# First Prism Refracting An Unknown Future

## Unformed Materia

*Class*

Class Swap: This gift has four sub-gifts. You may only have one of such gifts active at a time. You can choose which “stance” you take any time you Rest.

### A Hammer that Smashes Through Deceit

Greathammer: Your attacks get -1d6 Accuracy, but deal +1d6 Damage.

Fire Affinity: Whenever you Ignite Sulphur to Push an Attack, Gain an additional Fire Vial.

Enchanted Crush: [2 Vials]

### A Shield Standing Strong Against the Abyss

Greatshield: You block 2d3 instead of 1d6

Earth Affinity: Whenever you Ignite Salt to Block or Riposte, Get an additional Earth Vial.

Enchanted Blade: [2 Vials] Enchant your weapon, allowing you to apply a corresponding Elemental Bonus to your next two attacks. Expires at the start of your next turn.

* Wind: You may move 10 feet before or after the attack.
* Water: Knockback equal to half the damage Dealt.
* Fire: 1d6 Burning (DoT)
* Earth: Temporary HP equal to half the damage dealt.

Force Shield: [2 Vials] Enchant your Shield, allowing you to Block for free twice, and apply an Elemental Bonus to each block. Expires at the start of your next turn.

* Wind: You may move a number of spaces equal to have the damage blocked
* Water: Knockback equal to half the damage blocked
* Fire: Deal half the damage blocked back to the target
* Earth: Gain half the damage blocked as Temp HP

Jericho Deployable Cover: [3 Vials, min 1 Earth] [Action] Meld the elements together into a Wall, 10 feet long x 5 feet high. The Wall has 50 HP and fades when you dismiss it or its HP is depleted. For each Vial beyond the first Earth, apply an Elemental Bonus

* Earth: Add an additional 10 length and 5 height
* Fire: Enemies who start or end their turn adjacent to the Wall take 2d3 Damage
* Water: Anyone who attacks the wall in melee takes 1d6 Knockback.
* Wind: Any ranged attack fired over or at the wall takes -1d6 Accuracy.

Riposte: [Ignite] [Reaction] Immediately attack your opponent upon a successful Defense. Cannot be pushed, and must have range to the target.

Taunt: [Action] Target gains Enraged, giving -2d6 Accuracy to all attacks against creatures other than you. Enrage lasts until the end of your next turn, or until you lock into a different Attribute.

### An Arrow Let Loose Into the Dawn

Greatbow: Your attacks gain a range of 75 Feet\15 Squares.

Aqua Affinity: Whenever you Ignite Salt or Mercury to Dodge, You gain an additional Water Vial

Enchant Arrow: [1+ Vials] Enchant your next attack with Elemental Bonus. For each Vial spent beyond the first, add another Bonus and +1 Damage

* Wind: You may move 10 feet before or after the attack.
* Water: d3 Knockback
* Fire: 1d3 Burning (DoT)
* Earth: d3 Temporary HP

Elemental Burst: [1+ Vial] [Action] Target a space within attack range. Deal d6 Damage and Apply an Elemental Bonus effect to one different target within 10 feet of that space for each Vial spent.

* Wind: 10 feet of knockback TOWARD the target point
* Water: d6 Knockback from the target point
* Fire: 1d3 Burning (DoT)
* Earth: an additional 1d6 Damage

Raining Arrows: [1 Water Vial + 1+ Vials] [Action]

Collector’s Bounty: [Action] Clash with a target in melee. If you win, you can rip an arrow out from the target, +1 for each 5 you won by, up to the number of times you hit the target this combat. You gain that many Vials of your choice.

If used on a Corpse, you get one Water Vial.