

Arcane Specialist Talents

Arcane specialist talents are used to push a caster when putting spells together, allowing for significant versatility. Some require that the caster have a specific talent within the Magecraft tree, others require that the caster can simply cast spells at all, even less require specific trait scores.

Talent Name	Prerequisites	Abilities
Subtle Spells	Must have at least one talent from the Magecraft core talent tree.	You may cast spells without making any physical or audible gestures. Creatures gain a point of favor on tests made to resist spells cast this way. You may cast spells 2 meters through a medium rather than 1.
Mystical Cognizance	Must have the Subtle Spells specialist talent.	When casting spells with no physical gestures, creatures do not gain a point of favor on tests made to resist spells cast this way. You may cast spells 3 meters through a medium rather than 2.
Arcane Withdrawal	Must know the Art of Enchantment.	You may spend 6 turn actions to undo a permanent spell that you cast, given you are within 1 meter of the spell's effects.
In Tune	Must have a Will score of 10 or higher.	Your Spellcap is equal to your Will score. If you have no Spellcap, spells you cast cost less stamina by an amount equal to your Soul score.
Enlightened	Must have the In Tune specialist talent. Must be able to use at least three Arcane Arts.	Your Spellcap is equal to double your Will score. If you have no Spellcap, spells you cast cost less stamina by an amount equal to your Mind score.
Occult Mind	Must have at least one talent from the Magecraft core talent tree.	You gain 2 points of favor on tests made to resist losing Focus or breaking Concentration.
Pyromancy	Must know the Art of Evocation.	You may cast spells that deal only Heat damage and cost 3 stamina or less after discounts without spending any stamina.
Cryomancy	Must know the Art of Evocation.	You may cast spells that deal only Chill damage and cost 3 stamina or less after discounts without spending any stamina.