

Discard Pile

Initiative

Character

Dynamic Pool: 4; Flow: 2

Element Control

Manifestation, Range (1), Soul+

Summon, channel and control the element forces.

Points

Fire

Element, Life, Soul

A deep bond with fire and heat.

Points

Dice

Pillar of Fire

Effect, Locus [Maintain (7), Passive, Persistent], Manifestation+, Range (3)

A 10' or ceiling high (whichever is lowest) pillar of fire occupies a square. Anyone starting their turn in the same square endures a fire attack by the Locus.

Points

Dice

Rune of Warding

Effect, Manifestation+, Rune [Armour, Locus Decay, Persistent], Time (1 hr)

Placed on a small, innocuous object, this rune provides protection against physical damage. A flash of arcane light reveals the protection whenever it is hit.

Points

Dice

Runic Mastery

Manifestation, Soul+

Knowledge of the secrets of runes and the power of words.

Points

Dice

Earth

Element, Life, Soul

Deep affinity with the ground in all its forms.

Points

Dice

Adjust Locus

Skill, Range (1), Unstackable

Cards played with Adjust Locus are added to or swapped with cards in Locus. The range and other situational modifiers form the resistance to this action.

Points

Dice

Retreat

Movement, Opportunity, Static

Move after a creature moves towards you but the move must increase the range between the creature and the character.

Points

Dice

Distract

Resistance, Static

Distract an opponent from their action. The distraction's range depends on the how the distraction is attempted.

Points

Dice

Problem Solving

Life, Mind

Analytical and adaptable.

Points

Dice

Will Power

Life, Mind

Focus and determination

Points

Dice

Projected Magic

Effect+, Range (5)

Increases the range of any magic.

Points

Dice

Spell Casting Components

"Eye of newt, and toe of frog, wool of bat, and tongue of dog" and similar enhancements to spell casting.

Points

Dice

1d6+0

Arcane Staff

Open Melee, Totem

A stout wooded staff suitable for leaning on, hitting people with and channeling magic.

Points