

ARCANIST

Choose one:

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

ARCANE REGENERATION



After you **willingly dismiss** an Arcanum you are **merged** with, if you are in **Crisis**, you may have yourself and every ally present on the scene recover **SL × 5** Hit Points.

BIND AND SUMMON



You may **bind** Arcana to your soul and **summon** them later. When you encounter a new Arcanum, the Game Master will reveal what you must do in order to bind them.

You may use an action and spend 30 Mind Points to **summon** the power of one of the Arcana you have previously bound.

If you take this Skill at character creation, you begin play with one Arcanum bound to you (you may **choose it** from the sample Arcana or **create it** with your group). Any further Arcana must be obtained through exploration and story progression.

PHANTOM STRENGTH



When you perform a **pulse**, before resolving its effects, you may choose to have all damage you deal ignore Affinities until the end of this turn. If you do, the next time you deal damage before the end of this turn, you deal **SL + 4** extra damage.

QUICK SUMMONING



When you **summon** an Arcanum on your turn during a conflict, choose up to two options:

- reduce its MP cost by **SL × 5**.
- after you summon the Arcanum, if you are **merged** with it, immediately perform its **pulse**.

If you choose at least one option, you **cannot willingly dismiss** that Arcanum until the start of your next turn; if you choose both options, that Arcanum's **dismiss** effect will not be available for this summoning.

RITUAL ARCANISM



You may perform Rituals of the **Arcanism** discipline, as long as their effects fall within the **domains** of one or more Arcana you have bound.

Arcanism Rituals use **[WLP + WLP]** for the Magic Check

MERGING WITH AN ARCANUM

When you summon an Arcanum, you gain their **merge** benefits; those benefits last until the Arcanum is dismissed.

You cannot summon an Arcanum while already merged with one; you must first dismiss the current Arcanum.

DISMISSING AN ARCANUM

If you are merged with an Arcanum, they will be **automatically dismissed** at the end of the scene, if you die or fall unconscious, or if you leave the scene.

You may also **willingly dismiss** the Arcanum you are currently merged with: this never requires an action, but during a conflict it can only be done on your turn, and never while another effect is being resolved.

PULSE AND DISMISS EFFECTS

In addition to their **merge** effects, most Arcana also grant the Arcanist a **pulse** effect and a **dismiss** effect.

As long as you are merged with a given Arcanum, you may use an action to unleash that Arcanum's **pulse** effect. You may **only** do so during a conflict scene, and **only once** per turn.

When you **willingly dismiss** an Arcanum, you may use their **dismiss** effect - if the Arcanum is dismissed for any other reason, this effect cannot be used. You are also free to ignore a **dismiss** effect if you don't want to use it. If a **pulse** or **dismiss** effect 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**.

Some effects follow unique rules, explained within the Arcanum's text.

ARCANA, PART 1

ANTIKYTHERA: space, time, void

MERGE: After you lose Hit Points due to damage, if that damage has a type and that type is not **physical**, you gain Resistance to that damage type and lose any previous Resistance granted by this effect.

When this Arcanum is **dismissed**, you lose any Resistance gained through this effect.

PULSE: You deal 10 **fire** damage to a creature you can see; then, you deal 10 **ice** damage to a creature you can see (the same or a different one).

DISMISS: Choose one option:

- every enemy present on the scene suffers **slow**.
- every enemy present on the scene who is suffering from **slow** will perform one fewer action during their next turn (to a minimum of 0 actions).
- you teleport yourself and up to five other nearby allies you can see to a location you visited in the past, provided that location is within **1 travel day** of your position.

Once the second or third option is chosen, this **dismiss** effect will not be available until the next dawn.

BANSHEE: birds, storms, winds

MERGE: You have Resistance to **air** damage, and when you deal **air** or **physical** damage, you deal extra damage equal to your current **Whirlwind Points**. When this Arcanum is dismissed, you lose all **Whirlwind Points**.

PULSE: You deal 10 **air** damage to each of up to two creatures you can see. Then, you gain **1 Whirlwind Point**, or **2 Whirlwind Points** if you dealt damage to only one creature.

DISMISS: You deal an amount of air damage equal to **the amount of Whirlwind Points you lost by dismissing this Arcanum, multiplied by 5** to every enemy present on the scene. This damage ignores Resistances.

CALADRIUS: exorcism, healing, sunlight

MERGE: When you summon this Arcanum, choose a status effect: **dazed**, **enraged**, **poisoned**, **shaken**, **slow**, or **weak**. As long as you are merged with this Arcanum, you and every ally present on the scene are immune to the chosen status effect.

PULSE: Choose one option:

- you deal 10 **light** damage to each of up to two creatures you can see.
- one creature you can see recovers from all status effects.

DISMISS: You and every ally present on the scene recover 30 Hit Points. This amount increases to 40 if you are **level 20 or higher**, or to 50 if you are **level 40 or higher**.

ARCANA, PART 2**DAHAKA:** earth, poison, sandstorms

MERGE: You have Resistance to **earth** damage and are immune to **poisoned**. Your **melee** attacks can target flying creatures.

PULSE: You deal 10 **poison** damage to each of up to two creatures you can see. Then, each creature who lost Hit Points due to this damage suffers **slow**.

DISMISS: You deal 20 **earth** damage to every enemy present on the scene who isn't flying, floating, falling, or otherwise in mid-air. This damage ignores Resistances, and also ignores Immunities and Absorptions of creatures afflicted by **slow**.

KUZUNOHA: animals, lightning, sorcery

MERGE: You have Resistance to **bolt** damage, and all **bolt** damage dealt by you and by every ally present on the scene ignores Resistances.

You can communicate with creatures of the **beast**, **monster**, and **plant** Species.

PULSE: Choose one option:

- you perform a **free attack** with an equipped weapon.
- you perform the **Spell** action for free, casting an **offensive** spell with a **total Mind Point cost of 20 or lower**.

If this attack or spell deals damage, you may change its type to **bolt**.

DISMISS: You deal 20 **bolt** damage to every enemy present on the scene. This damage ignores Resistances; each creature who lost Hit Points due to this damage suffers **dazed**.

LILITH: chaos, rebellion, revelation

MERGE: You have Resistance to **dark** and **light** damage.

You may never have more than 10 **Gnosis Points**, and you lose all **Gnosis Points** when this Arcanum is dismissed.

PULSE: You perform a **free attack** with a weapon you have equipped; if it is a **melee** attack, it can target **flying** creatures. This attack deals extra damage equal to your current **Gnosis Points**, and an additional 5 extra damage against creatures who Absorb **light** damage or are Immune to it. After this attack is resolved, you gain **1 Gnosis Point** for every creature who lost Hit Points due to its damage.

DISMISS: Every enemy present on the scene loses an amount of Hit Points equal to **the amount of Gnosis Points you lost by dismissing this Arcanum, multiplied by 5**.

This Hit Point loss increases by 10 against **Villains**; additionally, it increases by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

LORELEI: cold, ice, silence

MERGE: You have Resistance to **ice** damage and are immune to **enraged**. When you deal damage, you may change its type to **ice**.

PULSE: You deal 10 **ice** damage to each of up to two creatures you can see. Then, each creature who lost Hit Points due to this damage suffers **weak**.

DISMISS: You deal 20 **ice** damage to every enemy present on the scene. This damage ignores Resistances; each creature who lost Hit Points due to this damage also loses an equal amount of Mind Points.

ARCANA, PART 3**NIMUE:** conquest, heroism, leadership

MERGE: When you deal damage, you deal 5 extra damage; all damage you deal loses its type and cannot gain a type (thus being unaffected by damage Affinities).

PULSE: You perform a **free attack** with a weapon you have equipped. This attack targets Magic Defense instead of Defense.

DISMISS: One creature you can see loses 30 Hit Points, or 40 Hit Points if you are **level 30 or higher**. Then, if that creature is **not a Villain** and their current Hit Points are **equal to or lower than your Crisis score**, you reduce that creature to 0 Hit Points.

QILIN: knowledge, prosperity, temperance

MERGE: You treat your **Insight** as if it were one die size higher (up to a maximum of **d12**)

PULSE: Choose one option:

- one ally you can see treats their **Insight** as if it were one die size higher (up to a maximum of **d12**) until the start of your next turn.
- you perform the **Spell** action for free, casting a **non-offensive** spell with a **total MP cost of 10 or lower** without paying its MP cost.

DISMISS: You ask the GM a single question. The GM must answer truthfully, describing the vision shown to you by this Arcanum. Once used, this **dismiss** effect will not be available until the next dawn.

SERAPH: judgment, protection, sacrifice

MERGE: When you summon this Arcanum, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, or **poison**. As long as you are merged with this Arcanum, your allies present on the scene have Resistance to the chosen type (you **do not** gain this Resistance).

PULSE: Choose one option:

- you deal 20 **light** damage to a creature you can see.
- one creature you can see that is affected by one or more spells with a **duration** of "Scene" is no longer affected by any of those spells instead.

DISMISS: You deal 20 **light** damage to every enemy present on the scene. This damage ignores Resistances and Immunities.

TUBALCAIN: fire, heat, metal

MERGE: You have Resistance to **fire** damage, and **fire** damage you deal ignores Resistances.

When you deal damage, you may change its type to **fire**.

PULSE: Choose one weapon you have equipped; you may change that weapon's Category to another Category of your choice until the end of your next turn. Then, perform a **free attack** with that weapon: this attack gains **multi (2)**.

DISMISS: Choose one option:

- you deal 20 **fire** damage to every enemy present on the scene, and this damage ignores Resistances.
- until the start of your next turn all damage dealt by you and your allies present on the scene becomes fire and its type cannot be changed.

VANAGANDR: death, despair, hunger

MERGE: You have Resistance to **dark** damage, and all damage you deal ignores Resistances.

PULSE: You deal 10 **dark** damage to each of up to two creatures you can see. This effect deals 5 extra damage against humanoids.

DISMISS: You deal 30 **dark** damage to a creature you can see; this damage ignores Resistances and Immunities. Then, if that creature is in **Crisis** and lost Hit Points due to this damage, you recover an amount of Hit Points equal to half the HP loss they suffered.