Mantra Spells — Release 1.0

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Release 1.0



# Alternate Spell Type — Mantra

The strongest convictions are born not of fancy, but of dedication and self-discipline. Practiced by spiritualists, societies, and entire religions, mantras empower believers through dedication, repetition, and reassurance. Even in societies divorced from spirituality, mantras still emerge in the form of self-affirmations, causing tangible effects on the speaker’s body and mind.

Mantras may be practiced freely by anyone and come in many forms. Some use mantras as a way to hone their abilities or as a form of self-discipline; others may use mantras to improve their health, strengthen their convictions, or relieve themselves of stress. Regardless of reason or effect, the power of mantras on the human psyche cannot be understated.

## Mantra



**Mantra** spells are an Alternate Spell Type to Almighty. **Mantra spells may be acquired by any Persona, but there are special requirements to do so:** A Mantra spell can normally only be purchased for a Persona with the Mantra Type; however, once learned, that Persona’s User may spend time teaching a Mantra spell to another Consenting User (this process is further explained below). Shadows that possess the Almighty type can have Mantra spells if the Storyteller wishes.

Mantra spells have three unique properties:

* **Teaching:** Teaching a Mantra spell takes one Time Block from both the teacher and the learner and grants the learner one use of the taught Mantra spell to apply to any of their spell lists. Additionally, both Players gain 1 Discipline Skill Point from the activity. This process can be repeated for the same Mantra spell multiple times; however, learners may only gain one free use per Discipline Tier.
  + A Teacher must have a Discipline Tier greater than or equal to the Mantra spell’s Tier to successfully teach it to a learner.
  + Multiple learners may be taught at once, assuming each of them dedicates a full Time Block to the activity.
* **Dedication:** Most Mantra spells possess the **Dedication** Category. Dedication denotes that a spell gains extra effects when cast multiple turns in a row. Dedication effects are denoted **Dedication (X)**, where X is the number of turns in a row the spell must be cast after the first cast for the effect to activate. Each Dedication effect stacks with the previous effects unless otherwise specified.
  + Dedication interacts with Burst. If a Burst spell has a Dedication effect, Dedication increases by 1 for each Burst effect cast but does not increase for any Cast effect.
* **Affirmation:** Some Mantra spells possess the **Affirmation** Category. Affirmation denotes that a spell gains extra effects when cast by multiple Users at a time. Affirmation effects are denoted **Affirmation (X)**, where X is the number of Users that must cast the same spell on the same target after the first User for the effect to activate. Each Affirmation effect from the same spell stacks with previous effects unless otherwise specified. If a User casts multiple Affirmation Category spells, only the most recent spell benefits from Affirmation.

## Tier I

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Categories** | **Reach** | **Effect** | **Description** |
| **Om** | Mono, Mantra, Dedication (A) |  |  |  |
| Time: Default |
| **Ha Om** | Multi, Mantra, Affirmation, (A) |  |  |  |
| Time: Default |
| **Ma Om** | Total, Mantra, Dedication, Affirmation (A) |  |  |  |
| Time: Default |
| **Affirm <Social Skill>** | Mono, Mantra, Affirmation (A) |  |  |  |
| Time: See effect |