

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

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