

NOVICE ARTISTRY

Choose one between Evocation, Enchantment, and Illusion that hasn't been chosen by the Novice Artistry talent. You learn the chosen arcane art.



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ADEPT ARTISTRY

Choose one between Array, Necromancy, and Divination that hasn't been chosen by the Adept Artistry talent. You learn the chosen arcane art.



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WIZARD'S WITS

When you become the target of any effect, you may spend 2 interrupt actions and an amount of stamina to cast a spell. The amount of stamina is equal to the spell's cost after discounts.



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EXPERT ARTISTRY

Choose one between Wake and Alteration that hasn't been chosen by the Expert Artistry talent. You learn the chosen arcane art.



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SWIFT CASTING

You may spend 6 stamina to cast a spell with 2 turn actions or 11 stamina to cast it with 1 turn action. This cost does not count towards the cost of the spell.



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MAGUS APPRENTICE

Spells you cast cost 2 less stamina, minimum cost of 1.



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ADEPT ARTISTRY

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RUNECRAFT ADEPT

You may spend an additional turn action up to 3 times when casting a spell. If you do, the spell costs 4 less stamina for each additional turn action, minimum cost of 1.



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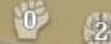
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BLOOD MAGIC

When you cast a spell, you may spend SHP instead of stamina. Spells cast this way cannot regain SHP. This does not count as a discount to cost.



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EXPERT ARTISTRY

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MAGE MURMUR

Whenever you take the Deep Breath action or regain stamina from consuming a component, you regain 2 additional stamina.



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MAGECRAFT

Sometimes, mana teaches the caster and the magecraft tree allows for this, the usage of magic and the arcane. Not only may one learn the arcane arts, but also how to cast more efficient spells with lower costs to suit a caster's needs.