

ARCANE

IDENTIFY - When performing this **Task**, you attempt to understand or perceive magical properties. This **Task** can be performed regardless of background or proficiencies. The GM should structure the responses based on the knowledge and understanding the Hunter has. This **Move** is a **Quick Action**.

When you roll to **Identify**, depending on the result...

- **8 - 10**: You know little about the Magic or Ancient subject you are inspecting
- **11 - 12**: You know somewhat about the Magic or Ancient subject, to the point of knowing if it's dangerous to interact with
- **13+**: You have had some kind of experience with the Magic or Ancient subject, and definitely know how it is or is not dangerous to interact with

NULLIFY - When performing this **Task**, you attempt to create a small, anti-magic field to protect you and possibly allies. This increases the difficulty of landing effects or reduces the **Harm** of magical attacks. Its range is equivalent to that of the **Casting Task**. This **Move** is a **Reaction**.

When you roll to **Nullify**, depending on the result...

- **8 - 10**: Create an Anti-magic field around the Target, and -1 Forward on their Casting Task
- **11+**: Create an Anti-magic field around the Target, and -2 Forward on their Casting Task
- **Miss**: The Anti-magic fails actually making their Casting stronger giving +1 Forward

CASTING - This is an innate **Move** that all Hunters can perform. Proficiency is determined by both GM discretion and the Hunter's background. In regards to this **Move**, there are three **tiers** of Casting: **Spells**, **Incantations**, and **Rituals**. **Spells** are the weakest but fastest form of **Casting**. They can be used in **Danger Time** as a **Main Action** with few drawbacks. This form of **Casting** is limited and weak in comparison to the others. **Incantations** involve a time-consuming action such as chanting or setting up runes. **Incantations** take a turn to prepare and then another turn to execute. They are much stronger and can have a greater influence on the battlefield than regular **Spells**. However, they take much longer in comparison and can be interrupted. **Rituals** are the most time-consuming variant of **Casting**. They will either take too long to perform in **Danger Time** or require several turns to set up. **Rituals** are the strongest and most rewarding

form of **Casting**, sometimes changing things on a massive scale. However, they require the most **material components** and knowledge of **Magic** to perform. They are time-consuming, costly, and carry a great risk of danger if done improperly, but nothing matches the power of a successful **Ritual**.

**You cannot gain Mastery in this Task*

There are four **types** of **Magic** that exist. **Warding**, **Hexes**, **Divination**, and **Illusions**. Each Hunter has an innate specialty that can be chosen upon character creation or discovered while playing the game. Casting in your Hunters specialty is usually easier or requires fewer components. All Hunters can perform all **types** regardless of specialty. When it comes to Hunters with no arcane prowess or very little knowledge of **Magic**, they will struggle with categories outside of their specialty. When it comes to Hunters with Magical knowledge or skills, it is assumed they can perform all Categories well and thrive in their specialty. It is therefore recommended that any of the Playbooks with the Mage Classification, including Hybrid Classes, are proficient in all Categories of Magic. Playbooks without this classification should either be unable to use *any* Magic or be restricted to their Specialty (requiring components or training to perform Magic in Categories).

There are two steps to using **Magic** and **Casting**. First, you must select the category of **Magic**. This outlines the overall type of **Magic** you will be **Casting** and includes a variety of basic formulas for **Spells**, **Incantations**, and **Rituals**. These formulas are only a starting point, as Hunters can work with GMs to create their own **Magic**. For the most part, this will consist of selecting a **Spell Effect** with a list of **Tags** to alter the current **Spell**. Anything outside of this requires a discussion with the GM.

CATEGORIES OF MAGIC

Warding - This is an enchantment-based form of **Magic**. This type of **Magic** can enhance the strength and durability of objects or items. It can also be used to protect individuals from attacks or special effects. This type of magic is wielded by brave, stubborn, proud, or brash people. This form of **Magic** is accepted in most kingdoms, sometimes even being seen as divine or holy given its protective nature.

Divination - This is an investigative form of **Magic**. This type of **Magic** allows one to glean information of all kinds. It can see across vast distances, peer into the past or future, reveal information

about a target, or communicate with others at a distance. This type of magic is wielded by people who are wise, arrogant, worldly, or aloof. This is considered a very useful form of **Magic**. It is reluctantly accepted by most, but users are feared widely for their unorthodox knowledge.

Illusions - This is a deceptive form of **Magic**. This type of **Magic** creates illusions of light and sound. It can also alter someone's senses, place them under hypnosis or cause them to behave erratically. This type of **Magic** is wielded by people who are polite, mischievous, well-mannered, or manipulative. This is considered a very underhanded form of **Magic**. Though it is not regarded as evil, it is generally disliked and looked down on.

Hexes - This is a form of offensive **Magic**. This type of **Magic** can inflict **Harm**, disorient or affect a target negatively. It can also apply curses or engineer unfortunate incidents. This type of **Magic** is wielded by honest, ruthless, logical, or selfish people. This is considered an evil form of magic. It will be illegal in most places and regarded with immense scorn.

SPELLS - This form of **Casting** can be performed as a **Main Action**, and does not require extensive knowledge or components to perform. Any effects will only last one turn, usually until the beginning of your next turn or the end of the target's turn. You may use **material components** (**Ward, Divination, Illusion, or Hex materials**) to give yourself +1 to the roll, but this will spend the **material**. Some **Tags** get extra bonuses and some don't apply to all effects, please use discretion when applying **Tags** or refer to your GM if you have questions.

INCANTATIONS - This form of **Casting** can be prepared as a **Main Action**, and then used on your following turn as that turn's **Main Action**. Any effects you use will last for either the duration of **Danger Time** or an hour depending on GMs call. Status effects will count as **Severe**, and any **Harm** dealt will double the number of dice rolled. For any effects that require saving throws, **partial successes** will not nullify the effects but instead, reduce the severity. Additionally, a **partial success** will apply resistance to whatever **Harm** is taken. Any roll at 11 or above will negate the **Spell** completely. You *must* use **material components** to cast these Spells (**Ward, Divination, Illusions, or Hex Materials**) and require some knowledge or training in the

category, the **material components** are spent after casting is complete. Some **Tags** get extra bonuses and some don't apply to all effects logically, please use discretion when applying **Tags** or refer to your GM if you have questions.

RITUALS - This form of **Casting** is the most flexible in its possibilities. **Casting Rituals** will take anywhere between ten minutes to multiple days depending on the scale and power of the **Ritual**. These require **material components** proportional to the length of the preparation, usually involving multiple tools and thorough knowledge of a category and the **Ritual** you are casting. Smaller **Rituals** take less knowledge but would be difficult for anyone not proficient or learned in **Magic** to perform. In general, **Rituals** that cast effects can last for an entire day, affect larger areas, forego saving throws, or triple the dice of any **Harm**-based **Casting**. These cannot be started or finished casting during **Danger Time** without special tools or **Moves**.

Regardless of the category or **Casting** type, perform this **Task**, then use the **Tags** listed below.

- **8 - 10:** Choose a Spell Casting Effect and 2 Bonus Tags, in addition, choose a Backfire Tag as well
- **11 - 12:** Choose a Spell Casting Effect and 3 Bonus Tags
- **13+:** Choose a Spell Casting Effect, 3 Bonus Tags, +1 Harm if Harm is Dealt, -1 Forward on Saving Throws if applicable, and can add one of the following:
 - Add an additional Effect from the same Category (Ward, Hex, Illusion, Divination)
 - Add or Expand the Area Tag on an effect (roughly 10 ft radius, up to GM)
 - Add the Chaining Tag to the Cast (can bounce up to 4 Additional Targets, usually 5 - 10 ft from original Target, up to GM)
 - Add the Line Tag to the Cast (from the Caster to the Distance specified in the Cast)

SPELL CASTING CATEGORY EFFECTS

Tags have categories within this list. When mixing and matching **Bonus Tags** with the above-listed effects, only one **Tag** from each category can be taken, with the exception of the **Misc.** category. This rule does not apply to **Backfire Tags**. It should be noted that ALL **Spells** automatically come with the **Magic Tag** regardless of roll.