

Legend Keeper track

Legend Keeper

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

Talent	PreReq	Description	Tags
		<p>You have a special tome, your Book of Legends. The tome is magical and cannot be destroyed or damaged by mundane means.</p> <p>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.</p> <p>It is a corporeal spirit and possesses any equipment that the stat block would normally have.</p> <p>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.</p> <p>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.</p> <p>This talent gives you +5 SP and +1 Arcane or Psionic Power (your choice), but does not grant you spells.</p>	
Book Of Legends	Troubadour Entry	<p>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.</p> <p>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.</p> <p>A Summoned Character loses any magic from the Five Sources that its stat block would normally allow.</p> <p>The character lasts for 10 minutes or until it is reduced to 0 HP.</p>	Troubadour, Legend Keeper
Written Tradition	2 talents in a book	<p>Gain +4 Skill Points that you can spend on any skills with the knowledge tag.</p> <p>Gain Written Tradition (1/Rest): Regain one use of your Summon Character when you Recoup.</p>	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	<p>Gain +8 Skill Points that you can spend on any skills with the knowledge tag.</p> <p>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.</p>	Troubadour, Legend Keeper
Library Of Legends	Story For Every Occasion	<p>You are heralded the world over as a legendary and captivating storyteller. Gain +8 Skill Points that you can spend on any skill.</p> <p>Your Summon Character ability can summon creatures of 1 ML higher than you previously could.</p> <p>Gain Rewrite (1/Month): Reassign your Legend Keeper talents by swapping out which book you can magically draw creatures from.</p> <p>Level 30: Your Summon Character ability can summon creatures of 2 MLs higher than you previously could.</p>	Troubadour, Legend Keeper, Capstone