

# 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.

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