

# INVOKER

Choose one:

- Permanently increase your maximum Hit Points by 5.
- Permanently increase your maximum Mind Points by 5.

## ELEMENTAL HARMONY



You may verbally communicate with creatures of the **elemental** Species. When you restore a creature's Hit Points with an **invocation** or **spell**, if an **elemental** is present on the scene, the restored amount is increased by **SL × 5**.

## INVOCATION



You may use an action and spend 5 Mind Points to perform an **invocation**, drawing energy from one of the **wellsprings** present on the scene. Your **SL** in this Skill determines which invocations you have access to.

## LINKED INVOCATION



When you perform an **invocation**, you may spend up to **SL × 10** additional Mind Points. For every 10 Mind Points you spend this way, the **invocation** may target an additional creature you can see.

## RIPPLES



After an enemy you can see loses Hit Points due to damage dealt by one of your allies, if that damage was increased by one or more of your **"hex" invocations**, you may perform a **free attack** with a weapon you have equipped. This attack may **only** target that enemy, and receives a bonus equal to **SL** to its Accuracy Check; if it is successful, all its damage becomes of the same type dealt by your ally, and **all "hex" invocations** present on its target end immediately after the attack has been resolved.

If two or more enemies trigger this Skill at the same time, you can perform a **free attack** against **each** of them, in whatever order you prefer.

## WELLSPRING EXPANSION



As long as you have a weapon belonging to the **arcane**, **bow**, **brawling**, **flail**, **sword**, or **thrown** Category equipped, your **"blast"** **invocations** deal **SL** extra damage, and the extra damage granted by your **"hex" invocations** is increased by **SL**.

## PERFORMING AN INVOCATION

During each scene, your surroundings grant you two different wellsprings: the Game Master tells you what they are.

When you perform an **invocation**, choose one option you have access to, then apply its effects to **one** creature you can see.

Your Skill Level in the **Invocation** Skill determines which invocations you have access to:

- **SL 1** enables **"blast"** invocations.
- **SL 2** enables **"blast"** and **"hex"** invocations.
- **SL 3** gives you access to **all** invocations.

If an invocation deals damage, it will deal 5 extra damage if you are **level 20 or higher**, or 10 extra damage if you are **level 40 or higher**.

Similarly, if an invocation causes the target to recover Hit Points or lose Mind Points, the amount will increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

## CURRENT WELLSPRINGS

CURRENT WELLSPRINGS	

## WELLSPRINGS & INVOCATIONS

INVOCATION	EFFECT
<b>AIR WELLSPRING</b>	
<b>AERO BLAST</b>	You deal 20 <b>air</b> damage to the target.
<b>AERO HEX</b>	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal <b>bolt</b> and <b>fire</b> damage.
<b>BREEZE</b>	The target recovers 30 Hit Points.
<b>TWISTER</b>	You deal 10 <b>air</b> damage to the target, and they suffer <b>dazed</b> .
<b>EARTH WELLSPRING</b>	
<b>GEO BLAST</b>	You deal 20 <b>earth</b> damage to the target.
<b>GEO HEX</b>	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal <b>air</b> and <b>ice</b> damage.
<b>GROWTH</b>	The target recovers 30 Hit Points.
<b>QUICKSAND</b>	You deal 10 <b>earth</b> damage to the target, and they suffer <b>slow</b> .
<b>FIRE WELLSPRING</b>	
<b>PYRO BLAST</b>	You deal 20 <b>fire</b> damage to the target.
<b>PYRO HEX</b>	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal <b>earth</b> and <b>ice</b> damage.
<b>BURST</b>	You deal 10 <b>fire</b> damage to the target, and they suffer <b>shaken</b> .
<b>SMOKE</b>	The target loses 20 Mind Points and also suffers <b>weak</b> .
<b>LIGHTNING WELLSPRING</b>	
<b>ELECTRO BLAST</b>	You deal 20 <b>bolt</b> damage to the target.
<b>ELECTRO HEX</b>	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal <b>earth</b> and <b>fire</b> damage.
<b>STATIC</b>	You deal 10 <b>bolt</b> damage to the target, and they suffer <b>slow</b> .
<b>THUNDER</b>	The target loses 20 Mind Points and also suffers <b>dazed</b> .
<b>WATER WELLSPRING</b>	
<b>HYDRO BLAST</b>	You deal 20 <b>ice</b> damage to the target.
<b>HYDRO HEX</b>	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal <b>air</b> and <b>bolt</b> damage.
<b>CHILL</b>	The target loses 20 Mind Points and also suffers <b>shaken</b> .
<b>FROSTBITE</b>	You deal 10 <b>ice</b> damage to the target, and they suffer <b>weak</b> .