# Martial Arts

## Heartstring Weaver Style

Written by **Codex Empyrean**

**Light Armor, Bow (Light or Medium)**  
**Abilities:** Archery, Serenity

While in this style the practitioner is able to forge a simple ward for themselves or an ally by solidifying the ambient love and compassion around them.

The Practitioner bolster's their allies, choosing (**Essence**) wards as combat breaks out. The ward applies a temporary bonus to maximum **Endurance**  to the target equal to the practitioner’s **Essence x2**.All damage will affect the ward first.

When the ward fades, either by loss of damage or if the Practitioner decides to terminate it, the Practitioner may spend 2i as a Reflexive action to whisk the target of the ward towards themselves, so long as the ward is within Medium Range.

## Lesser Techniques

### The Heart Skips a Beat

**Cost:** 3m, 1i  
**Type:** Primary  
**Mins:** Archery 2, Serenity 1

The Archer of Joy rolls the entirety of an emotion into their shot, imparting it into the target. Take a Distract Action with their (**Dex + Serenity**) vs. the target's **Resolve**, with +(**Essence**) extra successes.

### Drunk on Love

**Cost:** 5m, 1i (+3m)  
**Type:** Supplemental  
**Mins:** Archery3, Serenity 2

The Practitioner channels the ambrosia of distilled love into a single arrow intoxicating the target. The archer makes a social attack with their (**Archery + Serenity**) versus the target’s Resolve. If the target takes at least 5 points of damage, and the Archer pays an additional (3m), the target will randomly attack any target on their next action.

### Heart-A-Flutter

**Cost:** 5m   
**Type:** Reflexive; Scene  
**Mins:** Sorcery 4, Serenity 3:

The Practitioner becomes buoyed and carried by the very emotions of serenity, allowing them to jump 20 meters into the air, as well as drifting down slowly, unable to take Falling Damage.

When taking a Move action, the practitioner may do so vertically, even into thin air. However, if they end their action without firm footing, their next Round's Secondary Action will be consumed by them slowly drifting to the ground.

## Greater Techniques

### Wellspring of Compassion

**Cost:** 10m, 2i  
**Type:** Simple  
**Mins:** Archery 4, Serenity3

An Archer of Compassion can reweave their arrows to heal rather than damage. Upon impact the arrow bursts into a shower of pink sparks. The target’s wounds begin to seal and a wellspring of energy fills them.   
  
The target regains **Endurance** equal to the archer’s (**Serenity + Essence**).

### Duality of Love

**Cost:** 7m, 2i  
**Type:** Simple; Instant/One Scene  
**Mins:** Archery 5, Serenity 4

The Practitioner weaves into their arrow either the pain and sorrow of love or its warmth and hope.

**Sorrow**  
When imbuing the arrow with sorrow they deliver a devastating blow to the target’s psyche. The user makes an attack, using (**Dexterity + Serenity**) as their roll, (**Essence**) as their Base Damage, and the Target's (Resolve) in place of DV. In addition to dealing Damage, the target suffers paralyzing grief for (**Essence**) rounds, only able to take either a Primary or Secondary Action during their turn.

**Love**You create a bonding tie between the target and a concept, person, or ideal of your choice on an (**Dexterity + Serenity)** hit over their Resolve. Any Lesser Foes becomes an ally of that binding, whereas Greater Foes gain an intimacy towards it, and must roll their (**Will** + **Integrity**) vs (Practitioner’s **Serenity**) to directly harm it for the remainder of the scene. If they succeed once on their roll, the Intimacy is dispelled.

## Charcoal March of Spiders

**No Armor, Unarmed**

**Abilities:** Sorcery, Secrets

While in this style, any movement action the practitioner takes is crawling across the Loom itself, rather than the physical space. This allows crawling through physical barriers, and avoiding environmental effects.

The Practitioner is considered to be **Dematerialized** during these brief moments, and cannot perceive the outside world.

The Practitioner reduces any grapple attempts made against them by -2 successes.

The Practitioner may use (Dexterity + Secrets) for their unarmed Attacks Rolls.

## Lesser Techniques

### Unnatural Steps

**Cost:** 5m  
**Type:** Secondary  
**Mins:** Sorcery 2, Secrets 1

The Practitioner clings to the strands of Fate, not the ground beneath her feet. As a Secondary Action, the practitioner may redirect to where she falls towards--be it towards a certain wall, a beam, a ceiling. This target must be part of the scene and cannot be a person.

The Practitioner must use this technique again to change or cancel this effect.

### Maw of Dripping Venom

**Cost:** 5m  
**Type:** Supplemental  
 **Mins:** Sorcery 3, Secrets 2

On an attack that deals at least 1 point of damage, the target immediately loses either 5 Peripheral Motes or 2 Impulse (Practitioner’s choice) for (Essence) Rounds.

## Greater Techniques

### Rain of Unseen Threads

**Cost:** 10m  
**Type:** Simple; Scene  
**Mins:** Sorcery 4, Secrets 3

The Practitioner shoots out up to (Essence) threads to unattuned, unattended objects, or otherwise unclaimed scenery within Medium Range, and tears at their reality, altering some metaphysical aspect of them. Pillars become soft as clay, toppling over in an instant; water as light as air and rising to the sky.