

# 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.
----------------------	-------------------	---------	-----	--

Revision #2

Created 9 August 2025 15:59:55 by Captain Clubs

Updated 9 August 2025 16:05:15 by Captain Clubs