

# ARCANIST

Permanently increase your maximum Mind Points by 5.

## ARCANES CIRCLE



After you willingly **dismiss** an Arcanum on your turn during a conflict, if that Arcanum had not been **summoned** during this same turn and you have an **arcane** weapon equipped, you may immediately perform the **Spell** action for free. The spell you cast this way must have a **total Mind Point cost of SL x 5 or lower** (you must still pay the spell's MP cost).

## ARCANES REGENERATION



When you summon an Arcanum, you immediately recover **SL x 5** Hit Points.

## BIND AND SUMMON



You may **bind** Arcana to your soul and **summon** them later. The Game Master will tell you the details of each binding process when you first encounter the Arcanum in question.

You may use an action and spend 40 Mind Points to **summon** an Arcanum you have bound: the details of this process are explained on the next page.

If you take this Skill at character creation, you begin play with one Arcanum of your choice already bound to you, chosen from the list on the next pages. Other than that, you may only obtain new Arcana through exploration and story progression.

## EMERGENCY ARCANUM



As long as you are in **Crisis**, the cost for summoning your Arcana is reduced by **SL x 5** Mind Points.

## 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 (see next pages).

Arcanism Rituals use **WLP + WLP** for the Magic Check.

## MERGING WITH AN ARCANUM

When you summon an Arcanum, you gain its **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

An Arcanum can be dismissed in several ways:

- Once the current scene ends, all Arcana are automatically dismissed.
- If you die or fall unconscious while merged with an Arcanum, they are dismissed.
- If you leave the scene while merged with an Arcanum, they are dismissed.
- You may **willingly** dismiss your Arcanum: this doesn't require an action, but during a conflict it can only be done on your turn, **before** or **after** an action.

## DISMISS EFFECTS

Most Arcana have a powerful **dismiss** effect, which may only be activated when you **willingly** dismiss the Arcanum as described above. If the Arcanum is dismissed for any other reason, the **dismiss** effect cannot be triggered.

If the **dismiss** effect of an Arcanum deals damage, it will deal 10 extra damage if you are **level 20 or higher**, or 20 extra damage if you are **level 40 or higher**.

You are also free to ignore the **dismiss** effect if you don't want to use it.

## DOMAINS

Each Arcanum is associated with a few key concepts or **domains**. The Game Master should use these to establish the trials needed to bind the Arcanum, and to adjudicate Rituals performed through the **Ritual Arcanism** Skill.

If you create new Arcana for your world, make sure to associate them with domains that allow for interesting Rituals.

## ARCANA

### ARCANUM OF THE FORGE



Domains: fire, heat, metal.

#### MERGE

You have Resistance to **fire** damage.  
Any **fire** damage you deal ignores Resistances.

#### DISMISS

When you **dismiss** this Arcanum, choose **Forge** or **Inferno**:

**Forge**. You create a **basic armor**, **shield** or **weapon** of your choice. If you select this option again, the previously created item vanishes. If you create a weapon this way, it deals **fire** damage instead of **physical**.

**Inferno**. Choose any number of creatures you can see: each of them suffers 30 **fire** damage. This damage ignores Resistances.

### ARCANUM OF THE FROST



Domains: cold, ice, silence.

#### MERGE

You have Resistance to **ice** damage and are immune to **enraged**.  
Any **ice** damage you deal ignores Resistances.

#### DISMISS

**Ice Age**. Choose any number of creatures you can see: each of them suffers 30 **ice** damage. This damage ignores Resistances.

## ARCANA, CONTINUED

### ARCANUM OF THE GATE

Domains: space, travel, void.

#### MERGE

You have Resistance to **dark** damage.

You gain a +1 bonus to your Magic Defense.

#### DISMISS

When you dismiss this Arcanum, choose **Oblivion** or **Warp**:

**Oblivion.** Choose any number of creatures you can see: each of them suffers 30 **dark** damage. This damage ignores Resistances.

**Warp.** You teleport yourself and up to five other nearby willing creatures to a location you previously visited, if that location is within **1 travel day**.

### ARCANUM OF THE GRIMOIRE

Domains: knowledge, revelations, understanding.

#### MERGE

You are able to read, write, speak and understand all languages.

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

#### DISMISS

**Oracle.** You ask the Game Master a single question. The Game Master must answer truthfully, describing the vision shown to you by the Grimoire.

Once used, this **dismiss** effect will not be available until the next dawn. Furthermore, the same question may never be asked more than once. The Game Master has final say on which questions are too similar to be asked again.

### ARCANUM OF THE OAK

Domains: earth, plants, poison.

#### MERGE

You have Resistance to **earth** and **poison** damage and are immune to **poisoned**.

Whenever you recover Hit Points, you recover 5 extra Hit Points.

#### DISMISS

**Blossom.** Choose any number of creatures you can see (you may also choose yourself): each of them recovers from the **poisoned** status effect and recovers 40 Hit Points. This amount increases to 50 Hit Points if you are **level 20 or higher**, or to 60 Hit Points if you are **level 40 or higher**.

### ARCANUM OF THE SKY

Domains: fog, rain, storms.

#### MERGE

You have Resistance to **air** and **bolt** damage.

You may use an action to accurately predict weather conditions for the next day within a range of **two travel days** — the Game Master will tell you what the weather conditions will be.

#### DISMISS

**Thunderstorm.** Choose any number of creatures you can see: each of them suffers 30 **bolt** damage. This damage ignores Resistances.

### ARCANUM OF THE SWORD

Domains: conquest, heroism, leadership.

#### MERGE

Your attacks deal 5 extra damage, and all damage dealt by your attacks is treated as having no type (thus being unaffected by damage Affinities). Damage dealt by your attacks cannot gain a type as long as you are merged with this Arcanum.

When you perform an attack, you may have that attack gain the **multi (any number of targets)** property. If you do, this Arcanum will be automatically dismissed after the attack is resolved (this is **not** considered a willing dismiss).

### ARCANUM OF THE TOWER

Domains: judgment, protection, sacrifice.

#### MERGE

When you summon this Arcanum, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, or **ice**. Until this Arcanum is dismissed, each of your allies present on the scene has Resistance to the chosen damage type (you **do not** gain this Resistance).

#### DISMISS

**Judgment.** Choose any number of creatures you can see: each of them suffers 30 **light** damage. This damage ignores Resistances.

### ARCANUM OF THE WHEEL

Domains: destiny, speed, time.

#### MERGE

You are immune to **slow**.

You gain a +1 bonus to your Defense.

#### DISMISS

**Time Freeze.** Choose any number of creatures you can see: each of them suffers **slow**. If a creature chosen this way is already **slow**, that creature will instead perform one fewer action during their next turn (to a minimum of 0 actions).

### CUSTOM ARCANUM