

Tactical Doctrine: The Spellbinder

by GubDM

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The Spellbinder

Your training was different than most and involved not only the physical tools of war, but also of hexes and spells that tap into the leylines that cross the Timescape. You gain the Magic or Timescape skill.

1st-Level Doctrine Feature: Unorthodox Methods

As part of your Field Arsenal feature, when you select an additional martial kit, you can instead select a spellbinder kit. Your spellbinder kit grants you a number of benefits. (See [Spellbinder Kits](#).)

Doctrine Triggered Action: Tip the Scales

As an ally attacks, you harness a bit of arcane energy to grant them a decisive advantage.

KW: Ranged, Magic	Type: Triggered
Distance: Ranged 5 or Self	Target: You or an ally
Trigger: The target makes a Weapon attack targeting 1 creature. You must use this ability before the attack’s Power Roll.	
Effect: The attack has an edge and deals extra damage equal to your Reason score.	
Spend 1 Focus: The attack deals an extra 1d6 damage.	

Spellbinder Kits

Your unique training granted you familiarity with tools many find unnatural: talismans, a variety of which can each be prepared with a respective spellbinder kit. You can swap your spellbinder kit out during a Respite as with any other kit. (See [Kits](#).)

Kit Features

All spellbinder kits have the following features in common.

Kit Bonuses & Equipment

You channel energy through a wooden implement into your talismans. All spellbinder kits grant kit bonuses.

Arcane Stream

Each spellbinder kit is associated with an arcane stream that refers a specific damage type used by certain spellbinder abilities.

Channel

Whenever you use the Tip the Scales triggered action, you can channel arcane energy into one of the talismans in your spellbinder kit, replacing the Effect with the talisman’s Channel Effect, and changing any damage added to the attack by spending Focus to the damage type of your arcane stream.

Spellbinder Kit Ability: Flare

You unleash a torrent of arcane energy into a talisman, incinerating it and bolstering you beyond your physical limits.

KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: Choose one of your remaining talismans. You gain the ability to use that talisman’s Flare Signature Action (EoE). You cannot use that talisman to Flare or Channel (EoE). At the end of the encounter, you regain all flared talismans.	

Hawthorn

With this spellbinder kit, your occult materials allow you to inscribe your talismans with the ability to ensnare, burden, and wrest vitality out of victims. Hawthorn talismans tap into a vile leyline of poison.

Kit Bonuses

- **Stability:** +2
- **Magical Damage:** +1/+1/+1

Arcane Stream

Your arcane stream damage type is poison.

Channel Effects

Talisman Name	Channel Effect
Berkanan	A creature adjacent to the target of the attack is grabbed by the target of the attack (EoT). The target of the attack cannot end the grab.
Eihwaz	If the target of the attack is bleeding, the attack has an edge. Otherwise, the target is bleeding (MGT ends).
Thurisaz	The target of the attack sheds thorns around them in Aura 1 (EoT). When another creature enters the aura or ends their turn in the aura, they take 2 poison damage.

Flare Signature Actions

Talisman Name	Flare Signature Action
Berkanan	Untame the Land
Eihwaz	Wither and Nourish
Thurisaz	Pierce the Veil

Signature Ability: Untame the Land

The Berkanen talisman imbues you with a vivid memory of the wode in a time before dwarves or man.

KW: Area, Magic	Type: Action
Distance: Burst 2	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11 or lower: 3 poison damage• 12-16: 4 poison damage; pull 1• 17: 7 poison damage; pull 1; restrained (EoT) Effect: Until the end of your next turn, when you make a Weapon attack, you can choose one target of the attack within 3 squares of you. Pull 2 or restrained (EoT)	

Signature Ability: Wither and Nourish

The Eihwaz talisman imbues you with the ability to sap the strength of your enemies.

KW: Area, Magic	Type: Action
Distance: Burst 1	Target: All enemies
Power Roll + Might: <ul style="list-style-type: none">• 11 or lower: 3 poison damage• 12-16: 4 poison damage; weakened (EoT)• 17: 7 poison damage; weakened (MGT ends) Effect: Until the end of your next turn, when you make a Weapon attack targeting 1 winded creature, you can spend a Recovery. If the attack is a critical hit, you regain 1d6 Stamina.	

Signature Ability: Pierce the Veil

The Thurisaz talisman imbues you with an innate certainty of what is and what is not.

KW: Attack, Magic, Melee	Type: Action
Distance: Reach 1	Target: 1 creature
Power Roll + Reason: <ul style="list-style-type: none">• 11 or lower: 4 damage• 12-16: 7 damage; no benefit from cover (EoT)• 17: 9 damage; no benefit from cover (EoE) Effect: Until the end of your next turn, when you make a Weapon attack against creatures within 5 squares of the target, the line of effect ignores mundane wood, stone, and metal. Note these attacks do not automatically ignore cover or concealment. Affected hidden creatures are only concealed.	

Rosewood

With this spellbinder kit, your occult materials allow you to inscribe your talismans with the ability to amplify, resound, and terrify. Rosewood talismans tap into a cacophonous leyline of sonic.

Kit Bonuses

- **Area:** +1
- **Magical Damage:** +2/+2/+2

Arcane Stream

Your arcane stream damage type is sonic.

Channel Effects

Talisman Name	Channel Effect
Fehu	The target of the attack emits cacophonous voices around them in Aura 1 (EoT). When another creature enters the aura or ends their turn in the aura, they take 2 sonic damage.
Uruz	The target of the attack is dazed and has a bane on their next attack (EoT).
Othalan	If the attack rolls a tier 1 result, the target is frightened by the attacker (EoT) and the attack instead gets a tier 2 result.

Flare Signature Actions

Talisman Name	Flare Signature Action
Fehu	Overflow
Uruz	Resonate
Othalan	Beat the Drum

Signature Ability: Overflow

The Fehu talisman imbues you with a torrent of melodious voices you struggle to contain. Let it free.

KW: Attack, Magic, Melee	Type: Action
Distance: Reach 1	Target: 1 creature
Power Roll + Might: <ul style="list-style-type: none">• 11 or lower: 4 sonic damage• 12-16: 8 sonic damage• 17: 11 sonic damage Effect: Until the end of your next turn, when you kill a non-minion enemy with a Weapon attack, the damage you deal beyond the damage that reduces the target to 0 Stamina you gain as temporary Stamina.	

Signature Ability: Resonate

The Uruz talisman imbues you with the resonance of a waterfall of time emptying into a Sea of Stars.

KW: Area, Magic	Type: Action
Distance: Burst 2	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11 or lower: 4 sonic damage• 12-16: 5 sonic damage; slowed (EoT)• 17: 8 sonic damage; slowed (MGT ends) Effect: Until the end of your next turn, when you make a Weapon attack that targets 1 creature, it temporarily gains the Area keyword and targets all enemies within Burst 2 (the Area bonus of the kit is already applied to this value) of the original target.	

Signature Ability: Beat the Drum

The Othalan talisman imbues you with the rhythm of past battles' war drums. A new drum every moment.

KW: Attack, Magic	Type: Action
Distance: Burst 2	Target: All enemies
Power Roll + Might: <ul style="list-style-type: none">• 11 or lower: 4 damage• 12-16: 5 damage; frightened (EoT)• 17: 8 damage; frightened (EoT) Effect: Until the end of your next turn, your next Weapon attack is automatically Tier 1, your Weapon attack after that is Tier 2, and all your Weapon attacks after that are Tier 3 and deal an extra 1d3 sonic damage. You can still roll to see if you crit.	