Tempest – Lore of Techniques

## Abstract

Techniques are like elements, basics for skills. Instead of attunement points, one gets effort points, but the same amount. Unlike Elements, techniques is not a completed system of interacting techniques, but an indefinitely expendable list. Or is it? Jobs / creation of items is also part of techniques.

## Mechanics

The level of **effort** for any technique is measured in points, with a total of **210 points**. Effort will enable you to go deeper into the trees of an element, and will have to be earned through practice / effort – but can be consciously changed over the course of time. Effort roughly corresponds to player level times 2 – a player level 100 should have the maximum effort level (effort is not determined, but capped by player level).

Every technique has 3 skill trees with 7 tiers of skills, divided into defensive, offensive and supportive categories. On every tier, one of these skills can be chosen, if effort and other requirements are met – but reskilling is certainly possible (though a lore-consistent way of explaining this has yet to be found). One point in effort is one point that can be invested in a technique– since multiple (max. 7) effort points can be invested into any skill.

There are **active**, **passive**, and **sustained** skills. Oh, and **triggered** skills?

Skills all have a cooldown (most often, the cooldown is just 1 though).

Skills cost resources.

On the 7th level, the three skills are all huge cooldowns with truly awesome effects – and therefore active skills.

# The Techniques

# 影 Opacum [ Element of Shadow]

## Flavour Deepest Darkness

“The Thing cannot be described – there is no language for such abysms of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled.” HP Lovecraft. The Call of Cthulhu.

The shadows lie in waiting, just a single step beyond your sanity, waiting to consume your darkest dreams and bring forth unspeakable nightmares tearing through the very fabric of your imagination.

Complementary Element: [気 Vacos](http://www.chaos7.org/vanilla/discussion/comment/9#Comment_9)

## Vice: Sloth

When all the times end, the shadows will consume all the seen and unseen worlds. With this knowledge, the shadows remain passive, waiting their eternities, without desiring to use their powers in the world of Tempest.

## Trait: Wisdom, Humanity, Temperance

**Wisdom and Knowledge** – Cognitive strengths that entail the acquisition and use of knowledge

Creativity [originality, ingenuity]: Thinking of novel and productive ways to conceptualize and do things; includes artistic achievement but is not limited to it

Curiosity [interest, novelty-seeking, openness to experience]: Taking an interest in ongoing experience for its own sake; finding subjects and topics fascinating; exploring and discovering

Judgment [critical thinking]: Thinking things through and examining them from all sides; not jumping to conclusions; being able to change one's mind in light of evidence; weighing all evidence fairly

Love of Learning: Mastering new skills, topics, and bodies of knowledge, whether on one's own or formally; obviously related to the strength of curiosity but goes beyond it to describe the tendency to add systematically to what one knows

Perspective [wisdom]: Being able to provide wise counsel to others; having ways of looking at the world that make sense to oneself and to other people

**Humanity** - Interpersonal strengths that involve tending and befriending others

Love: Valuing close relations with others, in particular those in which sharing and caring are reciprocated; being close to people

Kindness [generosity, nurturance, care, compassion, altruistic love, "niceness"]: Doing favors and good deeds for others; helping them; taking care of them

Social Intelligence [emotional intelligence, personal intelligence]: Being aware of the motives and feelings of other people and oneself; knowing what to do to fit into different social situations; knowing what makes other people tick

**Temperance** – Strengths that protect against excess

Forgiveness: Forgiving those who have done wrong; accepting the shortcomings of others; giving people a second chance; not being vengeful

Humility: Letting one's accomplishments speak for themselves; not regarding oneself as more special than one is

Prudence: Being careful about one's choices; not taking undue risks; not saying or doing things that might later be regretted

Self-Regulation [self-control]: Regulating what one feels and does; being disciplined; controlling one's appetites and emotions

## Type: Visionary / Idealist

Creative, resourceful, and intellectually quick. Good at a broad range of things. Enjoy debating issues, and may be into "one-up-manship". They get very excited about new ideas and projects, but may neglect the more routine aspects of life. Generally outspoken and assertive. They enjoy people and are stimulating company. Excellent ability to understand concepts and apply logic to find solutions.

Quiet, reflective, and idealistic. Interested in serving humanity. Well-developed value system, which they strive to live in accordance with. Extremely loyal. Adaptable and laid-back unless a strongly-held value is threatened. Usually talented writers. Mentally quick, and able to see possibilities. Interested in understanding and helping people.

## Personality: Abstractedness, Privateness

Abstract, imaginative, absent minded, impractical, absorbed in ideas

NOT: Grounded, practical, prosaic, solution oriented, steady, conventional

Private, discreet, nondisclosing, shrewd, polished, worldly, astute, diplomatic

NOT: Forthright, genuine, artless, open, guileless, naive, unpretentious, involved

## Colour: Black

## Mechanics

Great Power, at the cost of your own sanity. Using these abilities will reduce your sanity, leading to debuffs and removing colour and light from the game interface. Sanity can be recovered through skills or through time. A player has to balance loss of sanity against using these abilities. Negative Sanity is insanity, and it’s really bad ;-)

No AoE!

Cursed, Darkness, Dark Sustenance, Endless Hunt, Fears, Force of Will, Gestures, Gloom, Predator, Punishments, Rampage, Shadows, Slaughter, Strife

Absorption, Distortion, Discharge, Dream Forge, Dream Smith, Nightmare, Thought-Forms, Slumber, Focus, Feedback, Dreaming

Extra-dimensional Nightmares!

Eldritch Ephialtes

Anathema, Abomination.

## Abilities

### Corruption (Offensive)

#### Tier 1: Shadowflame

DoT, consumes magical buffs per tick, increased dmg if buff exist.

#### Tier 2:

#### Tier 7: Eldrich Ephialtes

Summons the target’s darkest nightmare – a perverted copy of itself from their dreams. If asleep, double the copies. Will wake target. Per tier, more copies / stronger copies are summoned.

### Abyss (Supportive)

#### Tier 1: Knowledge of the Depths

Sanity Mechanics explained. The more attunement to Opacum, the more insanity possible, but also automatic sanity reduction.

#### Tier 2:

#### Tier 7: Avatar of the Abyss

Casting away your sanity, you yourself become an avatar of the abyss.

Not Unlearnable / unskillable: Once unlocked, at least 1 attunement point will have to remain spent here.

### Dark Dreams (Defensive)

#### Tier 1: Sleep / Dreams