

## Chapter 1

# Core Masteries

Core nodes, or just “cores”, are arguably the most important nodes on your Defence Web and Destiny Wheel. In current playtest materials, these are lozenges (diamonds) of various colours. By capturing these nodes, you get better at using a type of weapon, magic, or defensive gear. These benefits are called **core masteries**.

All core nodes of the same name are identical. Your mastery of a weapon, magic type, or defence is based on *how many* cores of a particular type you have captured, not which specific ones.

Both weapon and magic cores are found on the Destiny Wheel. The *Origins Set* describes 12 types of weapon cores and 5 types of magic cores. Most classes can learn 12 of these 17 types (8-10 different weapons plus 2-4 types of magic).

Defence cores are found on the Defence Web. There are six types. Each class has access to all six, but for most classes, some are much more expensive to learn than others.

For weapon and defence cores, the tables on the following pages explain the exact benefits these grant; a brief summary is included here. Magic cores work in a much simpler way and so they are completely explained at the end of this chapter, under **Magic Mastery** starting on page 30.

Your weapon and defence masteries only benefit you while you are equipped with appropriate items for that mastery. For weapons and shields, this means you must be holding them in your hands. For armour and bracers, it means you must be wearing them. (If you're wearing normal clothes rather than armour, that's appropriate gear for using Dodge mastery).

## Weapon Mastery

Each level of weapon mastery you gain (i.e. each weapon core you capture) gives you at least two benefits; one “little benefit” (a bonus to base damage, spell power, or Quickness), and one, or occasionally two or three, “big benefit(s)” (these include bonuses to Attack, Defence, Magic, Ward, or your damage cap, special abilities specific to the weapon type, and the ability to properly use more advanced weapons of that type).

The tables on the following pages spell out these benefits in detail. All of them are cumulative. If you have three levels of mastery in, say, Axe, and each of them increases your base damage by 1, your base damage with axes is 3 more than it would be without them.

You'll quickly notice that the tables allow for up to 12 levels of mastery in each weapon, yet there's no way to get more than 4 (in some cases 3) using the

### Other Types of Cores?

Future *Fantasy Infinity* products will almost certainly add new types of weapon and magic cores, and ways for the existing classes to learn some of them.

By contrast, it is unlikely that a seventh type of defence core will ever be introduced. The six types in this set seem pretty comprehensive.

rules in the *Origins Set*. For now, consider the higher mastery levels a teaser for future *Fantasy Infinity* products, particularly the *Champions Set*.

After each weapon mastery table, there are a few paragraphs explaining what weapons fall into that category and briefly summarizing some features weapons of that type tend to have. For more detailed information on the weapons themselves, consult chapter 6 of the *Core Rulebook*.

### The Philosophies of Steel

For some people in the world of Aperion, taking up a weapon is more than just a means of defending yourself. For these dedicated individuals, their choice of weapon represents a calling, comprising not just a fighting style, but an entire philosophy of life. Collectively, these beliefs are known as the **philosophies of steel**. On the following pages, the last paragraph of each weapon mastery description outlines a few key tenets of the associated philosophy.

Now, for every person dedicated to one of the philosophies of steel, there's at least one other who finds the whole concept ridiculous. Most such people treat their chosen weapons like any other tool. A few go further, advertising their rejection of the philosophies by conspicuously acting in the opposite of the manner you'd expect based on their weapon choice.

It is completely up to you which of these camps your character belongs to. In other words, the philosophies of steel are nothing more than optional role-playing suggestions. No rule *forces* an axe wielder to be any more direct and aggressive in their dealings with others than a dagger user in the same party (though NPCs may expect them to be). Pay as much or as little attention to the philosophies as you want.

You may, however, want to keep in mind that some of the abilities you'll find on your Destiny Wheel near a given type of weapon core are informed by these philosophies. For example, if you want to have a lot of abilities for supporting other party members, a sword or mace is a better choice than an axe or spear.

The mere existence of the philosophies is no barrier to learning more than one weapon. Even those who take the philosophies seriously are usually willing to use weapons other than their preferred one when the situation demands it – though a minority are purists who refuse to even touch other weapons. Even people who use several weapons usually follow at most *one* of the associated philosophies, but trying to reconcile two or more of them is not wholly unheard-of.

#### A Note on Capitalization

In these rules, words like “Sword” and “Orb” are capitalized in a way that may seem inconsistent at first glance. There is method to this apparent madness! “Sword” (always capitalized) is a type of core mastery, while “sword” (lowercase unless it begins a sentence) is a type of weapon. You get better at using swords (lowercase) by gaining mastery in Sword (uppercase).

## Miscellaneous Weapon Mastery Rules

### Mastering More Than One Weapon

It's not a *total* waste to have mastery in weapon types you're not using at the moment. Whenever you make a strike, you may add 1 to its *total* (not base) damage for each level of mastery you have with other weapons in the *same category*. The categories used for this rule are:

- ▶ **Melee:** Sword, Axe, Spear, Mace, Dagger, Unarmed
- ▶ **Ranged:** Bow, Boom-Stick, Shuriken
- ▶ **Magical:** Staff, Wand, Orb

### Wielding Two Different Weapons

You can hold a different weapon in each hand, provided neither of them has the two-handed (2H) property and you're not using a shield. The benefits of doing so, however, are limited.

Any strike you make only benefits from your mastery of the weapon type you actually used. For example, if you have a sword in one hand and an axe in the other, your sword strikes' Attack dice and base damage are based on your Sword mastery only; your Axe mastery doesn't enter into it. (And the reverse is true for your axe strikes.)

Other stats (e.g. Defence, Ward, spell power, Quickness) get the *single best* bonus either of those weapons offers, not the combined benefits of both.

You can freely use other abilities of either weapon. For example, it's legal to hold a sword in one hand and an orb in the other, use an ability like Spell Channel to make a strike with the sword that costs mp, and spend mp stored in the orb to help pay for this. (Note that you need at least one level of Orb mastery to do this trick, since you have to be proficient with orbs to access the mp they store.)

The only other benefit of holding two weapons is being able to use either one without taking a Switch Equipment action in between. Whether that's worth giving up the extra Defence dice of a shield *and* the extra damage of a two-handed weapon is for you to decide (spoiler: probably not). You can't strike with both on the same action unless you have an ability that specifically allows this. No such abilities exist in the *Origins Set*, but they're a pretty obvious avenue for future expansion.

## Sword

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced swords
1	+1 damage	-1 (rather than -2) Attack when using other weapons' abilities with swords or using Sword abilities with other weapons
2	+1 damage	+1 Cap
3	+1 damage	Choose Axe, Spear, Dagger, Mace, Staff or Orb. Gain the Big Benefit of having one mastery level in that weapon. It applies to swords in addition to the usual weapon.
4	+1 damage	+1 Attack
5	+1 Quickness	+1 Defence
6	+1 damage	+1 Magic
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary swords
10	+1 Quickness	+1 Defence
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

Any weapon most of whose length is a single blade at least 18 inches long is a sword. Most swords are used mainly for slashing, but some, notably rapiers, are piercing weapons.

By paying an extra 10%, you can get a “Versatile” version of any sword, one which deals both slashing and piercing damage (in practise, this means it deals whichever one is more beneficial, when the difference matters).

Game-mechanically, swords tend to be among the most effective melee weapons. Swords have a “second-best at everything” character – they’re fast but not the fastest, deal good damage but not the best, but these features combine in a way that makes them overall quite good. They even channel magic a little. Swords as a category do have one drawback; there’s no such thing as a ranged sword.

There are actually two interrelated sword philosophies. First, swords are associated with the nobility, and therefore with leadership. This stems from being relatively expensive weapons that take a lot of skill to make properly. So, some sword techniques focus on leading allies into battle and setting an inspiring example (reflected in the game by making your allies more effective in various ways). Second, because swords lend themselves to a wider variety of fighting styles than most melee weapons, they are associated with a certain flexible, adaptable turn of mind. So sword-related abilities are pretty diverse, and Sword users are the best at using techniques normally associated with other weapons.

## Axe

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced axes
1	+1 damage	When you get 3 or more net successes on an Axe strike, roll an additional Attack die for that strike
2	+1 damage	+1 Cap
3	+1 damage	When you get 4 or more net successes on an Axe strike, you may make a basic Axe strike at -1 Attack against a different target. That additional strike does not gain this benefit.
4	+1 damage	+1 Attack
5	+1 damage	+1 Ward
6	+1 damage	+1 Defence
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary axes
10	+1 damage	+1 Ward
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

An axe consists of a relatively long haft with a heavy chopping blade on the business end. They are slashing weapons that come in a variety of sizes, with some relatively small ones being weighted for throwing.

Axes are on the slow side but hit like a truck, dealing the most damage of all melee weapons. The throwing versions can be adequate if unspectacular ranged weapons, but if ranged combat is a high priority you’re likely better off with, say, a bow. Throwing axes do have one neat feature; they’re the only weapons that are equally effective in melee and when thrown.

Philosophically, axe users are considered straightforward, blunt, and even uncouth. They favour the most direct approach to problems, are more likely to go with their first instinct than carefully think things through, and say precisely what they think with little if any regard for the listener’s feelings. Accordingly, Axe techniques emphasize just hitting really hard. About the most subtle they get is attacking an enemy’s defences instead of the enemy directly so that future blows will hit *even harder*.

## Spear

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced spears When an enemy 2 or more rows in front of you moves to range 1 or 0, you may make a basic Spear melee strike against that enemy at -1 Attack as a reaction.
1	+1 damage	
2	+1 damage	+1 Cap
3	+1 damage	Your spear strikes always deal at least half the rolled damage, regardless of Armour.
4	+1 damage	+1 Attack
5	+1 damage	+1 Defence
6	+1 damage	+1 Magic
7	+1 Quickness	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary spears
10	+1 damage	+1 Defence
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

Any weapon consisting of a shaft at least three feet long (sometimes much longer) with a sharp point on at least one end is a spear. Spears are piercing weapons and can be designed for melee or throwing; in Fantasy Infinity, spears mainly for throwing are categorized as “javelins”. A huge benefit of melee-oriented spears is their reach.

If you only look at speed and damage, spears may seem to lag behind some other melee weapons. But almost uniquely among the weapons in the *Origins Set*, melee-oriented spears have a range of 2, and some techniques (and their mastery 1 ability, above) exploit this feature to make it hard for shorter-ranged melee-based foes to get close enough to be effective. The most famous spear technique, the Dragon Leap, implements a similar strategy a different way.

This makes the spear a weapon for the patient and tactically minded. When someone with a different melee weapon goes up against a spear wielder, their first problem is getting close enough to accomplish anything. The spear user will hold you off until he figures out your weak point, at which point, if the spear wielder has his way, a single devastating blow takes you out of the fight. That’s kind of how they approach most problems – do just enough to keep them at bay until they can be dealt with in a single decisive act.

## Mace

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced maces When you get 3 or more net successes on a Mace strike, the target gets -1 Attack or -1 Magic on its next action.
1	+1 damage	
2	+1 damage	+1 Cap
3	+2 Power	You may spend 2 mp when making a Mace strike to have that strike’s damage reduced by Resistance instead of Armour.
4	+1 damage	+1 Attack
5	+1 damage	+1 Magic
6	+2 Power	+1 Ward
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+2 Power	Proficient with Legendary maces
10	+1 damage	+1 Magic
11	+1 damage	+1 Cap
12	+2 Power	+1 Attack

Any hafted weapon with exactly one blunt striking end (which could optionally sport one or more spikes) is considered a mace. This definition is broad, encompassing weapons that would elsewhere be classified as clubs, hammers, and even picks. Most of these are melee weapons, but clubs and hammers can be weighted for throwing. The most famous type of throwing club, and the most popular in Aperion, is the boomerang.

Maces are statistically below-average melee weapons, but mastery in them grants some good abilities, as seen above. Hammers are Armour-Piercing while true maces give modest bonuses to spell power; when you factor in that boomerangs are in this category too, this is one of the most flexible weapon types.

While using the mace sometimes just reflects desperation or poor circumstance (an improvised club counts as a mace), they are also associated with respect for ritual and tradition. Nearly every culture uses elaborate ceremonial maces or painstakingly carved war-clubs as symbols of authority or signifiers of important security and military roles. Mace users tend to be steadfast companions who believe that as long as everyone performs their role correctly, the team will triumph.

### Dagger

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced daggers
1	+1 damage	At the beginning of a Challenge, roll two dice for Initiative and take the better result
2	+1 damage	+1 Cap
3	+1 damage	When you roll 3 or more net successes on a Dagger strike, that strike gets -2 Recovery.
4	+1 Quickness	+1 Attack
5	+1 damage	+1 Magic
6	+1 damage	+1 Defence
7	+1 damage	+1 Cap
8	+1 Quickness	+1 Attack
9	+1 damage	Proficient with Legendary daggers
10	+1 damage	+1 Magic
11	+1 damage	+1 Cap
12	+1 Quickness	+1 Attack

Any bladed weapon too short to be a sword is considered a dagger, with the exception of some of the stranger-looking throwing blades (see Shuriken). Daggers come in both melee and throwing varieties. Most daggers are piercing weapons, but longer curved ones exist that do slashing damage (you can get them for the same price as an otherwise equivalent piercing weapon if you want).

Daggers deal low damage, but hit early and often. This makes them generally the fastest melee weapons, so in the right hands they're about average. The throwing versions (called "dirks" in this game) are okay; their best point is that, as ranged weapons in *Fantasy Infinity* go, they're pretty fast.

There is no dagger philosophy. At least that's what a follower of the dagger philosophy will tell you. They are fond of secrets – keeping their own, and finding out yours. Dagger wielders like to operate behind the scenes, or at least, seek smarter and sneakier options than fair fights. Notions of honourable battle that might impress a sword or axe user seldom mean anything to dagger fighters, and they tend to have rather liberal ideas about personal property – at least, other people's.

#### But Daggers Aren't Faster

RPGs often have rules that make, for example, daggers faster than axes, and you'll have noticed *Fantasy Infinity* is solidly in this camp. Unlike many fans of such rules, I'm under no illusion that this is more "realistic". Reach is more important, the business end actually moves *slower*, no real army used daggers... it's all true. I am not ignorant of these facts, I am consciously flipping reality the bird.

The differences in weapon speed are there for genre emulation and to make weapons feel different, not for realism. It's not that daggers are faster in reality, it's that they're faster in lots of JRPGs (and Western computer RPGs for that matter).

That said, the real-life advantages of reach have not gone unnoticed and I do emulate aspects of them here and there. This is more than many RPGs can say.

### Unarmed

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced martial arts weapons
1	+1 damage	+1 Attack and +1 Cap
2	+1 damage	+1 Cap
3	+1 damage	When a melee strike against you gets -2 or fewer net successes, you may make a basic unarmed strike against the attacker as a reaction.
4	+1 damage	+1 Attack
5	+1 Quickness	+1 Ward
6	+1 damage	+1 Defence
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary martial arts weapons
10	+1 Quickness	+1 Ward
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

An unarmed strike is just that – a punch, kick, headbutt or other attempt to harm a foe without using a weapon. Some masters of unarmed fighting also find unusual weapons like the nunchaku useful, and these martial arts weapons also use your Unarmed mastery. It is possible to make unarmed ranged strikes (by throwing a rock or something), but they're not much to write home about.

Without additional help, unarmed strikes do little damage, but they're at least as fast as daggers and somewhat more accurate. This can make Unarmed an effective option for someone dedicated enough. It's worth adding that where Unarmed cores are found, useful techniques and powerful modified strikes are rarely far behind; this mastery, more than any other, derives much of its usefulness from the other techniques that are often found near it on the Destiny Wheel.

Unarmed combat is often the choice of characters who strongly believe in their own self-reliance. Making a go of it unarmed against people with virtually any other weapon – not to mention the horrible monsters that inhabit Aperia – requires almost superhuman discipline, often achieved by meditation, communing with the spirits of the world and gradually learning some of their secrets. In Aperia, this works so well that it enables superhuman feats that rival spells (e.g. ki techniques).

#### Unarmed Strikes

Anyone can make an unarmed strike at any time, even while holding another weapon. You never know when this will come in handy. Space permitting, you should include a combat block for your unarmed strike on your character sheet, even if you don't plan on using it much.

## Bow

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced bows
1	+1 damage	Your Bow strikes don't have a minimum range
2	+1 damage	+1 Cap
3	+1 damage	When you roll 3 or more net successes on a Bow strike, roll an additional Attack die.
4	+1 damage	+1 Attack
5	+1 Quickness	+1 Defence
6	+1 damage	+1 Magic
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary bows
10	+1 Quickness	+1 Defence
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

Any weapon that fires an aerodynamic projectile by tensing an arc-shaped piece of flexible material, then transferring its energy to the projectile via a string, is a bow. Note that this definition includes both traditional bows and crossbows. Bows are ranged weapons only, but in *Fantasy Infinity*, one of the first things a dedicated bow user will learn is how to ignore the weapon's minimum range, so in practice this is rarely a problem.

Bows are slower than almost any melee weapon and deal only slightly above average damage, so if you choose this route, you'd best be planning to make good use of their range. Crossbows are like other bows taken to the extreme – even slower, but significantly harder-hitting.

It takes discipline and foresight to become a master archer, and so bow wielders have the reputation of being patient and perceptive. The tremendous discipline involved in archery extends, for some users, to adopting some of the mysticism common among unarmed combat specialists, though not to the same degree. The ideal bow wielder sees the likely course of events and, when necessary, alters it with a single move, chosen with great precision and care, often without those involved realizing immediately who was responsible. In practice, this is very hard to pull off and many merely put on airs in an effort to create the impression they fit this description; dedicated bow users associate such poseurs with the crossbow.

## Boom-Stick

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced boom-sticks
1	+1 damage	When you get 2 or more net successes on a Boom-Stick strike, that strike gets Delay (S ÷ 2) in addition to its usual effects
2	+1 damage	+1 Cap
3	+1 damage	-2 Recovery on Boom-Stick strikes (minimum 3)
4	+1 damage	+1 Attack
5	+1 damage	+1 Ward
6	+1 damage	+1 Def
7	+1 damage	+1 Cap
8	+1 damage	+1 Attack
9	+1 damage	Proficient with Legendary boom-sticks
10	+1 damage	+1 Ward
11	+1 damage	+1 Cap
12	+1 damage	+1 Attack

This odd term has, in the Aperia setting, become the most popular name for what we would call guns. At this point in Aperia's history, boom-sticks – representing the latest and greatest that technology has to offer – are strictly early black-powder weapons.

The boom-stick is almost comically slow, but hits the hardest of all weapons available in the *Origins Set*. These weapons only work at range – there is no melee boom-stick attack. (Bonking someone on the head with one is considered an unarmed strike). Further augmenting its damage, it tends to punch right through armour.

Boom-sticks are associated with excitement about new technology, and novelty more generally. The boom-stick wielder is generally assumed to be, if not an active contributor to technological progress, at least an early adopter of its fruits. They tend to be intellectuals, believers that every problem is solvable with the right application of the mental gifts of humankind (and the other sentient races), and correspondingly disdainful of the past. Of all weapons, the boom-stick is the *least* associated with magic in the popular imagination, though it's clear from the numerous types of magical ammunition that have been invented that there is no fundamental incompatibility between the two.

### Shuriken

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced shuriken
1	+1 damage	When enemies make Defence rolls against your Shuriken strikes, their 6s don't explode
2	+1 damage	+1 Cap
3	+1 damage	When you use a Shuriken strike to inflict a status ailment, roll one die (threshold 4) and add the result to its Potence.
4	+1 Quickness	+1 Attack
5	+1 damage	+1 Defence
6	+1 damage	+1 Magic
7	+1 damage	+1 Cap
8	+1 Quickness	+1 Attack
9	+1 damage	Proficient with Legendary shuriken
10	+1 damage	+1 Defence
11	+1 damage	+1 Cap
12	+1 Quickness	+1 Attack

A shuriken is any of several types of small, bladed throwing weapons. Shuriken come in a variety of shapes, though the “throwing stars” you probably think of when you hear the word are the most popular. This can make the border between shuriken and daggers fuzzy. For *Fantasy Infinity* purposes, if it's got a handle such that it could easily be used in melee, it's probably a dagger; otherwise it's probably a shuriken.

Shuriken are easily the fastest ranged weapons, especially the star versions. Their damage is relatively low, but they tend to be the best weapons for inflicting status ailments (especially Poison). One drawback of shuriken is that they're pretty bad if you're forced to use them in melee.

Shuriken, like daggers, are favoured by sneaky sorts, but the shuriken philosophy raises this to an art form. These characters tend to intentionally cultivate a sense of mystery about themselves, sometimes keeping their identities or true motivations hidden even from close allies, and have a (deserved to varying degrees) reputation of being assassins and saboteurs. Though the term “ninja” is not used in *Aperion*, the fighters shuriken-centric schools produce are ninja in all but name.

### Staff

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced staves
1	+1 damage	You can reroll one 1 on any Defence roll against a melee strike from a creature you can see
2	+2 Power	+1 Cap
3	+1 damage	You can reroll one 1 on any Ward roll against a spell cast by a creature you can see.
4	+2 Power	+1 Defence
5	+1 damage	+1 Magic
6	+2 Power	+1 Attack
7	+1 damage	+1 Cap
8	+2 Power	+1 Defence
9	+1 damage	Proficient with Legendary staves
10	+2 Power	+1 Magic
11	+1 damage	+1 Cap
12	+2 Power	+1 Attack

A staff is a relatively thin piece of wood (or sometimes other material), generally at least as long as the wielder is tall. The two most basic types are the quarterstaff and the wizard's staff. The former should ideally be a perfectly straight piece of hardened wood, possibly with iron or steel striking tips on each end. The latter is often a gnarled, twisted piece of branch, sometimes with elaborate symbols carved into it, and often has a knob on the end.

A quarterstaff is a serviceable melee weapon more noted for its ability to block strikes than to perform them, while a wizard's staff, though you can fight with it in a pinch, is sought for its ability to augment the user's spells. Basic staves of either type are strictly melee weapons, but more advanced wizard's staves can project magical energy bursts and thereby count as ranged weapons. Many staff techniques have a defensive character, this being the easiest melee weapon to protect yourself from a nearby attacker with.

The archetypal quarterstaff wielder is a plucky everyman and this weapon is associated with overcoming obstacles by biding one's time and outlasting them. The wizard's staff is strongly associated with wisdom and understanding. The true staff master, almost certainly a spellcaster, is said to have aspects of both or to be someone who transitioned from one to the other.

#### Plural of “Staff”

“Staves” and “Staves” are both acceptable plurals of “staff” (the weapon) in English. In *Fantasy Infinity* “staves” is standard in the rulebooks, but in-world “staves” is sometimes used as well. Even in *Aperion*, the singular is always “staff”, never “stave”.

## Wand

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced wands ( <i>NB: there are no Basic wands</i> ) Your Wand strikes can deal damage of any of these types if you know a spell of that type: Fire, Cold, Lightning or Water
1	+1 damage	
2	+2 Power	+1 Cap
		When your net successes on a Wand strike are an even number greater than zero, that strike doesn't cost mp
3	+2 Power	
4	+1 damage	+1 Magic
5	+1 Quickness	+1 Attack
6	+2 Power	+1 Ward
7	+2 Power	+1 Cap
8	+1 damage	+1 Magic
9	+2 Power	Proficient with Legendary wands
10	+1 Quickness	+1 Attack
11	+2 Power	+1 Cap
12	+1 damage	+1 Magic

A wand is a short, thin piece of wood, bone, crystal, or other material, sometimes with enchanted runes etched into it, that is used as a conduit for magical energy. The most basic use of a wand is shooting bolts of energy at your foes.

Unlike most weapons, it takes specific training in Wands – in game terms, at least one mastery level – to even use one. While basic strikes with other weapons don't cost you anything, a basic wand strike costs 1 mp. Using a wand is, from your character's point of view, similar to casting a very simple spell, though it's still a strike as far as the rules are concerned (e.g. game rules that specifically mention "spells" don't affect wand strikes).

Wands are fast as ranged weapons go, but deal little damage. They are prized mostly for the bonuses to Magic and Power that they can grant, and because they give spell users a ranged weapon option that uses traits they'll want high scores in anyway.

On paper the wand philosophy is mostly about projecting confidence, but it can easily edge into a sort of obnoxious, self-centered narcissism. Because wands require specialized training quite different from that of other weapons, wand users tend to view themselves as something of an elite, a little too good for all those weapons that rely on muscle power. In their minds, channelling magical energy is far superior. (Boom-sticks? That's different, because shut up.) Once you're capable of properly using magic, you should be capable of doing pretty much anything.

## Orb

Mastery	Little Benefit	Big Benefit
		Proficient with Advanced orbs ( <i>NB: there are no Basic orbs</i> ) Each Challenge, roll an additional die (colour-coded) on each Ward roll you make until this additional die gives you at least one success.
1	+2 Power	
2	+1 damage	+1 Cap
		When you spend any mana that was stored in an Orb to cast a spell, choose one target of that spell. The first 6 on its Ward roll doesn't explode.
3	+2 Power	
4	+2 Power	+1 Magic
5	+1 damage	+1 Ward
6	+2 Power	+1 Attack
7	+2 Power	+1 Cap
8	+1 damage	+1 Magic
9	+2 Power	Proficient with Legendary orbs
10	+2 Power	+1 Ward
11	+1 damage	+1 Cap
12	+2 Power	+1 Attack

An orb is a spherical piece of wood, glass, metal or some combination thereof, anywhere from about two to five inches in diameter and often with elaborate engravings or otherwise decorated. Crystals of much stranger shapes can serve similar purposes and are, as far as the game rules are concerned, also orbs (though in character, people don't call them that). Orbs can be mounted on a short rod or simply held in the hand.

An orb is a place to store excess mana first, a weapon a distant second. Like wands, it takes specific training to use them properly. They can project bursts of energy at a very short range, so short that they're considered melee weapons (but they do have a range of 2, like a spear). That said, they are desirable mainly for augmenting spellcasting.

Orb users tend to be a little more modest than wand users. Though they require just as much training to do what they do, their attitude tends to be more "if I can do it, anyone can do it". Perhaps this is because using a wand feels like something *you're* doing, while using an orb is clearly a case of drawing on a power outside yourself. Every living creature, according to some orb trainers, holds unlimited potential that can be turned into almost anything, much like the mana in an orb. The Orb user's role in this process is to be a source of encouragement and a good example.