甜食（糖果）专业

Sweets Specialization

Link to 'hub': https://titanpad.com/L24yLKk9nD

Generate Sweets

MagReq: 2

Cost: 2

Desc: Creates a dessert. This may be used for Yummy Treats. Takes a full action to create.

甜食创生

需求：2MAG

费用：2魔力

描述：创建一种甜食。 这可以用于制作好吃的料理（看语义应该是这样子翻译，原文treats是治疗的意思，应该是笔误，本应该作eats）。 需要一个动作来施法。

Animate Sweets

MagReq: 3

Cost: 1

Desc: Allows a dessert with a soul inside or influencing it to weakly wobble and move. Those that do not, the caster can shuffle and move around in the way of a gentle float or push's worth of force. Is only good for parlor tricks really.

灵魂-甜食

MagReq：3

成本：1

描述：具有灵魂的甜食，可以使他们可以进行轻微的摇摆和简单的移动。 没有灵魂的甜食，施法者可以通过温柔的施加魔力的方式来移动它们。只适用于打理客厅。

Turn to Candy

MagReq: 4

Cost: 0(Passive)

Desc: Basic attacks are now togglable, between normal, lethal/non lethal attacks, or the typical 'ammo'/melee type attacks that, when a target would be taken out by HP damage, fully turns the subject to a dessert of some kind, magically also binding the soul to the dessert(A way out and Get out of Jail may break soul away, soul jars may sever connection to their 'body' as if killed). Any wounds inflicted using Turn to Candy will be removed after the encounter, if the subject is not at 0 hp or otherwise. Subject changed to candy has enough sweets from their body worth Vit/2 (round down) points before fully devoured. Regeneration still 'works' for 'healing' them. May turn soul gems to candy if they are noticed, but body has to be reduced to 0 through this as well, soul gems counting as a 1 'wound' sweet. Panacea will return the target to a 0 hp unconsicious (or otherwise effectively helpless till heal) person.

糖果化

需求：4MAG

成本：0魔力（被动）

描述：你的基础攻击现在能够自由在普通攻击（普通的拳击、白刃攻击等），致命/非致命攻击（意味着你可以选择留手），或者弹药/近战攻击（意味着你可以用手发射糖果）之间自由切换，当目标的hp被你清零的时候，你可以将目标变成某种甜点 ，这种力量能够神奇的将目标的灵魂关入甜食中（强行离开甜食可能会将灵魂破坏。这个监狱会切断目标灵魂与目标身体的联系，目标会变得好像被杀死一样）。 如果目标不是0hp或者其他情况（一般来说就是没死的情况），那么所有糖果化带来的伤害在遭遇结束后就会消失。 目标成为糖果后，在被完全吞噬之前，他们的身体中仍然有足够的活力（糖分，即特殊的内置hp，仅能维持目标不真正死去，并不是实际hp），等于VIT/2（向下取整）。 再生能力对目标的复原仍然有效。 如果具有瓶中灵魂能力的目标被注意到（其灵魂宝石），你可以将目标的灵魂宝石也变成糖果，但使用这种方法，目标身体也必须被消灭，灵魂宝石算作1hp。 万能药可以将目标恢复成0 hp的昏迷（无助的，直到被治愈，应该是指起码得到1hp）的人。

Candy Beam

MagReq: 4

Cost: 2

Desc: A basic magic attack, in the most blunt of senses. This attack follows the same details as Turn to Candy, however, is instead a normal Magic attack, using Mag vs Shield/Sunder/Luck Out. 1 w/s scaling, 1 soak pen.

糖果射线

需求：4MAG

费用：2魔力

描述：简单直接的魔法攻击。 此攻击遵循与糖果化相同的细节，然而，这也不是普通的魔法攻击。你使用MAG检定对抗目标的护盾/拦截/天佑检定，检定的每一胜出数造成1点伤害，此次攻击具有1伤害清除。

Yummy Treats

MagReq: 6

Cost: 0

Desc: The candy-specialization user's hunger is insatiable, and is reflected by their gluttony. for sweets. Desserts created by Sugar and Sweets can be consumed to restore 1 wound and mana to the caster, and can be done either as an action, or in place of any movement for the user.

饕餮之宴

需求：6MAG

成本：0

描述：糖果专业的使用者的饥饿是永远都无法满足的，并且这种欲望会通过她们的各种暴食行为反应出来。 你食用由糖和其他类型甜点制作的食物的时候，你可以恢复1点伤害和法力值。使用一个动作，也可以用任何动作（如移动动作）作为代替。

Devour Dessert

MagReq: 4/8/16

Cost: 20?(May be paid in incriments)

Desc: The candy magical user may eat a person-turned-treat for their own growth. In the case of humans and weaker monsters, it is only as usefu las eating as if yummy treats. Towards a Magical Girl (player character only) it has far more use. Upon fully eating a magical girl, the soul of the girl is soon attempted to be devoured as well. The magical girl and candy user contest on a 1d20 roll between eachother, on defending souls' success, nothing happens. On sweets-user's success, may spend as much mana/blood magic to devour target's soul. Mana and health drained this way will be removed from maximum wounds/mana for the rest of the day. May only be used once per day(even if there are multiple souls). May be escaped by perks.

吞噬甜心

需求：4/8/16MAG

费用：20？（可能会额外付费）

描述：糖果魔法使用者可能会为了自己的成长吃人。 如果只是人类或者较弱的怪物，她们对你来说只是美味的食物。 对一个魔法少女（仅限玩家角色）它有更多的用途。 你完全吃掉一个魔法少女后，这个女孩的灵魂很快就会被你吞噬。 这个魔法少女和你进行一个1d20对抗，若这个魔法少女胜出，则不会发生任何事情。若你成功，你就能使用尽可能多的魔力或者生命来吞噬目标的灵魂。 用这种方式消耗的魔力和生命将从今天剩余的魔力/生命值上限移除。每天只能使用一次（即使有多个灵魂）。 可能会因特技而逃脱。

Upon devouring a soul completely, the soul will remain within the caster(cakes and candy) or be completely destroyed and assimilated (guns and grim), and the caster gains:

在你完全吞噬这些灵魂之后，灵魂会留在施法者身上（蛋糕糖果模式）或被完全摧毁并同化（冷酷刀枪模式），你将获得：

4: +1 stat to MAG, OR, +1 the victim's highest stat

4MAG:你的MAG+1或者+1目标的最高属性

8: AND use of target's specialization (NO stat bonus, in the case of two, pick one)

8MAG：可以使用目标的专业（但是没有属性增加。活动专业和属性增加只能二者选一）

16: AND one perk or power from the subject.

16MAG：获得目标的能力或特技

If devouring a NPC 6+ dice stat monster/magical girl/familiar/a fused thrall (or 5 individual thralls, eating 4 or less in an encounter won't help you), raise the above table to 8/16/22 for their effects, and these effects will instead last for 10 turns.

如果吞噬一个非玩家（指NPC）的有属性大于或等于6的魔物/魔法少女/魔宠/一个合体的仆役（或5个独立的魔物/魔法少女/魔宠/合体的仆役（指全属性都小于6的情况），一场景中吃4个或更少没用），将上表的需求提升到8/16/22（因为一次性吞噬过多或者是强力的灵魂所以需求上升了），并且这些效果只会持续10轮。（吃多了消化不良）

An attack dealt while the sweets user is at or below 25% health threshhold can, instead of damage, release as many souls as successful dice, rolled at random out of those eaten, and their effects (if present) will be lost to the caster.

当你处于或低于25％的生命值时遭到攻击时，可以释放你所吞噬的灵魂来作为成功的骰子（指增强防御，应该是1：1，虽然原文也没写具体怎么回事……不过强大的灵魂应该是可以抵挡更多的伤害的，留待ST、DM、KP心证），来免受伤害，随机释放灵魂，并且那些灵魂为你带来的效果（如果存在）全部消失。

Also, purifying from corrupt state will effectively free all souls and as such the effects.

同理，从黑化状态中被净化，也会释放所有的灵魂，因此你通过那些灵魂的得到能力也会消失。

Sticky Candy

MagReq: 8/12

Cost: 3

Desc: Gum in your hair, stuck on your shoes, candy melting down in your hands, all sorts of sticky sugary sweets will collapse upon the target, based on an Weapon Attack (caster) vs Any Stat(opposed) contest, or a Mag (caster) vs Shield/Sunder/Luck Out. On failiure, target may only make an action that will not move them, or a movement, and may not be moved by other people. May spend a full round to remove this effect. May be aided out of this by another person's action.

11Mag: Effect now does not end after the full round of action, and instead only changes this effect to a -2 dice effect, and another full round at any other time to remove that effect. This is the same for the aid from another's results. Neither effects may stack, and re-applying will return it to the initial case, without the -2 dice effect.

粘性糖果

需求：8/12MAG

费用：3魔力

描述：你的头发上有胶水，滴落下来黏到了你的鞋子上，而甜美的糖果融化于你的掌心中，无数的糖浆宣泄而下，倾倒在目标身上。你可以用你的攻击对抗目标自选的任一一属性检定，或者你可以用你的MAG检定对抗目标自选的护盾/拦截/天佑检定，当目标对抗失败，目标只能做不用进行移动的行动或动作，并且其他人也无法移动目标。目标可以用一整轮的时间来消除这种影响，其他人可以在这个判定是给予帮助（如花一个动作帮助目标解除粘性糖果，因为英文原版没有具体描述可以怎么样帮助，所以留待KP、DM、ST心证）。

12MAG（原版是11MAG，但这个魔法前面的增强需求是12MAG，故认为这是英文原版的笔误，作修改）:效果现在并不会在完整一轮过后结束，而是只是将对抗差值-2（若下降到0或以下，那么法术解除。若没有下降到0或以下那么法术继续维持），然后目标再第二次用一整轮的时间来消除这种影响的话，那么该效果直接消除。若有其他人的援助，那么同样适用于该效果。自我清除和援助的效果对粘性糖果的清除不会叠加。若你重新对目标施放粘性糖果，那么粘性糖果的效果回归到目标未对抗的状态。

Sugar and Sweets

MagReq: 10/16

Cost: 1(Paid upon hitting said thresholds)

Desc: As the subject fights, despite their powers they may find it... difficult if not impossible to recover as quick as one might from a simple cut, compared to an arm turned to jello. If the combatant is using Turn to Candy's main attack means, lowers a target below wound threshhold, this cost can be paid to reduce the target's maximum wounds by 2(does not inflict damage, in a strange case, may allow the target to retain a 'temporary' hit point above their new maximum). This does not change wound threshhold numbers, however if debuffed enough, may prevent recovering health higher than said threshholds. Also dispelled after encounter. Leaves one sweet dropped where the victim is. Target may expend up to (vit/4 round up) mana to restore these maximum hit points for one action, this does not return wound points.

16: At this level, may be used every successful hit instead of only on wound threshholds.

残忍甜心

需求：10/16MAG

费用：1魔力（在达到所述阈值时付费）

描述：在目标战斗时，虽然她们拥有（强大或者弱小的恢复）力量，但是他们很可能会发现……这些伤害不是会像那些简单的切割一样可以快速恢复的，相对的，你的一只手臂也会被转化成果冻。 如果你在战斗时使用糖果化作为主要攻击手段，将目标的生命降低到伤害阈值以下（四道阈值皆能触发），则可以使用这个魔法将目标的生命上限-2（不造成伤害，在这个情况下，目标将获得一个“临时”的“生命上限”来计算她的伤害阈值。也就是说，虽然生命上限被减了，但是基于原生命上限的伤害阈值没有变化）。 这也不会改变伤害阈值的数量，但是如果减益足够的话（这里只能靠DM、ST、KP心证），会阻止恢复能力将生命恢复到高于伤害阈值的状态。 战斗后这个魔法的效果都会消失。若有受害者因此而死，则会在她死去的地方留下一份美味的甜品。 目标可以花费（VIT/ 4，向上取整）的法力恢复生命上限，但这不会使目标的伤口复原。

16：在这个级别，你的每次成功造成伤害的攻击都可以转为扣除目标的生命上限，而不是仅仅在伤害阈值时才能扣除目标的生命上限。

Dessert Tray

MagReq: 12/18/26

Cost: 6

Desc: Waiting for a dessert is such a bore, this spell speeds the process along quite handily! The user, upon paying 6 mana, may use any available attack up to 10 enemies with one roll, the result being the attack roll for all targets. Targets attacked this way(hitting 0 wounds) MUST be subject to Turn To Candy's effects. Anything turned to candy this way has a duration as if one bronze coin was used, instead of the normal duration. Only 2 fortune may be used between EVERY target, and only applies to the desired target marked for fortune boosting successes. Must use the same type of attack for all targets (no switching between hollow point and armor piercing)

18: Now targets up to 20 targets. Also may switch ammo per target.

26: Now targets up to 30 targets. Fortune applied now applies to all targets.

甜点的展盘

需求：12/18/26MAG

费用：6魔力

描述：等待甜点的完成是非常无聊的，这个法术可以加速这个过程！ 你在支付6点魔力值后，可以使用任何攻击手段对最多10个敌人的进行攻击，只需要骰一次，其是对所有你选定目标的攻击检定。 以这种方式攻击的目标（尚未受到伤害）必须受到糖果化的影响（也就是说，你必须糖果化后才能使用这个魔法）。 任何因为这个魔法变成糖果的事物都有一个持续时间，就好像使用了一枚青铜币一样（即一年零一天），而不是正常的持续时间（指永恒之糖）。对于每个目标只能使用2点幸运点（而不能只用1点），并且只能应用于满足幸运点增加成功数的要求的目标。必须对所有目标使用相同类型的攻击（弱点攻击和穿甲攻击之间不需要切换）

18MAG：现在最多可以对20个目标使用。 可以用不同类型的攻击。

26MAG：现在最多可以对30个目标使用。 现在应用的幸运点适用于所有目标。

Curse of Candy

MagReq: 20

Cost: 70

Desc: By this point, the sweets user must have quite some power... and keeping an array of desserts would be a hastle otherwise to manage costwise, fortunately, their power is enough to maintain this. At the cost of 4 mana a turn in channeling total of 70 mana, a dessert's time will be increased by a week's time, to no limit.

糖果诅咒

需求：20MAG

费用：70魔力

描述：在这点上，你必须拥有相当强大的力量..... 甜点的保质期是相当短暂的，总是会无故损失，幸运的是，你的力量足以维持甜点的存在。 使用70点魔力值释放这个法术，将甜点的维持时间增加一周，再花费4点魔力值，甜点的时间将再增加一周，没有上限。

Eternal Confectionary

MagReq: N/A

Cost: 1 magic coin

Desc: The candy user's 'curse' is not a long lasting one, desserts must be eaten in the hour or the subject will return to their original form, unless magically extended by the power of magical coins.

No Coins: MAG\*5 minutes.

1 Copper: 1 day duration

1 Bronze: 1 week duration

1 Silver: 1 month duration

4 Silver: Permanent

永恒之糖

需求：N / A MAG

费用：1枚魔法硬币

描述：你的“诅咒”不是持久的，甜点必须在一小时内吃掉，否则受害者（上文中的目标）将恢复原来的样子，除非魔法硬币的魔力延长。

没有使用魔法硬币：MAG \* 5分钟

1铜币：持续1天

1青铜币：持续1周

1硬币：持续1个月

4银币：永久性