

Legend Keeper track

Legend Keeper

Book specializations: Damned, Souls, Comedy, Creature Compendium, Faerie Tale, Necronomicon, or Tragedy

Talent	PreReq	Description	Tags
Book Of Legends	Troubadour Entry	You have a special tome, your Book of Legends. The tome is magical and cannot be destroyed or damaged by mundane means.	Troubadour, Legend Keeper
		Gain Summon Character (2/Rest) : Spend 3 AP to magically call forth a spirit that takes the form of a character from this tome. This creature appears in an unoccupied space within 20 ft of you and has the stats of any ML 2 or lower creature with only the beast tag or is a NPC. A Summoned Character loses any magic from the Five Sources that its stat block would normally allow. It is a corporeal spirit and possesses any equipment that the stat block would normally have. This equipment is corporeal while the creature is holding it or using it in a thrown or ranged attack, but the equipment fades into nothingness if any other creature tries to use it. The character lasts for 10 minutes, until it is dismissed by spending 1 AP on your turn, or until it is reduced to 0 HP.	
		This talent gives you +5 SP and +1 Arcane or Psionic Power (your choice), but does not grant you spells.	
Figure of Legend	Book of Legends	Gain Summon Protagonist (1/Rest) : Spend 3 AP to summon a Figure of Legend to an unoccupied space within 20 ft of you, or other options granted by talents you take later in this track. Figure of Legend : This is an NPC of a ML that you can summon, who also gains the full benefits of one level 1 lineage of your choice and one rank 1 profession of your choice. A Summoned Character loses any magic from the Five Sources that its stat block would normally allow. The character lasts for 10 minutes or until it is reduced to 0 HP.	Troubadour, Legend Keeper
Written Tradition	2 talents in a book	Gain +4 Skill Points that you can spend on any skills with the knowledge tag. Gain Written Tradition (1/Rest) : Regain one use of your Summon Character when you Recoup.	Troubadour, Legend Keeper
Written Tradition II	3 talents in a book	Summon Character becomes ½ INT/Rest.	Troubadour, Legend Keeper
Written Tradition III	Written Tradition II	You now regain two uses of your Summon Characters with Written Tradition. Figure of Legend becomes 2/Rest.	Troubadour, Legend Keeper
Plot Twist	6 talents in a book	Choose one of the six books that you do not have access to. Gain that book’s first talent.	Troubadour, Legend Keeper
Story For Every Occasion	7 talents in a book	Gain +8 Skill Points that you can spend on any skills with the knowledge tag. When you roll Initiative and have no uses of Summon Character left, you gain one special use of it, which you can use to summon a single ML 1 NPC or creature with only the beast tag.	Troubadour, Legend Keeper
Library Of Legends	Story For Every Occasion	You are heralded the world over as a legendary and captivating storyteller. Gain +8 Skill Points that you can spend on any skill. Your Summon Character ability can summon creatures of 1 ML higher than you previously could. Gain Rewrite (1/Month) : Reassign your Legend Keeper talents by swapping out which book you can magically draw creatures from. Level 30 : Your Summon Character ability can summon creatures of 2 MLs higher than you previously could.	Troubadour, Legend Keeper, Capstone