

Void <i>Target:</i> Self	Bolster <i>Target:</i> Self	Strain <i>Target:</i> Self
Next time you or your weapon would be affected by an invocation, negate it.	Raise CON by 1 for an hour.	Raise STR by 1 for an hour.
Grace <i>Target:</i> Self	Leap <i>Target:</i> Self	Valiikon’s Blessing <i>Target:</i> Self
Raise AGI by 1 for an hour.	Jump 30 feet, ignore 30 feet of fall damage	(1n1) to consume. For 6 rounds, any poison damage you take heals you. <i>A perpetually green and dewy strip of leaf. Wearing it engenders a sense of peace.</i>
Invocation of Harm <i>Target:</i> Weapon	Folly of the Strong <i>Target:</i> Weapon	Cunning <i>Target:</i> Weapon
Roll max damage for one die (up to 6 damage). Consumed on hit.	Activates on parrying a blow from a weapon. That weapon becomes much heavier. The weapon’s STR requirement goes up by 2 for 1 hour.	If you parry a weapon that has an invocation, break this invocation, this invocation becomes what that one was.

<div>Blunder<div>Target: Weapon</div><div>On attack take 2d6 damage, DC 12 DEX check or drop your weapon.</div></div>	<div>Greater Deft and Dreaming<div>Target: Weapon</div><div>While applied to a weapon, the weapon is invisible and the weapon passes through objects and walls. On attack, ignore all armor. When attacking with this invocation, lower enemy dodge by 4. Consumed on hit.</div><div>Free floating edges and inscriptions dancing with reflections from unseen light. The ribbon of runes is entirely weightless and nearly invisible.</div></div>	<div>Lesser Deft and Dreaming<div>Target: Weapon</div><div>While applied to a weapon and held, the weapon passes through non-organic material. On attack, ignore non-natural armor. Consumed on hit.</div><div>A smooth silvery strip of fabric, the edges and inscriptions dance with reflections from unseen light. The ribbon of runes is entirely weightless.</div></div>
<div>True Edge<div>Target: Weapon</div><div>While applied to a weapon, if the weapon would lose [bladed], break this invocation instead.</div></div>		