's usual recovery +1, whichever is more.

Because you cast Dispel first (an exception to the usual procedure for modified strikes), you might remove defensive spells like Protect before they can affect how much damage you deal.

## Enrich Elixir

### Static

When you use or administer a potion, in addition to its usual effect, for every 30 hp that potion could restore, the drinker gets one Ward die to reduce the Potence of a status ailment from which they currently suffer.

When you use or administer a tonic, it restores 4S hp in addition to its usual effect.

**Multi:** The first effect grants M additional dice. Add M to S when calculating the hp restored by the second effect.

## Evasive

### Engine

You know to take advantage of the adrenaline rush of barely avoiding a dangerous spell.

Gain 1 Focus when a hostile spell gets at least 1 success, yet -1 or fewer net successes, against you.

**Multi:** If you have this ability more than once, in addition to gaining 1 Focus in the above situation, make a standard roll (M dice, threshold 4) and gain

additional Focus equal to the result.

## Eyes in the Back of Your Head

*Static*

*You have an uncanny ability to evade danger.*

You get only half the usual penalty (-1 Defense rather than -2) against strikes from behind.

When you roll one or more 1s on a Defense or Ward roll, you may spend 3 mp to reroll a 1. You may only reroll one die this way.

**Multi:** You can reroll an additional die for each additional instance of this ability, but you must pay 3 mp for each reroll.

## Find Fault

*Static*

You get +1 Attack against enemies suffering from one or more status ailments.

**Multi:** If the target has more than one such ailment, you get +1 Attack for each such ailment, but never more dice than the number of instances of this ability you have.

## Flashing Blades

*Modified Strike (Sword, Dagger)*

*You leap and whirl about the battlefield, and look good doing it; your opponents seem downright foolish trying to keep up with you.*

Move forward up to 3, then you may about-face. Enemies between your starting and ending position don't impede this movement and don't get free attacks on you.

Strike at any point during or immediately after this movement; you get +2 Attack and +1 Cap on this strike, and add your Ingenuity to the total damage.

**Recovery:** 6

**OVERDRIVE**

## Flex

*Static*

*Swords are very versatile, especially in your hands.*

When you use a technique or modified strike with a weapon that isn't associated with it, the Attack penalty is reduced by 1 (normally from -2 to -1).

When you make a strike that would normally deal slashing damage, you may have it deal piercing or blunt damage instead.

## Flip

*Modified Melee Strike (Unarmed)*

*You send an enemy flying over your shoulder.*

**2 successes:** Exchange places with the target, then you may about-face. Targets with Flying may ignore this effect.

**Recovery:** +2

## Flow

*Technique (Sword, Staff, Orb)*

**Roll:** Simple Attack

**Target/Range:** D allies within 1

**Duration:** 10 + S

*With a properly prepared weapon, a few simple gestures suffice to manipulate the flow of mana to your advantage.*

**1 success:** The targets get +S Resistance and +3S to the total damage of their spells. The effects of multiple uses stack.

**Recovery:** 4

## Flowing River

*Universal Technique*

**mp cost:** 2–15

**Target/Range:** One ally within 1

*You put your psychic energy at the disposal of an ally.*

The target recovers mp equal to the mp you spent to pay for this technique minus 1d6.

**Recovery:** 4

## Focussed Spell

*Augment*

*One of your spells becomes almost impossible to resist.*

The spell you cast using this Augment gets +1 Magic and costs 0 mp. It targets only one creature, even if it would normally target more.

The target gets -1 Ward against this spell and their Ward dice don't explode. If that spell inflicts or heals damage, that target takes (or recovers) 1.5 times normal damage and the spell gains Resistance Piercing. If that spell has an effect other than dealing or healing damage that depends on its power, it has 1.5 times its usual power.

**OVERDRIVE**

## Greenwood Bo

*Modified Strike (Staff)*

**mp cost:** 2

*You have learned to channel certain spells through your staff.*

**1 success:** Cast a Moon spell of your choice on the same target as this strike. The spell only affects that target, even if it could normally affect more than one creature. You must pay the spell's mp cost in addition to the mp cost of this strike, and the Recovery time is the spell's or the strike's, whichever is longer, +1.

**Recovery:** +1

## Gremlins?

*Static*

*Automatons just don't seem to work right around you. Sometimes, this works in your favour.*

You get +2 Defence and Ward against strikes and hostile spells from Automatons, but also get -1 on Engineering (Repair) rolls to "heal" Automatons.