

1. Template
 - a. Unique Commands
 - b. Aspects/Features
 - c. Devices
 - i. Description
 - ii. Function
 - iii. Battle Mechanic
 1. Mechanic Clarifications
 - iv. Device History/Details
 - d. Talent Specializations

1. Cyrus, The Catalyst

- Unique Commands:
 - Align: alter the magical flow of those around you, hostile or friendly;
 - Enhance: select Device effect to be amplified
 - Applies one random, temporary upgrade to a Device
 - Reconfigure: applies 50% damage buff to ally; heals certain status effects
 - Hastega
 - Disable: neutralize opponent; target can no longer use skills for a duration
 - Upgrade: Lengthen duration
 - Upgrade: multi-target
 - Upgrade: stun
 - Fast-Skip: amplify flow within ally,
 - Restrictions: Requires active-magic usage; high cost
 - Effect: grant an additional turn to an ally
 - Cut Flow: negate magical circulation within one target;
 - If not Reconfigured within 5 turns, set-status SUFFOCATING
 - Basically, death sentence for a decent number of enemies;
 - Bosses will largely be immune, or have good countermeasures
 - Adaptive/Study: practice learning from your peers (Effect: allows gradual acquisition of replicable skills)
 - [Restriction] Everyman: Only certain, non-unique skills can be practiced and gained by Cyrus
 - [Restriction] Progress: Skills are placed in three unique categories: Understudy, Student, and Learned; position of each skill depends on mastery level
 - Understudy: Cyrus has seen it used, and perhaps used it himself; requires 5 uses to increase; attack can only be used if it has been used by its owner or Cyrus within the current battle

- Student: Cyrus can use the skill at 70% effectiveness and at will; effectiveness returns to 100% if owner has used it within the current battle; requires 10 uses to increase
 - Learned: Cyrus has acquired the skill, and can use it with 100% efficacy and at will;
 - Innovate: ???
 - Reciprocate: ???
 - [Restriction] Eyes Up: skills are only added to Understudy if they are used while Cyrus is in combat, and has not used another skill during his last turn
 - Aspects/Features:
 - Recognition: certain magical effects are familiar to Cyrus, and he can identify their origin
 -
 - Devices:
 -
 - Talent Specializations:
2. **Vaughn “Ryuji”, The Explorer**
- Unique Commands
 - Combine: use certain skills which combine Devices unconventionally
 - Get Swole (Self-Reinforcement): takes physical actions enhanced by magic
 - Cross-Cut
 - Bones of Rock (Stoneskin)
 - Reactivity: adds limited passive, AUTO-COUNTER
 - Aspects/Features
 - [Passive] Risk-It Biscuit: when multiple Devices are equipped, their effects can be combined by Vaughn’s disturbingly-inventive mind
 - Devices
 - Grabber (Grappler):
 - Description: comprised of a small pulley bound about the inner wrist linked via a small, thin wire to a belt with anchoring mechanisms dangling down over either hip; from Vaughn’s customizations, a rubber ball extends from the wrist mount into the user’s palm;
 - Function: when activated either via original button or modified squeeze ball, hooks extend from each hip mount and are fired in the direction specified by the wrist mount; these bury themselves in the target, dealing damage, and then the user is propelled toward distant targets
 - Battle Mechanic: Enemies in the midline can be targeting using this Device

- Upgrade: multiple enemies in either frontline or midline can be targeted (not both)
 - Device History
 - Blindsight:
 - Description: basically a headlamp
 - Nitro Boots
 - Flamespurter
 - Boomcannon:
 - Wallmaker: allows for a degree of Earthshaping, primarily the creation of defenses
 - Can also be used to fortify armor, with more advanced application
 - Whipstarter: a custom-made whip; serves as a combination three Devices which channeled flame, water, and wind;
 - Living Armor: an advanced Device crafted from the remains of a Sacrosanct Guardian; plugged directly into a user's nervous system, this allows for at-will manipulation of a liquid metal substance
 - Judgment Chain: a chain-link gauntlet with both glove and sleeve; unravels beginning at the top of the sleeve; controlled by the glove, although that can be unwoven as well
 - Allows for ranged attacks and debuffing
 - "Manners": the judgment chain strikes an opponent, then wraps around them, ensnaring them and forcing them prone
 - Talent Specializations
- 3. "Ajax", Second of the KnowerThe Inventor
 - Unique Commands
 - Aspects/Features
 - Devices
 - Description
 - Function
 - Battle Mechanic
 - Mechanic Clarifications
 - Device History/Details
 - Aspects/Features:
 - [Passive] Adaptive Physiology: gradually gain resistances to types of damage
 - Talent Specializations
- 4. LeonePhe, The Augmented Tsundere
 - Unique Commands
 - Remember Anger: use enemies' abilities
 - Description: draw power from those who have threatened you
 - Aspects/Features

- Devices
 - Adaptive neural augmentations: These augmentations allow Phe to replicate magic used against her in combat within particular parameters and give an innate list of skills. Installing a new control node allows for specialization of these skills and the ability to mimic more powerful magic from a certain branch (or branches?) of magic.
- Talent Specializations
- 5. Euphen, The Huntsman (Son of the Violet Flame)
 - Unique Commands:
 - Target Practice: use crossbow/projectile abilities
 - Take Aim: increases self-accuracy for three turns against target, increases self-damage by 20% against target
 - Tracking Shot: mark an enemy with a flare bolt, increasing damage taken from all hostile sources
 -
 - Craftsman: create and use traps
 - Aspects:
 - Range
 - Euphen must be positioned in the back row ($y=5$)
 - Euphen can attack enemies in either of the back two rows of the enemies' line ($y \geq 0$ & $y \leq 1$)
 - Euphen has a 60% base chance
 - Multi-attacks
 - Risk of Self-Damage, Jam
 - [Passive] Master of the Hunt
 - [Passive] Insight: Euphen's keen mind works to unravel his foes' workings, even ~~unconsciously~~ involuntarily
 - Euphen can intuit enemies' weaknesses given a certain number of consecutive attacks
 - [Passive] Fate's Forgotten: Euphen is unfamiliar to Fate, and therefore difficult to pinpoint; however, when She has taken notice of a discrepancy, she is quick to eliminate it
 - AOE or Randomized Attacks made by bestial foes have a 50% to miss or deal incidental (partial) damage
 - Attacks made directly at Euphen hit for 50% additional damage (of corresponding type)
 - Devices
 - Arm of the Taker
 - Description: a Device in the form of a bracelet and a strip of metal into which several gems are embedded; has since been custom-modified by Euphen into a gauntlet
 - Function: Projectiles aimed by a hand/appendage within six inches of it retain an ephemeral connection to the core of this

Device; damage created by this means can be voluntarily amplified, expelling kinetic energy powerfully around the point of impact

- Requirement: Requires active-magic usage
- Battle Mechanic: adds an AOE to projectile attacks--magical or physical
 - Secondary: when Euphen uses a BLOCK action, and would be damaged by a spell, spell damage is negated while Arm of the Taker is buffed proportionally
 - Arm of the Taker returns to normal following a usage of the Device
 - Device Enhancement: adds charge capacity to Device, allowing storage of additional spells for more damage
 - Device Enhancement: charge level can be specified, allowing for partial expulsion of energy
- Device History: a Device initially created--and then promptly lost--by Euphen, himself
 - This Device was recovered by a battle mage who later rose to prominence as a slaver who captured Conduits, although he more often killed than captured;
 - Euphen recovered it, forged it into a gauntlet, and refuses to let it leave his sight, for fear of the damage others could cause with his creation

- Talent Specializations:

- Sharpshooter/Sniper (high DPS, but limited in some circumstances)
- Device Artisan (modify Devices; support role)
- Huntsman (traps)

6. “Grog”, The Savage

- Unique Commands:

- Blood Echo: enhance yourself and your party by way of forbidden blood magic
- Blood Fury: attract attention and sustain yourself on the suffering of enemies; use DPS abilities

- Aspects/Features

- [Passive] Roar: using a blood fury attack will garner attention from enemies
- [Passive] Resonance: living in the Wilds has imparted a degree of mutability to the form of its' residents

- Devices

- Description
- Function
- Battle Mechanic
 - Mechanic Clarifications

- Device History/Details
 - Talent Specializations
- 7. **The Mystic**
 - **Possible: Light magic. debuffing (“augur of truth”) Monk.**
 - Unique Commands:
 - Rally: channel holy power to magically support teammates
- 8. **Sophia, The Rival**
 - Commands:
 - Siphon: control water and liquids; influence the source of life
 - Healing:
 - Circulation:
 - Nutrients:
 - Antibodies: cure status effects
 -
 - Hydrain: draw water from enemies, damage/replenish resource
 - Align
 - Replenish: restore one charge to target party member’s device(s)/relic(s)
 - Might be too overpowered
 - Reconnect: repair damaged relics (devices)
 - Devices will still require
 - Aspects:
 - [Passive] Disquieting: human enemies are distracted by her intensity, and attacks targeting her have 20% increased chance to be incidental
- 9. Unused Mechanics
 - Self-Res: small chance, depends highly on conditions
 - Spacing: rows/columns
 - Siege Damage
- 10. Status Effects:
 - Damage Over Time
 - Ideas:
 - [Poison/Toxic]
 - Suffocation: magic-damage over time
 - Confirmed
 - Denied:
 - Death/Curse (Flow Disruption)
 - Ideas
 - Suffocation: magic-damage over time
 - Confirmed:
 - Denied:
 - Stun
 - Ideas:
 - Disruption: subject’s magic flow is disrupted; paralyzation/curse

-
- [Concept]
 - Idea:
 - Confirmed:
 - Denied: