

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
Soak Pain	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.
Jumping Bolt	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.
Void Shock	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.

Recycled Arcana	1	Passive	-1 AP	Failed spells return their cost, in AP, to the caster.
Di-Spell	5	Reaction	1 AP	Remove another active spell in player that is within 1 tile of your character.
Woven Network	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
Forced Bond	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.
Mender				
Mend	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.
Patchwork	3, Mend	Action	1 AP	While next to an ally, you may spend as much AP as desired, restoring 2 wounds per AP used.

Forged Thread	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.
Ward Insanity	3, Mend	Reaction	1 AP	When you or an ally in 10 meters comes under fear or insanity effects or checks, ignore them.
Hardened Stitching	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				
Fireball	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.
Chain Lightning	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>Arcane Rift</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>Power Syphon</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>Catalyst</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>Vanish</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>Darkened Strike</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>Hush</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>Cloak</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>Warped Shadows</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>

Revision #4

Created 9 August 2025 15:59:54 by Captain Clubs

Updated 18 September 2025 09:17:36 by Captain Clubs