

ENTROPIST

Permanently increase your maximum Mind Points by 5.

You may perform Rituals whose effects fall within the **Ritualism** discipline.

ABSORB MP

After you suffer damage, you may immediately recover **SL x 2** Mind Points.

ENTROPIC MAGIC

Each time you acquire this Skill, learn one Entropist spell. Offensive Entropist spells use **INS + WLP** for the Magic Check.

LUCKY SEVEN

You have a **lucky number**; at the beginning of each session, that number is **7**. Once per scene after you perform a Check, you may replace the value shown on one of the dice you rolled with your lucky number (even if this would give an impossible Result, such as a value of 7 on a d6). If you do, the replaced value becomes your **new** lucky number.

LUCKY NUMBER

RITUAL ENTROPISM

You may perform Rituals whose effects fall within the **Entropism** discipline. Entropism Rituals use **INS + WLP** for the Magic Check.

STOLEN TIME

During a conflict, you may use an action to interfere with the flow of time by spending up to **SL x 5** Mind Points. For every 5 Mind Points you spend this way, choose one option:

- one creature you can see suffers **slow**.
- one creature you can see recovers from **slow**.
- one creature you can see may immediately perform the **Equipment** action for free.
- choose one ally you can see who has yet to take a turn during this round: that ally may take their turn immediately after yours during this round.

Each option can only be chosen once per use of this Skill.

Spells marked with ⚡ are **offensive spells** and require **Magic Checks**!

ENTROPIST SPELLS			
SPELL	MP	TARGET	DURATION
<input type="radio"/> ACCELERATION	20	ONE CREATURE	SCENE
At the end of each of their turns, the target may choose one option: perform a free attack with a weapon they have equipped; or perform the Spell action for free, casting a spell with a total MP cost equal to or lower than 10 (paying its MP cost). After the same creature benefits from this effect a second time, this spell ends.			
<input type="radio"/> ANOMALY ⚡	20	ONE CREATURE	SCENE
You alter the very nature of your target. Until this spell ends, if the target would suffer damage of a type they Absorb or are Immune to, they are instead treated as if they were Vulnerable to that damage type. Once that happens, this spell ends.			

ENTROPIST SPELLS, CONTINUED			
SPELL	MP	TARGET	DURATION
<input type="radio"/> DARK WEAPON	5	ONE WEAPON	SCENE
You imbue a weapon with dark energy. Until this spell ends, all damage dealt by the weapon becomes of the dark type. If you have that weapon equipped while you cast this spell, you may perform a free attack with it as part of the same action. This spell can only be cast on a weapon equipped by a willing creature.			
<input type="radio"/> DISPEL	10	ONE CREATURE	INSTANT
You release a wave of negative energy and cleanse all magic from a creature. If the target is affected by one or more spells with a duration of "Scene", they are no longer affected by any of those spells instead.			
<input type="radio"/> DIVINATION	10	SELF	SCENE
You glimpse briefly into the future. Until this spell ends, after a creature you can see performs a Check, if it was not a fumble nor a critical success , you may force that creature to reroll both dice. Once you have forced two rerolls this way, this spell ends.			
<input type="radio"/> DRAIN SPIRIT ⚡	5	ONE CREATURE	INSTANT
You consume a creature's psyche. The target loses HR + 20 Mind Points. Then, you recover an amount of Mind Points equal to half the Mind Points loss they suffered (if the loss was reduced to 0 in some way, you recover none).			
<input type="radio"/> DRAIN VIGOR ⚡	10	ONE CREATURE	INSTANT
You steal another creature's life force. The target suffers HR + 15 dark damage. Then, you recover an amount of Hit Points equal to half the Hit Points loss they suffered (if the loss was reduced to 0 in some way, you recover none).			
<input type="radio"/> GAMBLE	≤ 20	SPECIAL	INSTANT
You summon a vortex of chaotic energy. Roll your current Willpower die once for every 10 Mind Points spent while casting this spell, then keep the single die you prefer: the number on that die determines the effects of this spell. 1: You lose half of your current Hit Points and half of your current Mind Points. 2-3: Each creature present on the scene, including yourself, suffers poisoned . 4-6: Each creature present on the scene, including yourself, suffers slow . 7-8: Choose up to three creatures you can see: each of them recovers 50 Hit Points and also recovers from all status effects. 9+: Choose any number of creatures you can see: each of them suffers 30 damage. The damage type is determined randomly by rolling a d6 : 1: air 2: bolt 3: dark 4: earth 5: fire 6: poison			
<input type="radio"/> MIRROR	10	ONE CREATURE	SCENE
You twist the laws of magic. Until this spell ends, if an offensive spell is cast on the target, the creature who cast that offensive spell will be targeted in their stead (any other targets of the offensive spell will be targeted as normal). Once that happens, the spell ends.			
<input type="radio"/> OMEGA ⚡	15	ONE CREATURE	INSTANT
You invoke doom on your foe, turning strength into frailty. The target loses an amount of Hit Points equal to 20 + half the target's level .			
<input type="radio"/> STOP ⚡	10	ONE CREATURE	INSTANT
You trap a foe inside a circle of altered time and space. The target will perform one fewer action on their next turn (to a minimum of 0 actions).			
<input type="radio"/> UMBRA ⚡	10×T	UP TO 3 CREATURES	INSTANT
A storm of dark energy turns matter into ash. Each target hit by this spell suffers HR + 15 dark damage. Opportunity: Each target hit by this spell suffers weak .			