

ARCANIST (rework draft)

ALSO: Avatar, Chosen, Summoner

ARCANIST FREE BENEFITS

- ◆ Permanently increase your maximum Hit Points **or** Mind Points by 5 (your choice).

ARCANIST SKILLS

ARCANE REGENERATION

[+6]

After you **willingly dismiss** an Arcanum you are **merged** with, if you are in **Crisis**, you and every ally present on the scene recover **[SL × 5]** Hit Points.

BIND AND SUMMON

You may **bind** Arcana to your soul and **summon** them later. When you encounter a new Arcanum, the Game Master will reveal what you must do in order to bind them.

You may use an action and spend 30 Mind Points to **summon** the power of one of the Arcana you have previously bound (see next page).

If you take this Skill at character creation, you begin play with one Arcanum bound to you (you may **choose it** from the sample Arcana or **create it** with your group). Any further Arcana must be obtained through exploration and story progression.

PHANTOM STRENGTH

[+6]

When you perform a **pulse**, before resolving its effects, you may choose to have all damage you deal ignore Affinities until the end of this turn. If you do, the next time you deal damage before the end of this turn, you deal **[SL + 4]** extra damage.

QUICK SUMMONING

[+2]

When you **summon** an Arcanum on your turn during a conflict, choose up to two options: reduce its MP cost by **[SL × 5]**; **and/or** after you summon the Arcanum, if you are **merged** with it, immediately perform its **pulse**. If you choose at least one option, you **cannot willingly dismiss** that Arcanum until the start of your next turn; if you choose both options, that Arcanum's **dismiss** effect will not be available for this summoning.

RITUAL ARCANISM

You may perform Rituals of the **Arcanism** discipline, as long as their effects fall within the **domains** of one or more Arcana you have bound (see next pages).

Arcanism Rituals use **[WLP + WLP]** for the Magic Check.

This is an attempt at an alternate version of the Arcanist Class after 2+ years of extensive feedback about how it felt in play. It is **not** the current official version of the Class.

MERGING WITH AN ARCANUM

When you summon an Arcanum, you gain their **merge** benefits; those benefits last until the Arcanum is dismissed (see below).

You cannot summon an Arcanum while already merged with one; you must first dismiss the current Arcanum.

DISMISSING AN ARCANUM

If you are merged with an Arcanum, they will be **automatically dismissed** at the end of the scene, if you die or fall unconscious, or if you leave the scene.

You may also **willingly dismiss** the Arcanum you are currently merged with: this never requires an action, but during a conflict it can only be done on your turn, **before or after** an action.

PULSE AND DISMISS EFFECTS

In addition to their **merge** effects, most Arcana also grant the Arcanist a **pulse** effect and a **dismiss** effect.

- ♦ As long as you are merged with a given Arcanum, you may use an action to unleash that Arcanum's **pulse** effect. You may **only** do so during a conflict scene, and **only once** per turn.
- ♦ When you **willingly** dismiss an Arcanum, you may use their **dismiss** effect — if the Arcanum is dismissed for any other reason, this effect cannot be used. You are also free to ignore a **dismiss** effect if you don't want to use it.
- ♦ If a **pulse** or **dismiss** effect deals damage, it will deal 5 extra damage if you are **level 20 or higher**, or 10 extra damage if you are **level 40 or higher**.

Some effects follow unique rules, explained within the Arcanum's text.

DOMAINS

Each Arcanum is associated with a few key concepts or **domains**. The Game Master should use these to establish the trials or conditions needed for the Arcanum to lend their power, and to adjudicate Rituals performed through the **Ritual Arcanism** Skill once that Arcanum has been bound.

NEW SAMPLE ARCANA

ANTIKYTHERA

The enigmatic custodian of time and space.

Domains: space, time, void.

MERGE

KALEIDOSCOPE VEIL

After you lose Hit Points due to damage, if that damage has a type and that type is not **physical**, you gain Resistance to that damage type and lose any previous Resistance granted by this effect.

When this Arcanum is **dismissed**, you lose any Resistance gained through this effect.

PULSE

BINARY STARS

You deal 10 **fire** damage to a creature you can see; then, you deal 10 **ice** damage to a creature you can see (the same or a different one).

DISMISS

SPACETIME SUBTRACTION

Choose one option: every enemy present on the scene suffers **slow**; **or** every enemy present on the scene who is suffering from **slow** will perform one fewer action during their next turn (to a minimum of 0 actions); **or** you teleport yourself and up to five other nearby allies you can see to a location you visited in the past, provided that location is within **1 travel day** of your position.

Once the second or third option is chosen, this **dismiss** effect will not be available until the next dawn.

ARCANA, OLD AND NEW

A big part of Arcanist's charm is creating new Arcana for use in your campaign, and this rework aims to make any conversions from the old formula as painless as possible. Most of the time, it will be enough to reduce any damage or healing granted by **dismiss** effect by 10, and to add a **pulse** effect with power close to those you see in these examples – if the original Arcanum granted the ability to perform a given action or effect once per turn, make that its **pulse**.

Some of the original Arcana also didn't have a **dismiss** effect, and they must be reworked to include it so that there is still a downside when using **Quick Summoning** (for a useful example of this process, see how **Arcanum of the Sword** was converted into **Nimue**).

	BANSHEE
	<i>The ominous tyrant lord of winds.</i>
	Domains: birds, storms, winds.

MERGE	IMPENDING CATASTROPHE
<p>You have Resistance to air damage, and when you deal air or physical damage, you deal extra damage equal to your current Whirlwind Points.</p> <p>When this Arcanum is dismissed, you lose all Whirlwind Points.</p>	

PULSE	ZEPHYR BLADES
<p>You deal 10 air damage to each of up to two creatures you can see. Then, you gain 1 Whirlwind Point, or 2 Whirlwind Points if you dealt damage to only one creature.</p>	

DISMISS	HURRICANE SCREECH
<p>You deal an amount of air damage equal to 【the amount of Whirlwind Points you lost by dismissing this Arcanum, multiplied by 5】 to every enemy present on the scene. This damage ignores Resistances.</p>	

	CALADRIUS
	<i>The winged master of healing magic.</i>
	Domains: exorcism, healing, sunlight.

MERGE	PROTECTIVE GAZE
<p>When you summon this Arcanum, choose a status effect: dazed, enraged, poisoned, shaken, slow, or weak. As long as you are merged with this Arcanum, you and every ally present on the scene are immune to the chosen status effect.</p>	

PULSE	CLEANSING SUNLIGHT
<p>Choose one option: you deal 10 light damage to each of up to two creatures you can see; or one creature you can see recovers from all status effects.</p>	

DISMISS	HEALING FEATHERS
<p>You and every ally present on the scene recover 30 Hit Points. This amount increases to 40 if you are level 20 or higher, or to 50 if you are level 40 or higher.</p>	

DAHAKA

The slithering prince of desert sands.

Domains: earth, poison, sandstorms.

MERGE

HARDENED SCALES

You have Resistance to **earth** damage and are immune to **poisoned**.

Your **melee** attacks can target flying creatures.

PULSE

NUMBING BITE

You deal 10 **poison** damage to each of up to two creatures you can see. Then, each creature who lost Hit Points due to this damage suffers **slow**.

DISMISS

TECTONIC CRUSH

You deal 20 **earth** damage to every enemy present on the scene who isn't flying, floating, falling, or otherwise in mid-air. This damage ignores Resistances, and also ignores Immunities and Absorptions of creatures afflicted by **slow**.

KUZUNOHA

The fierce protector of witches and beasts.

Domains: animals, lightning, sorcery.

MERGE

MANTLE OF THE WHITE FOX

You have Resistance to **bolt** damage, and all **bolt** damage dealt by you and by every ally present on the scene ignores Resistances.

You can communicate with creatures of the **beast**, **monster**, and **plant** Species.

PULSE

CRACKLING SIGIL

Choose one option: you perform a **free attack** with a weapon you have equipped; **or** you immediately perform the **Spell** action for free, casting an **offensive** (⚡) spell with a **total Mind Point cost of 20 or lower**. If this attack or spell deals damage, you may change its type to **bolt**.

DISMISS

ROARING THUNDERBOLTS

You deal 20 **bolt** damage to every enemy present on the scene. This damage ignores Resistances; each creature who lost Hit Points due to this damage suffers **dazed**.

	LILITH
	<i>She who wages war against Celestial Spheres.</i>
	Domains: chaos, rebellion, revelation.

MERGE	WINGS OF EDEN
<p>You have Resistance to dark and light damage.</p> <p>You may never have more than 10 Gnosis Points, and you lose all Gnosis Points when this Arcanum is dismissed.</p>	

PULSE	CLAWS OF THE FALLEN
<p>You perform a free attack with a weapon you have equipped; if it is a melee attack, it can target flying creatures. This attack deals extra damage equal to your current Gnosis Points, and an additional 5 extra damage against creatures who Absorb light damage or are Immune to it. After this attack is resolved, you gain 1 Gnosis Point for every creature who lost Hit Points due to its damage.</p>	

DISMISS	PARADISE LOST
<p>Every enemy present on the scene loses an amount of Hit Points equal to [the amount of Gnosis Points you lost by dismissing this Arcanum, multiplied by 5]. This Hit Point loss increases by 10 against Villains; additionally, it increases by 10 if you are level 20 or higher, or by 20 if you are level 40 or higher.</p>	



LORELEI

The serene and inscrutable fey ruler of the glaciers.

Domains: cold, ice, silence.

MERGE

SUBZERO SILENCE

You have Resistance to **ice** damage and are immune to **enraged**.

When you deal damage, you may change its type to **ice**.

PULSE

WINTER MELODY

You deal 10 **ice** damage to each of up to two creatures you can see. Then, each creature who lost Hit Points due to this damage suffers **weak**.

DISMISS

GLACIER'S DISDAIN

You deal 20 **ice** damage to every enemy present on the scene. This damage ignores Resistances; each creature who lost Hit Points due to this damage also loses an equal amount of Mind Points.

NIMUE

The wielder of ninety-nine swords.

Domains: conquest, heroism, leadership.

MERGE

ROYAL ARMAMENTS

When you deal damage, you deal 5 extra damage; all damage you deal loses its type and cannot gain a type (thus being unaffected by damage Affinities).

PULSE

ARONDIGHT

You perform a **free attack** with a weapon you have equipped. This attack targets Magic Defense instead of Defense.

DISMISS

GORDIAN SLICE

One creature you can see loses 30 Hit Points, or 40 Hit Points if you are **level 30 or higher**. Then, if that creature **is not a Villain** and their current Hit Points are **equal to or lower than your Crisis score**, you reduce that creature to 0 Hit Points.

	<h2>QILIN</h2> <p><i>The elusive herald of wisdom and good fortune.</i></p> <p>Domains: knowledge, prosperity, temperance.</p>
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MERGE	ENLIGHTENED SERENITY
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You treat your **Insight** as if it were one die size higher (up to a maximum of **d12**).

PULSE	STEPS OF PROSPERITY
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Choose one option: one ally you can see treats their **Insight** as if it were one die size higher (up to a maximum of **d12**) until the start of your next turn; **or** you immediately perform the **Spell** action for free, casting a **non-offensive** (⚡) spell with a **total Mind Point cost of 10 or lower** without paying its MP cost.

DISMISS	ORACLE
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You ask the Game Master a single question. The Game Master must answer truthfully, describing the vision shown to you by this Arcanum.

Once used, this **dismiss** effect will not be available until the next dawn.

	<h2>SERAPH</h2> <p><i>The guardian of one hundred gates.</i></p> <p>Domains: judgment, protection, sacrifice.</p>
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MERGE	GENTLE BASTION
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When you summon this Arcanum, choose a damage type: **air, bolt, dark, earth, fire, ice, or poison**. As long as you are merged with this Arcanum, your allies present on the scene have Resistance to the chosen type (you **do not** gain this Resistance).

PULSE	EXORCISM BOLT
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Choose one option: you deal 20 **light** damage to a creature you can see; **or** one creature you can see that is affected by one or more spells with a **duration** of "Scene" is no longer affected by any of those spells instead.

DISMISS	TWILIGHT OF JUDGMENT
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You deal 20 **light** damage to every enemy present on the scene. This damage ignores Resistances and Immunities.

TUBALCAIN

The blazing guardian of the forge.

Domains: fire, heat, metal.

MERGE

BLESSINGS OF THE ANVIL

You have Resistance to **fire** damage, and **fire** damage you deal ignores Resistances. When you deal damage, you may change its type to **fire**.

PULSE

FORGE HAMMER

Choose one weapon you have equipped; you may change that weapon's Category (see **Core Rulebook**, page 129) to another Category of your choice until the end of your next turn. Then, perform a **free attack** with that weapon: this attack gains **multi (2)**.

DISMISS

MOLTEN WAVE

Choose one option: you deal 20 **fire** damage to every enemy present on the scene, and this damage ignores Resistances; **or**, until the start of your next turn all damage dealt by you and your allies present on the scene becomes **fire** and its type cannot be changed.

VANAGANDR

The dark wolf of the End Times.

Domains: death, despair, hunger.

MERGE

SHROUD OF HUNGER

You have Resistance to **dark** damage, and all damage you deal ignores Resistances.

PULSE

DEVOURER OF MEN

You deal 10 **dark** damage to each of up to two creatures you can see. This effect deals 5 extra damage against **humanoids**.

DISMISS

DEVOURER OF GODS

You deal 30 **dark** damage to a creature you can see; this damage ignores Resistances and Immunities. Then, if that creature is in **Crisis** and lost Hit Points due to this damage, you recover an amount of Hit Points equal to **half** the HP loss they suffered.