

The Spellbinder

A class for Draw Steel by GubDM

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Spellbinder

You survey the field and through the ruck, you spot an ally in the bind with a foul creature. With a practiced gesture, you send a spell streaking across the field, and the ally slays the foe. One small skirmish doesn’t win a war, but a hundred might. A thousand, sure. And if that doesn’t work? You’ll roll up your sleeves and do it yourself.

As a spellbinder, you were trained not only the physical tools of war, but also of hexes and spells that tap into the leylines that lattice the Timescape. You carefully weigh your myriad arcane and occult options available to bolster your allies, and if all else fails, you unleash a torrent of power through yourself.

Basics

Starting Characteristics: You start with a Might of 2 and a Reason of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Starting Stamina at 1st Level: 18
Stamina Gained at 2nd and Higher Levels: 9
Recoveries: 10
Skills: Magic and Timescape, plus choose any two skills from the crafting or lore skill groups.

Spellbinder Advancement

Level	Features	Abilities
1st	Arcane Flow, Depth, Flow Features, Tip the Scales, Channel, Flare, Spellbinder Abilities	Tools of the Trade, 3, 5
2nd	Flow Feature, Flow Ability	Tools of the Trade, 3, 5, 5 (Flow)
3rd	Flow Feature, 7-Depth Ability	Tools of the Trade, 3, 5, 5 (Flow)
4th		Tools of the Trade, 3, 5, 5 (Flow)
5th		Tools of the Trade, 3, 5, 5 (Flow)
6th		Tools of the Trade, 3, 5, 5 (Flow)
7th		Tools of the Trade, 3, 5, 5 (Flow)
8th		Tools of the Trade, 3, 5, 5 (Flow)
9th		Tools of the Trade, 3, 5, 5 (Flow)
10th		Tools of the Trade, 3, 5, 5 (Flow)

1st-Level Features

As a spellbinder, you gain the following features.

Arcane Flow

Through training under a master, a spellbinder develops their own idiosyncratic habit for how they drink from the arcane stream. How deeply do you let yourself sink in its depths? How thin a stream do you allow to pass through you? Choose from the following:

Sunshower: You skim the surface of the arcane stream, splashing its power over your allies from afar. You see the battle from a bird's eye, no opportunity for victory, however slight, escapes your notice.

- You gain the Alertness skill

Cloudburst: You allow the arcane stream to wash over you and sometimes you dip beneath the surface. The battlefield is a river and you are a wistful leaf, flitting from skirmish to skirmish.

- You gain the Navigate skill

Torrent: You sink to the bottom of the arcane stream. You are a flood, and the battlefield will drown. Who better to make use of the incredible power of the arcane stream than you?

- You gain the Endurance skill

Depth

Many fear the dark embrace of the arcane stream, but you invite it, granting you a Heroic Resource called depth.

Outside of combat and other dangerous situations tracked in turns and rounds, you have depth equal to your Victories. If you lose some or all of this depth outside of combat, it takes you 1 minute to regain it.

When a combat encounter begins, you keep any depth you had outside of combat. At the start of each of your turns during combat, you gain 1 depth + 1 depth if you have flared a talisman + 1 depth if you have flared all your talismans. You also gain 1 depth when you use the Channel feature. When combat ends, you once again have depth equal to your Victories.

1st-Level Flow Features

Your chosen flow grants you a feature, as shown on the 1st-Level Arcane Flow Features table.

1st-Level Arcane Flow Features

Flow	Feature
Sunshower	Scattered Showers
Cloudburst	Distant Thunder
Torrent	Eye of the Storm

Scattered Showers

Your speed is increased by an amount equal to the number of talismans you haven't flared.

Distant Thunder

When you flare a talisman for the first time in an encounter, gain 10 temporary Stamina. When you use your Channel feature, until the end of your next turn, your speed increases by 1.

Eye of the Storm

When you flare a talisman for the first time in an encounter, gain 10 temporary Stamina. When you force move a creature, the distance of the move is increased by the number of talismans you have flared.

Triggered Action: Tip the Scales

As a spellbinder, you gain the following triggered action:

<i>Tip the Scales</i>	
<i>As an ally attacks, you harness a bit of arcane energy to grant them a decisive advantage.</i>	
KW: Magic, Ranged	Type: Triggered
Distance: Ranged 5 or Self	Target: You or an ally
Trigger: The target makes an 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 Depth: The attack deals an extra 1d6 damage.	

Tools of the Trade

A sword, a spell, all are just tools to achieve the decimation of the opponent on the field, and you are a master craftsman with such tools. Whenever you select or change your kit, you can select an additional talisman kit (See [Talisman Kits](#)). Your talisman kit grants you a number of benefits, including the Channel and Flare abilities.

Spellbinder Abilities

You use your talismans to bolster your allies or yourself depending on the ever-changing situation. But you're not only a mage, you're also well practiced at dealing in steel. You wield a range of abilities that combine your talents to eviscerate enemies.

Flare Signature Abilities

Your talisman kit from your Tools of the Trade feature grants you up to three signature abilities. Signature abilities can be used at will.

Heroic Abilities

You heroic abilities cover a variety of spell-bound combat tactics adapted from martial traditions all over Orden and beyond, and are all fueled by your depth.

3-Depth Abilities

Choose one heroic ability from the following options, each of which costs 3 depth to use.

Starlight Stream (3 Depth)	
<i>You fade to an incorporeal state and flow like a cloud of stars across the field.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: You can shift up to your speed. You can pass through 1 square of solid matter as part of this movement, but you cannot end this movement inside solid matter. If you move through a square occupied by an ally, that ally gains an edge on their next resistance roll before the end of the encounter.	

Nothing Personal (3 Depth)	
<i>You dart from skirmish to skirmish leaving naught but an afterimage in your wake.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: You
Effect: You can teleport twice, each time up to 2 squares. If you are adjacent an enemy, no matter the enemy's size, you can teleport to a space on the opposite side of the enemy as one of the teleports. All three spaces before and after your teleports count as allies for flanking enemies this turn.	
Spend Additional Depth: For each additional 2 depth you spend, you gain 1 additional square of distance for each teleport.	

Strike of Doubt (3 Depth)	
<i>A malicious strike devised by censors in Phaedros plants suspicion into the minds of your foes.</i>	
KW: Attack, Melee, Ranged, Weapon	Type: Action
Distance: Reach 1 or Ranged 5	Target: 2 creatures or objects
Power Roll + Might: <ul style="list-style-type: none">• 11 or lower: 4 damage• 12-16: 5 damage; frightened (EoT)• 17: 6 damage; frightened (REA ends)	
Effect: Resolve the power roll for each target independently. Each power roll can be Ranged or Melee, they need not share the same keyword. The sources of the targets' fear are each other.	

Voice of Orden (3 Depth)	
<i>An Ixian ritual amplifies a sonorous and disorienting bellow from some unknowable depth.</i>	
KW: Area, Magic	Type: Action
Distance: Burst 3	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; dazed (EoT)	

5-Depth Abilities

Choose one heroic ability from the following options, each of which costs 3 depth to use.

<i>Singing Sword (5 Depth)</i>	
<i>An ethereal chorus erupts and coalesces into a solid mass, honed to an edge and ready to command.</i>	
KW: Magic, Ranged	Type: Action
Distance: Ranged 5	Target: Special
Effect: You summon in an unoccupied space within distance an ethereal sword of size 1S that can't be harmed. The sword lasts until the end of the encounter. All creatures can move through the sword's space, but enemies who move into or out of the space provoke Opportunity Attacks from you. When you use a Weapon attack, you can choose to attack from the sword's position. An attack performed in this way temporarily gains the Magic keyword and any untyped damage it deals is instead sonic damage.	

<i>Rhythm Echo (5 Depth)</i>	
<i>A technique devised by Khemharan assassins, you exist in multiple places at once, hiding in plain sight.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: You choose two spaces you could move to within your speed. Identical afterimages (echoes) of you appear in these spaces and your current space. <ul style="list-style-type: none"> When only one echo remains, it disappears and you coalesce at its space. While any echo remains, you are hidden. You can choose to move, use a maneuver, or attack from any echo's space, coalescing at that space (all echoes disappear). All echoes count as allies for flanking enemies. You cannot be flanked while any echoes remain. If an area or aura effect encompasses all of the echoes, you are affected. If an area or aura effect encompasses some but not all of the echoes, you can choose whether or not to be affected. If you choose not to be affected, the echo in the area or aura disappear. 	

<i>Solar Fission (5 Depth)</i>	
<i>Sun conduits from Alloy invented this technique that cleaves even the smallest fragments of a foe.</i>	
KW: Attack, Weapon, Melee	Type: Action
Distance: Reach 1	Target: 1 creature or object
Power Roll + Might: <ul style="list-style-type: none"> 11 or lower: 7 damage 12-16: 10 damage 17: 16 damage 	
Effect: The target gains fire weakness 5. Until the end of the encounter, whenever the target takes damage, all adjacent creatures take 2 fire damage.	

<i>Gate of Caelia (5 Depth)</i>	
<i>A multitude of small portals open in a ring around your foe and battle-honed spears join you in a combined strike from a time never forgotten.</i>	
KW: Attack, Melee, Ranged, Weapon	Type: Action
Distance: Reach 1 or Ranged 5	Target: 1 creature or object
Power Roll + Might: <ul style="list-style-type: none"> 11 or lower: 7 damage; slowed (EoT) 12-16: 11 damage; slowed and bleeding (EoT) 17: 17 damage; slowed and bleeding (EoE) 	

Talisman Kits

Your unique training granted you familiarity with tools many find unnatural: talismans, a variety of which can each be prepared with a respective kit. You can swap your talisman kit out for another talisman kit during a Respite.

Kit Features

All talisman kits have the following features in common.

Kit Equipment

You channel energy through a wooden implement into your talismans.

Kit Bonuses

All talisman kits grant kit bonuses. If both your kit and your talisman kit grant you the same benefit, you take one or the other and can't change your choice until you finish a Respite. (This usually means taking the higher of two bonuses.)

For example, if you take the Shining Armor and Sniper kits, you gain the following benefits overall:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Kit signature abilities and talisman kit Flare signature abilities already have their bonuses applied. For example, you might take the Dancer kit, which gives a magical damage bonus of +0/+1/+2, and the Hawthorn talisman kit, which gives a magical damage bonus of +1/+1/+1. If you choose to use the Hawthorn talisman kit's damage bonus, then the Tarantella Volley signature ability from the Dancer kit would reduce its damage by -0/-1/-2, as it loses the bonus from the Dancer kit. It then gains the +1/+1/+1 of the Hawthorn talisman kit, to deal damage of 3/8/12 for its tier 1, tier 2, and tier 3 results.

Arcane Stream

Each talisman 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 talisman kit, replacing the Effect with the talisman's Channel Effect, and changing any damage added to the attack by spending Depth to the damage type of your arcane stream.

Talisman Kit Ability: Flare

As part of your talisman kit, you gain the following free maneuver:

<i>Flare</i>	
<i>You unleash a deluge of arcane energy into a talisman, incinerating it and bolstering you beyond your physical limits.</i>	
KW: Magic	Type: Free 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	A Modest Proposal
Thurisaz	Pierce the Veil

Signature Ability: Untame the Land

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

KW: Area, Magic

Type: Action

Distance: Burst 2

Target: All enemies

Power Roll + Reason:

- 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 the encounter, when you make a Weapon attack, you can choose one target of the attack within Untame the Land's distance of you. Pull 2 or restrained (EoT)

Signature Ability: A Modest Proposal

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:

- 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 the encounter, 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:

- 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 the encounter or the target dies, when you make a Weapon attack against a creature within 5 squares of the target, the line of effect ignores mundane wood, stone, and metal. Note this attack does 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	Until the end of the attacker's next turn, their attacks gain an edge, and if they roll a tier 3 on an attack, it deals an extra 1d3 sonic damage.

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:

- 11 or lower: **4 sonic damage**
- 12-16: **8 sonic damage**
- 17: **11 sonic damage**

Effect: Until the end the encounter, 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:

- 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 the encounter, when roll a tier 3 result on a Weapon attack that targets 1 creature, you can make a free strike against another creature within Resonate's distance of the 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:

- 11 or lower: **4 damage**
- 12-16: **5 damage; frightened (EoT)**
- 17: **8 damage; frightened (EoT)**

Effect: Until the end of the encounter, when you make a Weapon attack and roll a tier 1 result, the target is frightened (EoT) and the attack instead gets a tier 2 result.