

# Casting Styles

- [Aether Smith](#)
- [Striker](#)
- [Mage](#)
- [Shroud Breaker](#)
- [Infusionary](#)
- [Syphon](#)

# Aether Smith

Stat: SAN

Aether Smiths are known for their ability to warp the arcane into the physical, constructing items and armies of frost and snow. From illusions built of frost, to tools built of ice, Aether Smiths are the makers of anything and everything temporary and arcane in nature.

Name	Prereq	Type	Cost	Effect
<b>Little Lamp</b>	0	Action	1 AP	Form a small ball of light, which remains stationary relative to the earth. This means, should a sky scraper collapse with the Little Lamp at the top, the Little Light would stay stationary in the air. Disappears after 24 hours have passed, or removed by its creator.
<b>Frigus Nail</b>	1	Action	1 AP	Glue any two objects together with Arcane Ice, which is as hard as brick. This effect melts after 4 turns, but can be reapplied at any time.
<b>Conjure Tool</b>	1	Action	1 AP	Form a 2 handed tool such as a fire axe or shovel, which melts away after 4 turns. Does 1 damage if used as a weapon.
<b>Visual Arcana</b>	1			See arcane power itself, as it flows from place to place. Once activated, Visual Arcana will slowly fade over the course of 1 minute.

<b>Charge Load</b>	5	Action	1 AP	Construct a bullet, arrow, spike or other type of ammunition out of pure arcana. This ammunition acts as a basic unmodified version of what its replacing, and stays in the weapon until being fired. Reloads an entire clip of ammunition at once.
<b>Altered Geometry</b>	5	Action	2 AP	Adds physical geometry to the area around the caster that did not previously exist. This geometry can be as simple or as complex as the caster wishes in appearance, however they may only make 30 cubic meters of new geometry. This geometry matches its intended appearance, including replicated the durability of steel or the softness of a mattress. Altered Geometry must extend the dimensions of another object, such as walls, floors, cabinets, or sofas. Altered Geometry melts away after 1 hour.
<b>Fire of Ice</b>	5	Passive	-1 AP	Touching any construction of the casters without prior authorization results in catching on fire, as their Arcane Ice has become red hot. Does not effect allies, or unintended targets.

## High Mason

<b>Frozen Scaffold</b>	2	Action	1 AP	Construct a temporary structure out of brittle Arcane Ice with the durability of wood. May be constructed to hold up to 10 cubic meters of space. Brittle Arcane Ice does not melt on its own.
<b>Frozen Supports</b>	3, Frozen Scaffold	Action	1 AP	Create a heavy load bearing structure out of Arcane Ice. This structure is as tough as Dark Steel and lasts 1 minute. During this time it will be able to hold 200,000kgs of weight. The caster may make 3 cubic meters for every 1 AP spent to cast this spell.
<b>Raise Barricade</b>	3, Frozen Scaffold	Action	1 AP	Form a wall of Arcane Ice up to 5 tiles wide and 3 meters tall. This wall is as tough as metal and lasts for 1 minute before melting.
<b>Frozen Shell</b>	3, Frozen Scaffold	Action	2 AP	Create a thick piece of brittle Arcane Ice on an object or person of choice. When attacked, this object will not take damage, instead shattering the Frozen Shell. Brittle Ice does not melt on its own.

<b>Glazed Repair</b>	4, Frozen Scaffold	Action	1 AP	Use Arcane Ice to temporarily hold the form of any given object or machine. For the next minute, the object will work as it did in an undamaged and unbroken state. If the item would be broken while Glazed Repair is active, Glazed Repair is removed from the item but the item itself does not take further damage.
<b>Illusionary</b>				
<b>Arcane Darkness</b>	2	Action	1 AP	Make an object appear as another of a similar shape or size for the next 12 hours, after which the illusion melts away. Difficulty for Perception Skill Checks is decided by the size of the object. Small objects, such as coins and rocks should have a difficulty of 4, a table would have a difficulty of 3 and a building would have a difficulty of 1.
<b>Project Object</b>	3, Arcane Darkness	Action	1 AP	Create a projection of an object in a different space. This projection will move with the original object, and will retain its exact position relative to the object it is projected from. The projection cannot be interacted with physically, and requires a difficulty 4 Perception Skill Check to see through. After 1 hour the projection melts into steam.

<p><b>Obscure Nature</b></p>	<p>3, Arcane Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Distort and alter the look of an object beyond recognition. This will clearly appear as an illusion, but the original object will not be evident, even with a Perception Skill Check. Distortion will not hide the objects general shape, but any physical, mechanical, emotional, or mental details of the object are hidden until the illusion is broken. Obscure Nature melts away after 3 hours.</p>
<p><b>Facade</b></p>	<p>3, Arcane Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Change details about your husk to mask it with another. This must be done with a target in mind, who the caster will resemble after the use of Facade. Perception Checks made to detect the illusion have a difficulty of 3. Facades last for 1 hour before melting.</p>
<p><b>Illusionary Ventriloquism</b></p>	<p>4, Arcane Darkness</p>	<p>Passive</p>	<p>-1 AP</p>	<p>Use subtle illusionary magic to consistently hide motions related to spellcasting. Upon casting a spell, it is impossible to visually, or audibly perceive the source of the spell without external contexts. This effect may be cast aside should the caster chose, so they may visually perform any spell they wish.</p>

<p><b>Destroy Darkness</b></p>	<p>2</p>	<p>Action</p>	<p>1 AP</p>	<p>Causes all darkness in a 10x10 meter area around the caster to disappear, causing everything to appear as if a white light is shining on it. This light is visible to all, and even pierces arcane darkness. Lasts for 1 minute or 12 rounds.</p>
<p><b>Displace Hearing</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Pick a location no more than 20 meters from the caster, and move all hearing to that spot, relative to the earth. The caster hears as if their ears are in that exact location, and lasts for 5 minutes. There is no visual or audible indication on the target location of the spell's effect. Additionally, the caster cannot hear through their original ears.</p>
<p><b>Displace Sight</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Choose a location within 20 meters of the caster, and move all vision to that sight, relative to the earth. The caster sees as if their eyes are in that exact location, and lasts for 3 minutes. There is no visual or audible indication on the target location of the spells effect. Additionally, the caster cannot see through their original eyes.</p>

<p><b>Marked Sight</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>The caster visualizes an object they have previously seen or held. Upon casting Marked Sight this visualization turns into a visualization of the location of the object. There is no guidance to the object, however the vision of the objects current location happens in real time, allowing the caster to see any shifting parts of its surrounding environments.</p>
<p><b>Psychometry</b></p>	<p>4, Destroy Darkness</p>	<p>Action</p>	<p>2 AP</p>	<p>Gain the memories of an object over the last 12 hours. All that the object has been present for becomes the knowledge of the caster. This includes auditory and visual information.</p>

# Striker

Stat: BRV

Magic was made for bringing the down the hammer on others. Strikers get their name by their extremely straight forward approach to supplementing their combat with their Casting, taking as many moments as possible to use it to make their movements shifty, and their blows heavy. Battlefields will fall before the ash and flame of a powerful Striker, no matter the foes that await inside.

Name	Prereq	Type	Cost	Effect
<b>Rapid Dodge</b>	0	Reaction	1 AP	Avoid an incoming attack without rolling. Only usable if the caster can see their attacker.
<b>Singed Hop</b>	1	Action	1 AP	Typically cast while in the air, allows the user to jump while airborne as if they were on the ground.
<b>Bolster Brawn</b>	1	Modifier	1 AP	Increase your STR and all STR based attributes by 2 for its next use.
<b>Blazing Dash</b>	1	Action	1 AP	Double your movement for the next 5 seconds, or for your next turn.
<b>Flaming Strike</b>	5	Modifier	1 AP	The next successful attack made erupts into Arcane Flame, lighting the enemy on fire. This flame lasts for 3 rounds before suffocating, and can only be put out by Arcane Ash or Arcane Ice. Arcane Flame will burn through ANY MATERIAL like it is paper.

<b>Erupt Husk</b>	5	Action	1 AP	Explode in an inferno of Arcane Flame, covering anything within 3 meters with it. Anything covered in the flame takes 3 rounds before the flame suffocates, and may only get rid of it with Arcane Ice or Arcane Ash. Arcane Flame will burn through ANY MATERIAL like it is paper.
<b>Blazing Charge</b>	5	Modifier	1 AP	When taking a movement action, you may leave a trail of Arcane Flame over any tile on which you tread. This arcane flame may only be gotten rid of with arcane ice and arcane ash, and otherwise suffocates after 3 rounds. Arcane Flame will burn through ANY MATERIAL like it is paper.
<b>Bolter</b>				
<b>Rattlestep</b>	2	Passive	---	Add 3 to your AR for every Max MP sacrificed
<b>Ride the Pain</b>	3, Rattlestep	Reaction	1 AP	Must be used after an enemy fails an attack on you. Allows the caster to turn all damage they would have taken from an incoming attack into pure movement potential, letting them add all damage taken from the attack to their next movement action.
<b>Skipped Steps</b>	3, Rattlestep	Action	1 AP	Allows the caster to double their movement for the next round, or 5 seconds.

<b>Shatter Step</b>	3, Rattlestep	Action	2 AP	Must be cast while moving. Allows the runner to alter their physical form, letting them run through solid objects, including walls, doors, the ground, and windows. If the runner is not careful they may end up falling into the earth.
<b>Catch Up</b>	4, Rattlestep	Modifier	1 AP	Closes the distance on enemy, allowing the Caster to ignore any AR bonuses gained through movement. AR bonuses gained through illusions and the base AR score cannot be ignored.
<b>Hunter</b>				
<b>Hunter's Spark</b>	2	Action	1 AP	Lodge a spark into the body of a target. This spark is untraceable, undetectable, and cannot be removed by any trational means. Only one spark may be used at a time, unless stated otherwise, and using that spark causes a singing feeling to appear on the point of entry of the target.
<b>Targeted Spark</b>	3, Hunter's Spark	Action	1 AP	The next attack made by the caster against the holder of the Hunter's Spark cannot miss. This holds true as long as there is no structure or arcane force in the way. The target will quickly become aware of this, as hot pain will echo throughout their body.

<b>Locate Spark</b>	3, Hunter's Spark	Action	1 AP	Gain an instant understanding of where the casters spark is currently held, no matter the distance. This sends a burning pain through the target of the spell.
<b>Focus Spark</b>	3, Hunter's Spark	Action	1 AP	The caster focuses their spark into an artificial weak spot on their target, making all attacks on that area ignore 3 AR for the next round. This sends shooting pain through the target, focused on the area of weakness.
<b>Additional Sparks</b>	4, Hunter's Spark	Passive	---	The Hunter is able to control an additional amount of sparks equal to the amount of AP given up.

## Brawler

<b>Heavy Hitter</b>	2	Modifier	1 AP	Must be cast before checking if an attack lands. Should it land, roll your BRV and add 1 damage for every success.
<b>Rigged Blow</b>	3, Heavy Hitter	Modifier	1 AP	Must be cast before checking if an attack lands. Should it land, your target is pushed back 2 tiles. If they end up hitting a wall, they take damage based on material. Wood is 2 damage, bricks are 3, and metals are 4.

<p><b>Eyes on Me</b></p>	<p>3, Heavy Hitter</p>	<p>Action</p>	<p>1 AP</p>	<p>All enemies in a 20 tile radius must roll BRV. If their successes does not meet or exceed your BRV score, they may only attempt to do actions that effect you for their next turn.</p>
<p><b>Shattering Strike</b></p>	<p>3, Heavy Hitter</p>	<p>Modifier</p>	<p>2 AP</p>	<p>Must be cast before checking if an attack lands. Should it land, the enemies armor is broken.</p>
<p><b>Titan's Fury</b></p>	<p>4, Heavy Hitter</p>	<p>Passive</p>	<p>- - -</p>	<p>Everytime you take damage, you may decrease your Max AP by 1 in order to increase the damage of your attacks by 1. Titan's Fury is reverted as soon as you are healed.</p>

# Mage

Stat: ABS

Mages mess not with modifying the physical, but focus instead on the aetherial. Their magic forms in the world all the same, but as volatile matter to be manipulated and controlled by their whims.

Name	Prereq	Type	Cost	Effect
<b>Soak Pain</b>	0	Reaction	1 AP	Turn incoming damage into arcane outbursts using magic shielding. For every AP spent, remove 1 point of damage from a single incoming attack.
<b>Jumping Bolt</b>	1	Action	1 AP	The caster fires a bolt of arcane energy forward with the speed of an arrow. Should the caster hit their target, they may make a SKL Check. For every success, the Bolt travels to another target and deals the same damage. The bolt itself has a range of 30 meters, and does ABS damage.
<b>Void Shock</b>	1	Action	2 AP	The caster lets a large pulse of arcane and magnetic energy loose from their body, causing every target within 5 Tiles to lose 1 Stamina. The caster may also choose to make an Abuse Skill Check, with every success letting them tether an ally of choice. Allies tethered to the caster will not lose 1 Stamina.

<b>Recycled Arcana</b>	1	Passive	-1 AP	Failed spells return their cost, in AP, to the caster.
<b>Di-Spell</b>	5	Reaction	1 AP	Remove another active spell in player that is within 1 tile of your character.
<b>Woven Network</b>	5	Passive	-1 AP	The caster makes a mental communication network, where they and their targets may talk to each other without using voices or sound. The amount of targets is equal to the casters ABS
<b>Forced Bond</b>	5	Action	1 AP	The caster targets an ally and an enemy. All damage done to the target is instead shifted onto the enemy until the enemies death, 3 minutes has passed, or until the enemy exits a 10 tile radius from the ally. Casting Forced Bond requires an Abuse Skill Check with a difficulty of 4, otherwise the link occurs between the ally and the caster, with the caster taking damage for the ally.
<b>Mender</b>				
<b>Mend</b>	2	Action	1 AP	Allows the caster to heal 1 wound of damage done to any husk in 10 meters. Requires no physical materials to preform.
<b>Patchwork</b>	3, Mend	Action	1 AP	While next to an ally, you may spend as much AP as desired, restoring 2 wounds per AP used.

<b>Forged Thread</b>	3, Mend	Action	1 AP	Target an item within 10 meters and remove any negative effects preventing its optimal function, as long as the effect is not the item being broken.
<b>Ward Insanity</b>	3, Mend	Reaction	1 AP	When you or an ally in 10 meters comes under fear or insanity effects or checks, ignore them.
<b>Hardened Stitching</b>	4, Mend	Passive	-1 AP	All durability restoring effects like Mend or Forged Thread give the target item or husk +2 AR for their next taken attack.

## Artillery

<b>Fireball</b>	2	Action	1 AP	Creates a standing Fireball that stays in place. If targetting an existing Fireball, increase its power by 1, or cast it forwards. When hitting an object or enemy, a Fireball does damage equal to 3 times its power, in a radius equal to its power.
<b>Chain Lightning</b>	3, Fireball	Action	1 AP	Creates an electric bolt that stays in place. If targetting an existing Chain Lightning, increase its power by 1, or cast it forwards. When hitting an object or enemy, a Fireball does damage equal to 3 times its power, bouncing to as many enemies as its power allows with each additional enemy taking 1 power.

<p><b>Arcane Rift</b></p>	<p>3, Fireball</p>	<p>Action</p>	<p>2 AP</p>	<p>Opens an arcane gash into the Aether. To keep open, the rift must have 2 AP given to it every round by one or more casters who have the Arcane Rift spell. Arcane Rifts supply 1 AP to everything in a 10 tile radius, gaining a 1 AP bonus every round it is open.</p>
<p><b>Power Syphon</b></p>	<p>3, Fireball</p>	<p>Action</p>	<p>1 AP</p>	<p>Take any amount of power you wish from an Artillery spell, and give it back to yourself, refunding any AP spent on that amount of power.</p>
<p><b>Catalyst</b></p>	<p>4, Fireball</p>	<p>Action</p>	<p>1 AP</p>	<p>Creates a container for any and all spells. Any mage may add any spell to the Catalyst, which all take effect at once when the Catalyst is broken. It may be broken in anyway the caster wishes, such as throwing it an an enemy or casting it on a team mate. The target gains all spell effects, and every spell added costs 1 AP as well as its original cost.</p>

**Phantom**

<p><b>Vanish</b></p>	<p>2</p>	<p>Action</p>	<p>1 AP</p>	<p>The caster is unable to be seen, nor can they be heard. They can be interacted with, and can interact with the world while Vanished. The caster remains in this state until they make an action that would cause them to become known, such as breaking an object, saying something, attacking someone, or casting a spell.</p>
<p><b>Darkened Strike</b></p>	<p>3, Vanish</p>	<p>Modifier</p>	<p>1 AP</p>	<p>Must be casted during an attack. The attack performed under the effect of Darkened Strike is undetectable in all forms. It leaves physical damage with no sound, light, feeling, or pain. The attack may only be noticed after the fact, via visual observation. This spell can target, melee, ranged, and arcane based attacks.</p>
<p><b>Hush</b></p>	<p>3, Vanish</p>	<p>Action</p>	<p>1 AP</p>	<p>Remove all sound in a 5 tile radius. Sound cannot be created in this zone, however sound may still pass through it. May be used for 1 hour, after which the caster must spend the full AP cost again in order to maintain Hush.</p>

<p><b>Cloak</b></p>	<p>3, Vanish</p>	<p>Action</p>	<p>1 AP</p>	<p>The caster makes an object no larger than themselves appear completely invisible. The target may still be interacted with, and can interact with the world, but will be unable to be seen. This adds +2 difficulty to any checks made to locate the target. The effect lasts for 1 minute</p>
<p><b>Warped Shadows</b></p>	<p>4, Vanish</p>	<p>Passive</p>	<p>-1 AP</p>	<p>The caster naturally covers themselves in artificial darkness, blending them into the enviroment around them. Perception Skill Checks that target the caster suffer +2 difficulty.</p>

# Shroud Breaker

Multi-Pattern: **Aether Smith & Striker**

Name	Prereq	Type	Cost	Effect
<b>Piercing Sight</b>	3	Action	1 AP	Gain a visual of all sentient life of any kind within 30 meters. Anything considered alive, including Hive Drones, Nausea Vines, or other Bears will be targeted by Piercing Sight and will be visible to the caster, even through walls.
<b>Indexed Enviroment</b>	4, Piercing Sight	Action	1 AP	Gives the caster immediate knowledge of every item in a 15 meter radius, even if the item is hidden. This index does not give the caster any information on the purpose or mechanics of an item, only the fact that it exists.
<b>Searing Void</b>	4, Piercing Sight	Action	1 AP	Fills the air with static, that upon being observed using arcane forces, causes pain upon the observer. The observer must make an ABS Skill Check with a difficulty equal to the SAN of the caster, with failiure making them take damage equal to the casters BRV and their eyes lose vision.

<b>Unburdened Eyes</b>	4, Piercing Sight	Passive	-1 AP	The caster is no longer able to see illusions unless they are spells under the Author of Reality foundation.
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# Infusionary

## Multi-Pattern: Aether Smith & Mage

Name	Prereq	Type	Cost	Effect
<b>Focused Strike</b>	3	Action	1 AP	Pick a piece of equipment up to 10 tiles away. The next time the target is used, it will succeed any check to hit, such as throwing a rock at a bottle, or landing a hit with an axe on an enemy.
<b>Create Destruction</b>	4, Focused Strike	Action	2 AP	Select a piece of equipment up to 10 meters away, and fill it with raw volatile power, giving it 3x damage on its next use, both against objects and enemies.
<b>Inject Thorns</b>	4, Focused Strike	Reaction	1 AP	Form rash arcana on a piece of equipment up to 10 tiles away. The next time this equipment is hit, it applies the damage it takes to both the attacker and the victim, no matter the equipments state afterward.
<b>Shiftable Infusions</b>	4, Focused Strike	Passive	-1 AP	Makes all of the casters infusions non-permanent, letting them be moved between equipment at will. This can only be done by the caster, range limitations on the spells still apply.

# Syphon

Multi-Pattern: **Striker & Mage**

Name	Prereq	Type	Cost	Effect
<b>Arcane Guts</b>	3	Passive	-1 AP	Gain the ability to consume AP from natural and atypical sources, such as arcane machines or other bears. When gaining AP, make an ABS skill check, and take as much AP as the result. When making the check, if you roll no successes, you gain Arcane Sickness and must not interact with AP for the next 10 minutes, or take ABS wounds. Every round this is used in a row, remove one success from the roll, and every round not it is not used, remove one success penalty.
<b>Drink Flames</b>	4, Arcane Guts	Passive	---	Gain the ability to use Arcane Guts on Arcane Flames and normal flames. Consuming a tile of flames removes them entirely.
<b>Crunch Arcane Ice</b>	4, Arcane Guts	Passive	---	Gain the ability to use Arcane Guts on Arcane Ice, including magic constructs and illusions. Remove 1 tile of Arcane Ice per use.

<b>Consume Spell</b>	4, Arcane Guts	Passive	---	Gain the ability to use Arcane Guts on volatile spells. Spells with no time based effect may be eaten as a 1 Stamina reaction through Arcane Guts.
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