

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

WELLSPRINGS & INVOCATIONS	
INVOCATION	EFFECT

AIR WELLSPRING	
AERO BLAST	You deal 20 air damage to the target.
AERO HEX	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal bolt and fire damage.
BREEZE	The target recovers 30 Hit Points.
TWISTER	You deal 10 air damage to the target, and they suffer dazed .

EARTH WELLSPRING	
GEO BLAST	You deal 20 earth damage to the target.
GEO HEX	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal air and ice damage.
GROWTH	The target recovers 30 Hit Points.
QUICKSAND	You deal 10 earth damage to the target, and they suffer slow .

FIRE WELLSPRING	
PYRO BLAST	You deal 20 fire damage to the target.
PYRO HEX	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal earth and ice damage.
BURST	You deal 10 fire damage to the target, and they suffer shaken .
SMOKE	The target loses 20 Mind Points and also suffers weak .

LIGHTNING WELLSPRING	
ELECTRO BLAST	You deal 20 bolt damage to the target.
ELECTRO HEX	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal earth and fire damage.
STATIC	You deal 10 bolt damage to the target, and they suffer slow .
THUNDER	The target loses 20 Mind Points and also suffers dazed .

WATER WELLSPRING	
HYDRO BLAST	You deal 20 ice damage to the target.
HYDRO HEX	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal air and bolt damage.
CHILL	The target loses 20 Mind Points and also suffers shaken .
FROSTBITE	You deal 10 ice damage to the target, and they suffer weak .