

Chapter 4: Magical Talents

Like some Advantages, many Magical Abilities can only be bought during Character Creation. No Initiate ability may be selected after Character Creation, and Plot should be notified before a player purchases any Novice ability, as they require in-game events in order for the player to use the purchased ability. Being able to use a type of magic is known as possessing a Magical Tie. There are five (5) types of available Magical Ties: Celestial Ways, Totemic Power, Ritualism, Alchemy, and Forge Magic.

Celestials may follow the Celestial Ways, channeling the power of the Realms through incantations and evocations. They need no physical objects to weave their magic, as it is part of their very nature. Celestials manipulate the Realms of Energy, and may manipulate two Realms at a time, though never conflicting Realms. The Realm of Light focuses on healing, protection, and fighting the forces of Shadow. The Realm of Light works in conjunction with the Realms of Ice and Fire, and opposes the Realms of Shadow and Storm. The Realm of Fire focuses on revealing hidden truths, striking out with the fury of flame, and healing and protecting using the warmth of the hearth. The Realm of Fire works in conjunction with the Realms of Light and Storm, and opposes the Realms of Ice and Shadow. The Realm of Storm focuses on the destructive powers of the Storm, lashing out against beings and objects, assaulting the emotions of those that oppose them, with a lesser emphasis on protection and freedom. The Realm of Storm works in conjunction with the Realms of Shadow and Fire, and opposes the Realms of Light and Ice. The Realm of Shadow focuses on debilitation, trickery, and striking out with the power of the Shadow. The Realm of Shadow works in conjunction with the Realms of Storm and Ice, and opposes the Realms of Light and Fire. The Realm of Ice focuses on control, defense, and confinement. The Realm of Ice works in conjunction with the Realms of Shadow and Light, and opposes the Realms of Fire and Storm.

Celestials may choose to become Dual Realm at any time, though reverting to Single Realm is impossible without Plot intervention. In order to become Dual Realm, the character must pay the difference in the Single and Dual Realm circling costs, and may not spend ANY character points outside of paying these additional costs. The ability to channel Realms must be equal for all Realms the character may channel before they may follow any other pursuit, and is considered a demand of their magic.

Humans may learn the secrets and rites of the Mystery Cults, casting spells with Totemic Power. These powers often require an incantation to shape their power, as well as a mystical fetish representing their cult and totem, which must be in the cultist's possession. Humans may choose to change cults during the course of the game, though the new cult and the totem itself might be slow to accept the newcomer. These Mystery Cults all revolve around a core concept, and the expression of that concept in the physical world and using the Realms of Energy and Forms of Matter. Members of a Mystery Cult work together to strengthen the expression of their totem in the physical world. The totem becomes stronger as it gains more followers able to work its magic in the world. Cultists may refresh some of their magical ability during the course of a day once their totem has gained enough power, and truly powerful

allow their followers to do this many times in a day, though too much replenishment draws upon the spirit of the follower. The totems grant this Boon of Replenishment but once a day, leaving it up to their followers as how to distribute the power of this boon. Mystery Cults are not accepted in all lands, and the Redwood Throne has worked hard to root out those they see as threats to their power and control.

The Returned and Homunculi have their own innate magic as well, but it is much less codified than that of the Celestials and Humans. Returned and Homunculi are not tied to these powers in the same way that Celestials and Humans are, and do not possess any visible Magical Ties to these intrinsic powers.

All races may learn the secrets of Ritualism, and tie themselves to the symbolic and ritualistic manipulation of the Realms and Forms. Homunculi may never start a Ritual, though they can learn the mechanics and rites, and assist others in performing rituals. Ritualism requires a physical spell book with a copy of the ritual to be cast open in front of the primary caster to start and perform any rituals. Ritualists also require a focus item, which stores their spells after the rituals have been performed. This focus must be placed on the spell book when the spell is imbued in the focus, and must be touched when the spell is released from the focus. Rituals that take effect immediately rather than being stored in a focus do not require the ritualist to possess a focus. Ritualists may work together to complete their rituals, and many form cabals. Cabals are groups of three to nine ritualists that share the same ideals and goals. Many cabals are bound by magical rules that strengthen them as a unit, but at the cost of a specific weakness. Cabals are often secretive and mistrusting of other ritualists. Since a spell book is knowledge and power in the world of ritualism, cabals fighting or dueling over spells is a common, if unseen, occurrence. Ritualists are welcome in many parts of the world, but mistrusted or even hunted in other regions.

Alchemists are those brewers that have learned to manipulate the Forms, the raw stuff that shapes and constitutes the physical world. Alchemists have a difficult time working with the Realms of Energy, as capturing something intangible is difficult at best. Through a painstaking process, alchemists create potent formulations that can heal, provide excellent protection, and even dissolve flesh and objects. Their mastery over Acid is unparalleled, and is difficult to defend against, as it is a truly created concoction, and does not stem from any one Realm or Form. Their ability to work within the bounds of the natural rather than the magical is singular. Some regions consider Alchemy to be a vile practice because of rumors of Alchemy bringing back the dead in a changed or altered manner, and its use in the creation of Homunculi.

Many scribes learn to create Binding Contracts. Those who sign their names to such contracts suffer dire and lasting consequences if they violate the terms of the contract. Binding Contracts can join two people in marriage, protect the secrets of a cabal, guarantee the terms of a bargain, or secure the peace between two kings. Some contracts yield additional, mystical benefits to those who faithfully adhere to the terms of the contract. The ability to create Binding Contracts does not grant a tie to any Realm or Form.

Forge Mages are those who have learned the art of imbuing metal with Mystical Materials. Not all smiths can do this, and so claim that it is something about the smith that allows this working to take

place. Forge Mages work with their natural line of craftsmanship, focusing on weapons, armor or even traps and locks. Each area is specialized, and if a smith ventures into another kind of smithing, the smith must meet the requirements of that new skill before he can use the Forge Magic recipes for that line. Forge Magic is incredibly rare and coveted. Those that openly practice the trade are highly sought after, for both good and ill.

It is possible to be tied to any other magic and to Ritualism, Forge Magic or Alchemy at the same time. These are not mutually exclusive ties.

The mysterious and fearsome trolls are rumored to have their own, horrific magic. This magic can manipulate the very flesh and blood of their victims. Stories persist of humans learning this magic, and it is whispered that this process is so horrific as to scour the mind of the student and shape them anew in an image acceptable to the magic, rather than the other way around, as is normal. Some claim that the spirits that ritualists manipulate, cajole, or coerce into doing their bidding possess their own magic, and that it is the magic of a bygone age. There is little to no evidence to support this claim.

| Ability Name | Prerequisite | Initial Cost | After-Creation Cost |
|---------------------------------------|---|--------------|---------------------|
| Novice Celestial Ways: Single Realm | Celestial | 10 | 20 |
| Novice Celestial Ways: Dual Realm | Celestial | 15 | 25 |
| Initiate Celestial Ways: Single Realm | Celestial | 20 | N/A |
| Initiate Celestial Ways: Dual Realm | Celestial | 25 | N/A |
| Totemic Power 1 | Human | 10 | 20 |
| Initiate Ritualist | None | 20 | 30 |
| Increase Mana | Novice/Totemic Power 1 | * | * |
| Counter Magic | 2 nd Circle Celestial Ways or Totemic Power 3 or 10 Ritual Bones | 10/10/10 | 10 |
| Identify Magic Item | 3 rd Circle Celestial Ways or Totemic Power 5 or Forge Magic 2 | 10 | 10 |
| Alchemy 1 | Brewing 3 | 10 | 10 |
| Binding Contracts 1 | Inscription 3 | 10 | 10 |
| Forge Magic 1 | Weaponsmithing 3 or Armorsmithing 3 or Security 3 | 10 | 10 |

| Celestial Mana | |
|----------------|----------------|
| Mana Points | Cost per Point |
| 1-20 | 1 |
| 21-40 | 2 |

| | |
|-------|---|
| 41-60 | 3 |
| 61-80 | 4 |
| 81+ | 5 |

| Totemic Mana | |
|--------------|----------------|
| Mana Points | Cost per Point |
| 7-12 | 1 |
| 13-24 | 2 |
| 25-48 | 3 |
| 49-60 | 4 |
| 61+ | 5 |

Circle Advancement

| Celestial Circling – Single Realm | | |
|-----------------------------------|------|---|
| Circle | Cost | Pre-Requisites |
| 1 st | 5 | Must have at least 10 mana |
| 2 nd | 10 | Must know at least three 1 st Circle spells. Must have at least 20 mana |
| 3 rd | 15 | Must know at least three 2 nd Circle spells. Must have at least 40 mana. |
| 4 th | 20 | Must know at least three 3 rd Circle spells. Must have at least 60 mana. |
| 5 th | 25 | Must know at least three 4 th Circle Spells. Must have at least 80 mana. |

| Celestial Circling – Dual Realm | | |
|---------------------------------|------|---|
| Circle | Cost | Pre-Requisites |
| 1 st | 10 | Must have at least 10 mana |
| 2 nd | 20 | Must know at least three 1 st Circle spells in each Realm. Must have at least 20 mana |
| 3 rd | 30 | Must know at least three 2 nd Circle spells in each Realm. Must have at least 40 mana. |
| 4 th | 40 | Must know at least three 3 rd Circle spells in each Realm. Must have at least 60 mana. |
| 5 th | 50 | Must know at least three 4 th Circle Spells in each Realm. Must have at least 80 mana. |

| Changing from Single to Dual Realm Circling | Additional Cost |
|---|-----------------|
| Novice | 5 |
| 1 st | 5 |
| 2 nd | 10 |
| 3 rd | 15 |
| 4 th | 20 |
| 5 th | 25 |

| Totemic Power | | |
|------------------|------|-----------------------------|
| Mystery | Cost | Pre-Requisites |
| Totemic Power 1 | 10 | Human |
| Totemic Power 2 | 10 | Must have at least 12 mana. |
| Totemic Power 3 | 10 | Must have at least 18 mana. |
| Totemic Power 4 | 10 | Must have at least 24 mana. |
| Totemic Power 5 | 12 | Must have at least 30 mana. |
| Totemic Power 6 | 12 | Must have at least 36 mana. |
| Totemic Power 7 | 15 | Must have at least 42 mana. |
| Totemic Power 8 | 15 | Must have at least 48 mana. |
| Totemic Power 9 | 18 | Must have at least 54 mana. |
| Totemic Power 10 | 18 | Must have at least 60 mana. |

| Alchemy | | |
|-----------------|------|----------------|
| Circle | Cost | Pre-Requisites |
| 1 st | 10 | Brewing 3 |
| 2 nd | 15 | Brewing 5 |
| 3 rd | 20 | Brewing 7 |
| 4 th | 25 | Brewing 9 |
| 5 th | 30 | Brewing 10 |

| Binding Contracts | | |
|-------------------|------|----------------|
| Circle | Cost | Pre-Requisites |
| 1 st | 10 | Inscription 3 |
| 2 nd | 15 | Inscription 5 |
| 3 rd | 20 | Inscription 7 |
| 4 th | 25 | Inscription 9 |
| 5 th | 30 | Inscription 10 |

| Forge Magic | | |
|-----------------|------|--|
| Circle | Cost | Pre-Requisites |
| 1 st | 10 | Weaponsmithing 3 or Armorsmithing 3 or Security 3 |
| 2 nd | 15 | Weaponsmithing 5 or Armorsmithing 5 or Security 5 |
| 3 rd | 20 | Weaponsmithing 7 or Armorsmithing 7 or Security 7 |
| 4 th | 25 | Weaponsmithing 9 or Armorsmithing 9 or Security 9 |
| 5 th | 30 | Weaponsmithing 10 or Armorsmithing 10 or Security 10 |

| Ritualism | |
|-----------|------|
| Bones | Cost |
| 1* | 3 |
| 2* | 3 |
| 3* | 3 |
| 4* | 3 |
| 5* | 3 |
| 6 | 4 |
| 7 | 5 |
| 8 | 6 |
| 9 | 6 |
| 10 | 6 |
| 11 | 8 |
| 12 | 8 |
| 13 | 8 |
| 14 | 10 |
| 15 | 10 |
| 16 | 10 |
| 17 | 12 |
| 18 | 12 |
| 19 | 12 |
| 20 | 15 |
| 21 | 15 |
| 22 | 15 |
| 23 | 20 |
| 24 | 20 |
| 25 | 20 |
| 26+** | 15 |

* - available only to Homunculi

** - Only twenty-five (25) bones may be drawn in a single pull, but buying over twenty-five (25) bones increases the fatigue pool available. For more information, please see Chapter 15: Ritualism.

Magic and Opposition

The magic of the Realms is the only magic that conflicts in the world of Dust to Dust. The magic of the Forms does not conflict, and anyone may have any Enchantments or Battle magic from any of the Forms on them at any time, as well as any Forms and any Realms that do not conflict. For example, a character might possess an Earth Skin, an Aether Shield against Mental, a Fluid Resist against Poison, a Fire Ward against Ice, and a Light Shield against Physical. None of these conflict and may be worn with impunity, according to the normal rules for Enchantments and Battle magic. Any Natural Enchantment or Battle magic will work with any other Enchantment or Battle magic, regardless of type.

Each Realm is complemented by two Realms, and opposes two other Realms.



| Celestial Realm | Complements | Opposes |
|-----------------|---------------|---------------|
| Light | Fire, Ice | Storm, Shadow |
| Fire | Light, Storm | Ice, Shadow |
| Storm | Shadow, Fire | Light, Ice |
| Shadow | Ice, Storm | Light, Fire |
| Ice | Light, Shadow | Fire, Storm |

A Celestial who practices Inscription or Ritualism may use any scroll, glyph, contract or ritual they may produce, regardless of their access to the Realms. For example, a Celestial in a Shadow and Ice phase may only channel Celestial magic from those Realms, but may complete a ritual for a Fire Heal Wound and Activate the item from his focus. Likewise, the Celestial may scribe a Fire Lance, provided he has the appropriate ink and formula to be able to do so. He may then active the scroll. Inscription is covered more in-depth in Chapter 7: Production. Ritualism is covered in Chapter 15: Ritualism.

Novice Celestial Ways: Single Realm

This character has the innate ability to channel magical power from one of the Realms and cast spells using incantations and evocations from that Realm. However, the character is untrained and has yet to realize her full potential.

This ability may be bought at any time, though Plot should be notified when a character buys Novice Celestial Ways: Single Realm after Character Creation. Accessing these powers requires a story element, and notification ensures that it does not take several events for this to occur. The celestial may not learn spells until this story element has occurred.

Rules: Characters who begin as novices have no mana and do not have the ability to cast spells. The player must choose the Realm the character innately channels. Like initiates, novices may alter their Phase, the Realm they are able to channel, through in-game actions. Spells learned while in a Phase are not lost when a Phase shift occurs, but they are no longer accessible. Novices are often required to become a student of an advanced Celestial, and must be taught the ways and philosophy of the Phase. It is possible to learn spells without the aid of a teacher or instructor, but doing so requires the express consent of the Plot committee. Characters that learn spells in this manner may never learn spell higher than First Circle without the aid of a teacher.

A character may decide to become a Dual Realm spellcaster at any time, but may not revert to Single Realm without Plot intervention. When deciding to become Dual Realm, the character picks a Realm complementary to his primary Realm, and must then pay the additional costs to advance his new Realm to the same Circle as his primary Realm. He immediately learns one First Circle spell of the new Realm, provided he has achieved First Circle in his primary Realm. He may spend his character points on nothing else during this time. Once the Circles are even, Character Points may be spent normally.

Characters with Celestial Ways may learn Ritualism, Inscription, Alchemy, or Forge Magic with no issues.

Novice Celestial Ways: Dual Realm

This character has the innate ability to channel magical power from two of the Realms and cast spells using incantations and evocations from those Realms. However, the character is untrained and has yet to realize her full potential.

This ability may be bought at any time, though Plot should be notified when a character chooses to buy Novice Celestial Ways: Dual Realm after Character Creation. Accessing these powers requires a story element, and notification ensures that it does not take several events for this to occur. The celestial may not learn spells until this story element has occurred.

Rules: Characters who begin as novices have no mana and do not have the ability to cast spells. The player must choose the complementary Realms that the character innately channels. Like initiates, novices may alter their Phases, the Realms they are able to channel, through in-game actions. Spells learned while in a Phase are not lost when a Phase shift occurs, but they are no longer accessible. Novices are often required to become a student of an advanced Celestial, and must be taught the ways and philosophy of the Phases. It is possible to learn spells without the aid of a teacher or instructor, but doing so requires the express consent of the Plot committee. Characters that learn spells in this manner may never learn spells higher than First Circle without the aid of a teacher.

A character may decide to become a Dual Realm spellcaster at any time, but may not revert to Single Realm without Plot intervention. When deciding to become Dual Realm, the character picks a Realm complementary to his primary Realm, and must then pay the additional costs to Circle his new Realm to the same Circle as his primary Realm. He immediately learns one First Circle spell of the new Realm, provided he has achieved First Circle in his primary Realm. He may spend his character points on nothing else during this time. Once the Circles are even, Character Points may be spent normally.

Characters with Celestial Ways may learn Ritualism, Inscription, Alchemy, or Forge Magic with no issues.

Initiate Celestial Ways: Single Realm

A character possessing this Magical Talent is able to fully channel power from one of the Celestial Realms. She has already undergone initiation and has achieved First Circle.

This ability may only be purchased during Character Creation.

Rules: The player must choose the Realm the character innately channels. The character begins at First Circle and has knowledge of two spells of her choice and ten points of mana.

A character may decide to become a Dual Realm spellcaster at any time, but may not revert to Single Realm without Plot intervention. When deciding to become Dual Realm, the character picks a Realm complementary to his primary Realm, and must then pay the additional costs to Circle his new Realm to the same Circle as his primary Realm. He immediately learns one First Circle spell of the new Realm, provided he has achieved First Circle in his primary Realm. He may spend his character points on nothing else during this time. Once the Circles are even, Character Points may be spent normally.

Characters with Celestial Ways may learn Ritualism, Inscription, Alchemy, or Forge Magic with no issues.

Initiate Celestial Ways: Dual Realm

A character possessing this Magical Talent is able to fully channel power from two of the Celestial Realms. The Realms must be complementary. She has already undergone initiation and has achieved First Circle in each Realm.

This ability may only be purchased during Character Creation.

Rules: The player must choose which Realms the character may access through channeling. The Realms must be complementary Realms. The character begins at First Circle and has knowledge of three spells of her choice and ten points of mana. She must choose one spell from each Realm to know, with the third spell being of either Realm.

A character may decide to become a Dual Realm spellcaster at any time, but may not revert to Single Realm without Plot intervention. When deciding to become Dual Realm, the character picks a Realm complementary to his primary Realm, and must then pay the additional costs to Circle his new Realm to the same Circle as his primary Realm. He immediately learns one First Circle spell of the new Realm, provided he has achieved First Circle in his primary Realm. He may spend his character points on nothing else during this time. Once the Circles are even, Character Points may be spent normally.

Characters with Celestial Ways may learn Ritualism, Inscription, Alchemy, or Forge Magic with no issues.

Totemic Power

Characters may begin with a maximum of Totemic Power 2. Characters may not begin the game with higher Totemic Power than this without express Plot approval.

Totemic Power 1 may be purchased at any time, though the character has no access to abilities until in-game events occur to give them access to these abilities. Plot should be notified when a character purchases this ability after Character Creation, to ensure that this occurs in a timely manner.

Rules: A character purchasing Totemic Power is one of the humans able to access the powers of the Totems, and starts with six (6) mana. When first selected, the character must select a Mystery Cult of which to be a member. Characters are able to change Mystery Cults during the course of play, but no powers are retained from the totemic manifestations of the previous cult. The new cult will test the new member, and the Totem itself is likely to attempt to test the player.

Characters with Totemic Power are able to refresh their mana during the game day with the help of their fellow cultists. Characters regain $N + (N/2)$, rounded up, mana per refresh, where N is the level of Totemic Power. For example, a character with Totemic Power 5 would regain eight (8) mana per refresh. A character with Totemic Power 10 would regain fifteen (15) mana per refresh. The player is not required to know this information, as it will be printed on each totemic mage's character card for ease. It is provided here as a reference.

Totems grant a number of refreshes per based on the number of followers. Each physical totem will have a card denoting the number of available refreshes, and a way to easily determine if these refreshes have been distributed or not. These refreshes are assigned to followers only once during the game day,

but followers may come back to use these refreshes at any point during the game day. The group of followers determine how to distribute the refreshes and a majority agreement must be reached before this occurs. Players may have multiple refreshes per day, but three (3) or more often carries dire consequences.

Character with Totemic Power may learn Ritualism, Inscription, Alchemy or Forge Magic.

For more information on Totemic Power, please see Chapter 12: Magic of the Humans.

Initiate Ritualist

A character possessing this Magical Talent has succeeded in the Master's Rite of the Scarred Soul and has become a full initiate in Ritualism and may now start their own rituals.

Rules: A character purchasing this ability begins play with five (5) bones and Characters select four (4) spells from the Common list at creation, and automatically receive the Novice Sign of the Tethered Star. See Chapter 15: Ritualism for details. Characters from Oresund, Tarsikka, Tharcia, or the Tharici may select one (1) spell from the Uncommon list designated as available to their culture as one of their initial spells. Characters may purchase additional starting ritual formulas with their starting money; this is explained in depth in Chapter 15: Ritualism.

Initiate Ritualist is not available to Homunculi. Initiate Ritualist may be purchased at any time, though a character must complete the Master's Rite of the Scarred Soul before being able to use any of their abilities in-game. This includes being able to gain fatigue or participate in rituals.

Characters with Ritualism may learn any racially appropriate magic, Inscription, Alchemy or Forge Magic with no issues.

Ritualists have ties to every Realm when checked with any Sense Ties abilities.

Alchemy

A character possessing this Magical Talent has learned to begin manipulating the Forms, and may now begin to access Alchemical Formulations.

This Magical Talent may be learned after the start of play with no restrictions.

Rules: Characters may purchase Alchemy 1 when they have learned Brewing 3. At this time, they gain access to the Form of Fluid. They may create any Alchemical Formulation they possess that requires only the Form of Fluid. Alchemists are also able to create Alembics, which allow for Transmutations and Refinements and act as a personal Production Lab. Alchemy Circles are able to be advanced at Brewing 5, 7, 9 and 10. Each time, the Alchemist selects one of the Forms to access. At Brewing 5 and 7, the Alchemist chooses between the Forms of Flesh and Earth, selecting the one not chosen at Brewing 5 at Brewing 7. At Brewing 9 and 10, the Alchemist chooses between the Forms of Aether and Dust, selecting the one not chosen at Brewing 9 at Brewing 10.

More information regarding Brewing and Alchemy may be found in Chapter 8: Brewing and Alchemy. The basic rules applying to all Production skills may be found in Chapter 7: Production.

Alchemists are tied to any Form they may access, depending on their Circle, when checked with Sense Ties abilities.

Characters with Alchemy may learn any racially appropriate magic, Ritualism, Inscription, and Forge Magic with no issues.

Binding Contracts

A character possessing this Magical Talent has learned to inscribe contracts that reward signatories who uphold their obligations, and punish those who violate them.

This Magical Talent may be learned after the start of play with no restrictions.

Rules: Characters may purchase Binding Contracts 1 when they have learned Inscription 3. They may buy additional levels of Binding Contracts at Inscription 5, 7, 9, and 10.

More information regarding Binding Contracts may be found in Chapter 9: Inscription and Binding Contracts.

Scribes, including those with Binding Contracts, do not gain any tie to magic from their purchase of these skills.

Characters with Binding Contracts may learn any racially appropriate magic, Ritualism, Alchemy, and Forge Magic with no issues.

Forge Magic

A character possessing the Magical Talent is able to imbue metals with the powers of the Forms and the Realms. He is able to begin accessing the patterns for Forge Magic.

This Magical Talent may be learned after the start of play with no restrictions.

Rules: Characters may purchase Forge Magic 1 when they have learned Weaponsmith 3, Armorsmith 3, or Security 3. They are only able to imbue objects they have learned to create with the appropriate level of skill. For example, if a character is a Weaponsmith 5, and has learned the second Circle of Forge Magic, and then she learns levels of Armorsmith, she may not create Forge Magic armor requiring Second Circle until she reaches the appropriate level of Armorsmith, in this case Armorsmith 5. She does NOT have to repurchase levels of Forge Magic. Forge Magic Circles are a onetime purchase. Forge Magic Circles may be advanced at levels three (3), five (5), seven (7), nine (9) and ten (10) of the aforementioned crafts. A character with two (2) levels of Forge Magic can learn to identify magic items.

More information regarding Armorsmith, Security, Weaponsmith, and Forge Magic may be found in Chapter 10: Smithing, Security, and Forge Magic. The basic rules applying to all Production skills may be found in Chapter 7: Production.

Forge Mages are tied to every Realm and every Form for the purposes of Sense Ties abilities.

Characters with Forge Magic may learn any racially appropriate magic, Ritualism, Alchemy, and Binding Contracts with no issues.

Increase Bones

Ritualists cast their spells with bones drawn forth at random. Drawing a larger number of bones allows them to cast more powerful rituals and to endure a larger amount of accrued Fatigue. This is also called “buying Fatigue,” in the sense that one is buying resistance to Fatigue.

Rules: The cost to increase bones drawn increases as the amount of bones possessed increases. All rituals require some number of bones, and almost all rituals have a cost in Fatigue. Each time a ritual is cast, the number of bones the ritualist can draw forth for his next spell is reduced by the spell’s Fatigue cost. All bones are restored at in-game sunset. The exact time of sunset is announced at every event.

Increase Mana

Mana powers the magic of the Celestials and that of the Totems. Mana is only bought once and applies to all Celestial Realms that the character may access.

Rules: The cost to increase mana increases as the amount of mana possessed increases. All Celestial and Totemic spells have a mana point cost. Each time a spell is cast, the mana pool is reduced by the amount of the spell’s cost. Once mana has been depleted, spells may no longer be cast. All mana is restored at in-game sunset. The exact time of sunset is announced at every event.

Identify Magic Item

Upon reaching Third Circle in the Celestial Ways, the Fifth Mystery of Totemic Power, or the Second Circle of Forge Magic, a character can learn the ability to identify magic items. This can only be done while meditating as if preparing an Enchantment spell and always requires the presence of a Guide.

Rules: The character must spend at least a full minute examining the item while in meditation to identify its magical properties. In order to use the skill Identify Magic Item, the character must be in physical contact with the item and must touch it with bare skin. Items of any Realm or Form or Other type of magic can be identified by anyone with the Identify Magic Item ability. In most cases, the character is able to determine the relevant magical qualities of the item. Some items may be magically obscured or have their properties hidden in some other fashion and may not be readily identifiable to the identifier. In some cases it may be impossible to determine the nature of the magic. Sometimes the character may have to perform special actions in addition to the normal requirements.

This ability does not allow the character to learn any special information about a person. In fact, this ability may not be used on a person at all, and may only be used on items. Additionally, only the magical properties of an item can be learned. This cannot be used to determine the item’s history or any mundane information regarding the item.

Counter Magic

Counter Magic is the ability to stop any magic from occurring. Counter Magic may be used once per battle for each time purchased, up to a maximum of three times.

Counter Magic requires the user to be of the Second Circle in Celestial Ways, Third Mystery of Totemic Power, or possess at least ten (10) bones in Ritualism.

Rules: Counter Magic allows the character to Counter any one (1) spell that is being cast at her. Counter Magic cannot remove magical effects already in place or Arcane effects. To use this ability, the caster with this ability must state "Counter Magic" followed by the name of the effect that was cast. This must be said within two (2) seconds of the completion of the verbal of the effect being Countered. A Counter Magic may also be used to block a spell taken by another player, as long as the Countering player is within five (5) feet of the target of the spell effect. Only point, packet delivered or weapon delivered effects may be Countered. The spell effects of a Warding Glyph, or magic triggered by a lock or trap, cannot be Countered. This ability is a Defense, and only three (3) Defenses may be used in a single combat, unless allowed by a Combat Discipline or other special ability, regardless of how many Defenses the player possesses.

A character may not use the Counter Magic Talent while all of his ties to magic are Disrupted, but may Counter Magic normally if he has at least one undisrupted tie to magic with which he qualifies for Counter Magic. If a Celestial shifts phase to Dual Realm, has not yet paid for Second Circle in the second Realm, and is Disrupted in his primary Realm, he may not Counter. A Disrupt that is not specified against a particular Realm or Form applies to all magic, such as the Disrupt that is inherent in the Disease effect.

Homunculi who have purchased ten (10) ritual bones satisfy the prerequisites of this ability.

This ability returns after 10 minutes of rest outside of combat.

Circle Advancement and Testing

Most kinds of magic require that their users undergo tests at certain points in their advancement. These tests are usually administered by an NPC, though other means of progression may be available through use of the Research rules (see Appendix 3). Characters starting play with the first level of Alchemy, Forge Magic, or Binding Contracts are presumed to have undergone those tests in the course of their character histories.

- Advancement in Celestial Ways requires a circle test at Second, Third, and Fifth circles.
- Advancement in Totemic Magic requires a circle test at First Circle and at two later points in the advancement, which varies according to the particular totem. Seek further information in-character.
- Advancement in Alchemy requires a circle test at First, Second, and Fourth circles.
- Advancement in Binding Contracts requires a circle test at First, Third, and Fifth circles.
- Advancement in Forge Magic requires a circle test at First, Third, and Fifth circles.