

Occultist

You are an occultist, someone involved with the eldritch, a cultist or private practitioner of the occult.

You have mana equal to 5 + knowledge, or 5 if your knowledge is negative.

Occultist Features

Occultism *Occultist Feature*

Every session, you decide on an additional occult goal, such as a ritual of some kind. You cannot have the exact same occult goal multiple times.

Occultist Appeals

Entice *Occultist Appeal*

Uses: 1

You tempt someone to do something by focusing on the positives, even exaggerating them, making them forget why it would be unwise.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage.

Talk Languages *Occultist Appeal*

Uses: 1

You go wild talking in eldritch languages.

Check: Intimidation + entertainment (CHA) vs instinct

Success: Deal 3 resolve damage.

Grimoire *Occultist Feature*

You are in possession of a grimoire containing information about the occult. You may spend at least an hour to study it for specific information about the occult with an occult (KNO) check.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Occultist Manoeuvres

Basic Attack *Occultist Manoeuvre*

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d6 + strength damage. Deal an additional 1d6 + knowledge damage if there are no allied characters within 6 tiles (S).

Eldritch Burst *Occultist Manoeuvre*

Time: 1 action

Cost: 2 mana

Range: 2 tiles (C) – 6 tiles (S)

Target: Character

Attack: Knowledge vs instinct

Hit: Deal 1d10 + knowledge damage

Occultist Spells

Circle of Terror *Occultist Spell*

Time: 1 minute

Cost: 4 mana

You draw a circle with your own blood onto a surface, taking 1d12 damage. The next character to touch it must succeed on a TN30 instinct check or be frightened, forcing them to attempt to escape in terror for the next 10 minutes.

Demonology *Occultist Spell*

Time: 10 minutes

Cost: 3 mana

For the next 10 minutes, you are able to sense eldritch, demonic, and other evil supernatural presence and magic.