

Chromatic Mana

Philosophy of Play

A foreword

Chromatic Mana is a Tabletop Role-Playing Game (TTRPG) for three to six people. One person takes the role of the Director, setting the stage, portraying the antagonists, and presenting challenges. The remaining players form a Troupe and face those challenges together.

Chromatic Mana is a game about Community, Self-Expression and Identity, Color and Light, Theatre, and Geometry. I'd like to talk about these one at a time.

Community: Above all, the purpose of this or any other game is to bring people together. The TTRPG tradition is an evolution of the ancient human tradition of telling stories by the campfire. In a TTRPG, people gather around a table to tell stories with one another. While the Director has to portray the antagonists, they are not the only storyteller at the table. Everyone has a hand in shaping the stories together. Whenever questions, conflicts, or discussions arise at the table, remember to put community first. We are here to be together, and the game is just the language we are using to do that.

Self-Expression and Identity: Whether you play the best version of yourself, the worst version of your darkest desires, or someone else entirely, TTRPGs allow you to explore and play with your very identity. You can explore who you are, who you want to be, and who you want to avoid being by seeing the consequences. Chromatic Mana has many mechanics within it that allow, encourage, and sometimes even demand creative expression of the Character you are playing. Playing a character in a TTRPG allows you to try on different masks to see how they feel, remembering that it's just a mask. Remember also that your identity is in large part the masks you choose to wear in life. Chromatic Mana does not have a traditional Race system that grants bonus stats like those in many RPGs. It is our choices that make us who we truly are.

Color and Light: We all have within us a pure white light of possibility. Chromatic Mana takes place in a world where the Light within you is filtered through the prism of You, and uses mechanics like Lumens to express this. Your choices and your identity take the pure white light and fashion it into brilliant colors that represent you. These colors serve as a Mosaic of yourself for everyone to admire, and for you to admire the Mosaic of them.

Theatre: I come from a Theatrical background, and that is the spirit in which I view TTRPGs. The Director and the Players are not versus one another. Everyone is taking part in crafting a stage play for their own entertainment. Two Characters can get into a heated conflict without the players themselves being in tension. However, sometimes the walls can bend. We can get emotionally invested in the stories we tell and participate in, and it can be healthy and fun to try on those feelings in a safe place. Remember in the end that everyone is part of the same team.

Geometry: We find Shapes in the world around us and in the math and mechanics of the game. If I've done my job right, there are mechanics and math in this game to discover and delight in. The rules we bind ourselves by in the game are the shared language we use around the table to make the stories we tell more fun and interesting. There are hopefully good systems to interact with, Villains and Monsters to overcome, political intrigues to solve, a world to explore, and some algebra to enjoy.

Remember, though, that Geometry is an important core principle of the game, but it is also the last. The most important things are the people you come together to play with and the stories you tell. Chromatic Mana can be played digitally, but it is envisioned as a shared social activity first and foremost. If you find something that you wish to change, or if a rule gets in the way of the story you are trying to tell, you have my full blessing and encouragement to abandon the rules in that moment and do what is Fun.

It is my dearest wish in this life that spending time with Chromatic Mana brings you, your friends, and your loved ones fun and joy.

Please go forth with all of my Love.

-Matt Slovak, Grand Archmagus of Xanadu

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Overview

Chromatic Mana is a Tabletop Role-Playing Game (TTRPG), intended for 3-6 people. One person assumes the role of The Director, who runs the game and presents the game world, with everyone else as Players who assume the role of a single Character.

The game is played on a tabletop grid of squares or hexes in a turn-based format. Dice are used to determine the outcome of various actions. The standard suite of dice is a d4, d6, d8, d10, d12, and d20.

Chromatic Mana's system of Magic is intertwined with the lore of Xanadu, the world that the game takes place in. Xanadu is a solitary Planet surrounded by Five Moons of different colors that emit magical fields of Mana that fuels Magic in the world. Each of the Moons has an Angel that serves as the Moon's Avatar and protects the land. At the beginning of Character Creation every Character must choose at least one of the colors to be associated with: Red, Green, Blue, Yellow, or Purple. Combinations of Colors are possible and one can even be Chromatic, of all five colors.

Characters also have access to Maneuvers, special combinations of attacks, movement, or spells that they can use to customize and optimize their playstyle. Each Character has 4 Maneuvers. Selecting and utilizing these Maneuvers is key to succeeding in combat.

In non-combat scenarios, Players are able to use their Characters' Skillsets to gain bonuses to a wide variety of situations. Chromatic Mana comes with many prebuilt Skillsets, but Players are highly encouraged to create their own and creatively apply them to the situations they encounter.

The primary unit of character progression is the Lumen. Lumens represent a Character's inner-light and inherent strengths and attributes. Characters gain Lumens by leveling up through 20 levels and may spend Lumens on improvements to their Character. There are two types of Lumens. Character-building Lumens purchase character improvements, including crafting Distinctions. Material Lumens are contained in suitable crafting materials and are used to create or improve Lumencrafts under the crafting rules. They are separate from character-building Lumens.

Chapter 1 Character Roles

A Role gives you a ready place in an adventuring troupe. Choose the kind of contribution you want to make, take the matching starting character and begin playing. Each Role offers a working mix of combat actions, survival tools, and skills, with enough direction to make the first decisions easier.

These Roles are invitations to build. You are strongly encouraged to change their names, appearances, and future purchases, combine ideas from several Roles, or make an entirely different character. A Role grants no exclusive abilities and does not restrict what you may legally buy. Your character belongs to you.

Begin with a Role

Choose a contribution you would enjoy making repeatedly. Use the comparison on the next page, then read that Role's guide.

Copy the Role's level 1 sheet. The Roles use Medium humanoid bodies and Health and Mana gains using fixed die contributions.

Read the four Maneuver reminders on your sheet and practice a short turn. Share your useful skills and ordinary known spells with the Troupe. When you level up, follow the advancement guide or spend Lumens in another legal direction.

If you would rather build a Custom Character, please proceed to Chapter 2.

Choose a Role

Roles describe priorities, they are not troupe slots that must all be filled. Start with the action that sounds enjoyable, then look at how that character helps between battles. Two players may use the same Role and develop in different directions.

Premade Roles		
Role	Color	Contributions
The Spot	Green	Tank. Take center stage and hold danger close, giving the troupe room to act. Several foes that refuse to stay together test your reach and attention.
The Flood	Yellow	Ranged martial damage. Sweep the battlefield with bow fire and keep pressure on changing threats. Blocked sightlines and close pressure force you to find a fresh angle.
The Gel	Blue	Healing and buffs. Keep the troupe on its feet and prepare allies for their next big moment. Reaching a wounded ally in time is your most urgent challenge.
The Strobe	Purple	Disruption and crafting. Break an enemy's rhythm and prepare magical tools for the troupe. Foes with many useful alternative actions are harder to pin down.
The Beam	Red	Single target damage. Focus the spotlight on one foe and drive home a heavy follow-through. Scattered enemies and a failed opening roll can blunt your impact.
The Prism	Chromatic	Area damage and crafting. Fill the stage with broad magical displays and prepare tools between battles. Spread targets and expensive full displays demand careful placement.
The Blackout	Yellow + Purple	Stealth and scouting. Work beyond the spotlight to uncover danger and choose the moment to strike. Detection and fighting without an escape put you at risk.

Build a Troupe together

Talk about who can absorb attention, restore Health, reach distant threats and discover danger before the troupe walks into it. A Spot, Gel and Flood make those jobs easy to recognize, but the other Roles can cover parts of them with their own skills and spells. You do not need all seven Roles to adventure.

Share openings. The Strobe can burden a foe before the Beam attacks. The Flood can cover a route while the Blackout returns with information. The Gel can prepare the Prism's next turn. Keep each player's choices visible so a support action feels like part of a shared success.

Make the Role your own

The best Role is one you eventually reshape. The Premade Roles are based on different Lighting Fixtures in stage plays, but your Character can deviate however you like.

Change the description of a Maneuver freely when its rules stay the same: a spear thrust could be a disciplined lunge or a burst of vine-guided steel. Keep its weapon, reach, sources, parameters, costs and effects. A new description does not create a new mechanical benefit.

Changing mechanics means following the ordinary creation and advancement rules. Buy a new Rune, improve a Skillset, learn a Distinction or save Lumens for a later purchase. You may replace Maneuver registrations during downtime, including their fixed spell parameters. You cannot exchange spent character Lumens or replace a purchased weapon specialization for free.

Follow a path or branch from it

Each guide gives exact new purchases at the next tier start. Add them to the preceding character; do not rebuild from scratch. These examples save the Lumens earned between checkpoints and spend them when the next tier opens. You may freely depart from the guide, and buy other things with your Lumens.

Read the character sheets

Each Role's breakdown is followed by its level 1 sheet in the supplied character form. The sheet includes four Maneuvers with brief reminders. Advance with that Role's Recommended Purchases chart, updating costs, parameters and effects as you improve the character. The editable workbook contains the same seven starting sheets.

Use the printed totals

All starting characters use the ordinary Medium humanoid body with two limb sets and four sensory-organ groups. There are no reclaimed body Lumens, purchased Size changes, magical equipment bonuses, or ongoing ritual buffs. Willow, Reed, Brook, Nix, Brand, Iris and Sable are convenient names for the continuing examples; replace them with your own.

Health and Mana gains use fixed die contributions: half the current dice pool's maximum total, rounded down. Maximum Health equals the separate starting pool maximum plus the number of Health gains times (fixed die contribution + Composition). Maximum Mana uses its Mana pool and Ambition in the same way. Color gains, purchased Rolls and retroactive dice improvements are included. The "Health/Mana Rolls" fields tracks how many times a "Health/Mana Roll" has been purchased, not physical dice or the separate starting maximum.

For example, Point Willow has a d12 Health die, two Health gains (level one and Green's odd-level gain) and Composition 1: $12 + 2 \times (6 + 1) = 26$ Health. If you prefer rolling, retain your actual gain history and apply later retroactive adjustments under the Rules instead of replacing it with the total calculated using fixed die contributions.

One continuing character

The recommended purchases extend the same starting character through every tier. A purchase does not automatically rewrite a registered Maneuver. Update its sources, parameters, costs and effects during downtime. If you branch from the path, use your actual character's Runes, Distinctions and attributes.

Continuity checklist

Add each checkpoint's new purchases to your existing sheet. Keep all earlier attributes, Rune access, Skillset ranks, Distinctions, extra colors and purchased rolls.

Update your level, Lumens, dice, Rolls and derived values when advancing. The workbook calculates the basic derived values from its inputs; it does not purchase training or replace registered Maneuvers for you.

Update registered Maneuvers in downtime. Add the Sources' Beat costs, subtract the one-Beat registration discount, and keep a minimum cost of one Beat. Higher M and P may raise Mana costs; the purchases below do not discount a registration further.

Keep your actual equipment, current resources and persistent effects. The examples do not remove treasure or conditions acquired in your campaign; those remain part of your own character sheet.

The Spot

Draw danger toward a defender who can withstand it.

A spotlight gives one performer the audience's attention. The Spot does the same with danger. Willow steps into a clear line of sight, draws a dangerous foe with Goad and stays available as a target while the troupe acts around them. Green supplies extra Health gains and workable earth or vegetation for the Guard Rune.

Open with the Center Stage Maneuver, then decide whether to protect yourself, strike or save a Beat for the Turn Aside Maneuver. Goad restricts choices after a successful hit; it does not guarantee an attack. If the foe cannot target Willow, only targeting restrictions lapse; movement and Cover restrictions remain. A goaded area attack may still catch your friends. Bulwark stops a foe's Travel only when they provoke an Opportunity Attack and that attack hits.

Keep Composition and Ambition moving together. Swiftiness supports Defense and spear accuracy; Intuition helps Goad land. Your healing and practical escort skills remain useful when standing in front is not the answer. At Pentagon, extra Health and Travel help Willow reach danger and endure it. At Circle, Upstage lets Turn Aside borrow future Beats when needed; track the Rests and eight-Beat limit.

Recommended Purchases for The Spot		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Might +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Compel Rune; Guard Rune; Mend Rune; Health die +2; Mana die +2; Nongesticulate Casting +1; Bulwark +1; Wilderness +1
Line L3	50	Composition +1, Ambition +1, Intuition +1. Mana die +2; Bodyguard +1; Wilderness +1
Triangle L5	50	Composition +1, Ambition +1, Swiftiness +1. Spell Attunement — Goad +1; Field Medicine +1
Square L7	50	Ambition +1. Additional Beat +1; Spell Attunement — Goad +1
Pentagon L11	100	Composition +1, Ambition +1, Swiftiness +1, Intuition +1, Might +1. Additional Beat +1; Health die +2; Improved Travel Distance +1; Bodyguard +1
Hexagon L13	50	Composition +1, Ambition +1. Additional Beat +1; Field Medicine +1
Circle L17	100	Composition +1, Ambition +1, Swiftiness +1, Intuition +1. Additional Beat +1; Upstage +1; Vanguard +1; Wilderness +1

“+” means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

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The Flood

Cover changing threats with distinct, mobile ranged attacks.

Floodlights cover a broad working area. The Flood watches that whole area and responds wherever pressure appears. Reed uses a bow, Yellow's long Travel distance and several inexpensive shooting Maneuvers to cover enemies arriving from different directions.

Choose separate targets for separate shots. The Quick Shot Maneuver provides a steady attack; Pressing Shot opens with an Accurate Strike, then cascades into a Powerful Strike against the same foe; Running Shot finishes movement before its accurate attack. When a threat is about to enter view, ready Quick Shot. Pay the Beat cost when readying Quick Shot. You'll wait for your Cue and generate beats during your idle time for an explosive followup.

Observation makes ranged attacks land and Intuition supplies their damage. Swiftiness, Composition and physical skills keep the Flood an adventurer. Detect helps locate a threat; it does not bypass cover. The Fortify Rune supplies Rally and other support outside the four registrations.

Recommended Purchases for The Flood		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Observation +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Health die +2; Mana die +2; Perceive Rune; Fortify Rune; Weapon Damage — Bow +2; Nongesticulate Casting +1; Tracker +1
Line L3	50	Observation +1, Intuition +1, Swiftiness +1. Improved Range — Bow +1; Tracker +1; Purchased Health Rolls +1
Triangle L5	50	Observation +1, Intuition +1, Composition +1. Weapon Crit — Bow +1; Sentinel +1
Square L7	50	Observation +1, Intuition +1. Additional Beat +1; Tracker +1
Pentagon L11	100	Observation +1, Intuition +1, Swiftiness +1, Composition +1. Additional Beat +1; Improved Attacks +1; Weapon Crit — Bow +1; Field Medicine +1
Hexagon L13	50	Observation +1, Intuition +1. Improved Attacks +1; Improved Perception +1; Sentinel +1
Circle L17	100	Observation +1, Intuition +1, Swiftiness +1, Composition +1. Additional Beat +1; Improved Attacks +1; Purchased Health Rolls +2; Mana die +2

“+” means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

Try a hunter, watch officer, outrider or disciplined archer.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

The Flood Level 1

Name		
Reed		
Role	Level	
The Flood	1	
Make	Size	
Humanoid	Medium	
MOSAIC		
Name	Score	
Might	0	
Observation	1	
Swiftness	1	
Ambition	1	
Intuition	1	
Composition	1	
Actions & Awareness		
Initiative	Beats	
2	3	
Travel Distance	Perception	
10	11	
Offense		
Melee Hit	Ranged Hit	Spell Hit
1	1	1
Defense		
Total Defense	Spell Resilience	
11	11	
Armor	Evasion	
0	1	
Current Stats		
Current Health	Spell Effects and Statuses	
19		
Current Mana		
13		
Skillsets		
Name	Ranks	
Sentinel (Make)	1	
Tracker	1	
Distinctions		
Name	Ranks	
Improved Health Dice	2	
Improved Mana Dice	2	
Improved Weapon Damage — Bow	2	
Nongesticulate Casting	1	

Red	Green	Blue	Yellow	Purple	Chromatic		
			X				
Health			Mana		Lumens		
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	1	19	d8	1	13	125	125
Runes							
Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive	X	Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	
Fixtures							
Name		Description					
Maneuvers							
Name		Beats	1	Name		Beats	3
Quick Shot		Mana	0	Pressing Shot		Mana	0
Source 1	Regular Strike (Bow)			Source 1	Accurate Strike (Bow)		
Source 2				Source 2	Powerful Strike (Bow)		
Source 3				Source 3			
Source 4				Source 4			
Description				Description			
Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 50 Yards: 1d10 + 1 Piercing damage vs Defense. Ready by paying Beats now; Mana and other costs when the Cue occurs.				Attack: d20 + 1; 1 Boon. Registered: 3 Beats; 0 Mana. Foe within 50 Yards. Accurate opening: half of (1d10 + 1); on hit, Powerful follows for 1d10 + 1d10 + 1 damage. One hit roll; only the first Strike may crit.			
Name		Beats	2	Name		Beats	1
Running Shot		Mana	0	Watch the Wings		Mana	1
Source 1	Travel			Source 1	Detect (1, 1) · Yellow		
Source 2	Accurate Strike (Bow)			Source 2			
Source 3				Source 3			
Source 4				Source 4			
Description				Description			
Attack: d20 + 1; 1 Boon. Registered: 2 Beats; 0 Mana. Travel up to 10 yards, then Accurate Strike within 50 Yards: half of (1d10 + 1). Normal Opportunity Attacks apply.				Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Self: Detect gives +2 Perception for 1 target Turn, including its free Perception Roll. Passive Perception 13. Not automatic detection.			

The Gel

Keep allies functioning through healing, protection and useful buffs.

A Gel changes the light reaching a performer. The Gel changes what the troupe can withstand and accomplish. Brook uses Blue's additional Mana gains to sustain healing, temporary Health and useful preparation throughout an adventure.

Prevent a dangerous hit with Shelter when you can declare the Rebuttal after the pending rolls but before effects resolve. Use Mending Light when a friend has already lost Health. At Magnitude 1, Heal needs touch; move into position first. Higher Magnitude extends its range. At Point, Lift the Troupe supplies Rally for one Round. From Line, it hastens one ally and sends Rally out from that ally's location. Hasten is Unique and begins next Round; count round-start replenishments. Recasting does not stack extra Beats.

Ambition improves spell parameters and Mana, while Intuition keeps hostile spells credible. Composition and Swiftiness provide a personal safety margin. Purify is an ordinary known spell from the start, but its low Potencies remove only the specified status categories. Helpful Assistance and social skills give you worthwhile contributions without spellcasting. At Pentagon, extra Health and silent casting support field medicine. At Circle, Upstage keeps Shelter available when Beats run short; borrowed Beats become Rests and still count toward the eight-Beat limit.

Recommended Purchases for The Gel		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Observation +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Health die +2; Mana die +4; Mend Rune; Fortify Rune; Guard Rune; Diplomat +1; Helpful Assistance +1
Line L3	50	Ambition +1, Intuition +1, Composition +1. Rush Rune; Physician +1; Diplomat +1
Triangle L5	50	Ambition +1, Intuition +1, Observation +1. Destroy Rune; Purchased Health Rolls +1; Physician +1
Square L7	50	Ambition +1, Intuition +1. Additional Beat +1; Diplomat +1
Pentagon L11	100	Ambition +1, Intuition +1, Composition +1, Swiftiness +1, Observation +1. Additional Beat +1; Health die +2; Nonverbal Casting +1; Physician +1
Hexagon L13	50	Ambition +1, Intuition +1. Additional Beat +1; Diplomat +1
Circle L17	100	Ambition +1, Intuition +1, Composition +1, Swiftiness +1, Observation +1. Additional Beat +1; Upstage +1; Physician +1

"+" means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

Try a physician, encouraging companion, field chaplain or careful scholar. Healing can look like light, stitches of water or reassuring gestures, with the same costs and reach. A Gel may invest future Lumens in offense without losing their healing identity.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

The Gel Level 1

Name		
Brook		
Role	Level	
The Gel	1	
Make	Size	
Humanoid	Medium	
MOSAIC		
Name	Score	
Might	0	
Observation	1	
Swiftness	1	
Ambition	1	
Intuition	1	
Composition	1	
Actions & Awareness		
Initiative	Beats	
2	3	
Travel Distance	Perception	
5	11	
Offense		
Melee Hit	Ranged Hit	Spell Hit
1	1	1
Defense		
Total Defense	Spell Resilience	
11	11	
Armor	Evasion	
0	1	
Current Stats		
Current Health	Spell Effects and Statuses	
19		
Current Mana		
26		
Skillsets		
Name	Ranks	
Physician (Make)	1	
Diplomat	1	
Distinctions		
Name	Ranks	
Improved Health Dice	2	
Improved Mana Dice	4	
Helpful Assistance	1	

Red	Green	Blue	Yellow	Purple	Chromatic		
		X					
Health			Mana		Lumens		
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	1	19	d12	2	26	125	125
Runes							
Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard	X	Seal	
Bind		Delude		Mend	X	Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	
Fixtures							
Name		Description					
Maneuvers							
Name		Beats	1	Name		Beats	1
Mending Light		Mana	2	Lift the Troupe		Mana	1
Source 1	Heal (1, 1) · Blue			Source 1	Rally (1, 1) · Blue		
Source 2				Source 2			
Source 3				Source 3			
Source 4				Source 4			
Description				Description			
Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Touch a willing adjacent friend. Heal restores 2d6 Health, capped at maximum Health. Move into reach before beginning. Higher Magnitude extends range; higher Potency improves healing.				Spell: d20 + 1. Registered: 1 Beat; 1 Mana. Friends within 1 Yard each gain 1 Boon to spend on a roll. Duration 1 Round, ticking at round-end after the casting Round. Unspent Boons expire; an empty pool ends.			
Name		Beats	1	Name		Beats	1
Shelter		Mana	2	Guiding Light		Mana	0
Source 1	Brace (1, 1) · Blue			Source 1	Regular Strike (Daggers)		
Source 2				Source 2			
Source 3				Source 3			
Source 4				Source 4			
Description				Description			
Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after rolls, before effects. Self or willing friend within 5 Yards gains 4 temporary Health for 1 target Turn. Needs nearby water or ice.				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 1 Yard: 1d6 + 1 Slicing/ Piercing damage vs Defense. Keep the other hand free to cast.			

The Strobe

Disrupt dangerous actions and prepare practical magical tools.

A strobe breaks continuous motion into disorienting flashes. The Strobe interrupts an enemy's preferred sequence. Nix combines Purple Matter Blast, the risk of Vex and the spell-disrupting Discombobulate with Forbid ready for a specific dangerous action.

Flicker first needs a successful Spell Roll. Vex damage applies per Beat the foe spends. At Potency 1, Vex uses a separate 50% status chance; a successful blast does not guarantee the status until that chance reaches 100%. Discombobulate still follows a successful opening even if the Vex check fails. Forbid targets one named choice and permits the foe's paid Ambition attempt to overcome it; it is not total paralysis.

Advance Ambition and Intuition, then keep enough Health and practical training to survive the attention this causes. Crystalcutting creates consumable status tools from harvested materials. Makeshift Crafter arrives at Line, enabling temporary work in the field without replacing the material cost. At Hexagon, the third Matter Blast Attunement improves Flicker's opening, alongside further spellcasting and investigative training. Circle removes speech and gesture requirements without reducing its Beat cost.

Recommended Purchases for The Strobe		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Observation +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Health die +2; Mana die +1; Conjure Rune; Dispel Rune; Seal Rune; Crystalcutting +1; Spell Attunement — Matter Blast +1; Investigator +1
Line L3	50	Ambition +1, Intuition +1, Composition +1. Crystalcutting +1; Makeshift Crafter +1
Triangle L5	50	Ambition +1, Intuition +1, Observation +1. Crystalcutting +1; Mana die +1; Investigator +1
Square L7	50	Ambition +1. Additional Beat +1; Spell Attunement — Matter Blast +1
Pentagon L11	100	Ambition +1, Intuition +1, Composition +1, Swiftiness +1. Additional Beat +1; Crystalcutting +2; Purchased Health Rolls +1; Trap-Tripping +1
Hexagon L13	50	Ambition +1, Intuition +1. Crystalcutting +1; Spell Attunement — Matter Blast +1; Investigator +1
Circle L17	100	Ambition +1, Intuition +1, Composition +1, Observation +1. Additional Beat +1; Crystalcutting +1; Nonverbal Casting +1; Nongesticulate Casting +1; Artisan +1

"+" means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

Try a saboteur, tinkerer, unsettling illusionist or meticulous investigator. Reflavor the flashes freely, while retaining Purple's material and Vex identity.

At Point, the higher Attunement price leaves a smaller Mana reserve. Use Flicker selectively, keep Clear the Effect ready when an enemy caster threatens the troupe, and fall back on Slip Away when Mana runs low. Clear the Effect can also counter a Spell being cast within range: its Potency must be high enough and its resolved Spell Roll must strictly exceed the opposing Spell Roll.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

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The Beam

Concentrate a reliable opening and heavy follow-through on one foe.

A beam concentrates light on a narrow destination. The Beam concentrates damage on the foe that most needs to fall. Brand opens with the Line Breaker Maneuver, using Mana Blast and carrying a heavy axe strike to that same target through Target Cascading.

The opening spell tests Spell Resilience and uses its purchased Attunement Boons. If it succeeds, the following Powerful Strike lands without a second hit roll. Its usual Bane does not become an opening-spell penalty. Only the first weapon Strike can receive critical damage; the Mana Blast cannot receive weapon critical damage.

Might and Improved Attacks sustain weapon damage. Ambition extends the opening spell and protective Brace; Intuition improves the opening roll. Steady Point deals d12+d4 plus Might without Mana. Breaking Point can reduce Defense for other attackers; it does not remove Armor. Red's Initiative helps Brand act early, but it does not grant extra attacks. Circle adds Striking Spells and a third Mana Blast Attunement to make Line Breaker's opening more reliable; its registered Beat cost stays three.

Recommended Purchases for The Beam		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Might +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Mana die +1; Destroy Rune; Guard Rune; Weapon Damage — Axe +2; Spell Attunement — Mana Blast +1; Nongesticulate Casting +1; Monster Lore +1
Line L3	50	Might +1, Ambition +1, Intuition +1. Mana die +2; Athletics +1; Monster Lore +1
Triangle L5	50	Might +1, Ambition +1, Composition +1. Weapon Crit — Axe +1; Monster Lore +1
Square L7	50	Ambition +1. Additional Beat +1; Spell Attunement — Mana Blast +1
Pentagon L11	100	Might +1, Ambition +1, Intuition +1, Swiftiness +1, Composition +1. Additional Beat +1; Improved Attacks +1; Mana die +1; Athletics +1
Hexagon L13	50	Might +1, Intuition +1. Improved Attacks +1; Weapon Crit — Axe +1
Circle L17	100	Might +1, Intuition +1, Swiftiness +1. Additional Beat +1; Improved Attacks +1; Striking Spells +1; Spell Attunement — Mana Blast +1

“+” means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

Try an executioner, monster hunter, determined warrior or severe duelist. The axe may resemble a cleaver, broad blade or other agreed visual with the same Axe profile. The Role promises a single-target focus, not an automatic answer to every boss.

The opening build prioritizes Mana Blast accuracy and axe damage over extra Health dice. Keep Safety Brace available and use cover or allies to avoid trading hits. Steady Point remains the Mana-free fallback.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

The Beam Level 1

Name		
Brand		
Role	Level	
The Beam	1	
Make	Size	
Humanoid	Medium	
MOSAIC		
Name	Score	
Might	1	
Observation	0	
Swiftness	1	
Ambition	1	
Intuition	1	
Composition	1	
Actions & Awareness		
Initiative	Beats	
6	3	
Travel Distance	Perception	
5	10	
Offense		
Melee Hit	Ranged Hit	Spell Hit
1	0	1
Defense		
Total Defense	Spell Resilience	
11	11	
Armor	Evasion	
0	1	
Current Stats		
Current Health	Spell Effects and Statuses	
13		
Current Mana		
10		
Skillsets		
Name	Ranks	
Athletics (Make)	1	
Monster Lore	1	
Distinctions		
Name	Ranks	
Improved Mana Dice	1	
Improved Weapon Damage — Axe	2	
Spell Attunement — Mana Blast	1	
Nongesticulate Casting	1	

Red	Green	Blue	Yellow	Purple	Chromatic			
X								
Health			Mana		Lumens			
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent	
d8	1	13	d6	1	10	125	125	
Runes								
Rune	Known	Rune	Known	Rune	Known	Rune	Known	
Animate		Contact		Gravitate		Rush		
Attune		Curse		Guard	X	Seal		
Bind		Delude		Mend		Transform		
Compel		Destroy	X	Perceive		Transport		
Conceal		Dispel		Reflect		Trigger		
Conjure		Fortify		Render		Ward		
Fixtures								
Name		Description						
Maneuvers								
Name			Beats	3	Name		Beats	1
Line Breaker			Mana	1	Steady Point		Mana	0
Source 1	Mana Blast (1, 1) · Red			Source 1	Regular Strike (Axe)			
Source 2	Powerful Strike (Axe)			Source 2				
Source 3				Source 3				
Source 4				Source 4				
Description				Description				
Spell: d20 + 1; 1 Boon. Registered: 3 Beats; 1 Mana. Foe within 5 Yards. On hit: 2d6 Fire damage, then 1d12+1d4 + 1d12 + 1 Slicing damage. Cascade carries the axe; no second hit roll.				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 1 Yard: 1d12+1d4 + 1 Slicing damage vs Defense. Mana-free fallback.				
Name			Beats	1	Name		Beats	1
Breaking Point			Mana	0	Safety Brace		Mana	2
Source 1	Sundering Strike (Axe)			Source 1	Brace (1, 1) · Red			
Source 2				Source 2				
Source 3				Source 3				
Source 4				Source 4				
Description				Description				
Attack: d20 + 1; 1 Bane. Registered: 1 Beat; 0 Mana. Foe within 1 Yard: half of (1d12+1d4 + 1) damage. On hit, cumulative -1 Defense for the rest of combat. Armor, Evasion and Spell Resilience are unchanged.				Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after rolls, before effects. Self or willing friend within 5 Yards gains 4 temporary Health for 1 target Turn. Needs nearby ceramic or refined metal.				

The Prism

Prepare the troupe, then combine area spells into a decisive display.

A prism gives a single light many possible colors. The Prism shapes a battle through preparation and overlapping areas. Iris starts Chromatic, buying more expensive Runes in exchange for access to every casting color and stronger base defenses. Chromatic does not also grant the five individual color bonuses.

Use the Set the Stage Maneuver to help the troupe. From Triangle, its Unique Hasten can fund a larger following turn; repeated casts do not stack. Light Show spreads an opening Field into further damage; Distant Flare projects an area from a struck target. Friendly Spells and Selfish Spells are purchased at Point so Iris can deliberately exclude friends and self.

Ambition and Intuition drive the spells. Larger Potency is optional: Steady Light stays inexpensive when an area attack is unnecessary. Papercrafting adds utility registrations between adventures, provided Iris registers the Script, knows every required Source and pays all normal costs. Books are flexibility, not free spells. Hexagon adds field crafting and silent casting; Circle adds Health and Stagecraft. Light Show still costs three Beats, so plan its use around your available Beats.

Recommended Purchases for The Prism		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Swiftness +1, Ambition +1, Intuition +1, Composition +1. Health die +1; Mana die +2; Destroy Rune; Fortify Rune; Friendly Spells +1; Selfish Spells +1; Papercrafting +1
Line L3	50	Ambition +1, Intuition +1, Composition +1. Mana die +2; Papercrafting +1
Triangle L5	50	Ambition +1, Intuition +1, Swiftness +1. Rush Rune
Square L7	50	Ambition +1, Intuition +1. Additional Beat +1; Surveyor +1
Pentagon L11	100	Ambition +1, Intuition +1, Composition +1, Observation +1. Additional Beat +1; Papercrafting +3; Stagecraft +1
Hexagon L13	50	Ambition +1, Intuition +1. Papercrafting +1; Makeshift Crafter +1; Nonverbal Casting +1
Circle L17	100	Ambition +1, Intuition +1, Composition +1, Swiftness +1. Additional Beat +1; Papercrafting +1; Health die +3; Stagecraft +1; Surveyor +1

“+” means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make’s free Skillset rank is already included on the level 1 sheet.

Try a stage magician, battle scholar, celebrant or geometric sorcerer. Describe the colors and patterns as you like.

The starting build is unarmored. Padded Cloth offers 1 Armor and Physical Resistance for a -1 Spell Roll penalty; heavier armor trades more Spell accuracy and Hide ability for protection. Armor no longer lowers Evasion.

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The Blackout

Bring back information, strike from hiding and leave a route out.

A blackout removes a performer from view. The Blackout chooses when to be seen. Sable starts Yellow and purchases Purple, combining long Travel distance with stronger base Spell Resilience. That second color consumes 50 of the initial 125 Lumens, leaving a deliberately lean starting kit.

Scout routes, identify an escape and tell the troupe what you find. Blackout uses Obscure for a stronger Hide result; at Point its movement limit is zero, so it favors a waiting ambush. Ordinary Hide and Travel remain useful for reconnaissance. Moving beyond Obscure's allowance removes its bonus, not the ordinary Hidden state by itself.

Opening Knife is the damaging ambush; Quiet Cut favors accuracy. Both attacks end hiding. Exit Cue gives an evasive first yard on a hit, followed by normal Travel. Nonverbal Casting keeps spells silent, but still needs a free hand. Hide in Plain Sight comes at Triangle and carries its normal Bane.

Recommended Purchases for The Blackout		
Tier start	Lumens added	New purchases at this checkpoint
Point L1	125	Observation +1, Swiftiness +1, Ambition +1, Intuition +1, Composition +1. Purple color; Conceal Rune; Nonverbal Casting +1; Health die +1
Line L3	50	Intuition +1, Swiftiness +1, Observation +1. Perceive Rune; Health die +1; Locksmith +1
Triangle L5	50	Intuition +1, Swiftiness +1, Composition +1. Hide in Plain Sight +1; Scout +1
Square L7	50	Intuition +1, Swiftiness +1. Additional Beat +1; Scout +1
Pentagon L11	100	Intuition +1, Swiftiness +1, Observation +1, Ambition +1, Composition +1. Additional Beat +1; Weapon Damage — Daggers +2; Mana die +1
Hexagon L13	50	Intuition +1, Swiftiness +1. Improved Attacks +1; Trap-Tripping +1; Scout +1
Circle L17	100	Intuition +1, Swiftiness +1, Observation +1, Ambition +1, Composition +1. Additional Beat +1; Improved Attacks +1; Mana die +1; Locksmith +1

“+” means ranks or points newly purchased. Health die and Mana die mean Improved Health Dice and Improved Mana Dice; Weapon Damage and Weapon Crit mean their corresponding Improved Distinctions. Maneuvers keep the normal one-Beat registration discount (minimum one Beat). The Make's free Skillset rank is already included on the level 1 sheet.

Try a burglar, spy, pathfinder or quiet monster hunter. Stealth need not imply cruelty or a criminal past. Use Scouting Missions to return actionable information promptly so the rest of the troupe remains part of play.

Stay unarmored to avoid Spell and Hide penalties. Padded Cloth offers 1 Armor and Physical Resistance with a -1 Spell Roll penalty and no Hide penalty.

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Chapter 2 Character Creation

Choose your name

Name

Choose your Color

You may choose 1 Color for free, including Chromatic. Choosing Chromatic grants access to all colors, but permanently makes Magic cost more Lumens to invest in. Characters can invest in additional colors for a Lumen cost of 50 per additional Color.

Each Color provides a unique benefit:

Color Bonuses	
Color	Bonus
Red	Triple your Initiative
Green	On each odd level, including level 1, gain one additional Health Roll.
Blue	On each odd level, including level 1, gain one additional Mana Roll.
Yellow	Double your Travel Distance
Purple	Spell Resilience is base 14 instead of 10
Chromatic	Base Defense and Spell Resilience are 12 instead of 10.

A character's Color determines the Statuses they are able to inflict on enemies. Color also determines the types of Materials and Energy they are able to manipulate, as well as the Mental Attributes they can influence. The types of Materials and Mental Attributes the Colors are able to manipulate are:

Colors		
Color	Materials	Mental Attributes
Red	Fire, refined metal, ceramics	Emotions
Green	Rocks, Vegetation	Physical Sensations
Blue	Water, ice, steam	Active Thoughts
Yellow	Wind, fabrics, feathers, things shed by living creatures	Unconscious Thoughts, Beliefs.
Purple	Dead flesh, bones, fungi, bacteria	Memories

Choose your Role, Make, and Size:

Role

Characters belong to troupes: groups of adventurers who travel, face challenges, and pursue shared goals together. A Role describes your character’s place in the world and the ways in which they contribute to the troupe. It does not restrict your legal purchases or grant separate role-only benefits. You may follow a prebuilt Role, depart from its

recommendations as you advance, or build a character from scratch and choose your own Role name. Continue this chapter if you want to create your own character from scratch, or go to chapter 1 to use a premade Role.

Make

A character's Make is their race or origin. Xanadu is home to an infinite variety of life. Humanoid animal persons, elemental persons, and even constructs and golems are valid characters and have Lumens.

Size

Size can be Tiny, Small, Medium, Large, or Giant. Size affects the Size of Weapons you can wield, the Distance you can Travel, and the size of your Health Dice. A default Character is Medium sized. Going up one size category costs 20 Lumens; conversely, going down one size category grants a bonus of 20 Lumens.

Spend your Lumens

Character Lumen purchases are permanent. You cannot sell back, refund, or exchange a purchased attribute, Rune, Distinction, Skillset, Health Roll, or Mana Roll for character Lumens. Later discounts apply only to future purchases; gaining a benefit you already own does not return its cost. Starting body allocation is determined before creation is finalized and is not a later refund. Changing Maneuver registrations during downtime does not refund purchases. This rule concerns character investments, not explicit recovery of spent Mana or the separate material salvage rules.

At character creation, you receive 125 Lumens. Spend them on MOSAIC scores, Skillsets, Runes, Distinctions, Health and Mana Rolls, or additional colors. Unspent Lumens may be saved.

-MOSAIC

-Skillsets

-Runes

-Distinctions

-Health and Mana Rolls

-Additional Character Colors

Lumen Costs

Lumen Costs					
Rank	MOSAIC	Skillsets	Runes	Health Rolls	Mana Rolls
1	10	5	10 Lumens per Rune. 20 Lumens per Rune if Chromatic	5 Lumens Per Health Roll	5 Lumens Per Mana Roll
2	10	5			
3	10	5			
4	10	5			
5	10	5			
6	10	N/A			
7	10	N/A			

MOSAIC

Your MOSAIC scores represent your character's attributes: what your physical and mental forms look like. Starting at 0, they can go up to 7. Through equipment and magical blessings, characters can achieve higher MOSAIC scores, but 7 represents the highest characters can spend their Lumens on.

Each point in a MOSAIC score costs 10 Lumens. The maximum purchased score rises by one per tier: Point 1, Line 2, Triangle 3, Square 4, Pentagon 5, Hexagon 6, and Circle 7. Use the level ranges in Progression and Ranks.

The six MOSAIC Scores are Might, Observation, Swiftess, Ambition, Intuition, and Composition. Each one has corresponding benefits when invested in.

MOSAIC

MOSAIC			
Name	Primary Effect	Secondary Effect	Skillsets
Might	Damage with Melee Weapons	Grapple or Push Enemies	Perform Acts of Strength.
Observation	Chance to Hit with Ranged Weapons	Detect Hiding Characters	Notice Small details, remember things clearly.
Swiftess	Chance to Hit with Melee Weapons	Defense against Weapons / Initiative	Perform Dexterous acts or highly detailed tasks.
Ambition	Mana Pool / Potency of Spells	Initiative	Bluff, charm, lie, boast, and influence others.
Intuition	Damage with Ranged Weapons / Chance to Hit with Spells	Bonus to Hiding	Sense the motive of others, trust gut instincts, listen to Nature.
Composition	Health Pool	Spell Resilience	N/A

Skillsets

Skillsets can be anything you like: a profession, hobby, or natural talent or skill. Skillsets represent what a Character spends their free time doing.

Skillsets are used in non-combat scenarios when a Character tries to take some Action that The Director calls a Skill Roll for. Players are allowed to use their Characters' Skillsets to Haggle for various bonuses. For example, if trying to chop down a strong tree, the Director will ask the player to make a Might Skill Roll. A Player could point out that their Character has a Skillset relevant to that Roll, such as "Lumberjack" or "Carpenter", and can haggle that they should get a bonus to that action. Lumberjacks would spend a lot of time felling trees, and carpenters would be familiar with wood grains and the structural integrity of lumber, so The Director would award bonuses on that action.

Skillsets are intended to be liberally interpreted to give players opportunities to justify why their Character would be able to do something based on their backstories. Players are encouraged to be creative when applying their Skillsets to Skill Rolls, and The Director is encouraged to reward players for creative interpretations. Hagglng is an invitation for advocacy and lively discussion between players and The Director. The Director has final say over whether a bonus should be given, and may end the Hagglng at their discretion.

The Director should ensure that vocal players do not receive more benefit from their Skillsets than quieter players. While describing scenery and setting the stage for Players, a Director should have a working knowledge of the Characters Skillsets and volunteer information that may be relevant to a particular character.

Crafting uses its own seven-rank Distinctions. Ordinary Skillsets remain limited to five ranks and can assist with related activities at the Director's discretion; they do not replace required crafting training.

Skillsets can each have 5 ranks, and each rank costs 5 Lumens. A character can have as many Skillsets as they wish to invest into.

When a Character chooses their Make, they receive 1 rank in a Skillset of their choice for free.

Health

Health Dice start from Character Size and can be improved through Distinctions. Dice advance through d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12 → 2d12+d4, and onward. After each complete d12, add a d4 and increase that die through the same steps. Roll every die in a compound pool and add the results.

A Health Roll uses the Character's complete current Health dice pool and adds Composition once. A compound pool such as d12 + d4 contains two physical dice, but using that pool once is one Health Roll. At Level one, add the maximum total of your Health dice to one Health Roll. For d12 + d4, this separate starting maximum is 16.

On every level up, Characters roll their Health Dice and add their Composition Score to the result, adding that result to their maximum Health. If a player increases their Composition Score by leveling up or acquiring gear, they retroactively gain health as if their Composition had always been the improved value.

For example, changing from d8 to d10 adds 1 to each previous Health gain and 2 to the separate starting bonus. Five previous Health gains therefore increase maximum Health by 7, before any separate Composition change.

Changes to Health dice apply retroactively to every previous gain from level, Color, purchased rolls, and other permanent rolls. For each gain, add the new fixed die contribution minus the old fixed die contribution, whether the gain was rolled or fixed. The fixed die contribution is half the dice pool's maximum total, rounded down: d12 gives 6, d12+d4 gives 8, and 2d12 gives 12. Do not reroll earlier gains. Adjust the separate starting bonus by the difference in maximum totals. Changing d12 to d12+d4 adds 2 per previous gain and 4 to that bonus. Recalculate Composition separately for every gain without counting it twice. Retain each gain's original dice and result so later adjustments use only the difference.

Instead of rolling for a Health gain, a Player may take the fixed die contribution and add Composition once. The fixed die contribution is half the dice pool's maximum total, rounded down: d4 gives 2, d8 gives 4, d12 gives 6, d12 + d4 gives 8, and 2d12 gives 12. The separate starting maximum is added independently.

Health Dice by Size

Health Dice by Size	
Size	Health Dice
Tiny	d4
Small	d6
Medium	d8
Large	d10
Giant	d12

Health Roll

Players may spend 5 Lumens on a Health Roll. Add the result of one Health Roll to the Character's maximum Health. The Roll already includes Composition once.

Mana

All Characters start with Mana Dice of 1d4. Distinctions improve Mana dice using the same compound progression as Health dice, continuing beyond d12.

A Mana Roll uses the Character's complete current Mana dice pool and adds Ambition once. A compound pool is still one Mana Roll. At Level one, add the maximum total of your Mana dice to one Mana Roll. For compound dice, use the sum of all die maxima. A Character with d4 Mana dice and Ambition 1 starts with the separate maximum of 4, then adds one Mana Roll of d4 + 1.

On every level up, Characters roll their Mana Dice and add their Ambition Score to the result, adding that result to their maximum Mana. If a player increases their Ambition Score by leveling up or acquiring gear, they retroactively gain Mana as if their Ambition had always been the improved value.

Changes to Mana dice apply retroactively to every previous gain from level, Color, purchased rolls, and other permanent rolls. For each gain, add the new fixed die contribution minus the old fixed die contribution, whether the gain was rolled or fixed. The fixed die contribution is half the dice pool's maximum total, rounded down: d12 gives 6, d12+d4 gives 8, and 2d12 gives 12. Do not reroll earlier gains. Adjust the separate starting bonus by the difference in

maximum totals. Recalculate Ambition separately for every gain without counting it twice. Retain each gain's original dice and result so later adjustments use only the difference.

Instead of rolling for a Mana gain, a Player may take the fixed die contribution and add Ambition once. The fixed die contribution is half the dice pool's maximum total, rounded down. A d4 has a fixed die contribution of 2, not a complete starting Mana total. With d4 Mana dice and Ambition 1, fixed starting Mana is $4 + (2 + 1) = 7$.

Mana Roll

Players may spend 5 Lumens on a Mana Roll. Add the result of one Mana Roll to the Character's maximum Mana. The Roll already includes Ambition once.

Distinctions

Distinctions are unique quirks or abilities a character has. Distinctions exist for all Spells, all types of Physical Actions, Movement, Extra Beats at Round Start, and other various modifications to a Character.

A full list of these can be found on the Distinctions Chart in the appendix.

Runes

Runes represent a Character's investment in the intricacies of Magic. Each Rune grants access to 3 different Spells. Each specific Spell does different things and manipulates a different aspect of reality, related to the name of the Rune they come from.

Each Rune costs 10 Lumens to invest in. Once invested in, all 3 spells are permanently unlocked. If a Character's Color is Chromatic, the density of Mana they manipulate makes the Runes cost more to invest in; each Rune costs 20 Lumens instead.

There are 24 Runes in total. Characters can invest in as many of them as they have Lumens for.

Calculate your Stats based on your MOSAIC and your equipment.

Build these values from your MOSAIC and equipment, then apply the relevant Color bonuses below.

STAT ON YOUR SHEET	BASE VALUE / CALCULATION	WHAT IT DOES
ACTIONS & AWARENESS		
Initiative	Ambition + Swiftiness	Determines Turn order.
Beats	3 Can be improved through Distinctions.	Beats replenished at the start of each Round; spent on Actions.
Travel Distance	Determined by Character Size	Distance moved with a Travel Action.
Perception	10 + Observation	Passive detection. Active Perception Rolls use d20 + Observation.
OFFENSE		
Melee Hit	Swiftiness	Bonus to melee Attack Rolls.
Ranged Hit	Observation	Bonus to ranged Attack Rolls.
Spell Hit	Intuition	Bonus to Spell Rolls.
DEFENSE		
Armor	From equipment	Contributes to Total Defense.
Evasion	Swiftiness	Contributes to Total Defense.
Total Defense	10 + Armor + Evasion	Target number for an incoming weapon Attack Roll.
Spell Resilience	10 + Composition	Target number for an incoming hostile Spell Roll.
APPLY YOUR COLOR BONUSES ONCE		
Red	Initiative = 3 × (Ambition + Swiftiness)	Yellow Travel Distance = 2 × Size-based distance
Green	+1 Health Roll on each odd level, including level 1.	Purple Spell Resilience = 14 + Composition
Blue	+1 Mana Roll on each odd level, including level 1.	Chromatic Defense = 12 + Armor + Evasion Spell Resilience = 12 + Composition

Choose your Weapon

Select a Weapon for your Character. Each weapon has different types of Strikes it can perform, a Range, and the damage types of the weapon.

Each weapon has a different selection of Strikes it can perform. The Strikes available are listed on the Weapons Chart in Chapter 4. All Weapon Types are capable of using Status Strike; the Status inflicted is determined by the Damage Type.

A character's Size influences how much damage it will do. The damage dice shown assume a Medium Sized Character. Larger Characters will do more damage; smaller Characters will do less damage.

Ranged Weapons will use Observation instead of Swiftiness when attempting Strikes.

Daggers, Rapiers, Bows, Crossbows, and Guns are Keen weapons. Keen weapons use Intuition instead of Might when adding bonus damage.

Weapons have different Damage Scaling. A character's Size influences how much damage the Weapon does. The Damage shown by default assumes a Medium Sized Character. Larger Characters deal more damage; smaller Characters deal less.

Weapons have different Ranges. A character's Size influences how far away it can deal damage. The Range shown assumes a Medium Sized Character. Larger Characters can attack from farther away; smaller Characters cannot attack as far.

Progression and Ranks

Starting out, Characters receive 125 Lumens to spend.

Every additional level you gain will grant 25 additional Lumens. These can be pooled and don't need to be spent immediately. There are 20 total levels.

Levels are given out by The Director at their discretion. The typical pace is intended to be 3-7 significant encounters for each level. Whether these are combat encounters or intensive scenes of roleplaying will depend on The Director and the troupe's style.

Each character can have up to 5 "Fixtures" assigned to them. Fixtures can be magically enhanced equipment known as Lumencrafts, special persistent Spells, or other special enhancements.

Lumencrafts are repositories of Lumens forged or constructed into Equipment. They are special pieces of equipment with their own Inner Light. Lumencrafts can have up to 500 Lumens of their own. For more information see the Crafting Section.

Tiers

Characters and Lumencrafts use seven tiers: Point, Line, Triangle, Square, Pentagon, Hexagon, and Circle. Character levels end at 20.

Tiers		
Tier	Character levels	MOSAIC cap
Point	1–2	1
Line	3–4	2
Triangle	5–6	3
Square	7–10	4
Pentagon	11–12	5
Hexagon	13–16	6
Circle	17–20	7

Tiers affect various aspects of Characters, such as their maximum MOSAIC, the level of Lumencrafts they are capable of making, and various Distinctions that have restrictions based on the character's Rank.

Lumencrafts also have Ranks. Their Rank determines the maximum amount of Lumens that can be invested into them when they are crafted. The more Lumens a Lumencraft has, the more powerful it is.

Body Modifications

The default character, a human or humanoid character, is assumed to have:

- A size of Medium.
- 2 sets of Limbs, arms and legs.
- 2 Eyes, A Nose, a set of Ears, and a Mouth, for a total of 4 Sensory Organs.

This means that the character has 2 Size Distinctions, 2 Extra Limb Distinctions, and 4 Extra Organ Distinctions. These Distinctions are assumed by default and do not need to be noted on a character's Profile. Size Distinctions are 20 Lumens each. Limbs are 15 Lumens per set. Extra Organ Distinctions are 5 Lumens per organ.

During initial character creation, you may omit default body features and allocate their value elsewhere: 20 Lumens per Size step below Medium, 15 per omitted limb set, and 5 per omitted sensory-organ group. These default features represent 90 Lumens of body allocation outside the ordinary starting budget. Any value allocated elsewhere is included in Max Lumens. Finalize this allocation at creation; later loss or removal of a body feature does not grant character Lumens.

Characters are typically Medium Sized. Size determines Travel Distance, weapon damage scaling, and Health die size. Characters may purchase up to two increases at 20 Lumens each, to Giant. During initial creation only, choosing Small or Tiny releases 20 or 40 Lumens of starting body allocation. Previously purchased Size increases cannot be refunded.

Extra Sensory Organs provide +3 Perception after the standard 4. Lacking the 4 standard organs gives a -3 Perception penalty per Sensory Organ missing.

Characters can have a total of 4 sets of limbs. A character can combine arms and wings into one set of limbs, but this still costs 2 Limb Distinctions and takes up 2 of the 4 slots for Limbs.

The function of Extra Limbs depends on the Limb added:

- Legs provide 2 Travel Distance per extra pair.

- Having no legs reduces Travel Distance to 1 Yard per Travel Action.

- Extra Arms allow additional weapons and items to be held without swapping equipment. They also provide more arms for Grappling. Each hold normally requires two free arms; Grappling Expertise reduces this requirement to one.

- Wings Allow for Flight, see Traveling Section for rules on Flight.

- A Tail counts as a set of limbs, grants bonuses to flight and swimming stability, and can be used to attack as a Natural Weapon.

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Chapter 3 Systems

Fixtures

Characters can register up to 5 Fixtures, including magical equipment and certain Spell Effects. Players must write down on their Profile what Fixtures they currently have registered to them. Players may not benefit from Magical Equipment that they do not have registered.

Characters may change the Fixtures they have registered during Rests.

If a Player would gain a new Fixture from a Spell Effect while their Fixtures are full, they may immediately remove enough removable equipment or Spell Fixtures to make room, or decline the new Effect. A Ritual Rei needs two slots. Explicit non-removable commitments remain. Unregistering Dreamlight equipment dissolves it. Otherwise, the Spell Effect fails to apply. Ordinary registration changes still occur during Rests.

Not all Spell Effects are considered Fixtures; the Spell's Description will note if it requires a Fixture Slot.

Boons and Banes

Sometimes Players will be given a Boon or a Bane on a particular Roll. Boons are advantageous, Banes are disadvantageous.

For each Boon, roll 1d6. Add the highest single d6 result to the normal Roll.

For each Bane, roll 1d6. Subtract the highest single d6 result from the normal Roll.

Boons and Banes are not additive, the largest result is always taken. Additional Boons and Banes are simply giving more opportunities for the higher result.

If a Character has both Boons and Banes, each Boon cancels 1 Bane and vice versa.

For example, 1 Boon and 1 Bane cancel completely: roll no Boon or Bane die. With 2 Boons and 1 Bane, 1 Boon remains. With 1 Boon and 3 Banes, 2 Banes remain: roll 2d6 and subtract the higher result.

Advantage & Disadvantage

Sometimes Players will make a d20 Roll with Advantage or Disadvantage. To do so, roll 2d20 and take the Higher Roll if it is with Advantage, and take the Lower Roll if it is with Disadvantage.

Skillsets

Skillsets are a Resource on a character's Profile that represent their Hobbies, Profession, areas of specialized knowledge or interest, or otherwise just whatever a Character chooses to spend their time doing when not Adventuring.

Skillsets cost 5 Lumens to invest one rank into, and can have a total of 5 ranks per Skillset.

Skillsets are integral to the process of making Skill Rolls. When asked to make a Skill Roll, Players may bring up relevant Skillsets on their Character Profile and Haggle with The Director for various bonuses.

Skill Rolls

Skill Rolls are attempts by Characters to do some Action, usually out of Combat. Examples include climbing a difficult wall, balancing on a tightrope, jumping over a ledge, applying non-magical first-aid, interacting with specialized equipment for some craft or trade, gardening, and an endless variety of other tasks. Skill Rolls are intended to be a flexible way for The Director to allow Characters to do unique or specialized tasks that are not well-defined within other rules.

The Director will tell the players to make a MOSAIC Roll (Might Roll, Observation Roll, etc.). Players will Roll a 1d20 and add the specific MOSAIC score to the result.

The Director also determines the Hassle of a Skill Roll, which is the number needed to beat in order for the Skill Roll to succeed. A Hassle of 10-12 would be a relatively easy attempt, something anyone would be expected to be able to do without training. A Hassle of 13-15 would be something anyone should be expected to do, but may be difficult. A Hassle of 16-20 would be something that a talented but untrained person could do. Hassles of 20+ represent tasks that only someone with relevant Skillsets and specialization would be expected to accomplish.

Players are allowed to Haggle with The Director over Skill Rolls to try and leverage their characters' Skillsets into various bonuses. Hagglng is a process of Players applying their Characters' Skillsets into the current Skill Roll. Players try to convince The Director that they would have relevant skills or expertise in the Skill Roll being called for. This is intended to be a loose way for Players and The Director to engage in a back and forth. The Director can end Hagglng at their discretion but is encouraged to allow it up to a point to increase Players' engagement with the tasks at hand.

The Director can choose extra bonuses to grant. But the Typical bonuses are:

- 1 Rank in the relevant Skillset would give 1 Boon on the Skill Roll.
- 2 Ranks in a relevant Skillset would give 2 Boons on the Skill Roll.
- 3 Ranks in a relevant Skillset would grant 3 Boons to the Skill Roll.
- 4 Ranks in a Relevant Skillset would grant 3 Boons to the Skill Roll, and Advantage on the 1d20 Roll.
- 5 Ranks in a Relevant Skillset would grant 3 Boons to the Skill Roll, and Advantage on the 1d20 Roll, and add the MOSAIC Score of the Roll twice.

An Example Skill Roll would be:

There is an ancient Mural on the wall of a cavern that depicts a monster. The Director asks the Players to make a Skill Roll with their Intuition to decipher the mural with a Hassle of 20. Characters would roll 1d20 and add their Intuition Bonus to the Roll. One Character has a Skillset of Archaeology with 1 rank and Haggles with The Director that their character has relevant experience deciphering such a Mural. The Director agrees and that Character would get 1 Boon on that Roll.

If any Character succeeds in deciphering the Mural they would learn that the cavern was actually carved out by the Monster and that it was lying in hibernation in the deepest part of the cavern, and the Mural was a warning from previous explorers.

Traveling

Chromatic Mana is played on a Tabletop area. The game can be played purely in the Players' imaginations, but it is common to play the game on a grid of Squares or Hexagons. The squares on a square grid are typically 1 Inch by 1 Inch. Each Square is meant to represent roughly 1 Yard. The Hexagons on a Hexagonal Grid are typically also 1 inch on each side, also representing a Yard. Whether Square, Hexagon, or simply within a Player's imagination, a 1 Yard area can hold 1 medium sized Character and the same area space cannot hold multiple characters.

Traveling is an Action that can be performed in Combat. It costs 1 Beat to Travel. Traveling allows a Character to move across the world equal to their Travel Distance. Travel Distance is typically determined by a character's Size.

Default Travel Distance

Default Travel Distance	
Size	Travel Distance
Tiny	3 Yards
Small	4 Yards
Medium	5 Yards
Large	6 Yards
Giant	6 Yards
Humongous	8 Yards
Colossal	10 Yards
Titanic	15 Yards
Continental	20 Yards
Planetary	50 Yards

Traveling cannot be broken up between Actions. Once a Character has started Traveling, they must finish that Action before performing another one. For example, a Medium Sized Character could not Travel 2 Yards, perform a Strike, then Travel the remaining 3 Yards. They must commit to the entire Travel Action.

Characters can Travel through a space inhabited by Friends, but cannot end their movement in the same space. Characters cannot travel through spaces inhabited by Foes.

Characters can travel vertically up walls a Distance equal to their Travel Distance. The Director can call for characters to make specific Skill Rolls if the terrain of the wall is difficult; this will usually be a Might Roll.

Characters most often have Legs that enable them to walk. However, some Characters and creatures, such as snakes, might not. If a Character has a Tail but no legs, they can Travel at half the Travel Distance for their Size, rounded up. A Character with no Legs, Tail, or Wings can only Travel one Yard per Travel Action.

Scenery

The Scenery is all of the items, objects, and terrain in the game world that exist besides Characters. Typically, when entering a new area, The Director will describe the Scenery and Players can ask for elaboration and clarification.

Scenery often can be interacted with. Players are highly encouraged to think of unique and innovative ways to interact with the Scenery, and use their Actions and Skillsets to Haggle with The Director for bonuses or novel Effects.

Items in the Scenery can be influenced and interacted with using various types of Magic. The Color of the Spell determines the type of Scenery that can be interacted with.

Typically, interacting with the Scenery will take Two Beats in Combat. The Director may deem that a particular type of Action costs more or fewer Beats depending on the complexity of the Action.

Difficult Terrain

Some portions of the world are considered Difficult Terrain. Whether Brambles, Rubble, Sheets of Ice, or simply unstable footing, Difficult Terrain halves the Travel Distance of Characters attempting to travel over it, rounded down.

Flight

Characters with wings, or who gain the ability to fly through Spells or other means, can ignore Difficult Terrain by flying. Characters can Fly vertically to get out of Range of Spells and Weapons.

When Flying, the Travel Action can be used to Fly instead of Traveling normally. The Flier cannot mix and match Travel Actions within the same Beat use, meaning that a Very Slow Flier cannot fly and then land to use the rest of the Travel

Distance to move more than 2 Yards. However, Characters can change between Flying and Traveling normally within the same turn when using multiple Beats to Travel.

Fly Speeds

Very Slow: 2 Yards per Travel Action

Slow: 4 Yards per Travel Action

Medium: 6 Yards per Travel Action

Fast: 8 Yards per Travel Action

Very Fast: 10 Yards per Travel Action

Flight Handling

Poor: The Flier can only move in Straight Lines when Traveling using Fly

Medium: The Flier can only change direction once while Traveling, at a 90-degree angle

Great: The Flier can only change Direction once, at any angle

Perfect: The Flier can change direction as many times as they want, at any angle.

Characters with Wings have a Medium Fly Speed and Medium Flight Handling.

Swimming

Characters can use their Travel Actions to Swim through liquid. Characters can only move at half of their Travel Distance, rounded down, while swimming. When Swimming, Characters can only move in a straight line for their entire turn. Characters who have a Tail, or who take the Distinction Swim Turning, may ignore this restriction.

Characters that have no Legs, but have a Tail may Swim at their normal Swimming Travel Distance.

Burrowing

Characters can use their Travel Action to Burrow through soft ground, if they are capable of burrowing. Characters who are Burrowing can only move at one fourth of their Travel Distance, rounded down. When Burrowing, Characters can only move in a straight line for their entire turn. Characters who have taken the Distinction Burrow Turning may ignore this restriction.

A Character who is Burrowing has no Line of Sight with any Character on the Surface, and cannot Target them. They also cannot be Targeted by Characters on the Surface.

Stealing

If you are Hidden from a Foe, you may make a Swiftess Roll against their Perception to attempt to steal one item from them. This item cannot be held by them or strapped tightly to their body. This Action costs 2 Beats if you are in Combat.

Items held within pouches, bags, or other loosely secured places may be stolen. If an item is loosely tied or secured, such as a bag tied to a waistband or an amulet worn around the neck, the Swiftess Roll to steal it is made with 2 Banes.

If you fail to Steal the item, the Foe automatically passes a Perception Roll against you and you are no longer Hidden from them. If you succeed at the Steal attempt, you remain Hidden.

Chapter 4 Combat

Rounds and Turns

A Round is one complete cycle of the battlefield: each participating Character takes one Turn in Initiative order. A Turn belongs to that Character. Ordinary Actions are taken during your own Turn. Rebuttals, Opportunity Attacks, and Readied Actions may occur outside your Turn when their rules allow; they do not begin another Turn or refresh turn-based uses.

Your Turn still begins and ends if you pass, hold a Readied Action, or are Incapacitated. Resolve applicable timing Cues and duration countdowns normally; restrictions on Actions or Beat replenishment still apply.

Cues

A Cue is the moment or event that triggers a rule. A Spell or Effect can have a fixed timing Cue, such as the beginning of the affected Target's Turn, or an event Cue, such as the Target spending a Beat. Resolve the rule only when its stated Cue occurs. A Cue does not grant an extra Turn, waive costs, or permit an otherwise illegal Action.

For a Readied Action, declare a Cue your Character can perceive, such as a Foe entering Range, and the Action or Maneuver to perform when it occurs. Pay the Beat cost when readying it. The Readied Actions section explains how to resolve or cancel it. A Spell or Effect's printed Cue is fixed by its rule; it is not chosen when readying an Action.

Always name whose Turn a Cue uses: your Turn, the Target's Turn, or the Caster's Turn. A Round Cue occurs once for the whole battlefield. For example, Ignite triggers when the burning Target's Turn begins; another Character beginning a Turn does not trigger that Ignite.

When several rules share a Cue, first resolve Effects explicitly ending at that moment, then automatic Effects, then optional Rolls or Actions. Resolve different Characters in Initiative order. Within one step for a single Character, that Character chooses the order; the Director orders Scenery Effects. A specific rule, including Rebuttal resolution, overrides this order.

Initiative

Initiative determines the order of Characters' Turns within each Round. A Character's Initiative equals their Swiftness plus their Ambition.

A Character with a higher Initiative may delay their position in the Turn Order in front of or behind any other Character with lower Initiative. Characters with the higher Initiative get priority on this delayed order if multiple Characters choose to delay.

If Two Player Characters have the same Initiative, they may choose who goes first. If a Player Character and one of their Foes have the same Initiative, the Player Character goes first.

Beats

At the beginning of each Round, replenish the Beats granted by your Character and active Effects. A typical Character gains three. Unspent Beats may be banked, to a maximum of eight available Beats. Each Character may spend no more than eight Beats during the entire Round, including Beats spent on their own Turn, Rebuttals, Readied Actions, and Beats borrowed through Upstage. Reset the amount spent at the beginning of the next Round. Gaining, recovering, or borrowing Beats does not reset this limit.

Traveling costs 1 Beat. Disengaging is a special Travel Action that costs 2 Beats and does not provoke Opportunity Attacks.

Using any kind of Weapon or Strike costs 2 Beats.

Casting a Spell costs 2 Beats.

Interacting with a Fixture or the environment usually costs 2 Beats. The Director can give further Beat costs for any particular kind of interaction with the Scenery.

If a Character has an empty hand, they can freely equip any weapon or item without paying a Beat; however, if their hands are full, they must spend 1 Beat to swap Items or Weapons.

When Initiative is recorded and the Turn Order begins, all Characters enter combat and begin using their Beats for Actions.

If a Character initiates combat with an Action, Spell, Strike, or Maneuver, its Beat cost cannot exceed the Beats they normally replenish at round start. Count these Beats toward their eight-Beat expenditure limit for the first Round. When their first Turn begins, they have no previously banked Beats and do not replenish Beats again merely because their Turn has begun.

Rebuttal

Actions with Rebuttal can be used as reactions to other Characters' declared Actions. To use a Rebuttal Action, you must have the Beats and any Mana or other resources needed to pay its normal costs. Beats spent on Rebuttals count toward your eight-Beat limit for the entire Round. A Rebuttal does not begin a Turn or refresh turn-based uses.

Declare the original Action and pay its costs. Make the Rolls needed to determine its pending result, but do not apply its damage, movement or other Effects yet. Other Characters may now declare eligible Rebuttals. An Action that requires no Roll still allows a Rebuttal before its Effects resolve.

A Rebuttal can itself be answered by another eligible Rebuttal. Declare and pay for each Rebuttal and make its required Rolls before another Rebuttal is declared in response to it. Hold its Effects pending in the same way. When no further Rebuttals are declared, resolve pending Actions in reverse declaration order: the last Rebuttal resolves first and the original Action resolves last. Use Rolls already made; do not roll them again merely because the Actions resolve in reverse order. Apply any changes caused by a resolved Rebuttal to the pending Action before it resolves.

If multiple Characters want to make a Rebuttal to the same Action, the one with higher Initiative declares first. Later Rebuttals resolve first under the order above. Ambushes may not be responded to with Rebuttals.

Attack Rolls

Characters make an Attack Roll by rolling d20 and adding their Swiftiness. Their Roll must meet or exceed their foe's total Defense in order to hit.

When making an Attack Roll, before making the Roll, the Character will choose the Weapon they are using for the Roll, as well as the type of Strike they are using.

Critical Hits

If a Character makes an Attack Roll and rolls a 20, that attack is considered a Critical Hit.

Critical Hits deal the maximum amount of damage that the weapon's Dice could roll, then players roll for damage as normal and add their MOSAIC bonuses. For example, if a Character gets a Critical Hit with a Weapon that does 1d8 damage, they would roll 1d8 and add 8 to the result.

The bonus damage from MOSAIC is not applied to the Critical Hit Damage, only the Dice that would be rolled.

Within a Maneuver, critical damage can apply only to its first weapon Strike. A critical never increases the damage of the entire Maneuver or of later weapon Strikes. Spells receive no weapon critical damage. Use the retained opening d20 and the first weapon Strike's applicable critical threshold when that Strike resolves; automatic success alone is not a critical, and no additional hit roll is made. An opening spell receives no critical damage even when a following first weapon Strike qualifies.

A Character who Critically Hits a Foe will succeed on the Attack Roll, even if the final result of the Roll is lower than their Defense.

Line of Sight and Cover

A Character must have Line of Sight to a target unless an ability explicitly permits otherwise.

Scenery that completely blocks the view of a Character provides full Cover against observers on the other side. Those observers cannot directly Target the covered Character. Full Cover does not prevent an area effect from reaching them if that effect's own rules allow it.

Partial Cover leaves some of a Character visible and does not automatically prevent Targeting. The Director may apply Banes when the obstruction makes an attack more difficult.

To attack around an obstruction that provides full Cover, a Character must first move to a position with Line of Sight, normally by spending a Beat to Travel. Complete that Travel Action before attacking.

Cover is determined by the Characters' current positions. A Character who attacks from an exposed position remains targetable while exposed. If they subsequently spend the required Beats to move fully behind an obstruction, they regain full Cover immediately.

Friends and Foes

Other Characters in the Game can be considered as Friends or Foes for the purposes of Attacking, Casting a Spell, or other forms of interactions. Friends and Foes can change instantly. The difference between the two is the willingness to allow another Character to interact with them without making competing Rolls.

Competing Rolls

Some Actions cause Characters to make Competing Rolls against one another, such as Grappling. When making a Competing Roll, both Characters make the Roll called for by the Action, add all bonuses, and the higher Roll wins. In the case of Ties, the aggressor wins unless the Action states otherwise.

Hiding

Perception is the Character's passive value: $10 + \text{Observation}$, with applicable modifiers. An ordinary active Perception Roll is $1d20 + \text{Observation} + \text{applicable bonuses and penalties}$. Do not add the passive base of 10 or add Observation a second time unless another rule explicitly grants that bonus. Specific exceptions still apply: Detect's automatic Perception Roll uses Detect's Spell Roll as its result.

Hiding conceals a Character's location from observers who fail to detect them. Attempting to Hide costs 2 Beats. The Character must be out of direct observation or have suitable concealment, unless an ability such as Hide in Plain Sight permits otherwise.

To Hide, roll $1d20$ and add Intuition. This becomes the Character's Hide result.

Foes whose Perception exceeds that result automatically detect the Character. A Character may spend 1 Beat to make a Perception Roll to search for hidden Characters. They detect hidden Characters within the area they can reasonably search whose Hide results are lower than their roll.

A hidden Character may Travel while maintaining concealment. Moving into clear view ends Hiding against observers who can see them.

Taking any Action other than Traveling ends Hiding unless that Action explicitly states otherwise. Stealing is an exception: a successful Steal attempt preserves Hiding, while a failed attempt reveals the Character to the Foe.

An attack made from Hiding may qualify for Ambush. Resolve its Ambush benefits before Hiding ends.

Ambush

A Character that is Hiding can Ambush a Foe that is not aware of their location. To Ambush, the Character makes a Weapon Attack using any kind of Strike. If that Strike hits, the Ambush is automatically considered to be a Critical Hit. If the Attack is also a Critical Hit, the Critical Hit Damage is applied Twice.

If Ambushing a Foe with a Maneuver, only the first Weapon Attack is boosted by the Ambush.

Effects

Effects are lingering Spells, Statuses, or other conditions that affect a Character and last for some duration. Effects typically have 5 components: the name of the effect, the duration of the effect, what the effect does, the Magnitude and Potency and the Roll Result that was used to apply it. The Roll Result is typically used to compare against other Effects or Spells that attempt to overwrite or alter the Effect.

A Character can have only one instance of each Status unless a Distinction explicitly permits stacks. Ignite and Bleed are different Statuses and can affect the same Target simultaneously. Hemorrhage allows up to three Bleed stacks with one shared Magnitude, Potency, and duration. A reapplication succeeds only if its Magnitude and Potency both meet or exceed the active Status's values. A qualifying reapplication updates those values and refreshes the duration; a weaker application does nothing.

Magnitude and Potency

Spells, Statuses, and Effects all have two different ways of increasing in power, called the Magnitude and Potency. Each Spell, Status, and Effect has 7 levels of power and the Magnitude and Potency can go from 1 to 7. Across the Charts for the various Spells and Statuses of the game, the Magnitude is always located on the left, and the Potency is always located on the right.

For shorthand notation Chromatic Mana uses two numbers in parentheses, separated by a comma, to note the Magnitude and Potency, with the left number being the Magnitude and the right number being the Potency. The numbers in parentheses come after the name of the Spell or Effect. For example, Mana Blast (3, 2) would be a Mana Blast spell with Magnitude of 3, and Potency of 2.

Durations

An Effect with a duration listed in Turns uses Target Turns unless its rule says otherwise. Reduce its remaining duration by one at the end of the affected Target's next Turn after application or refresh, then at the end of each of that Target's following Turns. Never count down a newly applied or refreshed Effect at the end of a Turn already in progress when it was applied or refreshed. Beginning-of-Turn Effects resolve before that Turn's countdown. The Effect ends at zero unless its own rules end it sooner. Other Characters' Turns neither trigger its personal timing Cues nor reduce its duration.

Durations on static Scenery count down once at the end of each Round, after all Characters have taken their Turns. If one Effect affects several Characters, track its remaining duration separately for each affected Target. A rule that specifies the Caster's next Turn or another Cue uses that stated timing instead.

Example: If a Rebuttal applies a 1-Target-Turn Ignite during a Foe's Turn, do not reduce it at the end of that current Turn. It deals damage at the beginning of the Foe's next Turn and ends at the end of that Turn.

For example:

If a Character casts a Spell with a 3-turn duration on a Foe, its duration reduces to 2 at the end of that Foe's next Turn.

An Effect with one Target Turn remaining stays active through the Target's next Turn, including its beginning-of-Turn Effects, and ends at the end of that Turn. If it was applied or refreshed during the Target's current Turn, that current Turn does not count toward its duration.

Aiming Attacks

Occasionally players might want to attack a specific part of their Foe for one reason or another, whether it's throwing something into a Foe's throat to make them choke, or slicing at their hair to cut it off. In general, this will impose a Bane on the Attack depending on how specific the attack is.

The Director will rule on the final result of attacking a specific body part. In general, attacking specific locations should have interesting results but should not bypass normal combat. You cannot declare you are cutting a Foe's throat or stabbing them in the heart to instantly kill them, but you could try and bash their throat to prevent them from speaking.

Attacks to a specific region of a Foe should give 1 Bane on the attack, such as attacking their arms or torso specifically. Attacks to specific body parts should give 2 Banes, such as attacking their hands or a specific rib on their torso.

Internal Attacks

Clever Characters might find ways to attack their foes from within, perhaps by implanting a seed underneath their skin and using magic to make it grow.

In such cases, the typical result is applying the Bruise or Bleed status on the Foe, with the Magnitude and Potency determined at The Director's discretion based on the trauma caused by the internal attack.

As a general rule, unless explicitly stated, the inherent Magic and Lumens within all things prevent direct Magical interference. You cannot, for example, simply use Blue Magic to remove all of the water from someone's body to instantly kill them.

Weapons

Each weapon has different types of Strikes it can perform, its Damage Scaling, a Range, and the Damage Type of the weapon.

Daggers, Rapiers, Bows, Crossbows, and Guns are Keen weapons. Keen weapons use Intuition instead of Might when adding bonus damage.

Weapons

Each weapon type has a selection of Strikes it can perform, the Damage Scaling it uses, and the Range. By default Weapons are assumed to be for Medium Characters. As Characters go up and down in size, so too do their weapons, and the damage scaling and range can differ at different sizes. By default Weapons are assumed to be for Medium Characters unless specified otherwise.

Weapons				
Weapon Type	Strikes	Damage Scaling	Range	Damage Type
Daggers	ACC,EVA,PFL, SND	1d6, Keen*	Short Melee	Slicing/ Piercing
Spear	ACC	1d12	Long Melee	Piercing
Staff	ACC,PFL	1d8	Long Melee	Impact
Halberd	SND, EVA	1d8	Long Melee	Slicing/Piercing
Axe	PFL, SND	1d10	Short Melee	Slicing
Flail	EVA,PFL	1d10	Short Melee	Impact/Piercing
Rapier	ACC,EVA,SND	1d8, Keen*	Short Melee	Piercing
Whip	ACC,EVA,PFL,SND	1d6	Long Melee	Impact
Sword	ACC,EVA,PFL	1d8	Short Melee	Slicing
Mace	ACC,PFL,SND	1d8	Short Melee	Impact
Shield	PFL	1d4	Short Melee	Impact
Improvised	None	1d4	Short Melee	Variable
Unarmed	ACC, PFL	1d4	Short Melee	Impact
Grand Weapon	None	1d12+1d4	Short Melee	Variable
Bow	ACC,PFL	1d6, Keen*	Ranged	Piercing
Sling	EVA,PFL,SND	1d4	Ranged	Impact
Crossbow	ACC, SND	1d8, Keen*	Ranged	Piercing
Gun	ACC	Gun, Keen*	Ranged	Piercing
Thrown	ACC,PFL,EVA	Variable	Thrown	Variable

* Keen weapons use Intuition instead of Might to calculate damage.

Each weapon has a different selection of Strikes it can perform.

Strikes		
Strike	Hit modifier	On a hit
Regular	Normal Attack Roll	Normal weapon damage
Accurate	One Boon	Half total damage after bonuses
Evasive	Normal Attack Roll	Half total damage after bonuses; move one yard without provoking an Opportunity Attack
Powerful	One Bane	Normal weapon damage plus its largest damage die
Sundering	One Bane	Half total damage after bonuses; cumulative –1 Defense for the rest of combat. Armor, Evasion and Spell Resilience are unchanged.
Status	One Bane	No damage; apply the weapon's status at Magnitude and Potency equal to its damage attribute, Might or Intuition.

Ranged Weapons will use Observation instead of Swiftess when attempting to Hit with Strikes.

Weapon Scaling								
Size	1d4	1d6	1d8	1d10	1d12	Gun	Grand Weapon	Thrown damage
Tiny	1 DMG	1d2	1d4	1d6	1d8	2d4	1d8	1d4
Small	1d2	1d4	1d6	1d8	1d10	1d6 + 1d4	1d12	1d6
Medium	1d4	1d6	1d8	1d10	1d12	2d6	1d12+1d4	1d8
Large	1d6	1d8	1d10	1d12	1d12+1d4	1d8+1d6	1d12+1d6	1d10
Giant	1d8	1d10	1d12	1d12+1d4	1d12+1d6	2d8	1d12+1d8	1d12
Humongous	1d10	1d12	1d12+1d4	1d12+1d6	1d12+1d8	1d10+1d8	1d12+1d10	2d6
Colossal	1d12	1d12+1d4	1d12 + 1d6	1d12+1d8	1d12+1d10	2d10	2d12	d20
Titanic	1d12+1d4	1d12 + 1d6	1d12 + 1d8	1d12+1d10	2d12	1d12+1d10	2d12+1d4	1d20 + 1d8
Continental	1d12+1d6	1d12 + 1d8	1d12 + 1d10	2d12	2d12+1d4	2d12	2d12+1d6	2d20

Weapons have different Ranges. A character's Size influences how far away it can deal damage. The Range shown assumes a Medium Sized Character. Larger Characters can attack from farther away; smaller Characters cannot attack as far.

Weapon Ranges				
Size	Short Range	Long Range	Thrown Weapon Range	Ranged Range
Tiny	1 Yard	1 Yard	5 Yards	10 Yards
Small	1 Yard	2 Yards	10 Yards	30 Yards
Medium	1 Yard	2 Yards	20 Yards	50 Yards
Large	1 Yard	2 Yards	30 Yards	75 Yards
Giant	1 Yard	3 Yards	50 Yards	125 Yards
Humongous	2 Yards	3 Yards	100 Yards	300 Yards
Colossal	3 Yards	4 Yards	200 Yards	500 Yards
Titanic	4 Yards	5 Yards	300 Yards	750 Yards
Continental	5 Yards	6 Yards	500 Yards	1000 Yards

Thrown Items

Thrown objects deal damage based on their Size. See the Thrown Object Damages table for how much damage an object deals. The distance a Character can Throw something depends on the Size of the Character; see the Thrown Weapon Range table and use the character's Size to determine the Range.

Objects that are smaller than the character can be thrown without penalty. Objects that are the same size as the Character give a penalty of -5 to Attack Rolls. Objects that are larger than the Character take the -5 Penalty, as well as an additional -10 Penalty for every size category above their own. Failing a Roll when attempting to Throw an Object your size or larger causes the Object not to move at all.

Characters can attempt to Throw other Characters, even Foes. To throw a Foe, you must succeed on a Might Roll to beat their Defense. A willing Friend can be thrown without rolling to beat their Defense. Damage of Thrown Characters is calculated based on their Size.

Any Character that is Thrown takes Damage equal to the Damage the Throw causes the Target.

If a Weapon is Thrown, it does not use the Weapon Damage it normally does; it is instead treated as the Size Category of weapon it is. For example, an Axe for a Medium Sized character would deal 1d8 damage, instead of 1d10.

A weapon sized for its wielder does not incur the same-size -5 Attack Roll penalty when that wielder throws it. For example, a Medium Character throwing a weapon made for a Medium wielder does not take that penalty. This exception removes only the size-based throwing penalty; other applicable modifiers still apply. Use the existing Thrown Weapon Range and thrown-damage rules. It does not exempt thrown Characters, ordinary nonweapon objects, or weapons made for larger wielders from their normal size penalties.

Thrown Items Damage	
Size	Thrown damage
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Giant	1d12
Humongous	2d6
Colossal	d20
Titanic	1d20 + 1d8
Continental	2d20

Shields

Shields are a special type of Weapon that provide a bonus to Armor when held. Shields are large and unwieldy, and while providing bonuses to Armor, they also give a penalty to Attack Rolls.

There are three types of Shields

Buckler: Bucklers provide +1 Armor, and have no penalty to Attack Rolls. But Bucklers cannot be used as weapons. Attacking with a Buckler is considered an Unarmed Attack.

Shield: Shields provide +2 Armor, but impose a -1 penalty on Attack Rolls to Hit Foes due to the bulk of the shield.

Tower Shield: Tower Shields provide +3 Armor, but give a Bane on all Attack Rolls due to the massive bulk of the Tower Shield.

A Character may only benefit from the Armor bonus of one Shield at a time. Armor from Shields does not subtract from a character's Defense granted by Evasion.

Any type of Shield takes up that character's free hand; they may not wield another weapon or use that hand to cast spells.

Armor

Each Character can wear one set of Armor.

Armor improves a Character's Defense and provides Physical Resistance. Heavier Armor offers greater protection, but makes Spellcasting and Hiding more difficult. Ordinary clothing counts as Unarmored, Padded Cloth is clothing specifically constructed to provide protection. When worn Armor is reduced, its Physical Resistance decreases by the same amount. Shields and Protect grant no Physical Resistance. After Protect's priority, the Player chooses whether Armor loss affects worn armor or the shield. Restore repairs the chosen damaged component. Sundering reduces Defense separately; it does not reduce Armor or Physical Resistance.

Armor Types				
Armor Type	Armor Bonus	Physical Resistance	Spell Roll Penalty	Hide Roll Penalty
Padded Cloth	+1	1	-1	0
Leather	+2	2	-2	-1
Mail	+3	3	-3	-2
Plate	+4	4	-4	-3

Statuses

Damage Types and Status Effects.

Status Damage Types		
Status Damage Type	Status Effect	Description
Red	Ignite	Damage at the beginning of the affected Target's Turn.
Green	Leech	Health siphoned at the beginning of the affected Target's Turn.
Blue	Douse	Detonates for additional Water Damage after a Spell directly deals damage.
Yellow	Winded	Take Damage per Yard Traveled.
Purple	Vex	Take Damage per Beat Spent.
Slicing	Bleed	Damage at the beginning of the affected Target's Turn.
Impact	Bruise	Take additional Damage from Impact Damage.
Piercing	Expose	Lowers Piercing Weapon critical thresholds by Potency: 2/3/5/7/9/11/13.

There are eight statuses: five associated with colors and three associated with weapon damage types. The status tables identify their effects and scaling. Color pairs do not create additional statuses.

Statuses have Magnitude and Potency. When applied by a spell, use that spell's registered values. For every Status Strike, including natural weapons, both values equal the weapon's damage attribute: Might, or Intuition for ranged or keen weapons.

If a Character is using a Spell or Strike that would apply a Status as a part of a Maneuver, they must choose which status is being applied when they register the Maneuver.

See Appendix B Status Reference for the full status tables.

Example Status

Ignite

Ignite		
Red Status	Magnitude	Potency
Effect	Target Turns	Damage
Cue: Beginning of the affected Target's Turn. Effect: The burning Target takes Fire Damage determined by Ignite's Potency. Applying or refreshing Ignite does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Ignite is the Red Status, applied by Magic or Natural Weapons.

An Ignite (2,2) lasts for 2 Target Turns and deals 2d4 Fire Damage at the beginning of each of the Target's next two Turns. Reduce its duration at the end of those Turns. Other Characters' Turns do not trigger its damage or reduce its duration.

Incapacitation and Character Death

At 0 or negative Health, a Character is Incapacitated. An Incapacitated Character cannot take any Actions, including Opportunity Attacks and Rebuttals, and does not replenish Beats.

An Incapacitated Character's Turn still begins and ends in Initiative order. Resolve applicable Cues and count down Effects normally; Incapacitation does not pause their durations.

Incapacitation lasts until combat ends or the Character is restored to positive Health. Outside combat, the Director determines their ability to recover or participate based on their condition.

Further damage reduces Health below zero. A Character dies when their Health reaches a negative amount equal to their maximum Health. For example, a Character with 20 maximum Health dies at -20 Health.

Chromatic Mana has no Spells that directly bring Characters back from the Dead. Characters seeking to reclaim a fallen companion's Soul must venture into Xanadu's realm of Death, the Faed.

Opportunity Attacks

An Opportunity Attack is a weapon attack made without spending Beats.

When a Foe uses a Travel Action to leave the Range of your active Melee Weapon, you may make an Opportunity Attack immediately before they leave that Range. Resolve the attack before their movement continues.

An Opportunity Attack uses the weapon's normal Attack Roll and damage. It cannot use a special Strike or Maneuver.

You may make one Opportunity Attack between the beginnings of your turns. You begin combat with this attack available, and regain its use at the beginning of each of your turns. Unused Opportunity Attacks do not accumulate.

Forced movement, falling, teleportation, being carried or dragged, and riding a moving Mount do not provoke Opportunity Attacks. A Mount using Travel may provoke normally. Disengaging does not provoke Opportunity Attacks.

Disengaging

Disengaging is a special Travel Action that costs 2 Beats. Move up to your normal Travel Distance without provoking Opportunity Attacks during that movement.

Apply the usual rules for terrain and your chosen means of movement. Disengaging does not allow you to escape a Grapple or move when another effect prevents Traveling.

Mounting

A Character with the Mountable Distinction may carry riders of their Size or smaller.

Mounting an adjacent, willing Mount costs 2 Beats. The rider and Mount share the Mount's Initiative but take distinct turns. They choose their order at that Initiative each round. Each completes their entire turn before the other begins; they cannot alternate or interrupt one another's turns to combine movement and Actions.

Mounting or dismounting never grants an additional turn. If a Character has already acted that round, changing their Initiative does not allow them to act again. If their new Initiative position has already passed and they have not yet acted, they take their turn immediately after the current turn ends.

A rider moves with the Mount whenever the Mount moves. The rider does not spend Beats for this movement and cannot use their own Travel Actions while remaining mounted.

A rider may dismount without spending Beats during their turn. Place them in the nearest unoccupied space of their choice outside the Mount's space. This placement does not provoke Opportunity Attacks. They may then Travel normally by paying the appropriate Beat cost.

A Mount can carry one rider of its own Size. Capacity doubles for each Size category smaller: two riders one category smaller, four riders two categories smaller, and so on. These capacities may be combined. For example, a Medium Mount can carry one Medium rider, two Small riders, four Tiny riders, or one Small rider and two Tiny riders.

If a Mount becomes Incapacitated or Prone, its riders fall off. If a rider becomes Incapacitated, that rider falls off. Place each fallen rider in the nearest unoccupied space of their choice and apply Prone. Resolve any additional fall using the falling rules.

Prone

A Character lying flat on the ground is Prone.

While Prone, a Character can move no more than 1 Yard with each Travel Action.

During their turn, a Character may spend 1 Beat to stand up, ending Prone.

A Character may voluntarily become Prone at the end of their turn without spending Beats.

Resting

In between Combat sessions characters can Rest. Resting requires 8-10 hours of non-taxing activity. Typically, this is sleeping, but characters could stay awake in a low-stress environment and still take a Rest. Any Skill rolls or other Rolls made will reset the timer for the Rest.

After Resting Characters gain Health and Mana:

Gain Health equal to Half of the character's Health total.

Mana is fully restored.

Restore your Dreamlight Bell's available uses if the Rest includes sleep. See Dreamlight Bells and Companions.

Nonlethal Defeat

When a Player Character deals damage that would reduce an NPC from positive Health to 0 or lower, the player may choose to defeat that NPC nonlethally.

The NPC is left at 0 Health and becomes Incapacitated. Any excess damage from that damage instance is ignored.

This choice applies only when Player Characters defeat NPCs. It does not apply to damage dealt to Player Characters. Without this choice, resolve damage and death normally.

Fall Damage

A Character can fall a number of Yards equal to their Composition without taking fall damage. When they land, they take 1d12 damage for every full 2 Yards fallen beyond that distance.

A Character falls up to 10 Yards immediately when a fall begins. If they have not landed, they fall another 10 Yards at the beginning of each of their subsequent turns until they land or an effect stops the fall. Other Characters' turns do not advance this distance.

Restraining captives outside combat

Outside combat, Characters may secure willing or Incapacitated captives using suitable materials. The Director determines the time, equipment, and any Skill Rolls required to secure or escape these restraints.

Suffocating

When a Character becomes unable to breathe, they can endure a number of turns equal to 2 plus their Composition before taking suffocation damage.

Count these turns at the beginning of the affected Character's turns. After that many turns have passed, they take 10 damage at the beginning of their next turn. Increase this damage by 10 on each subsequent turn: 20, then 30, then 40, and so on.

When the Character can breathe again, suffocation ends and both counts reset.

Grappling

A grapple restrains a specific set of limbs rather than preventing a Character from acting entirely.

To attempt a Grapple, spend 2 Beats and choose an adjacent Foe no more than one Size category larger than yourself. You must have two free arms. Choose one set of the Foe's limbs to restrain, such as a pair of arms, a pair of legs, their wings, or their tail. Both Characters make a Competing Might Roll. If the results tie, the Character attempting the Grapple wins.

On a success, both Characters occupy the Foe's space. Your two arms remain occupied maintaining the Grapple. The restrained limbs cannot be used:

- Restrained arms cannot wield items, attack, or perform the movements required to Cast Spells.
- Restrained legs cannot be used to Travel.
- Restrained wings cannot be used to Fly.
- A restrained tail cannot attack or provide movement.

The Grappled Character continues to replenish and spend Beats normally. They may act using their unrestrained limbs and abilities. A restriction on a limb does not prevent an ability that explicitly functions without that limb, such as Casting with Nongesticulate Casting.

While the Grapple continues, the Grappled Character cannot leave the shared space through their own movement, even if they have another usable means of movement. The Grappler may move both Characters using the dragging rules. Neither Character suffers reduced Beat replenishment from Grappling.

Each Grapple occupies two of the Grappler's arms and restrains one set of the target's limbs. Additional free pairs of arms may maintain additional Grapples, including against other limb sets on the same target. Each requires its own successful attempt.

Escaping and ending a Grapple

At the beginning of their turn, a Grappled Character may make one escape attempt without spending Beats. They may also spend 1 Beat during their turn to attempt an escape. Choose Might or Swiftess and make a Competing Roll against the Grappler's Might. The escaping Character must exceed the Grappler's result; a tie maintains the Grapple. A successful escape ends all holds that Grappler has on them.

A Grappler may release any of their Grapples at any time without spending Beats. A Grapple also ends immediately if the Grappler becomes Incapacitated, loses the use of the limbs maintaining it, or can no longer legally Grapple the target because of Size.

If forced movement separates the Characters, the Grapple ends. Resolve the movement normally; the Grapple does not prevent it or move the other Character along with it.

When the last hold between the Characters ends, the released Character is placed in the nearest unoccupied space of their choice. This placement costs no Beats and does not provoke Opportunity Attacks. If the Grapple ended because movement already separated them, no additional placement occurs.

A Character cannot be Grappled by more than one other Character at a time. If a third Character successfully Grapples either participant, the existing Grapple between the original pair ends before the new Grapple takes effect.

A Grappler may spend 2 Beats to Throw their captive using the normal throwing rules. They do not make the initial Might Roll to lift the captive, but must still make any required Thrown Weapon Attack Roll. The Grapple ends when the captive is thrown.

Characters may attempt to Cling to Foes more than one Size category larger than themselves instead of Grappling them.

Clinging

If a Character is more than one size Category smaller than their Foe, they may attempt to Cling to their Foe. To Cling, a Character makes a competing Swiftess Roll against their target. Attempting to Cling to a Foe is an Action that costs 2 Beats.

If they succeed, they are considered to be Clinging to their Target. If their Target travels, the clinger will be moved as well. A Character may end their Cling at any time, even on an opponent's turn.

While Clinging, all Attack and Spell Rolls against their target are made with 2 Boons.

A Character that has another Character Clinging to them may spend 2 Beats to make a competing Swiftess Roll against them to attempt to end their Cling. If successful, they may either begin Grappling their Target, or make a Thrown Weapon Attack using them. The Grapple or Thrown Weapon Attack does not cost additional Beats.

Multiple Characters may Cling to the same Target at the same time.

Carrying and Dragging

During their turn, a Character with two free arms may spend 1 Beat to pick up a willing or Incapacitated Character smaller than themselves. While carrying them, the carrier's Travel Distance is halved, rounded down, to a minimum of 1 Yard.

A Character may instead spend 1 Beat to take hold of a willing or Incapacitated Character no more than one Size category larger than themselves and drag them. Dragging requires two free arms and uses the same reduced Travel Distance. A Grappler already has the necessary hold and does not pay this additional Beat.

The carried or dragged Character moves with the mover and spends no Beats. They may share the mover's space during this movement.

During their turn, the mover may release a dragged Character or set down a carried Character without spending Beats. Place that Character in the nearest unoccupied space of the mover's choice. Being set down does not remove Prone.

Moving an unwilling, active Character requires a Grapple or another ability that explicitly moves them.

Readied Actions

During their turn, a Character may ready a normal Action or Maneuver to perform when a specified Cue occurs. Declare both the Cue and the Action or Maneuver, and pay its Beat cost immediately. The Cue must be something the Character can perceive, such as a Foe entering Range or a Friend becoming injured.

The readied Beat cost remains spent. Do not pay it again when the Action occurs. Other costs, including Mana, are paid when the Action is performed. Count that Beat cost toward the eight-Beat limit in the Round it was paid, even if the Readied Action occurs in a later Round.

A Character may have only one Readied Action at a time. Readying prevents a Character from spending their remaining Beats on other Actions or Rebuttals. They continue to replenish Beats normally at the beginning of each round, including while holding a Readied Action across multiple turns. The normal Beat limits still apply.

When the Cue occurs, the Character chooses whether to perform or cancel the Readied Action. Resolve a performed Readied Action immediately after the event named by the Cue, before the triggering Character continues their turn. If the Cue is the declaration of an Action, resolve the Readied Action before that Action's rolls and effects.

The readied Action must still have a legal target, and the Character must be able to perform it and pay its remaining costs. Otherwise, it is canceled.

A Character may also cancel their Readied Action at the beginning of their turn. Cancellation does not refund the Beats spent. If they do not cancel it, it remains readied until its Cue occurs or they cancel it at the beginning of a later turn.

Becoming Incapacitated cancels a Readied Action.

Surprise Rounds

Sometimes the Players or the NPCs will initiate combat and catch their Foes completely by surprise. At The Director's discretion a Surprise Round can be initiated.

During a Surprise Round, every Character keeps their normal Initiative and takes one Turn. At the beginning of that Round, a Surprised Character replenishes only one Beat. The eight-Beat expenditure limit still applies to the entire Round.

Assist

Characters may use 1 Beat to Assist a Friend who is adjacent to them. Assist grants a Boon on the next Roll the Friend attempts to make. The characters must stay adjacent to one another until the Assisted Character makes their Roll. If either of them is moved, the Assist is wasted. A single Character can only receive the benefits of an Assist from 3 other sources at a time, for a maximum of 3 Boons on any given Roll. Each of these Assists must be from a different Character.

Scouting Missions

Chromatic Mana is a shared social experience. To avoid stealthy Characters consuming too much of the Play Session on hiding from Foes and seeking out information, they can engage in a Scouting Mission.

To perform a Scouting Mission, the Director and the Player Character make a series of opposed Perception and Hide Rolls, referred to as Scouting Rolls. Each Scouting Roll represents about five minutes of scouting.

For each room or troupe of Foes in an Adventure Area, the Director should take the Character with the Highest Observation and make a Perception Roll. If that Foe has access to the Perceive Rune, they should gain a Boon to the Roll.

The Character who is engaging in a Scouting Mission should make a Hide Roll. The Character may spend the Mana to Cast any Spell that improves Hide Rolls. This must be repeated for each subsequent Scouting Roll if the Character wishes to continue receiving the benefits.

If the Character wins the Scouting Roll, they learn the number of Foes within that troupe, any physical details they can see, and the layout of the adventure map if one is being used.

If the Character rolls a Natural 20 on their Scouting Roll, they may also inspect the profile of one Foe encountered during the Scouting Mission.

If the Character fails an ordinary Scouting Roll, their Scouting Mission ends and they must retreat. The Player may also choose to end the Scouting Mission and return to the troupe before attempting another Roll.

If a Character rolls a Natural 1 on their Scouting Roll, they escape and return to their troupe, but the Foes are alerted. The Foes begin actively searching and may prepare Ritual magic or other defenses.

If a Character encounters any Traps on their Scouting Mission, they are able to bypass them if their Scouting Roll is greater than the Difficulty of the Trap. However, they may not Disarm the Trap. They simply elude it for the Scouting Mission.

If a character's Scouting Roll is lower than the Difficulty of the Trap, they may end their Scouting Mission without setting off the Trap. They can also choose to attempt another Scouting Roll to attempt to bypass the Trap. If this additional Scouting Roll fails, they trigger the trap on themselves.

Traps

Oftentimes during their adventures, the Players will encounter Traps. Traps can have a wide variety of effects or consequences. When encountering a Trap, a Character will need to make a specific MOSAIC Roll against a pre-set difficulty depending on the Hassle of the Trap. The Specific MOSAIC Roll will depend on the context of the trap. A pitfall Trap might call for a Swiftiness Roll to clamber to the edge before falling; a Poison Gas Trap might call for a Composition Roll to hold your breath; a hallway full of hidden pressure plates might call for an Intuition Roll to avoid.

If a Character fails on the Roll, the Trap goes off and they suffer some penalty. If they succeed, they are safe from the worst of the Trap, but still might suffer a lesser penalty depending on the Trap.

When The Director is building Traps for the adventures, the most straightforward way to build them is to make a Maneuver with a number of Weapon Attacks or Spells. If the Character that sets the Trap off fails the resulting MOSAIC Roll, they suffer the full Maneuver. If the Trap is particularly nasty, a weaker version of the Maneuver may still affect them. The Sources making up the Maneuver would depend on the type of trap. For example, a pitfall into a pit of spikes might cause a Powerful Strike using the Spear Weapon type.

The Director is encouraged to create a variety of unique circumstances and effects that Traps may cause. The penalty does not strictly need to be a Maneuver.

The default Difficulty for the MOSAIC roll of a Trap should be 10, with an upper range of difficulties dependent on the level of the Adventurers.

Trap Difficulty

Trap Difficulty	
Quality	Level
Point	10+
Line	11+
Triangle	12+
Square	14+
Pentagon	16+
Hexagon	18+
Circle	20+

Traps are typically Hidden. A character can notice a Trap if their Perception is high enough, or if they actively attempt to search for Traps they may make a Perception Roll. The Difficulty to Perceive the Trap is equal to the MOSAIC Roll required to avoid the Trap. If a Trap is noticed, then anyone who knows about it will gain a Boon on the MOSAIC Roll to avoid it.

If a Character knows about a Trap, they may attempt to disarm it, by rolling a Swiftiness or Intuition Roll against the difficulty of the Trap. This Roll is made with 2 Banes. If the Trap is disarmed, it will no longer function and no Characters need to make a MOSAIC Roll to avoid it. If the disarm attempt fails, the Character attempting to disarm it immediately fails their MOSAIC Roll and is caught in the trap.

Chapter 5 Maneuvers and Target Cascading

A Maneuver is a named, registered sequence of actions. It combines their costs, reduces the total Beat cost by 1, and lets a successful hit carry later effects to the same target. This transfer is called Target Cascading. Each Action that contributes to an overall Maneuver is known as a Source.

The central rule is simple: hit a target with a spell or weapon attack, and a later source can reach that target through the same Maneuver. This works for ranged attacks and ranged spells cascading into melee ranged ones. A touch spell can affect the struck target without your moving adjacent to it. An area spell can originate at that target's location instead of at you. A melee strike can also reach a target established by a preceding ranged source. You still need the required weapon, Rune, and other abilities.

If a Source produces an Area of Effect or otherwise has multiple Targets, any further Sources are multiplied to all of the valid targets of the Preceding Source.

Target Cascading provides rich opportunities for flavorful and thematic explanations for characters. A Ranged Spell cast that follows up into a sword strike could be thought of as a sword slash that sends a wave of spell-charged energy into a Foe.

Registering a Maneuver

You may register up to four Maneuvers. Each registered Maneuver may be used once per round. Scripts can supply additional registered Maneuvers under their own rules.

Register or replace Maneuvers only during downtime, never during combat. Your ordinary character registrations cannot contain identical Maneuvers. Scripts are an exception: they may supply duplicate registrations, including copies of a character registration or another Script registration. Changing only a Maneuver's name does not make it different. Compare the ordered sources, their recorded spell parameters, and required weapons to identify identical contents. Each registration may be used once per round; using one copy does not use another copy. Ordinary, unregistered actions may be repeated whenever their normal costs and specific limits allow. The Improvised Maneuver Distinction permits one unregistered Maneuver per battle under its own rules; it does not change your registrations.

A Maneuver contains one to four sources in a fixed order. Sources can be spells, weapon strikes, Travel, or other eligible actions. Do not include the same source twice. A single eligible action may be registered as an entire Maneuver. For example, a Character could register a Powerful Strike as an entire maneuver to make it cost 1 beat instead of the normal 2.

A Maneuver may not have another Maneuver as a Source.

For the prohibition on repeated sources within one Maneuver, a spell is identified by its spell name and a weapon Strike by its Strike Type. Changing Magnitude, Potency, Color, or weapon does not make that source different. For example, Mana Blast (3, 3) and Mana Blast (2, 2) cannot both appear in one Maneuver, and two Powerful Strikes cannot appear even if they use different weapons.

Record the Maneuver's name, ordered sources, total Beats, total Mana, and any other costs. For each spell, choose its Magnitude and Potency when registering the Maneuver and record them as (M, P). You cannot change these values when using the Maneuver unless a rule explicitly modifies them, such as Surge Spell. Record any weapons required by its strikes. You must wield all weapons needed when performing those strikes, and each weapon must support its assigned strike.

Paying the costs

Add all source Beat costs, then subtract one Beat for registering the Maneuver. Its final cost cannot fall below one Beat. Add every source's Mana cost and any other required expenditure.

Pay the costs when attempting the Maneuver. Failure does not refund Beats, Mana, ammunition, or another expended resource unless a specific rule grants a refund. Cascading a single-target spell to several inherited targets does not multiply that spell's Mana or Beat cost. It remains one source.

One roll with separate results for each target

Make the roll required by the first attacking or spellcasting source. A weapon strike uses its normal Attack Roll; a spell uses its normal Spell Roll, including Intuition. Apply the bonuses and penalties that belong to that initial roll. Retain the resulting total for the entire Maneuver.

For the first source, compare that result against each target's appropriate defense: Defense for a weapon attack, or Spell Resilience for a spell. Meeting the defense succeeds. An opening area spell can succeed against some targets and fail against others. A resistant target does not cancel successes against other targets.

Once a target has been successfully affected by a source, later eligible sources automatically succeed against that target. Do not make a new hit roll or test a different defense just because the next source changes from weapon to spell, or spell to weapon.

A successful Parry establishes the attacker as its Target for this inheritance. Retain the Parry total and natural d20 for later Sources; see Parry for its contest, critical and Rebuttal Maneuver rules. Target Cascading never automatically wins a Parry contest.

When a later source reaches a new target, compare the retained roll against the defense appropriate to that source. New targets do not automatically count as hit merely because an earlier target was hit. A new target that is successfully affected joins the cascade for subsequent sources.

If the opening single-target attack or spell fails against its only target, it establishes no target for the cascade. Later sources do not gain automatic hits through that failure. Paid costs are still spent.

Automatic success applies to resolving the hit. It does not erase a source's other rules, make an invalid target valid, remove required material, or turn a beneficial-only spell into a harmful spell. A spell that calls for a separate chance of applying a status still uses that chance; spell success and a secondary status check are different events. If the initial Roll is a Critical Hit, only the first weapon Strike in a Maneuver may receive critical damage, using its applicable critical threshold; later weapon Strikes and spells receive no critical damage bonus.

Carrying a touch spell or melee strike

A successfully affected target remains reachable by later touch spells and melee strikes within that Maneuver, even when it is outside your ordinary reach. Target Cascading supplies the delivery; it does not move you or the target.

For example, Mana Blast can hit a foe five yards away. A following Discombobulate, which has no listed Range and therefore normally has touch range, can affect that foe through the successful Mana Blast. The foe does not make another resistance test against Discombobulate. Its own effect and duration still apply normally.

This applies only to the current Maneuver. It does not permanently extend your reach, allow unrelated later actions to touch that foe, or remove the ordinary range requirement from the first source.

Moving an area's origin

If an earlier source successfully affects a target, an eligible later area spell may use that target's location as its origin. Measure the later spell's area from that location using its registered Magnitude. The area does not gain the range of the opening projectile as additional radius.

If several successful targets are available, choose one of them as the new origin. The area source produces one area, not an area at every inherited target. Previously hit creatures outside that area are not affected by this source merely because they belong to the Maneuver's cascade.

Suppose Mana Blast (1, 1) hits a foe five yards away and Mana Field (1, 1) follows. The Field may have its center at that foe rather than at the caster. Its radius is still one yard. The struck foe is already a successful target; newly reached creatures are checked using the retained roll against their Spell Resilience.

Moving the origin does not make an area selective. Apply the spell's usual rules concerning friends, foes, and the caster, together with any applicable Selfish Spells or Friendly Spells Distinctions.

Carrying a single-target source to several targets

An opening area of effect source can establish several successful targets. A later single-target spell or strike can apply to all those inherited targets. Treat it as one source delivered to several recipients, and pay its cost once.

For example, Mana Field followed by Mana Blast applies the Blast to each inherited target that the Field successfully affected. A creature that resisted the Field does not automatically receive the Blast through that inheritance.

Example Maneuvers

Ember Dart, Reduced Beat Example

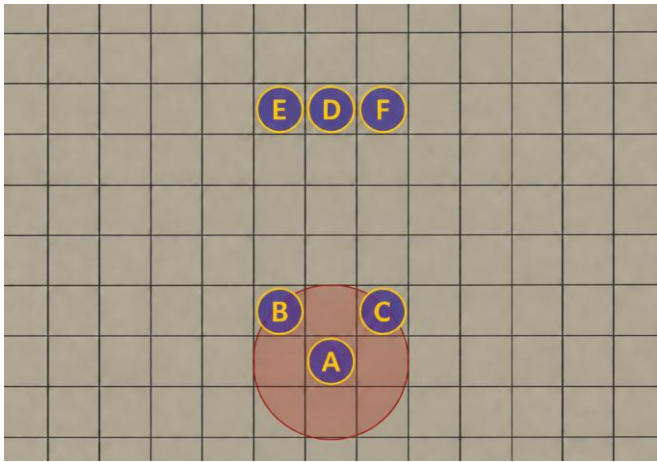
Name		Beats	1
Ember Dart		Mana	1
Source 1	Mana Blast (1, 1)		
Source 2			
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 1 Beat and 1 Mana. Target one creature within five yards. On a successful Spell Roll, deal 2d6 damage. This single Spell is an entire Maneuver that costs only 1 Beat, making it an effective quick option for a Spellcaster.		

Casting a Spell is normally 2 beats. Ember Dart has been registered as the only Source on this Maneuver, and instead only costs 1 beat. This Maneuver can only be used once in a round, future casts of Mana Blast would require 2 beats.

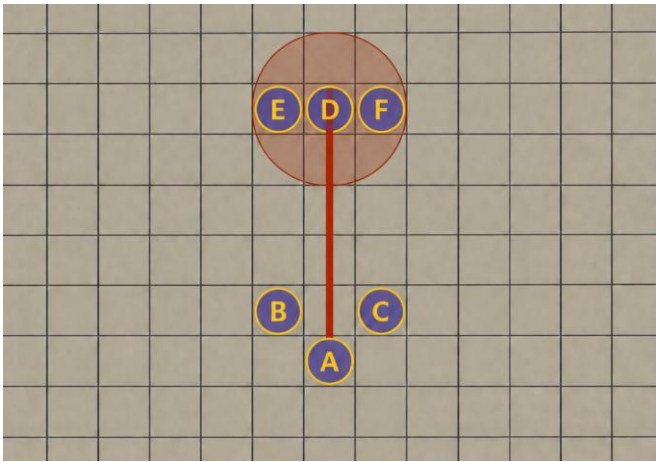
Ring of Embers and Distant Flare, Target Cascade Examples

Name		Beats	3
Ring of Embers		Mana	6
Source 1	Mana Field (1, 1)		
Source 2	Mana Blast (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 3 Beats and 6 Mana. Resolve the Field in a one-yard radius centered on you. Each successfully affected target takes 1d4 from the Field, then 2d6 from the inherited Blast. The Blast costs one Mana in total, regardless of how many targets inherit it. Follow the Field's normal targeting rules; this is not automatically safe for friends.		

Name		Beats	3
Distant Flare		Mana	6
Source 1	Mana Blast (1, 1)		
Source 2	Mana Field (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 3 Beats and 6 Mana. The Blast must first hit a target within five yards, dealing 2d6 damage. Center a one-yard Field on that target. The original target takes its 1d4 Field damage automatically; test the retained Spell Roll against each newly reached creature's Spell Resilience.		



Ring of Embers



Distant Flare

In these diagrams, A is the caster. Assume the Spell Roll succeeds against each illustrated target.

Ring of Embers: The Mana Field centered on A hits B and C for 1d4 damage each. Both targets then inherit the Mana Blast through Target Cascading, taking another 2d6 damage each. B and C each take the full Maneuver damage: 1d4 + 2d6.

Distant Flare: Only D is hit by the Mana Blast, taking 2d6 damage. The following Mana Field centers on D and deals 1d4 damage to D, E and F. E and F take only the Field damage; they do not receive the earlier Blast.

Scrambled Thoughts

Name		Beats	3
Scrambled Thoughts		Mana	2
Source 1	Mana Blast (1, 1)		
Source 2	Discombobulate (1, 1)		
Source 3			
Source 4			
Description	Requires the Destroy and Dispel Runes. Cost: 3 Beats and 2 Mana. A successful Blast within five yards deals 2d6 damage and carries the touch-range Discombobulate to the struck foe. Discombobulate lasts one turn and gives the foe a 10% chance to misfire its spells. The secondary misfire chance is part of the effect; it is not another roll to land Discombobulate.		

Spellborne Slash

Name		Beats	3
Spellborne Slash		Mana	1
Source 1	Mana Blast (1, 1)		
Source 2	Regular Strike (Sword)		
Source 3			
Source 4			
Description	Requires the Destroy Rune and a Sword. Cost: 3 Beats and 1 Mana. If the Blast hits within five yards, deal its 2d6 damage, then automatically resolve the Sword's Strike against the target for 1d8 damage.		

Reading a partial success

Your opening Mana Field has a retained Spell Roll of 14. Two foes have Spell Resilience 12 and 16. The first is hit; the second resists. A following Mana Blast automatically affects the first foe. The second foe's resistance has not canceled the first foe's successful cascade.

Special sources and exceptions

Some spells change when their stored sources occur, impose a smaller source limit, or prohibit use in a Maneuver. Follow their specific text. Rebuttal, Reprise, readied actions, Contract, Cage, and other triggered effects retain their own timing and restrictions. Target Cascading explains delivery and inheritance; it does not replace those spell-specific rules.

Custom Maneuvers

The rules for Maneuvers, Actions, and Spells work together to create a dynamic system for Characters to create their own signature moves within Chromatic Mana. The rules in this book work to create a formalized framework for those signature moves. However, if Players think of a particularly cool or exciting Maneuver that isn't strictly supported by the rules, The Director can approve them as special exceptions. Use the numbers and general capabilities within the system as a guide, but if something is not explicitly allowed but would make for a truly Fun Character, that creativity should be rewarded.

Chapter 6 Magic

Color

The entire world of Chromatic Mana is fundamentally Magical. Chromatic Mana operates according to the same Physical Laws that comprise our world. The Colors and Mana simply allow for matter and energy to be manipulated in novel ways.

Color determines the kind of Materials a Caster can manipulate, as well as the different aspects of the Mind they can influence:

Colors		
Color	Materials	Mental Attributes
Red	Fire, refined metal, ceramics	Emotions
Green	Rocks, Vegetation	Physical Sensations
Blue	Water, ice, steam	Active Thoughts
Yellow	Wind, fabrics, feathers, things shed by living creatures	Unconscious Thoughts, Beliefs.
Purple	Dead flesh, bones, fungi, bacteria	Memories

Red

Red Magic's primary element is Fire. It can also control Matter that is worked via high temperatures, such as refined metals, ceramic pottery, and ash.

Red Magic's Mental association is emotion. Red Magic that manipulates a Character can influence someone's emotional state, soothing, enraging, or delighting them.

Green

Green Magic's primary element is Earth, and it includes the Vegetation that grows within the earth and enriches the Soil.

Green Magic's Mental association is Physical Sensations. Green Magic that manipulates a Character can influence the physical sensations they experience, their sensations of temperature, pressure, and texture.

Blue

Blue Magic's primary element is Water, including its gaseous and solid states.

Blue Magic's Mental association is Active Thoughts. Blue Magic that manipulates a Character can influence someone's inner dialogue, the active thoughts they think from moment to moment. Although Blue Magic can influence the thoughts of another, it cannot immediately translate that thought into action and force them to act a certain way.

Yellow

Yellow Magic's primary element is Air and the fallen things from Living Beings. Hair, Feathers, Fur, Pearls, Milk and other things that are regularly shed by living creatures while they are still alive.

Yellow Magic's Mental association is the Unconscious Thoughts and Beliefs that a person holds, the assumptions they have that they might not even know they are holding. Yellow Magic that manipulates a Character can influence someone's belief structures. Although Yellow magic can influence the beliefs of another, it cannot immediately force them to act a certain way or consider Friends or Foes as allies or enemies.

Purple

Purple Magic's primary element is the Remains of Living Things. Bones, Leather, and other things that creatures leave behind after their Death. Purple magic can also control Mushrooms, Bacteria, and other phenomena that feed on the remains of Living Creatures. When Purple Magic is used to Conjure Matter, typically the Matter that is summoned is Bones or Mushrooms.

Purple Magic's Mental association is Memory. Purple Magic that manipulates a Character can influence someone's memories.

Chromatic

Characters that have Chromatic Mana can freely use any other Color of Magic. They can exercise great latitude in manipulating the world around them.

There is no Magic, not even Chromatic, that can freely manipulate the Flesh of Living creatures. Each Creature's Lumens and Inner Light provide inherent protection against direct Magic influence.

Runes

When the Angels made Xanadu, the world of Chromatic Mana, they spoke in a unique language of their own devising. This language became the Runes used by Characters to wield Magic.

Runes are a series of verbs that Characters can specialize into through investment of their Lumens. Each Rune represents a way of interacting with the world.

Each Rune costs 10 Lumens to invest in. Characters with a Chromatic Color must instead spend 20 Lumens per Rune. Each Rune has 3 associated Spells, and investing in the Rune unlocks access to all three Spells.

Spells

Casting a Spell is an Action that costs 2 Beats. To Cast a Spell, a Character must have a free hand to weave and sketch the runes, and be able to speak in order to verbalize the Runic Language.

Each of the 72 Spells has an associated table that determines how it is used. Each Table shows the Name of the spell, as well as which Rune it comes from, a Description, and the Spell's Magnitude and Potency.

Each Spell has two different types of scaling, known as Magnitude and Potency. These determine which row is chosen when determining the Effect of the Spell. Each Spell's Magnitude and Potency have Seven total levels.

Magnitude is limited by a Character's Ambition. A Character may choose a lower Magnitude. As an exception, a Character with Ambition 0 may Cast a Spell at Magnitude 1 and Potency 1, applying one Bane total to the Spell Roll because their Ambition is 0. Other applicable Boons and Banes apply and cancel normally. All other casting requirements still apply, including access to the Spell, Mana and Beat costs, and applicable speech and gesture requirements.

Potency is determined by the amount of Mana consumed to Cast the spell. The Mana Cost column shows the different amounts of Mana that can be chosen. Whichever Mana Cost is paid, the same row's values in the Potency column will be used to determine the Spell's Effect. A Character cannot choose a Potency higher than their Ambition, except that Ambition 0 permits Potency 1 together with Magnitude 1. This uses the single Ambition 0 Bane described above, not an additional Bane.

Spells are typically written with the notation: Spell Name(M,P). M and P represent the spell's Magnitude and Potency values. An example would be Mana Blast (2,1) representing the Mana Blast Spell at Magnitude of 2, and Potency of 1.

If a Spell does not have a listed Range, it is a Touch Range Spell and may only be Cast on the Caster or an adjacent Target. Target Cascading and other explicit range exceptions still apply.

For any percentage check, roll 1d100. A result equal to or below the listed percentage triggers the stated outcome; a higher result does not. For example, at 50%, results of 1–50 trigger the outcome and results of 51–100 do not. A 0% chance never triggers, and a 100% chance always triggers.

A Spell Roll is 1d20 plus Intuition and applicable bonuses or penalties. Retain the result, because identifying, dispelling, and other effects can refer to it.

If the Target is a Foe, then a Spell Roll will need to be made against the Target's Spell Resilience. If the Spell Roll is lower than their Spell Resilience, the Spell fails and the resources used to cast it are wasted.

If the Target is a Friend, a willing participant of the spell, the Spell will automatically succeed. A Spell Roll should still be made, for the purposes of identifying the Spell, Dispelling, or other things which care about how powerful a Spell is.

Casting a Spell requires making use of the Runes that comprise it, the Runes must both be Audibly Spoken, as well as accompanied by a sketching of the Runes with the caster's hands or other implements. If a Character cannot perform the required gestures or is unable to speak, they may not use Spells. Distinctions can be taken to remove both the spoken word requirement, as well as the gesticulation requirement.

Spells provide a wide variety of ways to interact with Foes. However, Characters inherent Magic and Lumens provide a certain level of protection against Magic when it comes to the Matter comprising their bodies. A Blue Mage cannot simply remove the water from someone's body to instantly kill them, nor could a Yellow Mage instantly cause bubbles to appear in someone's blood, nor could a Green Mage freely manipulate the body of a Treefolk.

Example Spell

Mana Blast

Destroy Rune

Mana Blast			
Destroy Rune	Magnitude	Potency	
Keywords: None	Range	Damage	Mana Cost
Fires a bolt of pure Mana to damage a Foe	5 Yards	2d6	1
	10 Yards	2d8	2
	15 Yards	2d10	3
	20 Yards	3d10	4
	25 Yards	3d12	5
	30 Yards	4d12	6
	50 Yards	5d12	7

Mana Blast comes from the Destroy Rune. Magnitude determines its range and Potency determines its damage and Mana cost.

Mana Blast (1, 1) targets a creature within five yards, deals 2d6 damage on a hit, and costs one Mana.

Mana Blast (5, 2) targets a creature within 25 yards, deals 2d8 damage on a hit, and costs two Mana. The caster must be able to use the chosen Magnitude, meaning they must have at least 5 Ambition to perform this version.

Keywords

Spell Keywords appear below the Rune on each Spell table and modify how its Spells are used. Rebuttal also applies to nonspell Actions; its timing rules appear in Combat before Attack Rolls. Reprise, Ritual and Unique are defined below.

Reprise

Spells with Reprise may be Cast on subsequent Turns of the Caster after the initial Cast, provided the Caster has taken no other Actions between the Castings. Other Characters' Actions do not interrupt Reprise. The Caster's intervening

Actions, including Rebuttals or a performed Readied Action, do interrupt it. When Casting a Reprised Spell, halve its previous Mana Cost, rounding down, to a minimum of 1 Mana. Further Reprises continue to halve that cost.

Spells with Reprise may be used as a part of a Maneuver that applies that spell to multiple targets. The spell may be Reprised for a single casting cost and affect all eligible targets, however no other parts of the Maneuver will be Reprised, even if they also have Reprisal. Multiple Reprise enabled Spells applied this way receive separate checks for Reprise. However, the usual restriction on needing to take no other actions still applies, so reprising one of them, will not reprise the other.

For Example, the Maneuver “Ascended Mana Blast” uses the Sources Mana Field, Levitate, and Mana Blast. Mana Field and Levitate both have Reprise. On the subsequent turn, the Caster could use a single Reprise cost for Levitate, and keep the Levitate Effect on all Targets that were hit by Mana Field. Or, they could reprise Mana Field and deal damage again. Reprising either one of them, would lose the opportunity to reprise the other, and Mana Blast would not be Cast again on any targets.

Other Sources within the same Maneuver do not interrupt a Spell’s eligibility for Reprise. Once that Maneuver ends, the normal restrictions on intervening Actions apply.

Ritual

Certain Spells can be Cast as a Ritual. Ritual Castings take a total of 5 Minutes to complete. Spells with Ritual can be Cast normally as well. The Normal Casting and the Ritual Casting will typically have differing Durations or Effects. A Spell’s Description will have the full differences between regular and Ritual Casts.

Unique

Unique Spells may only have one copy of the Effect on a Target at a time. If a new Unique Effect would be applied, it instead refreshes the duration if it is the same Magnitude and Potency. If the new Unique Effect is a lower Magnitude and Potency, nothing happens. If a stronger version is applied, it completely overwrites the old Effect. Use the stronger version’s Magnitude, Potency, and full duration.

Identifying Spells

When a Character sees a Spell, or Effect, they can use their familiarity with magic to determine what the Rune and Spell are.

Make an Observation Roll against the Spell Roll of the Spell or Effect you are trying to identify. If a Character has access to the Rune the Spell comes from, The Director secretly adds 5 for the Observation Roll.

Custom Spells

The Spells available in the Spell Appendix are the formalized rules available in Chromatic Mana. However, the Runes and Spells are also verbs. Magical verbs that describe the kinds of things that their magic could do.

Directors and Players should feel free to experiment, and if a Character has access to a Rune or Spell that seems like it could be used usefully for the current Scene, Players should describe what they’d like their Magic to do and The Director can allow it at their discretion. The Skillset Rules on Haggling should provide a useful baseline, and custom spells in concert with a Skill Roll are a good way to resolve ambiguous situations.

Chapter 7 Dreamlight Bells and Companions

Dreamlight Bells and Dreamlight Companions

All Characters have a Dreamlight Companion, a Tiny entity that follows the Character and is always present. They may take the form of a rat, bat, or cat; a sword, shield, or helm; a ghost, an imp, or a skull; or another thematic visual not listed. The Dreamlight Companion reflects the Inner Light and Form of the Character and should be thematically and visually harmonious.

Ordinarily Dreamlight Companions are invisible to everyone, including the Character themselves. However, Player Characters start the game with a Dreamlight Bell. Players are encouraged to come up with creative stories as to where their Character obtained their bell. It could be a family heirloom, gift from the church for their religious pilgrimage, bought using childhood savings before striking out on adventure, or whatever Players can come up with.

Dreamlight Companions are incorporeal; they cannot interact with the environment in any way, and are not capable of speech or independent action.

The Dreamlight Bell is a special Bell unique to the Character that owns it. Characters who own a Dreamlight Bell have visible Dreamlight Companions. Like their Companion, the Dreamlight Bell is a physical representation of their Inner Light, and will change its form to reflect its wielder. The visual design of a Dreamlight Bell should be thematically and visually harmonious with the owner.

A Dreamlight Bell is a unique type of Lumencraft. Characters may only have One Dreamlight Bell, and it does not take up one of their Fixture slots. Once bonded to a Character, a Dreamlight Bell is bonded for Life or until the owner chooses to release it.

Dreamlight bells can be rung once per day to restore Health and Mana to their owner. Ringing a Dreamlight Bell costs 2 Beats. Ringing the Bell aligns the character's Physical Form, their Companion's Light, their Bell's Sound, and their Soul's Dreams to align their spirit and body and rejuvenate themselves. After the last available ring is spent, a character's Dreamlight Companion fades and is no longer visible for the remainder of the day. Their Bell likewise becomes silent and will not chime or make any sound for the remainder of the day.

Characters must complete a rest, during which they must sleep, in order to retune their Bell and resummon their Companion.

The amount of Health and Mana depends on the Bell's Tier. Bellfounders can be found in all major cities.

Bell quality and recovery

Bell quality and recovery			
Tier	Material Lumens	Health Rolls	Mana Rolls
Point	25	2	2
Line	75	3	3
Triangle	125	5	5
Square	175	7	7
Pentagon	275	10	10
Hexagon	325	All owned	All owned
Circle	425	Fully restore	Fully restore

Each Health Roll uses the owner’s complete current Health dice pool and adds Composition once. Each Mana Roll uses the complete current Mana dice pool and adds Ambition once. At Hexagon, use all owned Rolls gained from levels, Color benefits, purchased Rolls, and other qualifying permanent gains. Count neither individual dice within compound pools nor the separate starting maximum as additional Rolls. Recover both current resources without exceeding their

maxima; Bell recovery does not increase maximum Health or Mana. At Circle, fully restore both resources. For example, two Health Rolls with d12 + d4 use that full pool twice and add Composition once per Roll.

Every player character begins with a Point Bell without paying its initial 25-Lumen material investment. Bellfounding can improve it by paying the difference in investment, using the appropriate training and workbench. A Bell does not automatically improve when the owner levels up.

The Dreamlight Resonance Distinction allows additional daily rings. The companion and Bell become silent only after all available rings are spent; completing a Rest that includes sleep restores them.

Chapter 8 Lumencrafting

Lumencrafting creates magical equipment with invested Material Lumens, the Lumens contained in suitable crafting materials. Material Lumens are separate from the Lumens spent to build a character. The crafter spends character-building Lumens to purchase crafting Distinctions, then uses Material Lumens to create or improve items under the crafting rules.

The seven crafting tiers

Characters and Lumencrafts use the same seven tiers. Each rank in a crafting Distinction costs 10 Lumens. Each craft has seven ranks, unlocking Point through Circle in order. A crafter must meet both the character-level requirement and the training requirement for the item's tier.

The seven crafting tiers		
Tier	Character levels	Item Lumen ceiling
Point	1–2	50
Line	3–4	100
Triangle	5–6	150
Square	7–10	250
Pentagon	11–12	300
Hexagon	13–16	400
Circle	17–20	500

Your personal crafting capacity is 25 Lumens per character level. The investment in one item cannot exceed either your personal capacity or its tier's ceiling. For example, a level-5 Triangle crafter with three ranks in the relevant craft can invest up to 125 Lumens in an item. Triangle's 150-Lumen ceiling becomes available at level 6.

Facets are the purchased features of a Lumencrafted item, such as bonuses, Rune access, stored spells, Distinction ranks, or other listed capabilities. Each item’s chart gives the Lumen cost of its Facets. Record the chosen Facets in the item’s profile; all listed costs, limits, and usage restrictions still apply.

Item tier fixes its limits; items do not automatically become stronger when their owner gains levels. Pay for every selected Facet. A limit is permission to buy a Facet, not a free Facet. You may make a lower-tier item with fewer Facets. Buying more materials does not bypass the tier or training requirements.

Unless an item states an exception, spells placed into it must also be within the crafter's own casting limits. Patterns may provide missing spell or Distinction knowledge, but do not remove training, level, tier, or investment limits.

Crafting requirements

To craft an ordinary item, you need the appropriate crafting Distinction, enough Lumen-bearing materials, and a workbench of the item's tier or higher. The item must use colors available to the crafter unless its own rules explicitly allow otherwise. Materials can come from any color, and materials from several sources can be combined in one item.

Crafting requirements	
Lumencraft	Crafting Distinction
Vestments	Armorsmithing
Armaments	Weaponsmithing
Catalysts	Catalystcarving
Crystals	Crystalcutting
Scripts	Papercrafting
Masks	Maskmaking
Elixirs	Elixirbrewing
Seeds	Seedsowing
Accessories	Tinkering
Coins	Minting
Dreamlight Bells	Bellfounding

Crafting Distinctions are not ordinary five-rank Skillsets. An appropriate Skillset can help with related tasks at the Director's discretion, but does not replace the crafting Distinction needed to make an item. Characters with crafting training can harvest suitable Lumen-bearing materials. The Director may also allow an appropriate Skillset or an applicable spell to harvest them; an ordinary material does not acquire Lumens merely because it is collected.

Workbenches

Workbenches are specialized for a craft but are color agnostic. Cities commonly provide access to them. A workbench must be at least the tier of the item being made. Constructing a bench requires the corresponding crafting training and a single source of Lumen-bearing materials; unlike an item, its materials cannot be pooled from several sources.

Workbenches	
Bench tier	Construction Lumens
Point	50
Line	100
Triangle	150
Square	250
Pentagon	300
Hexagon	400
Circle	500

The crafter's 25-Lumens-per-level capacity also applies when constructing a bench. A character who can make items of a new tier may need to use an existing bench before gaining enough capacity to construct one.

Makeshift Crafter

Makeshift Crafter is a Distinction costing 10 Lumens, with a maximum of one rank. It requires at least one rank in a crafting Distinction. It allows you to use your crafting skills without a workbench to create temporary, field-crafted items.

A field-crafted item still has one of the seven tiers. Record “field-crafted” as a separate condition, not its quality. All normal training, character-level, investment, color, and Facet limits still apply. Makeshift Crafter does not increase your 25-Lumens-per-level capacity.

A field-crafted item works for one battle or one discrete noncombat use. Afterwards it is exhausted and supplies no magical benefits. For a resource container, such as a Coin Hoard or Crystal, all remaining temporary resources expire when that battle or use ends. Consumed doses, coins, or stored Lumens are still consumed normally during the use. The expended Material Lumens cannot be recovered. At an appropriate workbench, a crafter can rebuild the item with fresh materials equal to its full investment, or make a permanent replacement.

Registering and salvaging items

An item must be registered as a Fixture to grant its magical effects unless its own rules explicitly exempt it. Characters normally have five Fixture slots and change registrations during a Rest. A stolen item remains bound to its owner and cannot simply be used by the thief.

When an owner dies, their bonded items become Faded. “Faded” is a condition, not a tier: record the original tier and profile. A Faded item cannot be used normally. A qualified crafter must take it to an appropriate workbench to repair, disassemble, or study it.

Repair requires fresh materials equal to 50% of the item's Lumens and restores its normal condition. Disassembly recovers 50% of its Lumens as materials. Studying destroys the item and yields a reusable Pattern of its profile. These alternatives are mutually exclusive; studying or disassembling an item does not also leave a repaired item.

Dreamlight Lumencrafts

The First rank of each Crafting Distinction enables a Character to make a Dreamlight Lumencraft of that type.

Dreamlight Lumencrafts are made from the crafter’s own Mana and require no Material Lumens. Each Lumen invested in the item costs 20 Mana. This cost may be paid over time rather than all at once, but the crafter must work on the item and infuse additional Mana into it at least once per day until it is complete.

Dreamlight Lumencrafts must be registered to their crafter’s fixtures. If they are ever unregistered for any reason, the Lumencrafts dissolves into Light and is lost forever. No Character other than the Crafter of a Dreamlight Lumencraft may ever equip their Dreamlight Lumencraft.

Patterns

A Pattern records an item’s profile. It permits a crafter to reproduce Facets such as Runes or Distinctions they do not personally possess. Patterns are not consumed. A Pattern does not normally permit crafting in a color the crafter lacks. A Crafter may draft a Pattern by spending Lumens and Materials equal to the cost of the item.

If a Crafter has a Pattern, as long as they are able to craft that type of item at the correct tier, they may Craft it.

Lumencraft Economy

Lumencrafts are a way for The Director to adjust the power level of their campaign to their troupes preference. Lumencrafts can be given as loot, or Material Lumens can be given as specific treasure rewards at the Directors discretion.

The default Chromatic Mana experience assumes that, starting at the Line tier, every Character will receive one new Lumencraft at that tier, and enough Material Lumens through treasure to upgrade their older Lumencrafts to their current tier.

When a Character or NPC dies, their Lumens are returned to the Faed and are not usable for Crafting. Players are not incentivized to kill the Foes they come across just to use their bodies for Crafting. Material Lumens should come from salvaging other Lumencrafts, and Director added treasure informed by the Narrative. An Elder Tree dropping one of its branches to the ground as a thanks to a Troupe. A ore Vein deep within a vein containing a Lumen Infused Geode. A

metal prayer totem prayed over by a High Priest for 50 years. These are examples of items that would have Material Lumens within them available for Crafting.

Coins

Each coin costs five Lumens to Craft. Coins are stored collectively in Hoards. A Coin Hoard is one Fixture and may contain only coins of the same tier and Color. Characters may register additional hoards as separate Fixtures. Coins kept outside registered hoards remain inactive; a hoard cannot be refilled during combat.

Spend one Beat and hold the coins to activate one hoard, consuming any chosen number of its coins. Each coin supplies one instance of its resource. When spending Chromatic coins for Beats, recover the activation Beat and gain one Beat per coin. The eight-Beat expenditure limit per Round still applies; spending coins does not reset it. Restoring Health or Mana cannot exceed a Characters Maximum Health or Mana.

Coin Hoard Capacities	
Tier	Maximum coins in a Hoard
Point	10
Line	20
Triangle	30
Square	50
Pentagon	60
Hexagon	80
Circle	100

Coins	
Coin color	Resource per coin
Red	+2 Damage to next Attack
Green	Restore 5 Health
Blue	Restore 5 Mana
Yellow	5 yards of free Travel
Purple	One Boon or Bane
Chromatic	One Beat

Coin Hoard								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Coin capacity	Coins remaining		Beats		Resource per coin			

Crystals

A Crystal stores consumable Lumens. Its invested Lumens are its initial charge, subject to the usual tier and character-level limits. Hold it and spend two Beats to activate it. Its maximum effect range is five yards per tier number, from five yards at Point to 35 yards at Circle.

A Crystal can apply a status matching its color. Choose Magnitude and Potency no higher than its tier number. Pay five stored Lumens for every point of Magnitude and every point of Potency, for each status applied to each target. Thus Ignite (1, 1) costs ten stored Lumens against one target; Ignite (3, 2) costs 25. A Chromatic Crystal can apply several

eligible statuses in the same activation, but must pay for each. Crystals automatically apply their statuses to targets of their tier or lower. Against higher-tier targets, compare the Crystal's fixed Spell Roll from its tier chart with the target's Spell Resilience; meeting that defense applies the status.

Crystals		
Tier	Maximum M and P	Spell Roll
Point	1	10
Line	2	12
Triangle	3	14
Square	4	16
Pentagon	5	18
Hexagon	6	20
Circle	7	30

Crystals	
Color	Utility expenditure
Red	2 Lumens to start a fire
Green	1 Lumen to feed one creature for one day
Blue	1 Lumen to provide one creature's water for one day
Yellow	1 Lumen to provide breathable air for ten minutes
Purple	1 Lumen to travel in the Faed for one minute
Chromatic	10 Lumens: Gain invincibility immediately until the beginning of your next Turn, when it ends before any beginning-of-Turn Effects resolve. While invincible, you cannot take Actions, replenish Beats, take damage, or receive incoming Spells, Attacks, or Effects. Only a round-start replenishment that occurs while the protection is active is prevented.

Crystal ammunition

Spend one Beat to load fragments from one registered Crystal as ammunition for a Ranged Weapon. This prepares one shot. When loading, choose the Magnitude and Potency of the Status, or Statuses if the Crystal is Chromatic. Deduct five stored Lumens per level of Magnitude and Potency. Record the chosen effects and total Lumens spent before making the Strike; they cannot be changed after loading.

The loading Beat replaces the Crystal's normal two-Beat activation for the next shot; no further Crystal activation is required. Use the weapon's Range. On a successful Strike, resolve the weapon's effects and then apply the loaded Crystal statuses. Against a target of the Crystal's tier or lower, no additional Roll is required. Against a higher-tier target, compare the Crystal's fixed Spell Roll from its tier chart with the target's Spell Resilience; meeting that defense applies the status. This separate status check is still required within a Maneuver.

The fragments are consumed when the shot is attempted, whether it succeeds or fails. A missed shot, a resisted status, or a shot prevented by a Rebuttal does not return the Lumens or leave the weapon loaded. Loading another shot requires another Beat and another expenditure. Loaded fragments remain part of their source Crystal's Fixture and do not create a separate Fixture or bypass registration requirements. Makeshift Crystal fragments still expire at the end of the battle.

If the Strike reaches several targets through Target Cascading, all affected Targets will receive the Status.

Crystal							
Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic

Vestments

Vestments add Facets to ordinary armor or clothing, or magically enhance worn Armor. Vestments can provide Defense, Spell Resilience, Damage Resistance, or can permanently apply certain Spell Effects to the wearer when worn. A Character may benefit from two non-armor Vestments at the same time, provided they are not wearing any Armor. Each Vestment must be registered as its own Fixture. The normal one-set Armor limit still applies to armor Vestments.

Vestments		
Facet	Material Lumens	Limit
+1 Defense	50	Bonus no greater than tier number
+1 Spell Resilience	50	Bonus no greater than tier number
1 resistance to one eligible damage category	25	Each resistance no greater than tier number
Persistent Spell Effect	See Persistent Effect costs	Magnitude and Potency within Tier and casting limits

Resistance may cover physical damage or a color the Vestment possesses. Purchase each category separately. Apply only the highest relevant resistance to a single damage instance; do not add several overlapping color resistances together. Resistance subtracts from incoming damage, to a minimum of zero.

Magical Beasts will often grow Hides of a magical nature. In this case, use the Vestments item Template and treat it as if it were Leather Armor. If the Beast is defeated, its Hide can be Used or Salvaged as if it were a Leather Armor Vestment.

Persistent Spell Effects

A Persistent Spell Effect applies only to the wearer. Record its Spell, Rune, Color, Magnitude, Potency and any fixed choices when it is crafted. Both Magnitude and Potency must be within the item's Tier and the crafter's casting limits. The wearer need not know the Spell. The effect uses one of the Vestment's Colors and counts as part of its Fixture, without consuming a second Fixture slot.

See the specific Spell's description for Vestment-specific rulings. Those rulings take precedence over the general persistent-effect rules. Purchase each effect separately; all effects and other Facets share the item's Lumen budget.

For identification, as well as Spell and Effect comparisons, a Vestment uses a fixed Spell Roll by Tier: Point 10, Line 12, Triangle 14, Square 16, Pentagon 18, Hexagon 20, Circle 30. This value does not make applying or replenishing its effects a Cast.

Duration and other requirements

Replace the effect's normal duration with "while this Vestment is worn and registered." The item supplies an ongoing effect, not a Cast: it grants no free Actions, Rebuttals, ritual benefits, cast-triggered rolls or repeated application events.

Magnitude and Potency

Buy Magnitude and Potency together at the same value; they cannot be decoupled. Keep both fields and their normal meanings, ignoring only the duration component. Use that shared value to determine the Persistent Spell Effect cost.

Replenishment

A newly crafted effect begins fully available. Replenish its depleted pool, uses or removed effect when its wearer spends an available ring of their own Dreamlight Bell, or completes a Rest. The Vestment must be worn and registered when the Bell is rung or the Rest is completed. Additional available Bell rings each qualify; another Character's Bell or a chime that spends no ring does not. Replenishment restores purchased maxima rather than adding to remaining values.

Removal or loss of registration ends the Vestment's benefits. Remaining pools, spent uses and removed effects stay recorded on the item; removing, re-equipping or transferring it does not replenish them. An effect that is depleted, broken or removed grants no benefit until replenished, except for any remaining pool expressly allowed by its Spell.

Unique effects

While a Vestment's Unique Spell Effect is available, another Unique effect of the same Spell cannot be applied to its wearer. While that Vestment effect is depleted or removed, the wearer may receive the Spell from another source under the normal casting rules. That separate effect does not refill the Vestment. When the Vestment effect replenishes, it replaces the outside copy with the Vestment's purchased effect; do not add their pools or benefits together.

Persistent Effect costs

Magnitude and Potency are purchased together at the same value on Vestments. They may not be decoupled.

Persistent Spell Effect Costs		
Magnitude and Potency	Minimum Tier	Total Lumens
1	Point	40
2	Line	90
3	Triangle	140
4	Square	225
5	Pentagon	275
6	Hexagon	375
7	Circle	475

Hasten, Charge, Conquer, Resist, and Protect have unique Costs when Crafted onto a Vestment. Their higher cost means they are never able to go beyond Magnitude and Potency 3.

Hasten, Charge, Conquer, Resist, and Protect costs

Magnitude and Potency	Minimum Tier	Total Lumens
1	Line	100
2	Square	250
3	Hexagon	400

Vestments

Name		Tier	Lumens	Armor Type		Armor	Red	Green	Blue	Yellow	Purple	Chromatic
Defense bonus	Spell Resilience bonus		Evasion penalty		Spell / Hide Banes		Red Resistance	Green Resistance	Blue Resistance	Yellow Resistance	Purple Resistance	Physical resistance
Persistent Spell Effects												
Spell				Magnitude	Potency	Notes					Depleted	

Armaments

Armaments are magical weapons. They have all the characteristics of a regular weapon, in addition to being able to inflict statuses of their Color and gain other benefits to their martial prowess.

Armaments

Facet	Lumens
+1 Weapon Hit chance	50
Once per day Status Application	25
Eligible Distinction rank	Three times its normal character Lumen cost

Armaments may take Weapon Distinctions to improve their capabilities. Weapon Distinctions on Armaments improve only that weapon and its eligible sources; they do not grant their benefits to the wielder's unrelated attacks or spells. Personal maximums and prerequisites still apply unless an explicit item-only Distinction creates an exception. Weapon Hit improves an initial roll made with the weapon; it is not retroactively added when the weapon is a later Maneuver source.

Parry supplied by an item permits its wielder to use Parry with that item only. It does not count as personally possessing Parry and cannot satisfy the prerequisite to purchase Deflect, Divert, Intercessor, Fencer or another Distinction requiring Parry. An Armament granting Parry, or any other associated Distinction may use them only for that Armament.

If both a Character and their item provide Parry for the same weapon, the duplicate grants no additional benefit: no extra roll, additional use, bonus, cost reduction or separate Source. A Character's personally purchased Parry upgrades apply when using the matching personally learned Parry, including while wielding an item that redundantly provides it.

An Armament that has a Once Per Day Status Application may attempt to apply that Status as many times as that benefit has been purchased. To apply the status, the wielder must make a weapon strike and declare that they are

using one of their applications. If they succeed on the hit, the status is applied. The Magnitude and Potency are equal to the Weapon's Tier.

If using a Maneuver with a Strike and attempting to apply a Status, that Maneuver must specifically be registered with the Armament, notating its use of a Status Application. If no Applications are remaining then that Maneuver may not be used. If a Status Application is used in a Maneuver, that Status is transferred through the Cascade.

Armaments								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Weapon					Status			
Weapon Type					Status Type			
Size	Bonus Hit	Damage	Range	Critical Range	Magnitude	Potency	Daily total	Remaining
Damage Type			Strikes					
Distinction		Ranks		Effect				

Catalysts

Catalysts are Lumencrafts used to channel spells. Wands, Staves, and Prayer Beads are appropriate forms for a Catalyst. While being Wielded, they grant Bonuses to Spell Hit, as well as access to additional Runes.

Wands are considered Daggers; for a Staff-shaped Catalyst, choose either the Staff or Mace Weapon Type.

Unarmed is a valid choice for Weapon Type with Catalysts. An Unarmed Catalyst, such as prayer beads, still occupies the hand holding it.

Catalysts can also be used as martial weapons. Purchasing Magical Fighting lets the wielder use Spell Hit in place of Melee Hit when making weapon attacks with that Lumencraft.

Catalysts		
Facet	Lumens	Effect
Bonus Spell Hit	75	+1 Spell Hit while wielding this Lumencraft.
Rune	50	Access to one additional Rune while wielding this Lumencraft.
Magical Fighting	100	Use your Spell Hit in place of Melee Hit when making weapon attacks with this Lumencraft.

The wielder pays their own Mana for spells using runes granted by Catalysts. The Spell Hit bonus applies to their own spells as well as spells supplied by the Lumencraft. A Maneuver using a Rune supplied only by the Lumencraft requires it to be held when used. A Catalyst's bonus applies to the initial Spell Roll; later sources do not add it again.

Catalyst								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Weapon Type	Size	Runes						
		Rune	Known	Rune	Known	Rune	Known	Rune
		Animate		Contact		Gravitate		Rush
Spell Hit bonus	Magical Fighting	Attune		Curse		Guard		Seal
		Bind		Delude		Mend		Transform
		Compel		Destroy		Perceive		Transport
Damage	Range	Conceal		Dispel		Reflect		Trigger
		Conjure		Fortify		Render		Ward

Masks

A Mask stores a complete alternate character profile. Its cost is 25 Lumens per copied character level. Its maximum profile level is the top character level of its tier: 2, 4, 6, 10, 12, 16, or 20. A crafter cannot make a Mask above their own level.

The maker normally copies their own available characteristics. They may instead use an intact corpse or a willing participant who remains present throughout crafting. That exception permits the copied subject's colors, but the maker must still supply all crafting materials.

Wearing the Mask replaces the wearer's colors, MOSAIC scores, Runes, Distinctions, Maneuvers, and other profile characteristics with those recorded in the Mask. Keep the original character sheet available and use the Mask's instead for all purposes. Donning or removing a Mask spends all remaining Beats, requires at least one Beat, and ends the turn. If the Mask's Health reaches zero, it shatters and is permanently destroyed. The wearer returns to their original profile and is reduced to one health. If the source of damage that shattered the mask would have done more damage than the maximum remaining health of the Mask, that damage is lost. Any ongoing Cascading against the Character that was wearing the mask fails.

Donning a Mask applies all active Lumencraft and Spell Effect fixtures to the Mask's Profile.

Mask								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Recorded character	Profile level	Recorded sheet						

Seeds

A Seed records a snapshot of one character's sheet. It costs 25 Lumens per snapshot level and uses the same tier level ceilings as Masks: 2, 4, 6, 10, 12, 16, and 20. The crafter cannot exceed their own level. A Seed may record the crafter or another character present throughout crafting, but only the recorded character may plant it.

Planting a Seed permanently commits one of that character's Fixture slots, even if it is later found and destroyed. Upon the character's death, the Seed restores them at its location using the recorded character sheet, replacing their current character sheet. If several Seeds have been planted, the player chooses which one restores them; the other Seeds retain their magic. Each planted Seed remains recorded in the character's committed Fixtures forever.

Typically, a Crafter can only make a Seed that has their own attributes. However, they may make a copy of another Character if that Character stays present during the entire process of Crafting the Seed. The Crafter may not use the

resulting Seed; only the Character that was copied may. A Character may never plant another Character's Seed for any reason.

Seed								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Recorded character	Profile level	Planting location				Committed Fixture		

Scripts

Scripts, including Magical Tomes, Training Manuals, and Scrolls, store additional registered Maneuvers beyond the character's ordinary four. Each stored Maneuver costs 50 Lumens.

The character must still have access to the required Runes, weapons, and other sources, and pays the normal Maneuver costs. A Script supplies additional registrations, not additional free actions or spell knowledge.

Scripts bypass the ordinary restriction against duplicate Maneuver registrations. Each stored copy is a separate registration and may be used once per round, even if another copy has already been used. The wielder pays the normal cost for every use.

Scripts												
Name						Maneuver 1		Beats		Mana		
Tier Lumens Stored						Source 1						
						Source 2						
						Source 3						
						Source 4						
Contents						Description						
Maneuver 2		Beats		Mana		Maneuver 3		Beats		Mana		
Source 1						Source 1						
Source 2						Source 2						
Source 3						Source 3						
Source 4						Source 4						
Description						Description						
Maneuver 4		Beats		Mana		Maneuver 5		Beats		Mana		
Source 1						Source 1						
Source 2						Source 2						
Source 3						Source 3						
Source 4						Source 4						
Description						Description						

Elixirs

An Elixir contains one or more fixed spell effects and a recorded number of doses. It must be registered as a Fixture. Each dose applies the Elixir's stored spells at their recorded Magnitude and Potency. The crafter may repeat a spell in its effect list, as allowed by Elixir rules; each copy is separately priced.

Elixir Facet Costs	
Facet	Lumens
Each spell	40
Each point of Magnitude above 1, per spell	25
Each point of Potency above 1, per spell	25
Each dose after the first	10

The first dose is included in the Crafting of the Elixir. Spells automatically start at Magnitude and Potency 1. Additional doses repeat the entire recorded effect.

Elixir Spell Rolls	
Tier	Fixed Spell Roll
Point	10
Line	12
Triangle	14
Square	16
Pentagon	18
Hexagon	20
Circle	30

Drinking a dose or administering it to a willing adjacent ally costs one Beat. Splashing an adjacent foe costs two Beats. Throwing an Elixir uses the Thrown Weapon Range. Use the Elixir's fixed Spell Roll against the foe's Spell Resilience, with no additional bonuses. A tie succeeds. Every use consumes one dose. Magnitude and Potency may not exceed either the Elixir's tier or the crafter's casting limits.

The Elixir Crafter may not naturally create an Elixir with a Spell they do not have access to; however, if the materials they use to fuel the Lumens come from a creature with access to a different Spell, they may craft an Elixir with those Spells.

Elixir								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Doses total		Doses remaining			Spell Roll			
Spell / Rune	Magnitude	Potency	Effect					

Accessories

Accessories allow Characters to gain access to Distinctions or Spells they do not normally possess.

An Accessory can have any type of Distinction, and when registered as a Fixture, a Character gains that Distinction's effects.

An Accessory may be used to cast one of its stored Spells once per day. Its stored Spells are not restricted to the wielder; use each Spell's normal targeting rules.

A stored spell's Magnitude and Potency cannot exceed the Accessory's tier or the crafter's casting limits. Accessories use the same fixed Spell Rolls as Elixirs.

Accessories can also be used for any other novel or unique effects that Characters want to Craft, that are not available through other methods. Players should consult with The Director on the particulars of any Accessory they want to Craft. The Director will assign a Lumen cost based on the proposed attributes of the Accessory.

Accessory Facet Costs	
Facet	Lumens
Each Distinction rank	Three times that Distinction's normal cost
Each stored spell at Magnitude 1 and Potency 1	25
Each point of Magnitude above 1, per spell	15
Each point of Potency above 1, per spell	15
Other novel or unique effects	Assigned by the Director

Accessory Spell Rolls	
Tier	Fixed Spell Roll
Point	10
Line	12
Triangle	14
Square	16
Pentagon	18
Hexagon	20
Circle	30

Accessory								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Type		Spell Roll				Daily use		
Spell / Rune	Magnitude	Potency	Effect					
Distinction	Ranks	Effect						

Dreamlight Bells

See Dreamlight Bells and Companions for bonding, visibility, ringing, and recovery. Bellfounding uses the same seven crafting ranks and the following material investments. A character's free starting Point Bell is an explicit exception to paying its initial material cost.

Dreamlight Bells			
Tier	Material Lumens	Health Rolls	Mana Rolls
Point	25	2	2
Line	75	3	3
Triangle	125	5	5
Square	175	7	7
Pentagon	275	10	10
Hexagon	325	All owned	All owned
Circle	425	Fully restore Health	Fully restore Mana

Each Health Roll uses the owner's complete current Health dice pool and adds Composition once. Each Mana Roll uses the complete current Mana dice pool and adds Ambition once. At Hexagon, use all owned Rolls gained from levels, Color benefits, purchased Rolls, and other qualifying permanent gains. Count neither individual dice within compound pools nor the separate starting maximum as additional Rolls. Both current resources recover when the Bell rings, without exceeding their maxima or increasing them. The Bell does not upgrade automatically with the character. Improving it requires Bellfounding, a suitable workbench, and the additional materials needed to reach the new tier's investment.

Dreamlight Bell								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Purple	Chromatic
Owner			Beats		Daily rings		Rings remaining	
Health recovery		Mana recovery			Companion			

Appendix A Spell Reference

In each spell table, the seven data rows run from 1 at the top to 7 at the bottom. Use the row matching your chosen Magnitude for columns marked M and the row matching your chosen Potency for columns marked P. Magnitude and Potency may differ; you do not have to choose the same row for both.

If a Spell does not have a listed Range, it is a Touch Range Spell and may only be Cast on the Caster or an adjacent Target. Target Cascading and other explicit range exceptions still apply.

Spells

Spells		
Rune	Spell	Shorthand
Animate	Bend	Bend Allows the caster to Manipulate Matter. Bend does not create or destroy physical matter, but uses what is already in the environment and alters its structure. Can be used to directly attack Foes, create a weapon, or to create structures for utility or art.
	Interlink	Interlink allows for the pooling of either Health or Mana between Friends. Cast twice to pool both.
	Reify	Reify creates temporary minions under the control of the Caster. Mana is invested into the minion and functions as Lumens. However the creature does not have Lumens itself and cannot transfer, supply, or replicate any effect that requires Lumens.
Attune	Adjust	Choose a Donor Target, and a Recipient Target. Transfer either Health or Mana between them.
	Meld	Convert an item or Friendly Character into Light and incorporate it into the caster's body. Retrieve Melded items for one Beat.
	Pilot	Take Control of a Friend or Vehicle and use your Beats to control them. If used on a Foe you cannot control them, but can perceive through their senses. Must share a Color with the Target
Bind	Ensnare	Slow a Target and restrict its movements.
	Contract	Create an Agreement between yourself and the Target.
	Jam	Target a Foe's Spell and force them to pay additional Mana, or their Spell Fails
Compel	Goad	Force Target to Target you with any Actions.
	Command	Force a Target to obey a single instruction or they will take Damage.
	Dominate	Take over the Target's mind and force it to obey your will.
Conceal	Obscure	Automatically Hide your Target and give a bonus to their Hide.
	Tamper	Scramble, break down, or separate some amount of Matter into its base components.
	Encrypt	Prevent Magic from seeing or locating the Target from afar. Also prevents the Pilot Spell from affecting the Encrypted Target.

Spells		
Rune	Spell	Shorthand
Conjure	Matter Blast	Shoot a Tiny sized Missile made of Matter at a Target, attempting to apply a Status based on the Color of the Spell
	Matter Stream	Creates a Continuous Stream of Matter that has a chance to apply Status, and creates Matter to be used for other Spells
	Matter Field	Creates a Field of Matter that has a chance to apply Status, and creates Matter to be used for other Spells
Contact	Message	Send a message to someone, or leave a message behind on something Physical, to be activated later.
	Bridge	Create a magical connection between targets. The Targets share Sensory Information based on the Color of the Bridge.
	Network	Connect Characters together to replicate the next Spell cast upon one, to all of the others.
Curse	Stipulate	Create conditions or restrictions on another spell or magic item.
	Graft	Attaches an extra limb, or sensory organ to a Character that counts as a piece of magical equipment.
	Mark	Marks an Enemy with a Sigil that reduces their Defense or Spell Resilience.
Delude	Lie	Creates Illusory sensations. The specific Sensation is based on Color.
	Obfuscate	Blurs the Target from Foes' Attention, causing a chance for Rolls against them to fail.
	Trick	Automatically Hides the Target, even if in plain sight.
Destroy	Mana Blast	Fires a bolt of pure Mana to damage a Foe
	Mana Stream	Creates a continuous stream of Mana that Deals Damage.
	Mana Field	Creates a Field of Magic that Deals Damage.
Dispel	Disjoint	Removes Spell Effects or cancel a foe's Spell.
	Discombobulate	Target has a chance to misfire their Spells for a Duration
	Suppress	Creates a Field that stops Spells from being Cast.
Fortify	Resist	Improves Damage Resistance of the Target based on the Color of the Spell.
	Rally	Gives all Friends within the Radius a Pool of Boons they may use on any Roll they choose.
	Restore	Restore returns lost Armor or removes Sundering penalties to Defense, up to its listed amount.
Gravitate	Attract	Summons a Character or Object towards the Caster
	Repel	Sends a Character or Object away from the Caster up to the max Range of the Spell.
	Levitate	Cause a Character or Object to Soar through the Air.

Spells		
Rune	Spell	Shorthand
Guard	Protect	Cover yourself or an adjacent Target in a protective layer. This protection provides a bonus to the target's Armor.
	Brace	Create a floating Brace that hovers just above the body, this Brace provides bonus Health against attacks and spells from Foes.
	Cage	Create a Cage of Matter around the Target. The Cage prevents movement, and Targeting both in and out of the Cage. The Cage has Health and can be attacked and destroyed.
Mend	Heal	Heals a Friend.
	Repair	Repairs any damage done to Objects or the Environment. The types of Matter that can be repaired depend on the Color of the Caster.
	Purify	Removes a Status Effect from a Friend.
Perceive	Detect	Improves the senses and provides a bonus to Perception
	Scan	Provides either a Bonus Hit chance against the Target, a glimpse into the Target's mind, or details about the surrounding scenery and terrain.
	Seek	Find details about a distant Character or Object you have a connection to.
Reflect	Redirect	Change the Target of a Spell
	Mirror	Deals damage to a Foe any time a Foe does damage to the Target.
	Bounce	Reflects the next spell or status applied by anyone back to its originator. Has a chance of misfiring.
Render	Furnish	Create a Craft, Piece of Art, or Text in some field that the Caster has knowledge of.
	Compute	Instantly understand a Craft, Piece of Art, or Text. For the duration, the Caster can use any knowledge, Skillsets, or Maneuvers contained within any studied Books.
	Preserve	Extends the Duration of Effects. Can also be used to prevent raw materials or finished goods from decaying over time or due to exposure.
Rush	Hasten	Speed up a Friend, granting bonus Beats at round start.
	Throttle	Throttle gives bonuses to a Spell Roll, Attack Roll, or Skill Roll.
	Surge	Gives a boost to the Magnitude and Potency of a Spell, Status, or Effect. Surge can be Cast at any time.
Seal	Forbid	Stop a Foe from using a Spell, Maneuver, or Weapon Strike for the duration.
	Lock	Gives a bonus to Spell Resilience until the next time a Spell is Successfully Cast on the Target.
	Imprison	Traps a Character or Magic Item inside of a Container.
Transform	Adapt	Changes a portion of the caster's Body temporarily.
	Optimize	Convert Health to Mana, or Mana to Health.
	Transmute	Transform Matter from one type to another.

Spells		
Rune	Spell	Shorthand
Transport	Phase	Convert self into Light and travel through Matter.
	Propel	Grants a Bonus to Travel Distance for the Duration.
	Fly	Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.
Trigger	Activate	Activate a Magic Object to use one of its Spells from a distance, or force a trap to set itself off.
	Detonate	Creates an Explosion at a distant location that deals damage to all Characters inside of the Radius.
	Overload	Target takes one damage per Mana spent for the duration
Ward	Reinforce	Improves the Spell Resilience of the Target.
	Charge	Gives the Caster or a Friend a chance to apply Statuses on Weapon Attacks.
	Conquer	Creates a Magical Field that gives a Boon to Rolls for Friends, and a Bane to Rolls for Foes.

Animate Rune

Bend

Bend			
Animate Rune	Magnitude	Potency	
Keywords: None	Range	Max Size	Mana Cost
Bend Allows the caster to Manipulate Matter. Bend does not create or destroy physical matter, but uses what is already in the environment and alters its structure. Can be used to directly attack Foes, create a weapon, or to create structures for utility or art.	5 Yards	Small	1
	10 Yards	Medium	2
	15 Yards	Large	3
	20 Yards	Giant	4
	25 Yards	Humongous	5
	30 Yards	Colossal	6
	50 Yards	Titanic	7

Bend allows for the manipulation of a type of Matter depending on the Color of the Caster. Bend does not create or destroy Physical Matter, but rather freely alters the structure of available Matter. Bend is primarily used on Scenery, or Matter created from other Spells such as with the Conjure Rune.

Bend can be used to shape ordinary Matter into the shape of a Weapon, with a size and type specified by the caster. Solid Matter such as wood, metals, or ceramics will retain the form of the weapon, but liquid, gaseous, or more ephemeral types of Weapons will return to their natural state when dropped.

Bend can directly attack a Foe. Make a Spell Roll against the Target's Spell Resilience. On a success, use the Thrown Items Damage table to determine damage from the Size of the matter used, up to the Max Size allowed by Bend's Potency. Bend remains a Spell: it does not become a Thrown Weapon Attack. Do not apply thrown-weapon hit rules, size penalties, range, attribute damage bonuses, Distinctions, or other thrown-weapon considerations; only the damage dice in that table apply. Bend uses its own listed Range.

Thrown damage refresher: Tiny 1d4; Small 1d6; Medium 1d8; Large 1d10; Giant 1d12; Humongous 2d6; Colossal 1d20; Titanic 1d20 + 1d8. Choose the damage for the Size of matter actually used, not automatically the largest Size Bend allows.

Bend also can be used in non-combat scenarios to shape Matter for purposes of utility or artistry. Structures that are Bent in this way do not return to their original form but are also not inherently stable and will fall apart if constructed poorly, overused, or if the Matter that is Bent is liquid, gaseous, or ephemeral in nature. Matter that is Bent is typically of a rough and inelegant shape. Use of the Furnish Spell should be used to make extremely fine or intricate details.

Interlink

Interlink				
Animate Rune	Magnitude		Potency	
Keywords: Ritual	Target Turns	Range	Targets	Mana Cost
Interlink allows for the pooling of either Health or Mana between Friends. Cast twice to pool both.	1	5 Yards	2	1
	2	10 Yards	3	2
	3	15 Yards	4	3
	4	20 Yards	5	4
	5	25 Yards	7	5
	6	30 Yards	10	6
	7	50 Yards	15	7

Each Cast of Interlink pools either Health or Mana between Friends; choose which resource when Casting. To pool both, Cast Interlink twice: once for Health and once for Mana. While Health is Interlinked, the Caster decides which linked Characters lose Health when a linked Character is damaged. While Mana is Interlinked, the Caster decides which linked Characters spend Mana when a linked Character Casts a Spell. The chosen resource may be taken entirely from one linked Character, distributed evenly, or allocated in any ratio the Caster chooses.

Interlink can only be Cast on Friends, if an Interlink Effect is applied to a Foe for any reason, the Foe can freely remove it from themselves at no cost.

If Interlink is Cast as a Ritual, the duration of the Spell is extended to an Hour Duration.

Reify

Reify					
Animate Rune	Magnitude			Potency	
Keywords: Ritual	Awareness	Max Size	Duration	Max Lumens	Mana Cost
Reify creates temporary minions under the control of the Caster. Mana is invested into the minion and functions as Lumens. However the creature does not have Lumens itself and cannot transfer, supply, or replicate any effect that requires Lumens.	Puppet	Tiny	1 Minute	50	Variable
	Single Command	Small	5 Minutes	100	Variable
	Set of Commands	Medium	30 Minutes	150	Variable
	Decision Making	Large	2 Hours	200	Variable
	Extension of Self	Giant	8 Hours	250	Variable
	Individual Copy	Humongous	1 Day	300	Variable
	Fully Realized	Colossal	3 Days	350	Variable

Reify makes a temporary character, called a Rei, from suitable existing matter or matter produced by a Conjure spell. Each Mana invested supplies 20 temporary Lumens for building its profile. These temporary Lumens cannot be transferred, drained, harvested, or removed from the Rei. Pay whole Mana rounded up; unused capacity is lost. A 50-Lumen Rei costs 3 Mana, and a 150-Lumen Rei costs 8 Mana. Payment does not increase the permitted profile budget.

Reis begin with their full Health and Mana. They may not donate Health or Mana through Adjust or Interlink.

Players who plan to make use of the Reify spell are encouraged to create distinct Profiles that are used when they Cast the Reify spell, so that gameplay does not need to stop to create a Profile on the fly. Reify can create as many Rei as the Caster desires; however, the Minimum Lumens per Rei is 50. Rei cannot take ranks in Distinctions or Runes that the Caster does not have access to themselves. If the Caster possesses any Fixtures or Equipment with Distinctions or Runes, those may be used by the Rei. A Rei cannot take more ranks in a Distinction than the Caster has available, including ranks supplied by those Fixtures or Equipment. The Distinction's own maximum also applies. Rei may never use the Reify Spell.

Rei by default are Tiny Humanoids with 3 Sensory Organs, Arms, and Legs. These features are not considered part of their Max Lumens. However, they do not automatically gain the 125 Lumens regular characters receive at level 1. Like with Characters, the size and number of limbs of Rei can be eschewed or lowered to give bonus Lumens available to the Rei at time of creation.

Purple Magic can be used to turn Corpses into Rei; commonly known as Zombies, Ghouls, or Ghosts. These corpses, regardless of their level of degradation, can retain their memories which can be accessed by other Purple Magic. However, they do not retain any attributes of their Character Sheet.

If a Caster has an Active Rei, that Rei takes up one of their available Fixture slots.

Reify can be Cast as a Ritual; if it is, the Duration is extended indefinitely. A Rei created in this way takes 2 Fixture slots. If this Spell is crafted onto a Lumenraft Vestment, the wearer may activate the Vestment to create one Rei. This activation is an exception to the normal ongoing-effect rule and uses the normal two-Beat item interaction. The Wearer does not have to pay Reify's normal Mana investment. Create the Rei's profile when the item is crafted, it may not be changed. The Rei remains part of the Vestment's existing Fixture; while it exists, the Vestment provides no other

benefits. It remains linked to the worn, registered Vestment rather than expiring on Reify's normal timer. If the Rei is killed, dismissed or removed, the Vestment provides no benefits until the next replenishment. Replenishment makes the item available again; it does not create another Rei automatically or refill an existing Rei's resources.

If this Spell is Crafted onto a Lumencraft Elixir, The Rei's profile is created at the time of the Elixir's crafting. Its profile must obey the creation limits of the Spells level. When an Elixir of this kind is activated, it creates that Rei as if the Character who has the Elixir registered to them had Cast the spell. Creating a Rei in this way does not add the Spell as a Fixture to the user of the Elixir.

Reify has different levels of autonomy and Self-Awareness depending on the Magnitude of the Spell:

Magnitude 1 - Puppet: The Rei are controlled directly by the Caster; they do not generate their own Beats and the Caster must use their own Beats in order to have them take Actions.

Magnitude 2 -Singular Command: The Rei are given a single command for the entirety of their existence and cannot deviate or change their command. This command can be as broad or singular as preferred, from attacking a single Target, to attacking any Foes. However, The Director would have final say over how these commands are interpreted.

Magnitude 3 - Set of Commands: The Rei are given a set of commands to perform; these commands can be prioritized or given conditional modifiers.

Magnitude 4 - Decision Making: The Rei are given a command or set of commands and can exercise their own decision-making capabilities in fulfilling those commands. Their reasoning ability is derived from their MOSAIC scores.

Magnitude 5 - Extension of Self: The Rei are extensions of the Caster, and always understand their intentions. The Caster can update their commands freely and the Rei will follow up on the commands using their own decision making. This is telepathic and can be done at any distance, though The Caster does not have any special ability to perceive events they are not there for that occur around the Rei.

Magnitude 6 - Individual Copy: The Rei are made with an understanding of their Caster's will and intentions and can make decisions even if the Caster becomes Incapacitated.

Magnitude 7 - Fully Realized: The Rei is completely self-aware of their own existence as a Rei and of the intentions of their Caster. They can make decisions based on their Caster's will without their direct input. They can even set further goals that they know the Caster would make.

Fully Realized Rei's know the intentions of their creator, but they independent fully realized beings. Fully Realized Rei's are even able to gain levels. If a Fully Realized Rei is able to gain a level before its duration is expired, or over a longer period via a Preserve Spell, then it's Fixture slot on the Caster is removed, and that Rei no longer has a Duration. The Rei is at that point a fully independent Character, it has no obligation to obey its creator. Their Lumens are considered genuine Lumens for any purpose.

This is a valid route for Players to take for new Characters.

The ethics, morality, and philosophy of creating sapient and fully morally considered individual beings is a discussion left for the Troupe.

Attune

Adjust

Adjust			
Attune Rune	Magnitude	Potency	
Keywords: None	Range	Max Health/Mana	Mana Cost
Choose a Donor Target, and a Recipient Target. Transfer either Health or Mana between them.	5 Yards	4	1
	10 Yards	8	2
	15 Yards	12	3
	20 Yards	20	4
	25 Yards	50	5
	30 Yards	100	6
	50 Yards	250	7

Adjust allows for Health and Mana to be transferred between two Target Friends within Range of the Caster. Each Adjust Spell can transfer only Health or Mana, not both; the Caster must choose which at the time the Spell is Cast. This transfer is one way, from a donor Target to a recipient Target.

Temporary Health cannot be transferred with Adjust.

If an Adjust Spell targets a Foe, they may freely choose to ignore the Spell, causing it to fail.

Meld

Meld			
Attune Rune	Magnitude	Potency	
Keywords: None	Max Size	Max Lumens	Mana Cost
Convert an item or Friendly Character into Light and incorporate it into the caster's body. Retrieve Melded items for one Beat.	Small	120	1
	Medium	200	3
	Large	250	5
	Giant	300	7
	Humongous	450	11
	Colossal	500	17
	Titanic	Limitless	23

Meld allows the Caster to convert Matter, Equipment, Fixtures, or even another Character, into Light and to merge it with their own body. Anything that is Melded provides no benefit or harm to the Caster. Melds are not applied as Effects, instead, they share a character's Fixture Slots, meaning a Character can have a maximum of 5 Melds active at once if they are using no other magical equipment.

A Character can use a single Beat to retrieve anything Melded with themselves and deposit it in a space immediately around them, or they may wield/don the item if it is a weapon/armor piece. Characters must be consenting Friends to be Melded, and they may not have any Melds or Fixtures of their own active.

A Melded Character may withdraw consent at any time. Their Meld immediately ends and they appear adjacent to the Character carrying them. Melded Characters continue to age, but do not need to breathe.

Meld has an upper limit on both the size of anything Melded, as well as the number of Lumens that can be on any given Profile that is Melded. This is determined by the Magnitude and Potency respectively. Anything that is Melded within a Character cannot be Targeted. If a Character has any Melds active and becomes Incapacitated at 0 or lower Health, all Melds are immediately undone and appear adjacent to the Incapacitated Character. If a Character is Melded, they generate no Beats, but they may share sensory perceptions.

Pilot

Pilot			
Attune Rune	Magnitude	Potency	
Keywords: None	Range	Duration	Mana Cost
Take Control of a Friend or Vehicle and use your Beats to control them. If used on a Foe you cannot control them, but can perceive through their senses. Must share a Color with the Target	5 Yards	1 Hour	1
	10 Yards	16 Hours	2
	15 Yards	1 Day	3
	20 Yards	1 Week	4
	25 Yards	1 Month	5
	30 Yards	1 Year	6
	50 Yards	Indefinitely	7

Pilot can be used on a Target to take control of its Actions and to perceive as they do. The Target must be a Character or Lumencraft. While Piloting, the Caster can either make suggestions to allow a free-willed Target to carry them out, or use the caster's Beats to directly control what the Target does. The Target of Pilot must share a Color with the Caster. The Piloted Character or Vehicle may move beyond the original range of the spell after it has been Cast. A Pilot may Cast Touch Range Spells on their Piloted vessel regardless of the distance between them. Target Cascading applies normally to Maneuvers using this connection, including later Sources delivered through the vessel.

A Foe who is being Piloted can freely ignore commands or direct control; however, the Caster is still able to sense and perceive as they do. A Foe that is being Piloted automatically knows that they have a magical Effect on them, but do not necessarily know where it originates from. They must succeed at an Observation Roll against the caster's Spell Roll to know the nature of the Effect. Succeeding does not give the location of the Caster, only knowledge that the Foe is being Piloted.

If a Caster takes direct control of their Target and does not use any Beats to control their own body, the duration of the Pilot does not go down. As long as they take no Actions on their own Body, they may remain Piloting indefinitely. A Character or Vehicle may only have one Pilot at a time.

Bind

Ensnare

Ensnare				
Bind Rune	Magnitude		Potency	
Keywords: None	Range	Target Turns	Restriction	Mana Cost
Slow a Target and restrict its movements.	5 Yards	1	Half Travel Distance	1
	10 Yards	2	Half Travel Distance, 1 Bane	2
	15 Yards	3	Travel Distance 1 Yard, 1 Bane	3
	20 Yards	4	Travel Distance 1 Yard, 2 Banes	4
	25 Yards	5	Cannot Travel, 2 Banes	5
	30 Yards	6	Cannot Travel, 3 Banes	6
	50 Yards	7	Cannot Travel, 3 Banes; no Ranged Attacks; Spells limited to Touch	7

Ensnare can be used to wrap, entomb, or otherwise cover a Target in Matter. This Matter must either already be present in the environment, or be created by the Conjure Rune.

At Potencies 1 and 2, Ensnare halves the Target's Travel Distance. At Potencies 3 and 4, the Target's Travel Distance becomes 1 Yard. When the Potency of the spell gets to the level where it restricts movement entirely, the Travel Action cannot be used. At later levels, the Target begins receiving Banes on all Rolls made due to the constriction of the Spell. At Potency 7, the Target retains the Potency 6 restrictions: they cannot Travel and suffer 3 Banes on all Rolls. They also cannot make Ranged Attacks or use Spells outside of Touch Range.

At the beginning of each of their turns, the Target may make a Might Roll against the Spell Roll of the Ensnare to attempt to end the Effect.

Contract

Contract			
Bind Rune	Magnitude	Potency	
Keywords: Ritual	Duration	Length of Contract	Mana Cost
Create an Agreement between yourself and the Target.	30 Minutes	5 Words	1
	1 Hour	15 Words	2
	1 Day	30 Words	3
	1 Week	100 Words	4
	1 Month	500 Words	5
	1 Year	1000 Words	6
	Indefinitely	Unlimited	7

Contract allows for the Caster and the Target to enter into an agreement. The length and complexity of the agreement are determined by the Potency of the Spell, and the length to which the Contract applies is determined by the Magnitude.

Contract is a Spell that can only be Cast on willing targets. It applies an Effect to both the Caster and the Target. This Effect has a special property in that it cannot be Dispelled or removed except by fulfilling the Contract, violating it, or reaching the end of its duration.

A Character may violate a Contract. The violation triggers its specified consequences, including any Sources woven into the Contract, once; the Contract then ends for both parties. Loopholes and interpretations depend on the agreement's exact wording. The Director decides whether an Action violates its terms.

Characters are not physically or psychically compelled not to violate the terms of the agreement; however, if the terms are violated then the Effect will alert both the Caster and the Target that the condition was violated.

Contract can be the first Source in a Maneuver with up to two other Sources. When either party violates the Contract, the remaining Sources are performed once on the violator, who automatically fails any Spell Rolls to resist or avoid those Sources. After those consequences resolve, the Contract ends. It cannot trigger again.

The Caster and the Target are given instant and full knowledge of the terms of the Contract via the magic of the Spell.

Contract may be Cast as a Ritual; if it is Cast in this way, the Duration becomes Indefinite.

Jam

Jam			
Bind Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Maximum Mana Tax	Mana Cost
Target a Foe's Spell and force them to pay additional Mana, or their Spell Fails	5 Yards	10	Variable
	10 Yards	20	Variable
	15 Yards	30	Variable
	20 Yards	40	Variable
	25 Yards	50	Variable
	30 Yards	60	Variable
	50 Yards	80	Variable

Jam is a Rebuttal Spell that Targets a Caster who is Casting a Spell. Jam forces the Caster of the Targeted Spell to pay an additional amount of Mana, or their Spell will fail. Jam Spell Rolls are made against either the caster's Spell Resilience, or the Spell Roll of the Spell; the Caster of Jam may choose which.

To Cast Jam, choose an amount of Mana to spend, from 1 up to the Maximum Mana Tax shown by Jam's Potency, limited by the Caster's available Mana. After making the Spell Roll, the Caster may spend additional Mana, but the total spent on that Jam cannot exceed its Maximum Mana Tax. Each point of Mana spent on Jam requires the Target to spend one additional Mana on the targeted Spell, or that Spell fails.

Compel

Goad

Goad			
Compel Rune	Magnitude	Potency	
Keywords: None	Range	Target Turns	Mana Cost
Force Target to Target you with any Actions.	5 Yards	1	1
	10 Yards	2	3
	15 Yards	3	5
	20 Yards	4	7
	25 Yards	5	11
	30 Yards	6	17
	50 Yards	7	23

Goad targets another Character and forces them to target the Caster. It applies an Effect on the Target for the duration. As long as the Effect is applied, the Target must direct all offensive Actions against the Caster. If the Target uses an Action with an Area of Effect, or otherwise targets multiple Characters, the Caster must be included.

While Goaded a Character may only Target the one who Goaded them, or themselves, with any Spells or Effects. This means they may not cast supporting or buff Spells on Allies, but would be able to Cast them on themselves. A Goaded Character may choose to take no Actions. They cannot take Cover or voluntarily move except by Traveling closer to the Caster while keeping the Caster within Line of Sight. They may not Travel sideways, farther away, or out of Line of Sight. If the Target is unable to Target the one who Goaded them, they may ignore Goad's targeting restrictions, but its movement and Cover restrictions still apply.

A Character can only have one Goad Effect applied to them at any one time; if a new one is applied, the old one is immediately removed.

Command

Command			
Compel Rune	Magnitude	Potency	
Keywords: None	Target Turns	Penalty	Mana Cost
Force a Target to obey a single instruction or they will take Damage.	1	2d6	1
	2	3d6	3
	3	3d8	5
	4	4d8	7
	5	4d10	11
	6	4d12	17
	7	5d12	23

The Caster gives a singular Command to the Target. The Command can be no longer than 10 Words, and the Target must follow it or take Damage equal to the Penalty of the Command. A Target can only take the Penalty once per Round.

Commands can be creatively interpreted by the Target, and must be worded carefully. The Director has final say if the Command has been violated. No matter the wording of the Command, the Target may choose to take no Actions and will not suffer the Penalty.

If Command is Cast as the first Source of a Maneuver, the later parts of that Maneuver may be layered into the Penalty, and will occur every time the Command is Violated.

At the beginning of each Round, the Target may make an Ambition Roll against the Spell Roll of the Command to end the Effect.

Dominate

Dominate			
Compel Rune	Magnitude	Potency	
Keywords: Ritual	Target Turns	Level of Control	Mana Cost
Take over the Target's mind and force it to obey your will.	1	See Description	10
	2	See Description	20
	3	See Description	30
	4	See Description	40
	5	See Description	50
	6	See Description	60
	7	See Description	80

Dominate is cast on a Target Character to attempt to bend their mind to the caster's will. For a number of the Target's Turns, the Caster exercises Psychic influence over the Target. Higher levels of Dominate allow the Caster to dictate instructions to the Target. These Instructions are delivered telepathically and may be given regardless of Distance.

Each dominated Target requires one of the Caster's Fixture slots, for both normal and Ritual Dominate. Ending that Dominate releases its slot.

Cue: Beginning of each Round. The Target may make one Ambition Roll against Dominate's Spell Roll, using the Banes listed for its Potency. Success lets the Target ignore the listed instructions or restrictions for that entire Round, including when taking Rebuttals or other permitted Actions outside their Turn. The prohibition on offensive Actions against the Caster at Potencies 6 and 7 still applies. This Roll does not end Dominate or reset its duration. Application during a Round does not grant an immediate resistance Roll; the first opportunity is the beginning of the next Round.

Potency 1 - The Target cannot Attack the Caster. Resistance Roll: no Banes.

Potency 2 - The Target cannot Attack the Caster or the Caster's Friends. Resistance Roll: 1 Bane.

Potency 3 - The Target cannot Attack the Caster or the Caster's Friends. Resistance Roll: 2 Banes.

Potency 4 - The Target follows one instruction from the Caster but cannot be compelled to harm themselves or their allies. Resistance Roll: 2 Banes.

Potency 5 - The Target follows one instruction regardless of who or what it harms. Resistance Roll: 2 Banes.

Potency 6 - The Target follows a set of the Caster's instructions regardless of who or what they harm. Resistance Roll: 2 Banes. Even on success, the Target cannot take offensive Actions against the Caster.

Potency 7 - The Target follows all of the Caster's instructions regardless of who or what they harm. Resistance Roll: 3 Banes. Even on success, the Target cannot take offensive Actions against the Caster.

If Dominate is Cast as a Ritual, the Duration becomes Indefinite.

Conceal

Obscure

Obscure			
Conceal Rune	Magnitude	Potency	
Keywords: None	Max Speed per Round	Hide Bonus	Mana Cost
Automatically Hide your Target and give a bonus to their Hide.	None	2	1
	1 Yard	3	2
	2 Yards	5	3
	3 Yards	6	4
	4 Yards	8	5
	6 Yards	9	6
	Unlimited	15	7

Obscure can be used to make the Caster, another Character, or an Object no larger than the Caster harder to see. Obscure applies an Effect to the Target. While it is applied, the Character is automatically Hidden, and receives a bonus to their Hide Score. The Character Rolls a Hide Roll as normal, and then applies the Obscure Bonus.

While under an Obscure Effect, a Character is restricted in their movement. Track the total distance they move during each Round. If this exceeds the Spell's Max Speed per Round, then the Obscure Effect is immediately removed and they lose their bonus to their Hide Roll. However, the Character remains Hidden until they take an Action. If a Character stops being Hidden, because they are perceived or stop Hiding, the Obscure Effect is removed. If an Object is moved while Obscured, the Obscure Effect is removed.

Obscure has no Duration; if cast on an object, that object will remain Obscured and Hidden until someone touches it.

Tamper

Tamper			
Conceal Rune	Magnitude	Potency	
Keywords: None	Range	Max Size	Mana Cost
Scramble, break down, or separate some amount of Matter into its base components.	5 Yards	Small	1
	10 Yards	Medium	3
	15 Yards	Large	5
	20 Yards	Giant	7
	25 Yards	Humongous	11
	30 Yards	Colossal	17
	50 Yards	Titanic	23

Tamper breaks down a finished work or a deceased Creature into its composite parts.

If Tamper is cast on other things, it can be used to reclaim the materials used to craft it. For example a Painting would be turned into fresh cloth, oils, and wood for the framing. The Caster must have Colors compatible with the thing they are trying to Tamper. If cast on a destroyed building such as a house the wood, nails, and insulation of the house would be returned.

Tamper can also be used to simply decompose the parts into unusable shards, slop, and dust, to remove tracks or traces of movement through an area, or to scramble the material without fully decomposing it, turning a painting into an unrecognizable mess, or dust on the ground into a random pattern. This pattern is always randomized and cannot be controlled to make a specific pattern.

Encrypt

Encrypt			
Conceal Rune	Magnitude	Potency	
Keywords: Ritual	Duration	Max Size	Mana Cost
Prevent Magic from seeing or locating the Target from afar. Also prevents the Pilot Spell from affecting the Encrypted Target.	30 Minutes	Small	1
	1 Hour	Medium	2
	1 Day	Large	3
	1 Week	Giant	4
	1 Month	Humongous	5
	1 Year	Colossal	6
	10 Years	Titanic	7

Encrypt shifts and changes a Character's or object's magical energies, applying an Effect which shields them from Magic that would locate or control them. While under the effect of Encrypt, if another Character uses a Perception Spell or any other magic to see or sense the location that the Character is in, no information at all will be returned by the spell. A character or object with an Encrypt cast upon it cannot be Piloted or Phased through. If an Encrypted Target has a Spell of any kind Cast on them, the Encryption ends.

Seek, Pilot, and Message do not end Encrypt when Cast on an Encrypted Target. Encrypt continues to block locating or control as described above.

If Encrypt is Cast as a Ritual, its Duration becomes Indefinite.

If this Spell is crafted onto a Lumencraft Vestment, a Spell that would normally break Encrypt removes its benefit until replenishment. Keep the exceptions for Seek, Pilot and Message. Replenishing a Vestment effect is not a Cast and does not break Encrypt.

Conjure

Matter Blast

Matter Blast			
Conjure Rune	Magnitude	Potency	
Keywords: None	Range	Status Chance	Mana Cost
Shoot a Tiny sized Missile made of Matter at a Target, attempting to apply a Status based on the Color of the Spell	5 Yards	50%	1
	10 Yards	60%	2
	15 Yards	70%	3
	20 Yards	80%	4
	25 Yards	90%	5
	30 Yards	95%	6
	50 Yards	100%	7

Matter Blast fires a Tiny sized Projectile of Matter at a Target. The Projectile is made of the kind of Matter that corresponds to the Color of the Spell. The Color can be chosen from among the caster's available Colors at time of Casting.

If the Matter Blast hits the Target, the Target has a chance to be inflicted with the Status Effect corresponding to the Color of the Spell.

Roll 1d100 for each Status Chance check. A result equal to or below the listed Status Chance applies the Status; a higher result does not. For example, at 50%, results of 1–50 apply the Status and results of 51–100 do not.

If the Status is applied successfully, the Magnitude and Potency of the Status are equal to the Spell's Magnitude and Potency.

Matter Stream

Matter Stream				
Conjure Rune	Magnitude		Potency	
Keywords: Reprise, Ritual	Range	Material Size	Status Chance	Mana Cost
Creates a Continuous Stream of Matter that has a chance to apply Status, and creates Matter to be used for other Spells	1 Yard	Small	50%	1
	2 Yards	Medium	60%	3
	3 Yards	Large	70%	5
	4 Yards	Giant	80%	7
	5 Yards	Humongous	90%	11
	10 Yards	Colossal	95%	17
	20 Yards	Titanic	100%	23

Matter Stream creates a continuous flow of Matter as far as the Range of the Spell extends. The Matter created corresponds to the Color of the Spell. The Color can be chosen from among the caster's available Colors at time of Casting.

The area that Matter Stream can affect is continuous, starting adjacent to the Caster. The area can be a cone, a line, a circular barrier, or any other direction the Caster chooses. The Caster may then extend the Stream to affect a number of spaces equal to the Range; each extension must be connected to at least one other affected area. You may not skip spaces when choosing the area.

The Matter that the Stream produces is solid and physical and stays for one hour before dissipating into raw energy. If Matter Stream is used as part of a Maneuver, then the Matter created can be used by other parts of that Maneuver. For example, a Matter Stream might be used to hit an enemy, and then a Reify Spell could be used to create a Rei ally from the Matter to begin attacking the Foe. The Material Size determines the maximum available Matter for use in such spells. If Matter Stream is Cast as a Ritual, the Matter becomes Permanent.

The Matter is of a rough and unorganized nature; it is raw material scattered on the ground, and another Spell must be used to refine it into something usable.

If the Matter Stream hits any valid Target within its range, the Targets have a chance to be inflicted with the Status Effect corresponding to the Color of the Spell.

Roll 1d100 for each Status Chance check. A result equal to or below the listed Status Chance applies the Status; a higher result does not. For example, at 50%, results of 1–50 apply the Status and results of 51–100 do not. If the Status is applied, its Magnitude and Potency equal those of the Spell.

Matter Stream may be Reprised. If Matter Stream is Reprised, you may begin the range of the Reprise from any point from the previous Matter Streams.

Normally, the origin point of Matter Stream is the Caster; however, if Matter Stream is part of a maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead. The Target of the Maneuver still receives Matter Stream's normal status chance if chosen as its origin; Matter Stream deals no direct damage.

Matter Field

Matter Field				
Conjure Rune	Magnitude		Potency	
Keywords: Reprise, Ritual	Radius	Material Size	Status Chance	Mana Cost
Creates a Field of Matter that has a chance to apply Status, and creates Matter to be used for other Spells	1 Yard	Medium	50%	5
	2 Yards	Large	60%	10
	3 Yards	Giant	70%	15
	4 Yards	Humongous	80%	20
	5 Yards	Colossal	90%	25
	7 Yards	Titanic	95%	30
	10 Yards	Continental	100%	40

Matter Field creates a continuous flow of Matter in an area of effect surrounding the Caster. This field extends in every direction as far as the Range of the Spell. This field affects all Targets in the area of effect, friend and foe.

The Matter created corresponds to the Color of the Spell. The Color can be chosen from among the caster's available Colors at time of Casting.

The Matter that the Field produces is solid and physical and stays for one hour before dissipating into raw energy. If Matter Field is used as part of a Maneuver, then the Matter created can be used by other parts of that Maneuver. For example, a Matter Field might be used to hit a troupe of enemies, and then a Reify Spell could be used to create a Reiall from the Matter to begin attacking the Foes. The Material Size determines the maximum available Matter for use in such spells.

If Matter Field is cast as a Ritual, the Matter remains permanently.

The Matter is of a rough and unorganized nature; it is raw material scattered on the ground, and another Spell must be used to refine it into something usable.

Roll 1d100 for each Status Chance check. A result equal to or below the listed Status Chance applies the Status; a higher result does not. For example, at 50%, results of 1–50 apply the Status and results of 51–100 do not. If the Status is applied, its Magnitude and Potency equal those of the Spell.

Matter Field may be Reprised. If Matter Field is Reprised, you may begin the range of the Reprise from the edge of the previous Matter Field, drastically increasing the area of effect.

Normally, the origin point of Matter Field is the Caster; however, if Matter Field is part of a maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Contact

Message

Message				
Contact Rune	Magnitude		Potency	
Keywords: Ritual	Duration	Range	Information	Mana Cost
Send a message to someone, or leave a message behind on something Physical, to be activated later.	1 Hour	100 Yards	1 Word	1
	16 Hours	1 Mile	5 Words	2
	1 Day	10 Miles	25 Words	3
	1 Week	100 Miles	100 Words	4
	1 Month	1000 Miles	500 Words	5
	1 Year	Entire Planet	1000 Words	6
	Indefinitely	Realm of Death	2500 Words	7

Message can be cast either to another Character, or on any Matter of the same kind as the Spell. If cast on Matter, the Message lingers for a time until activated, at which point it will transfer its message. The message can either be visually displayed, audibly spoken, or psychically transmitted to whoever activates the message. If Message is cast on another Character, the message is instantly transmitted to the Target. For the first five levels of Magnitude, the range of the spell has a limit. At Magnitude Six, the Spell can reach the Target anywhere on the Planet. At Magnitude Seven, the Spell can even reach someone in the realm of Death.

When leaving a Message on Matter, the Caster may specify a Cue that triggers its delivery, such as a Character touching the marked surface or speaking a chosen phrase. When that Cue occurs during the Message's duration, the Message activates and delivers its contents.

The Target of Message must be someone that the Caster has seen. A description or a title such as "Leader of this city" is not enough without identifying details. If the recipient of a Message also has the Contact Rune, they may send a reply of equal length to the original message, without paying the Mana Cost for the Spell. Sending this reply still costs the normal 2 Beats for Casting a Spell.

If Message is Cast as a Ritual, it opens a persistent means of Psychic Communication for the normal Duration determined by Magnitude. The Caster and the Target may freely converse until that Duration expires or an Action breaks the connection, whichever occurs first. Talking and Traveling do not break the connection. Any other Action by either participant ends the Effect immediately, even if that Action costs no Beats.

Message may not be used as a part of a Maneuver to apply other Sources to a Target.

Bridge

Bridge			
Contact Rune	Magnitude	Potency	
Keywords: Ritual	Targets	Target Turns	Mana Cost
Create a magical connection between targets. The Targets share Sensory Information based on the Color of the Bridge.	2	1	1
	3	2	2
	5	3	3
	7	4	4
	13	5	5
	17	6	6
	101	7	7

Bridge creates a connection between Characters that allows them to mentally share Sensory Information. Primarily used for communication without speaking, all of the members of the Bridge know from whom each piece of sensory information comes from.

The Caster does not have to be a member of the Bridge. Any participant may disconnect at any time, freely and for no Beat or Mana cost.

The Color of Bridge determines the sensory information shared:

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Purple – Taste and Smell

If Cast on its own, all members of the Bridge need to form a physical connection, holding hands, or placing hands upon shoulders, for the connection to be established.

Bridge can be Cast as a Ritual; if it is, the duration becomes indefinite. If Bridge is applied in this way, it takes up a fixture slot on each of the members of the Bridge.

Network

Network				
Contact Rune	Magnitude		Potency	
Keywords: Ritual	Duration	Range	Targets	Mana Cost
Connect Characters together to replicate the next Spell cast upon one, to all of the others.	1 Turn	5 Yards	2	5
	2 Turns	10 Yards	3	10
	3 Turns	15 Yards	5	15
	5 Turns	20 Yards	7	20
	10 Turns	25 Yards	10	25
	1 Hour	30 Yards	13	30
	1 Day	50 Yards	15	40

Network is a powerful and expensive spell that allows multiple Characters to be the Target of a single Spell and have the Spell be replicated across all members of the Network. At time of Casting, the Caster targets a number of Characters determined by the Potency, who are all within the range determined by the Magnitude. If Cast on Foes, Network's Spell Roll must succeed against each Target's Spell Resilience. If it fails against any Foe, that Foe is left out of the Network.

Once Networked, all Characters receive the full benefits or penalties of the next Spell or Maneuver that Target any member of the Network. After succeeding against one target, The Spell, Maneuver, or Strike automatically succeeds on the entire Network. For example, a Mana Blast Spell that hits one Character will then have the same Damage done to all Characters within the Network. Once a Spell or Maneuver has affected the Network, it overloads the link and the Network is removed.

If Network is used as a part of a Maneuver, any Targets successfully hit by Network also have any other spells or attacks that occur later in the Maneuver applied to them automatically. This does not consume the Network Effect.

Normally, the origin point of Network is the Caster; however, if Network is part of a maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

If Network is Cast as a Ritual, the Network's strength is improved, and the next 3 Spells will be Replicated.

A Character may only be part of one Network at a time. If a new one is applied to a Character, it overwrites the original.

This Spell is ineligible for use in Lumecraft Vestments.

Curse

Stipulate

Stipulate			
Curse Rune	Magnitude	Potency	
Keywords: None	Duration	Information	Mana Cost
Create conditions or restrictions on another spell or magic item.	1 Hour	3 Words	1
	1 Day	5 Words	2
	1 Week	25 Words	3
	1 Month	100 Words	4
	1 Year	500 Words	5
	10 Years	1000 Words	6
	Lifetime of Effect	2500 Words	7

Stipulate is a Spell that allows for other Spells, Effects, or Fixtures to only be used in certain circumstances that are determined by the Caster. Stipulate is most used as part of a Maneuver to add a Stipulation on another spell within the Maneuver. For example, a Message Spell could be put on the ground and Stipulated to only activate and deliver its message if someone has the passphrase. However, Stipulate doesn't have to be added to another spell at the time of that spell's Casting; it can be added later. But only the original Caster may add a Stipulation to their own Spell.

Stipulate could also be used on a Crafted Item the Caster has attuned with, to only allow the Item to be used when a passphrase is uttered, or if the wielder is an Elf Woman, Pregnant Mother, Ruler of a City, or any other creative condition the Caster can think of. The Director has final say over the validity and applicability of any given Stipulation.

The duration of the Stipulation is determined by the spell's Magnitude, and can be longer than the lifetime of whatever it is affecting. Likewise, it can also be shorter, and fall off prematurely. The Potency of the spell determines how complex the Stipulation condition can be. Stipulate cannot be used on negative Effects that a Foe has placed on the Caster, only on Spells, Effects, or magic items the Caster creates or has a friendly relationship with.

If Stipulate is placed onto Spells or Effects that have a Duration, a Stipulation can be added that the Spell or Effect is to lie dormant until activated by some condition. Once activated, the Spell or Effect's duration would begin expiring. For example, a particular section of ground could be imbued with a Reify Spell to create a Rei if anyone trespasses in the area. The ground would remain dormant until that time and the Reify Spell's duration would not expire. If the Stipulate Spell's duration expires without an activating condition being fulfilled, the Spell dissipates and is wasted.

Each active Stipulate takes a Fixture Slot for the Caster. However, if the Caster has full Fixture Slots taken by other Lumencrafts or Effects that are not Stipulations, they may still have One active Stipulation.

Graft

Graft			
Curse Rune	Magnitude	Potency	
Keywords: None	Duration	Max Lumens	Mana Cost
Attaches an extra limb, or sensory organ to a Character that counts as a piece of magical equipment.	1 Hour	15	5
	1 Day	20	10
	1 Week	30	15
	1 Month	50	20
	1 Year	80	25
	10 Years	100	30
	Indefinitely	140	40

To create a Graft, use the Max Lumens available at the Spell's Potency to purchase an Additional Limb or Sensory Organ Distinction. Spend any remaining Lumens on Runes the Caster has access to, Distinctions that grant or improve Natural Weapons, or other Body Distinctions.

Graft is a special Spell Effect that takes up one of the character's available Fixture Slots. Graft adds an extra body part that acts as a bundle of Lumens. The Grafted Character does not add these to their Max Lumen counts. Most often a Graft Effect adds an extra Limb, which may exceed the normal maximum of 4 sets of Limbs.

However, it can also be a Sensory Organ, or just a piece of Magically created Matter. The Caster of Graft can only Graft body parts of the same Color as themselves, but they can add them to another Character that does not share that color.

Grafts have a maximum amount of Lumens contained within them determined by the Spell's Potency. A limb counts as an "Extra Limb" Distinction and costs 15 Lumens. An Organ counts as an "Extra Sensory Organ" Distinction and costs 5 Lumens.

When a Graft's duration expires, the limb or organ dissolves away into Light.

Graft may be used in Vestment and Elixir Lumencrafts. If a Vestment grants a Graft Spell Effect, Graft does not consume an additional Fixture slot, only the Vestments Fixture.

If Graft is applied via an Elixir, the recipient of that Elixir must accept the Grafts Fixture slot, or else the spell fails.

Mark

Mark			
Curse Rune	Magnitude	Potency	
Keywords: Ritual	Target Turns	Reduction	Mana Cost
Marks an Enemy with a Sigil that reduces their Defense or Spell Resilience.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7

Mark inscribes a Foe with a sigil chosen by the Caster. This sigil weakens their defenses for the duration.

The Marked Character suffers a penalty to either their Defense or Spell Resilience. The Caster must choose which at the time of Casting the Spell.

A Character cannot have more than one Mark from the same Caster at a time.

Marks from different Casters stack. Add together the penalties from all active Marks that reduce the same defense; Marks reducing Defense and Marks reducing Spell Resilience apply to their respective values.

A Character who is Marked cannot be Hidden.

Mark can be Cast as a Ritual; if done so, the duration becomes permanent.

Delude

Lie

Lie			
Delude Rune	Magnitude	Potency	
Keywords: Ritual	Duration	Max Size	Mana Cost
Creates Illusory sensations. The specific Sensation is based on Color.	1 Turn	Small	1
	2 Turns	Medium	2
	5 Turns	Large	3
	1 Minute	Giant	4
	5 Minutes	Humongous	5
	10 Minutes	Colossal	6
	1 Hour	Titanic	7

Lie changes the physical Characteristics of a Character, object, or area to be perceived as something other than what they are. The characteristics that the Lie changes depend on the Color of the Spell.

If someone interacts with the Lie or has any reason to think that a Lie is in Effect, they will notice it if their Perception is higher than the Lie's Spell Roll. Any Character who knows about the Lie can freely ignore it.

A character that has access to multiple colors may use as many of them within a single Lie spell as they want; each additional color woven into the Lie adds 1d6 to the Spell Roll.

Lie changes how something is perceived, not its physical properties. It cannot prevent or add damage.

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Purple – Taste and Smell

Additionally, a Character under the effect of a Lie of any color other than green gets a bonus 1d6 to any Hide rolls, per Color of Lie.

Lie can be Cast as a Ritual; if Cast this way, its duration is increased based on the Magnitude of the Lie.

Magnitude 1: 30 Minutes

Magnitude 2: 1 Hour

Magnitude 3: 10 Hours

Magnitude 4: 1 Day

Magnitude 5: 1 Week

Magnitude 6: 1 Month

Magnitude 7: 1 Year

Obfuscate

Obfuscate			
Delude Rune	Magnitude	Potency	
Keywords: None	Target Turns	Misfire Chance	Mana Cost
Blurs the Target from Foes' Attention, causing a chance for Rolls against them to fail.	1	5%	1
	2	10%	3
	3	15%	5
	4	20%	7
	5	25%	11
	6	30%	17
	7	40%	23

Obfuscate provides protection against Rolls made against the Target. Obfuscate attempts to misdirect the attention of Foes, causing them to pass over the target in their mind, or to simply forget what they were doing and fumble their Strike or Spell.

When an Action’s Roll succeeds against an Obfuscated Target, roll 1d100. A result equal to or below the listed Misfire Chance causes the Action to fail against that Target; a higher result does not. For a Maneuver, make this check only once for the entire Maneuver against that Target, not once per Source. If the Maneuver misfires, none of its Sources affect that Target. For example, at 10%, results of 1–10 misfire and results of 11–100 do not.

Trick

Trick				
Delude Rune	Magnitude	Potency		
Keywords: None	Max Size	Target Turns	Hide Roll	Mana Cost
Automatically Hides the Target, even if in plain sight.	Small	1	6	5
	Medium	2	8	10
	Large	3	10	15
	Giant	4	12	20
	Humongous	5	14	25
	Colossal	6	16	30
	Titanic	7	18	40

Trick automatically Hides a Character, object, or area. Trick functions differently from regular Hides; while Tricked, the Character automatically succeeds against the passive Perception of all Foes. A Foe Must make a Perception Roll in order to see a Tricked Character.

Trick sets the character's Hide Roll to a specific value based on the Potency. While Tricked, a Character may Hide as normal, but the Trick Hide Roll is not added to the regular Hide Roll; it remains as a separate value that Foes must make Perception Rolls to overcome.

If this Spell is crafted onto a Lumenraft Vestment, it breaks when anyone makes a successful Perception Roll to perceive the wearer through Trick. It grants no benefit until replenished. An unrelated successful Perception Roll does not break it.

Destroy

Mana Blast

Mana Blast			
Destroy Rune	Magnitude	Potency	
Keywords: None	Range	Damage	Mana Cost
Fires a bolt of pure Mana to damage a Foe	5 Yards	2d6	1
	10 Yards	2d8	2
	15 Yards	2d10	3
	20 Yards	3d10	4
	25 Yards	3d12	5
	30 Yards	4d12	6
	50 Yards	5d12	7

Mana Blast fires a Projectile of Mana at a Target. The Projectile is composed of pure energy that corresponds to the Color of the Spell. The Color can be chosen from among the caster's available Colors at time of Casting.

If Mana Blast hits the Target, the target takes damage determined by the Potency of the Spell.

Mana Stream

Mana Stream			
Destroy Rune	Magnitude	Potency	
Keywords: Reprise	Range	Damage	Mana Cost
Creates a continuous stream of Mana that Deals Damage.	1 Yard	1d4	1
	2 Yards	1d6	3
	3 Yards	2d4	5
	4 Yards	2d6	7
	5 Yards	2d8	11
	10 Yards	2d10	17
	20 Yards	2d12	23

Mana Stream creates a continuous flow of Mana as far as the Range of the Spell extends.

The area that Mana Stream can affect is continuous, starting adjacent to the Caster. The area can be a cone, a line, a circular barrier, or any other direction the Caster chooses. The Caster may then extend the Stream to affect a number of spaces equal to the Range; each extension must be connected to at least one other affected area. You may not skip spaces when choosing the area.

If the Mana Stream hits any valid Target within its range, the Targets within take Damage.

Mana Stream may be Reprised. If Mana Stream is Reprised, you may begin the range of the Reprise from any point from the previous Mana Streams.

Normally, the origin point of Mana Stream is the Caster; however, if Mana Stream is part of a maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead. The Target of the Maneuver will still take damage from the Mana Stream if they become its origin point.

Mana Field

Mana Field			
Destroy Rune	Magnitude	Potency	
Keywords: Reprise	Radius	Damage	Mana Cost
Creates a Field of Magic that Deals Damage.	1 Yard	1d4	5
	2 Yards	1d6	10
	3 Yards	2d4	15
	4 Yards	2d6	20
	5 Yards	2d8	25
	7 Yards	2d10	30
	10 Yards	2d12	40

Mana Field creates a continuous flow of Mana in an area of effect surrounding the Caster. This field extends in every direction as far as the Range of the Spell. This field affects all Targets in the area of effect, friend and foe, except for the Caster.

Each Target takes Damage.

Mana Field may be Reprised. If Mana Field is Reprised, you may begin the range of the Reprise from the edge of the previous Mana Field, drastically increasing the area of effect.

Normally, the origin point of Mana Field is the Caster; however, if Mana Field is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Dispel

Disjoint

Disjoint			
Dispel Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Potency Removed	Mana Cost
Removes Spell Effects from a Target.	5 Yards	1	5
	10 Yards	2	10
	15 Yards	3	15
	20 Yards	4	20
	25 Yards	5	25
	30 Yards	6	30
	50 Yards	7	40

Disjoint removes Spell Effects from a Target, persistent Effects in the Scenery such as a Conquer Spell, or can cancel Spells being Cast by Foes.

Disjoint works on Spells and Effects generated from Spells, but it cannot remove Statuses, even if those Statuses were applied by a Spell.

Disjoint can remove a total Potency equal to its own Potency. For example, a Potency 6 Disjoint could remove a Potency 6 Spell from an ally. Or it could remove a Potency 4 and a Potency 2 Spell from that same Target.

Disjoint may remove a Spell Effect supplied by a Lumencraft Vestment. Apply Disjoint's normal Potency limit. The removed effect grants no benefit until the Vestment's next replenishment; removing it does not destroy the Vestment.

When a Character within Range casts a Spell, you may cast Disjoint as a Rebuttal. Disjoint's Potency must equal or exceed the targeted Spell's Potency. Make a Spell Roll against that Spell's current Spell Roll. If your result exceeds it, the targeted Spell fails. Its spent resources are not refunded.

Discombobulate

Discombobulate			
Dispel Rune	Magnitude	Potency	
Keywords: None	Target Turns	Misfire Chance	Mana Cost
Target has a chance to misfire their Spells for a Duration	1	10%	1
	2	20%	3
	3	30%	5
	4	40%	7
	5	50%	11
	6	60%	17
	7	80%	23

Discombobulate puts an Effect on a Foe that gives them a chance to misfire their Spells for the Duration of the Discombobulate.

When the affected Target attempts to Cast a Spell, roll 1d100. A result equal to or below the listed Misfire Chance causes that Spell to misfire; a higher result does not. For example, at 30%, results of 1–30 misfire and results of 31–100 do not.

If a Spell Misfires, the Beats and Mana used to Cast it will be spent, but nothing will happen.

Suppress

Suppress			
Dispel Rune	Magnitude	Potency	
Keywords: Reprise	Radius	Max Potency	Mana Cost
Creates a Field that stops Spells from being Cast.	1 Yard	1	5
	2 Yards	2	10
	3 Yards	3	15
	4 Yards	4	20
	5 Yards	5	25
	7 Yards	6	30
	10 Yards	7	40

Suppress creates a field around the Caster that restricts Spells Cast by anyone else within it as described below. The field begins immediately and ends at the beginning of the Caster's next Turn, before any beginning-of-Turn Effects resolve. This timing stays tied to the Caster even if a Maneuver changes the field's origin point.

Spells with a lower Potency than the Suppression may not be Cast at all. However, Spells that have the same or higher Potency may be attempted. But they are rolled with a number of Banes equal to the Potency of the Suppress.

If the Spell Rolls of the Spells Cast within the Suppression are higher than the Spell Roll of the Suppress, then they will succeed. If the Spell Rolls are lower, the Spell fails and the mana and Beats are lost.

Suppress may be Reprised.

Normally, the origin point of Suppress is the Caster; however, if Suppress is part of a maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Fortify

Resist

Resist			
Fortify Rune	Magnitude	Potency	
Keywords: None	Target Turns	Damage Resistance	Mana Cost
Improves Damage Resistance of the Target based on the Color of the Spell.	1	1	1
	2	3	2
	3	5	3
	4	7	4
	5	11	5
	6	13	6
	7	17	7

Resist gives Damage Resistance of the Color of the Resist Spell. A Chromatic Resist Spell will give Physical Resistance.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. The resistance retains its normal Color or Chromatic physical category. Against a single damage instance, use only the highest relevant resistance rather than adding overlapping resistances.

Rally

Rally				
Fortify Rune	Magnitude		Potency	
Keywords: None	Radius	Duration (Rounds)	Boons	Mana Cost
Gives all Friends within the Radius a Pool of Boons they may use on any Roll they choose.	1 Yard	1	1	1
	2 Yards	2	2	3
	3 Yards	3	3	5
	4 Yards	4	4	7
	5 Yards	5	5	11
	6 Yards	6	6	17
	7 Yards	7	7	23

Rally gives each Friend within its Radius a pool of Boons. A Friend may spend any number of their remaining Boons on a Roll of their choice; unspent Boons remain available for later Rolls. Magnitude determines both the Radius and the Duration in Rounds. At the end of each Round after the Round in which Rally was Cast, reduce its remaining duration by one. The Effect ends when the pool is empty or the duration reaches zero; any unspent Boons are then lost.

If this Spell is crafted onto a Lumencraft Vestment, only the wearer receives its Boon pool. Spending Boons depletes that pool; it does not immediately refill. Unspent Boons remain until spent or the effect is removed. Replenishment restores the pool to its purchased maximum without adding to remaining Boons.

Restore

Restore			
Fortify Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Points Restored	Mana Cost
Restore returns lost Armor or removes Sundering penalties to Defense, up to its listed amount.	5 Yards	1	1
	10 Yards	2	2
	15 Yards	3	3
	20 Yards	4	4
	25 Yards	5	5
	30 Yards	6	6
	50 Yards	7	7

Restore returns lost Armor or removes Sundering penalties to Defense, up to its listed amount. Divide that amount between Armor restored and points of Sundering penalty removed as you choose. Restore cannot increase Armor above its original value or remove more Sundering penalty than the Target has.

Restore may be Cast as a Rebuttal.

Gravitate

Attract

Attract			
Gravitate Rune	Magnitude	Potency	
Keywords: None	Max Size	Range	Mana Cost
Summons a Character or Object towards the Caster	Small	5 yards	1
	Medium	10 Yards	2
	Large	15 Yards	3
	Giant	20 Yards	4
	Humongous	25 Yards	5
	Colossal	30 Yards	6
	Titanic	50 Yards	7

Attract forces the Target toward the Caster. Resolve the full forced movement as part of resolving this Spell. The Caster may stop the Target at any point along that movement.

If Attract is used to force the Target to hit another Character, or into a wall, then it is considered a Thrown Weapon Attack against the Character who is hit by the Target. The Target will also take Damage as if they were normally Thrown. Any bonuses that the Caster has in Thrown Weapon Attacks are applied. The size of the Thrown Weapon is the size of the Target. The Attack Roll of the Thrown Weapon Attack is equal to the Spell Roll of the initial Attract Spell. Apply Intuition instead of Might bonuses to the Damage of this Thrown attack.

If Attract is used to bring the Target to the Caster, it will be considered a Thrown Weapon Attack against the Caster unless the Caster makes and succeeds on a Grapple Attempt. The Caster can make this Grapple attempt without paying a Beat Cost, and will roll it with 1 Boon. The Caster can choose to stop the Attraction 1 space away from themselves to put the Target adjacent to themselves.

Normally, the origin point of Attract is the Caster; however, if Attract is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Repel

Repel			
Gravitate Rune	Magnitude	Potency	
Keywords: None	Max Size	Range	Mana Cost
Sends a Character or Object away from the Caster up to the max Range of the Spell.	Small	6 Yards	1
	Medium	11 Yards	2
	Large	16 Yards	3
	Giant	21 Yards	4
	Humongous	26 Yards	5
	Colossal	31 Yards	6
	Titanic	51 Yards	7

Repel forces a Character or object away from the Caster. The Target must be within the Spell's Range and can be Repelled up to its Max Range. Resolve the full forced movement as part of resolving this Spell.

If Repel is used to force the Target to hit another Character, or into a wall, then it is considered a Thrown Weapon Attack against the Character who is hit by the Target. The Target will also take Damage as if they were normally Thrown. Any bonuses that the Caster has in Thrown Weapon Attacks are applied. The size of the Thrown Weapon is the size of the Target. The Attack Roll of the Thrown Weapon Attack is equal to the Spell Roll of the initial Repel Spell. Apply Intuition instead of Might bonuses to the Damage of this Thrown attack.

Normally, the origin point of Repel is the caster; however, if Repel is part of a Maneuver and occurs after another Spell or Attack, the target of that Spell or Attack can be chosen as the origin point instead.

Levitate

Levitate			
Gravitate Rune	Magnitude	Potency	
Keywords: Rebuttal, Reprise, Ritual	Max Size	Range	Mana Cost
Cause a Character or Object to Soar through the Air.	Small	5 Yards	1
	Medium	10 Yards	2
	Large	20 Yards	3
	Giant	30 Yards	4
	Humongous	40 Yards	5
	Colossal	50 Yards	6
	Titanic	100 Yards	7

Levitate suspends a Character or Object in the air for the Round in which it is Cast. The Caster has Perfect Handling of the Target (see Fly). Range determines both how far the Target may be from the Caster and the maximum distance it may move in a single use of Levitate. The Target must remain within that Range. Levitate may be Cast as a Rebuttal to prevent Fall Damage.

At the beginning of the next Round, when Beats replenish, the Caster must choose whether to Reprise Levitate. Resolve this choice before ending Levitate or resolving a fall caused by its ending. If the Caster is eligible to Reprise and pays the normal Beat cost and applicable Reprise Mana cost, Levitate continues uninterrupted for the new Round. Otherwise, it ends immediately and the Target stops levitating. This beginning-of-Round Reprise is an exception to Reprise's usual casting timing. While levitating, the Target may make an Ambition Roll against Levitate's Spell Roll at the beginning of their Turn to end the Effect on themselves.

Levitate can be Cast as a Ritual on a particular Target. If done so, a Permanent Levitate Effect is added to that Target, and the Caster may Cast Levitate for no Mana Cost on the Target at any point it would be a valid Target. A Levitate Effect like this takes up a Fixture Slot of the Caster, which may be removed at any time, instantly ending the Effect.

Guard

Protect

Protect			
Guard Rune	Magnitude	Potency	
Keywords: Unique	Target Turns	Bonus Armor	Mana Cost
Cover yourself or an adjacent Target in a protective layer. This protection provides a bonus to the target's Armor.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	10	7

Protect surrounds the Caster, or a Target they can touch, with a protective shell. This Shell is made of Matter that must already be present in the environment or be created by the Conjure Rune. The Protect Spell improves Armor by the amount determined by its Potency. Effects that remove Armor first reduce Protect's bonus Armor. When that bonus reaches 0, Protect ends; any excess Armor reduction from that effect is lost. Sundering Strike instead applies a separate Defense penalty after all modifiers. It does not reduce or remove Protect, and Protect does not absorb the Sundering penalty.

If this Spell is crafted onto a Lumenraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. Track its remaining bonus Armor. Armor removal depletes that bonus; when it reaches zero, the effect ends until replenished. Replenishment restores the purchased bonus Armor, not damaged base armor. Sundering remains a separate Defense penalty and does not deplete Protect. Its normal Matter requirement still applies.

Brace

Brace				
Guard Rune	Magnitude		Potency	
Keywords: Rebuttal, Unique	Range	Target Turns	Temporary Health	Mana Cost
Create a floating Brace that hovers just above the body, this Brace provides bonus Health against attacks and spells from Foes.	5 Yards	1	4	2
	10 Yards	2	8	4
	15 Yards	3	12	6
	20 Yards	4	20	8
	25 Yards	5	30	10
	30 Yards	6	50	12
	50 Yards	7	75	14

Brace creates a hovering piece of Matter just above the body of the Target. This Brace provides temporary Health for as long as the duration lasts. Brace uses Matter and that Matter must exist in the environment or be created by the Conjure Rune.

When Brace absorbs damage, subtract that damage from its remaining Temporary Health. Any damage exceeding that remaining amount carries over into the Target's regular Health. Brace's Temporary Health cannot be donated, healed, or converted into another resource.

Brace can be Cast as a Rebuttal. Brace is Unique and may not have multiple copies at the same time. When a recast refreshes or replaces Brace under the Unique rules, refresh its duration and replenish its Temporary Health to the maximum for the applicable Potency.

If this Spell is crafted onto a Lumencraft Vestment, the Vestment generates the required Matter as part of its adornment; no external Matter is required. Track remaining Temporary Health on the item. Replenishment restores it to the purchased Potency's maximum. Temporary Health cannot be donated, healed or converted.

Cage

Cage				
Guard Rune	Magnitude	Potency		
Keywords: Ritual	Max Size	Duration	Cage Health	Mana Cost
Create a Cage of Matter around the Target. The Cage prevents movement, and Targeting both in and out of the Cage. The Cage has Health and can be attacked and destroyed.	Small	1 Turn	8	1
	Medium	2 Turns	12	3
	Large	3 Turns	20	5
	Giant	4 Turns	30	7
	Humongous	5 Turns	50	11
	Colossal	6 Turns	75	17
	Titanic	7 Turns	100	23

Cage creates a prison of Matter around the Target. The Cage is considered to have a Defense and Spell Resilience equal to the Spell Roll when it was cast. While the Cage is active, the inhabitant cannot Travel, Cast Spells outside of the Cage, or attempt to Strike any Target outside of the Cage. The Cage prevents Traveling for all Characters on the spaces that the Cage inhabits.

Characters outside of the Cage cannot Target anyone or anything inside of the Cage; they must first target and destroy the Cage. Cage can therefore be used both to isolate Foes, or protect the Caster and their Friends. Cage does not stop Areas of Effect from affecting anything inside of the Cage.

If Cage is used as part of a maneuver, the Caster may specify that any spells that are part of the Maneuver are woven into the Cage, rather than being cast normally. If this is the case, any Character that attacks the Cage has the woven Spell Cast on them automatically. The Spell Roll of the Cast is equal to the Spell Roll of the Cage. This includes beneficial Spells, but Characters must make an actual attack against the Cage; they cannot simply touch it.

The woven Spells in a Cage can trigger only once per Round for that Cage, regardless of how many attacks are made against it or how many Characters attack it.

If Cage is used against a Target and there are others within the same Space as the Target, due to a Grapple, Cling or other circumstance, Cage will trap all inhabitants of the space inside of the Cage.

Cage can be Cast as a Ritual. If Cage is Cast in this way, it regenerates to its full Health at the beginning of each Round.

Mend

Heal

Heal			
Mend Rune	Magnitude	Potency	
Keywords: None	Range	Health Restored	Mana Cost
Heals a Friend.	Touch	2d6	2
	2 Yards	3d8	4
	3 Yards	4d10	6
	5 Yards	5d10	8
	7 Yards	5d12	10
	11 Yards	6d12	12
	17 Yards	8d12	14

Heal soothes a Friend’s wounds and restores Health. Magnitude determines the range; Potency determines how much is healed. For example, Heal (6, 3) heals for 4d10, at a range of 11 yards. Heal cannot restore Health above the Target’s Max Health.

Repair

Repair			
Mend Rune	Magnitude	Potency	
Keywords: None	Range	Max Size	Mana Cost
Repairs any damage done to Objects or the Environment. The types of Matter that can be repaired depend on the Color of the Caster.	5 Yards	Small	1
	10 Yards	Medium	2
	15 Yards	Large	3
	20 Yards	Giant	4
	25 Yards	Humongous	5
	30 Yards	Colossal	6
	50 Yards	Titanic	7

Repair can reconstruct or fix any damage done to pieces of the Scenery, Clothes, Weapons, or other ordinary Gear. Repair cannot affect Lumencrafts. The types of Materials that can be Repaired depend on the Color used to Cast the Spell. Repair cannot add or alter any features to what it fixes, only return it to its original form.

Repair can also be used to reattach severed limbs, organs, or other body parts. The severed body parts must be nearby and have been severed no more than 1 day Prior.

Purify

Purify			
Mend Rune	Magnitude	Potency	
Keywords: None	Range	Status Removed	Mana Cost
Removes a Status Effect from a Friend.	5 Yards	1 Weapon	1
	10 Yards	1 Same Color	2
	15 Yards	1 Any Color	3
	20 Yards	2 Weapon	4
	25 Yards	2 Same Color	5
	30 Yards	2 Any Color	6
	50 Yards	3 Any Color	7

Purify allows the Caster to remove Status Effects from a Friend. Purify does not remove all Spell Effects, only Statuses that are applied via Crystals, Weapon Attacks or Spells that apply Status, such as Charge or Matter Blast.

The Potency of Purify determines the type of Statuses that can be removed.

Weapon-status removal options are cumulative. Each Potency may use any weapon-status removal option available at a lower Potency instead of its own listed option. For example, Potency 3 can remove one Weapon Status, and Potencies 5–7 can remove two Weapon Statuses. Choose one removal option for each Cast.

At Potency 2 and 5, Purify can remove statuses associated with the caster's color. For example, a Red caster can remove Ignite. Use the eight statuses in the Status Reference.

A Chromatic Caster can remove any Color Statuses when Casting Purify.

Perceive

Detect

Detect			
Perceive Rune	Magnitude	Potency	
Keywords: None	Target Turns	Perception Bonus	Mana Cost
Improves the senses and provides a bonus to Perception	1	2	1
	2	3	2
	3	4	3
	4	5	4
	5	6	5
	6	7	6
	7	10	7

Detect Enhances the caster's senses, providing a Perception Bonus for the Duration of the Effect.

Detect Enhances a different sense based on the Color of the Spell. If a Character has a Detect Spell active of a certain color, they automatically ignore the effect of any Lie spells from the Delude Rune of the same Color. A Character with more than one Color may improve all of the senses they have access to with a single Detect Spell.

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Purple – Taste and Smell

Casting Detect triggers an automatic Perception Roll at no cost, using Detect's Spell Roll as the result.

Scan

Scan			
Perceive Rune	Magnitude	Potency	
Keywords: Rebuttal, Ritual	Range	Bonus Hit	Mana Cost
Provides either a Bonus Hit chance against the Target, a glimpse into the Target's mind, or details about the surrounding scenery and terrain.	1 Yard	2	1
	2 Yards	3	2
	3 Yards	4	3
	4 Yards	5	4
	5 Yards	6	5
	7 Yards	7	6
	10 Yards	10	7

Scan is a versatile Spell that can be used against a Friend or Foe, or the entire Scenery within Range. Scan behaves differently depending on how it is Cast.

If Cast as a Rebuttal, Scan provides a bonus to the Hit Chance of the next Roll against a Target within Range.

If Cast as a Ritual, Scan can be used against a Foe to peer into their mind and gather information. The type of information gathered depends on the Color of the Caster. Casters of multiple Colors can gather any type of information they have access to.

Red – Emotions

Green – Physical Sensations

Blue – Active Thoughts

Yellow – Unconscious Thoughts and beliefs

Purple – Memories.

If Scan is Cast normally, it sends a pulse to gain information on the Scenery. The Caster gains sensory information on all aspects of the Scenery within the Range of the Spell. If the Spell is Blue and provides Visual information, The caster has a Three-Dimensional visual knowledge of the terrain. If Scan is used in this way, it provides no information on any Characters within Range. The Sensory Information per color is:

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Purple – Taste and Smell

Seek

Seek			
Perceive Rune	Magnitude	Potency	
Keywords: None	Range	Information	Mana Cost
Find details about a distant Character or Object you have a connection to.	100 Yards	Existence	1
	1 Mile	Direction	2
	10 Miles	Distance	3
	100 Miles	Location	4
	1000 Miles	Image	5
	Entire Planet	Surroundings	6
	Realm of Death	Profile	7

Seek is a versatile spell that provides valuable information about a specific Character, Fixture, piece of Scenery, or any other trackable entity. Seek does not require Line of Sight. To cast Seek, the Caster must have prior knowledge or a physical connection to the target. This could range from having previously seen or sensed the target, to possessing an item that belonged to them, or a part of their body. This could be as simple as a strand of hair or as complex as a severed limb. The Director has final say over what is considered enough of a connection to Seek a particular Target. The magnitude of Seek determines the range. If the target lies beyond this range, Seek does not inform the Caster of this. Instead, the spell simply fails.

Seek reveals different levels of information based on its potency. Each level of potency includes the information revealed by the levels below it:

Potency 1 – Existence: Seek confirms the existence of the target, revealing whether it's alive or dead, or intact or destroyed. For example, if a Caster holds a fragment of a statue and casts Seek on the whole statue, they will learn whether the full statue still exists or has crumbled to dust.

Potency 2 – Direction: Seek provides the direction of the target relative to the caster's current location.

Potency 3 – Distance: Seek provides the exact distance to the target from the caster's current location.

Potency 4 – Location: Seek discloses the exact location of the Target.

Potency 5 – Image: Seek sends a snapshot of the Target at the moment of Casting directly to the Caster's mind. This is a single image, not continuous observation. This image can be shared externally through the use of Render spells. The image only includes the Target, as if they were in a void, with their clothes, weapons, and other directly carried items. The surroundings are not visible.

Potency 6 – Surroundings: Seek reveals the surroundings of the target, including scenery, other characters, and any other entities in the vicinity. Anything that becomes visible through this spell becomes eligible for independent Seek spells.

Potency 7 – Profile: Seek unveils the target's Profile, revealing their game statistics and character sheet.

Seek may not be used as a part of a Maneuver to apply other Sources to a Target.

Reflect

Redirect

Redirect			
Reflect Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Misfire Chance	Mana Cost
Change the Target of a Spell	5 Yards	75%	1
	10 Yards	50%	3
	15 Yards	25%	5
	20 Yards	20%	7
	25 Yards	15%	11
	30 Yards	10%	17
	50 Yards	0%	23

Redirect allows for the Caster to change the Target of another Spell. Both the Spell, and the new Target, must be within the Redirect Spell's range. Redirect can be Cast as a Rebuttal.

Redirecting magic is volatile and unpredictable. All levels of Redirect include a Misfire Chance that is determined by the Potency. When Redirect is Cast, roll 1d100. A result equal to or below the listed Misfire Chance causes Redirect to misfire; a higher result does not. If it misfires, the new target is a random valid target within the Redirect's Range. Assign a number to all valid Targets, and roll a die to determine who the Target is. The size of the Die will depend on how many valid Targets there are; use the Die closest to the number of Targets without going under. There may be some leftover results, such as a result of 6 on a d6 when there are only 5 valid Targets. In this case, reroll until a valid result is reached.

If the redirected Spell is the first Source of a Maneuver, the entire Maneuver is redirected. Redirect cannot be used on later sources within Maneuvers.

Mirror

Mirror			
Reflect Rune	Magnitude	Potency	
Keywords: None	Target Turns	Damage	Mana Cost
Deals damage to a Foe any time a Foe does damage to the Target.	1	1d4	1
	2	1d6	2
	3	2d4	3
	4	2d6	4
	5	2d8	5
	6	2d10	6
	7	2d12	7

Mirror applies an Effect to the Caster or a Friend that deals Damage to a Foe any time that Foe deals Damage to the Mirrored Character.

There is no Range restriction for a Mirror; if damage is taken by a Ranged Weapon, Melee Weapon, or Spell then the Foe will take the Damage.

The Damage done by Mirror is done per instance of Damage. For example, if a Character takes two strikes from a Foe on that Foe's turn, then Mirror will trigger twice.

Damage from a Status such as Ignite will not be Mirrored. Damage from a Mirror effect will not be Mirrored.

Bounce

Bounce			
Reflect Rune	Magnitude	Potency	
Keywords: None	Target Turns	Misfire Chance	Mana Cost
Reflects the next spell or status applied by anyone back to its originator. Has a chance of misfiring.	1	75%	5
	2	50%	10
	3	25%	15
	4	20%	20
	5	15%	25
	6	10%	30
	7	0%	40

Bounce the Caster or a Friend for the duration and reflect the next Spell or Status that is applied to them back to its originator. The Spell or Status is canceled on the Bounced Target, and Targets the Foe instead.

When Bounce activates, roll 1d100. A result equal to or below the listed Misfire Chance causes Bounce to misfire; a higher result does not. If Bounce misfires, the incoming Spell or Status is not reflected and the Bounce Effect is consumed.

Bounce does not distinguish between Friends or Foes, and will bounce the next Spell or Status back to the originator, even if it is a beneficial Spell. If the Caster applies Bounce to themselves, and then Casts another Spell on themselves, that Spell fails and the Bounce Effect is removed.

If a Bounced Character has a Spell cast on them as part of the first Source of a Maneuver, the entire Maneuver will be Bounced. This includes any Weapon Strikes that are part of the Maneuver.

If Bounce is applied to a Friend as part of a Maneuver, and another spell is Cast on that Friend as part of the same Maneuver, that Spell will not be Bounced.

If this Spell is crafted onto a Lumencraft Vestment, it has one application per replenishment. The next qualifying Spell or Status consumes it, including a misfire or a beneficial Spell. It grants no benefit after consumption until replenished. Replenishing Vestment effects is not a Cast and does not trigger Bounce.

Render

Furnish

Furnish			
Render Rune	Magnitude	Potency	
Keywords: Ritual	Max Size	Complexity	Mana Cost
Create a Craft, Piece of Art, or Text in some field that the Caster has knowledge of.	Small	Point	5
	Medium	Optimization	10
	Large	Idea	15
	Giant	Body of Knowledge	20
	Humongous	Self	25
	Colossal	State	30
	Titanic	Ideology	40

Furnish is a powerful and strange Spell that allows you to create highly detailed presentations or productions of Knowledge. This can take many forms across many fields of study or interest. Players are highly encouraged to consult with The Director for creative ways to use their Character's background, history, Skillsets, knowledge, and experiences to use Furnish in interesting ways.

Furnish behaves differently depending on how it is Cast.

If Cast normally, Furnish can be used to commit the results of a Compute Spell to a Book. This would record the information gained by Compute Spell into the Book to be read at a later time. It can also put a Maneuver into the book to be used by another Compute Spell to copy the Maneuver later.

If Furnish is Cast as a Ritual, it can finely work or shape raw Matter into finished goods.

There are 7 levels of complexity that Furnish is able to create. The Color of mana the Caster has access to will determine the types of Furnishings that they are able to create. For example, consider Woodworking as Cast by a Green Character whose Magic can influence Wood.

Point – A Singular Concept or Technique. There is a specific Woodworking technique that the Character could reproduce magically. A specific way of cutting, whittling, sanding, or shaping the wood.

Optimization – A more Complex process, several concepts or techniques chained together. Several techniques in woodworking allow for the creation of smooth chair legs and a strong and sturdy seat.

Idea – An entire concept or plan. Many Techniques and process optimizations have coalesced together into an entire finished product. The Woodworking Character can now Furnish an entire Chair from raw wood to a complete and functional product.

Body of Knowledge – Generalizing all of the knowledge and techniques and applying them in different unrelated cases. The Woodworker can take the techniques they know from crafting their Chair and create many different varieties of furniture using their skill. Turning a large pile of Wood into an entire set of furniture.

Self – Raw knowledge has refined into a Style, not just utilitarian furniture, but furniture that exhibits the Woodworker's unique flair and sense of fashion. Their sense of self, represented through their work. The Woodworker could turn wood into highly detailed and personalized furniture that is distinguishable at a glance as coming from them.

State – The knowledge of how Styles differ despite coming from the same fundamentals of knowledge. The State of the Art. The woodworker can now create not just their own style of furniture, but the styles of others. The woodworker can turn a large pile of wood into a gallery of furniture showcasing the styles of many different woodworkers.

Ideology – Beyond Knowledge and Styles, the philosophy of how a particular field of knowledge influences those who study it. The spirituality and mysticism of how a craft or art form shapes the craftsman or artist. The Woodworker can turn wood into furniture that teaches others how to reproduce their own work, simply by force of example. A reproducible example of woodcraft that could serve as the basis of a school or the blueprint for mass production by others.

No matter the Color of the Caster, they could use the Furnish Spell to impart their knowledge into a book. Whether that book is comprehensible or useful to others is up to The Director.

The ways that Furnish can be used are endless, some examples per Color

Red – Metalsmithing, from how to make an effective Screw, to how to set up an entire Ironworks.

Green – Wood crafting. From how to Whittle a single part of wood, to how to teach a new generation of carpenters how to build entire cities.

Blue – Fishing. From how to throw a fishing line effectively, to the finer details of organizing an entire fleet of fishing vessels.

Yellow – Pottery. From how to make a smooth Rim on a Pot, to creating the fine dining equipment of Emperors.

Purple – Mycology. From picking out the non-poisonous mushrooms in the forest, to creating highly specialized medicines.

Previously, the specific example of Woodworking were used to explain the levels of Complexity in Furnishings. See below for a more abstract overview of complexity. Players and The Director are highly encouraged to collaborate on the capabilities of Furnish at the different levels of Complexity.

Potency 1 - Point: At this level, you can Render simple, singular concepts or items. This might cover a rudimentary technique, or a single fact or piece of information.

Potency 2 - Optimization: Your Renderings now encompass more complex operations or ideas. This could involve optimizing a certain process, or improving an existing design.

Potency 3 - Idea: You're now capable of Rendering entire ideas or concepts. This could involve complex plans, designs, or concepts that span across multiple domains.

Potency 4 - Body of Knowledge: Your abilities now extend to embodying whole bodies of knowledge. You can Render the entire content of a book, a comprehensive design, or solve problems that require extensive understanding of a particular field.

Potency 5 - Self: You have now reached a level of complexity where you can Render the essence of self. This might involve creating a representation of one's personality, cognition, or consciousness. An individual's sense of style could be represented across different expressions of the field of knowledge.

Potency 6 - State: You can now Render the complexity of a state, which might involve representing a whole society, economy, or environment, incorporating all its moving parts and relationships. At this level, the styles of many different people could be represented.

Potency 7 - Ideology: At this highest level, you can Render entire ideologies, philosophies, or comprehensive systems of thought. This could involve the creation or manipulation of entire worldviews, cultural systems, or complex philosophies. This level of complexity might encompass solving problems or creating designs that fundamentally change the way people perceive reality.

Compute

Compute			
Render Rune	Magnitude	Potency	
Keywords: Rebuttal, Ritual	Duration	Complexity	Mana Cost
Instantly understand a Craft, Piece of Art, or Text. For the duration, the Caster can use any knowledge, Skillsets, or Maneuvers contained within any studied Books.	1 Turn	Point	1
	2 Turns	Optimization	3
	3 Turns	Idea	5
	4 Turns	Body of Knowledge	7
	5 Turns	Self	11
	6 Turns	State	17
	7 Turns	Ideology	23

Compute is a powerful and complex spell that behaves differently depending on how it is Cast.

If Compute is Cast as a Rebuttal, it allows the Caster to copy a Maneuver or Action that their Target is taking. The Actions can be any type of Weapon Strikes, Spells, or any other Action. For the Duration, the Caster may use that Maneuver, even if they do not have the required Runes or are not wielding the right type of Weapon. The Magic of the Compute Spell calculates the exact requirements for magical Copy. All of the rest of the Copied Maneuver's conditions must still be met, including Mana and Beat costs, as well as range and targeting requirements. Compute Cannot cast a Maneuver that contains Spells of a Higher Magnitude or Potency than the Compute Spell.

If a Character has a Maneuver copied via the Compute Spell, they may use the Furnish Spell to create a persistent copy of the information within that Maneuver. See the Furnish Spell for Details. This copy may be the Target of future Compute spells to use the Maneuver again in the future.

If Compute is Cast as a Ritual it allows for a Character to use Magic to speed up their ability to comprehend or understand a system, data set, or field of knowledge.

Compute can be used to understand a math equation, book, or a strange piece of art from a lost civilization. It could also be used to actually do the math of an equation and provide the solution without the active efforts of the Caster. Or simulate an entire battle with tactics and strategy and figure out who would be most likely to win. Creativity is key with the use of the Compute Spell.

This gained knowledge from Compute is only held in the caster's understanding for a brief period of time. Compute is applied to the Caster as an Effect, and fades into hazy memory after the duration has expired. The Preserve Spell can be used to lengthen the amount of time that the knowledge is retained. Or the Furnish Spell could be used to capture the knowledge into an external repository to be looked at later.

Creativity is key when making use of the Compute Spell. Players should work with The Director to see what information Compute could give to them.

Potency 1 - Point: Solve simple equations, understand basic systems, or interpret simple pieces of art or literature.

Potency 2 - Optimization: Understand more complex mathematical formulas, decode encrypted messages, or gain insight into moderately complicated systems or works of art.

Potency 3 - Idea: Comprehend entire mathematical fields, understand intricate systems, or interpret complex works of art.

Potency 4 - Body of Knowledge: Assimilate the contents of an entire book, understand the workings of a highly complex system, or decipher a grand masterpiece of art.

Potency 5 - Self: Understand deeply personal or emotional systems such as one's own mind, or interpret highly abstract or symbolic works of art.

Potency 6 - State: Understand societal or political systems, interpret works of art that reflect a cultural or societal state, or foresee the outcome of complex scenarios.

Potency 7 - Ideology: Understand intricate ideologies or philosophies, interpret philosophical or ideological works of art, or predict the outcome of large-scale events or conflicts over long periods of time.

Preserve

Preserve			
Render Rune	Magnitude	Potency	
Keywords: Ritual	Range	Duration	Mana Cost
Extends the Duration of Effects. Can also be used to prevent raw materials or finished goods from decaying over time or due to exposure.	5 Yards	2 turns	5
	10 Yards	3 turns	10
	15 Yards	5 turns	15
	20 Yards	1 Minute	20
	25 Yards	1 Day	25
	30 Yards	1 Week	30
	50 Yards	Indefinitely	40

Preserve allows the Caster to extend the duration of ongoing Effects on themselves or others. If cast on a Foe, Preserve must use a Spell Roll to defeat the Foe's Spell Resilience. If successful, Preserve does not apply an Effect; it changes the Duration of the ongoing Effect, and that Effect keeps its original Spell Roll value.

Preserve cannot be used on a Spell or Effect with a Higher Magnitude and Potency than itself.

Preserve can also be used on food, corpses, medicine, raw materials, or finished goods in order to keep them fresh for as long as the duration lasts. As long as a Preserve spell is active on an Object, it will not decay, rot, or otherwise lose any of its structural integrity due to the passage of time or exposure to the elements.

At Potency 7, Preserve allows the Caster to extend the duration of a Spell or Effect indefinitely. If the Caster uses Preserve in this way, that Effect is added to the caster's Fixtures. Therefore, a Character can never have more than 5 Indefinite Preserve Spells active throughout the world at one time. A caster can freely remove one of these Indefinite Preserves at any time. If a Character with an indefinite Preserve in their Fixtures dies, the Preserve does not expire. It remains permanent after the caster's Death.

If Preserve is Cast as a Ritual, the Duration of the Preservation becomes permanent, as long as the Caster is alive. If Cast as a Ritual, the Caster must use a Potency of Preserve equal to the Potency of the Spell they are Preserving. Instead of spending Mana to cast this Preserve, they instead subtract the Mana Cost from their Max Mana. For as long as the Preservation Effect is active, the character's Max Mana is reduced. A Character may have as many Ritual Preservations active as they have the Max Mana to support.

If this Spell is crafted onto a Lumencraft Vestment, once per replenishment, the wearer may activate Preserve on a Spell Effect applied to them by regular magic. This is an exception to the normal ongoing-effect rule and uses the normal two-Beat item interaction. Use the recorded Magnitude and Potency and Preserve's ordinary limits and duration-extension rules, including any Fixture requirement for indefinite preservation. It cannot preserve a Vestment effect. The use remains spent until replenished.

Rush

Hasten

Hasten			
Rush Rune	Magnitude	Potency	
Keywords: Unique	Round	Bonus Beats	Mana Cost
Speed up a Friend, granting bonus Beats at round start.	1	1	1
	2	1	3
	3	2	5
	4	2	7
	5	3	11
	6	4	17
	7	5	23

Cue: Beginning of each Round. Grant the Target the bonus Beats shown by Potency when their Beats replenish, then consume one of Hasten's remaining replenishments. Magnitude determines how many upcoming Rounds Hasten lasts, granting its bonus at each of those round-start replenishments. This is an exception to Target-Turn durations: Hasten does not count down at the end of the Target's Turn. It ends immediately after its last replenishment; Beats already granted remain available under the normal Beat rules.

Available Beats cannot exceed eight; excess Beats are lost. Hasten never resets the eight-Beat expenditure limit for the entire Round. Consume a replenishment even if the Target cannot replenish Beats or some bonus Beats are lost to the bank limit.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. It grants its purchased bonus Beats at each beginning-of-Round replenishment while available, rather than ending after a finite number of Rounds. The normal eight-Beat bank and expenditure limits still apply.

Throttle

Throttle			
Rush Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Roll Bonus	Mana Cost
Throttle gives bonuses to a Spell Roll, Attack Roll, or Skill Roll.	5 Yards	1	1
	10 Yards	2	3
	15 Yards	3	5
	20 Yards	4	7
	25 Yards	5	11
	30 Yards	6	17
	50 Yards	7	23

Throttle is used on a Target to improve a Roll of any kind. Throttle can be Cast as a Rebuttal.
Multiple Throttle spells can improve the same Roll.

Surge

Surge				
Rush Rune	Magnitude		Potency	
Keywords: Rebuttal	Range	Magnitude Set	Potency Set	Mana Cost
Gives a boost to the Magnitude and Potency of a Spell, Status, or Effect. Surge can be Cast at any time.	5 Yards	2	2	5
	10 Yards	3	3	10
	15 Yards	4	4	15
	20 Yards	5	5	20
	25 Yards	6	6	25
	30 Yards	6 ½	6 ½	30
	50 Yards	7	7	40

Surge allows the Caster to Set the Magnitude and Potency of an Ongoing Effect or a Spell. Surge can be Cast as a Rebuttal. Surge Sets the Magnitude and Potency for the entire duration of that Spell or Effect.

If Surge is Cast on a Character using a Maneuver, only the first Source of the Maneuver is set.

If the Surge Target already has a higher Magnitude or Potency, Surge does nothing.

At Surge's Magnitude and Potency of (6,6), the boost is set as 6½. This means that if two Surges with a Boost of 6½ are applied, it is instead Set to a 7. This requires two Characters Casting Surge at the same time.

Surge cannot be used to enhance another Surge Spell.

This Spell is ineligible for Lumencrafting, including Lumencraft Vestments. Surge can not be used to improve the Spell Effects on a Vestment Lumencraft.

Seal

Forbid

Forbid			
Seal Rune	Magnitude	Potency	
Keywords: None	Range	Target Turns	Mana Cost
Stop a Foe from using a Spell, Maneuver, or Weapon Strike for the duration.	5 Yards	1	1
	10 Yards	2	3
	15 Yards	3	5
	20 Yards	4	7
	25 Yards	5	11
	30 Yards	6	17
	50 Yards	7	23

Forbid prevents a Foe from using a Spell, Maneuver, or Weapon Strike.

Forbid applies an Effect on a Foe that prevents them from using the particular type of Action that the Caster chooses.

Each Casting of Forbid prevents 1 Spell, 1 type of Weapon Strike, or 1 Maneuver. There is no limit to the number of Forbids you can apply to a Foe.

If a Forbidden Spell or Weapon Strike is used within a Maneuver, that Maneuver is Forbidden.

A Foe with Forbid may attempt to still use their Forbidden Action. If they do, they spend the Beats and Mana and make an Ambition Roll vs the Forbid's Spell Roll. If successful, they may use the Action. They must make this attempt each time they want to use that Action while it is forbidden.

Lock

Lock			
Seal Rune	Magnitude	Potency	
Keywords: Rebuttal	Max Size	Spell Resilience	Mana Cost
Gives a bonus to Spell Resilience until the next time a Spell is Successfully Cast on the Target.	Small	1	1
	Medium	2	3
	Large	3	5
	Giant	4	7
	Humongous	5	11
	Colossal	6	17
	Titanic	7	23

Lock Provides a bonus to the Spell Resilience of the Target. The Target can be a Friend, Foe, Object, or even parts of the Scenery such as a Building.

Lock can be Cast as a Rebuttal.

If the Target does not typically have a Spell Resilience, such as an ordinary building, take the Spell Roll for the Lock Spell, and add the Spell Resilience bonus for that Lock Spell; the result becomes the Spell Resilience for the Target.

Lock has no duration; it lasts until the next time that the Target has a Spell successfully Cast upon them. The Lock is then undone and stops providing any Spell Resilience.

Lock is very commonly used in construction projects. After building a structure, Architects will cast a Lock on the building so that it cannot be freely altered by rudimentary magic.

Very Grand Structures will utilize a Maneuver that combines the Reinforce Spell from the Ward Rune, Lock, and the Preserve Spell from Render to secure the structure from magical interference by all but the strongest Casters.

Matter that has been Locked may not be Phased through.

If this Spell is crafted onto a Lumencraft Vestment, it ends after the next Spell is successfully Cast on the wearer and grants no benefit until replenished. Normal Size Limits Apply.

Imprison

Imprison				
Seal Rune	Magnitude	Potency		
Keywords: Ritual	Max Lumens	Minimum Size of Container	Duration	Mana Cost
Traps a Character or Magic Item inside of a Container.	120	Colossal	1 Minute	5
	250	Humongous	10 Minutes	10
	300	Giant	30 Minutes	15
	450	Large	1 Hour	20
	550	Medium	1 Day	25
	600	Small	1 Week	30
	650	Tiny	1 Year	40

Imprison forces a Character or Magical Item into a container. The container must match the caster's Color. A Red Caster might trap their Target in Iron, or a bonfire that must be kept always kindled. A Yellow Mage might trap their Target in a windstorm or a particular piece of ornate clothing.

Magnitude determines how powerful a creature the Caster can Imprison. Potency determines the required size of the container as well as the length of time that the target is Imprisoned.

Imprison must be Cast as a Ritual to get the full Duration. If Imprison is Cast normally, the Duration is reduced to 1 Turn at all Levels.

A creature that is Imprisoned is immune to all damage and cannot be Targeted or Interacted with in any way. The Container must be destroyed, or the Caster must release them. While Imprisoned, the Target does not age, perceive events outside of their Prison, or change Health or Mana values.

The Maximum Duration of an Imprison Spell is 1 Year, but through a powerful Preserve Spell, this can be extended indefinitely. However, at the start of each new year the Target may make an Ambition Roll against the Imprison's Spell Roll to escape.

If Imprison is not cast as a Ritual, it cannot be the target of a Preserve Spell.

Transform

Adapt

Adapt			
Transform Rune	Magnitude	Potency	
Keywords: None	Duration	Max Size	Mana Cost
Changes a portion of the caster's Body temporarily.	5 Turns	Sensory Organ	5
	1 Minute	Extremity	10
	10 Minutes	Limb	15
	30 Minutes	Torso	20
	1 Hour	Head	25
	1 Day	Full Body	30
	1 Week	Full Body+	40

Adapt allows the Caster to change parts of their physical body into other parts. Adapt can be Cast on a Friend, but only if that Friend shares a Color with the Caster. Any Adapt Spell applied to a Foe automatically fails.

The Caster can change Limbs or Sensory Organs from one part to another, or trade their physical body parts for Mana or Health. Health can also be traded for Physical Body parts. Temporary Health from any source cannot be traded. The Character subtracts from their Max Health Pool for this Spell.

When Traded in this way, each 10 points of Health or Mana grants 5 Lumens. Each 5 Lumens can also be traded for 10 Health or Mana.

Any time Health is traded away, the Character immediately loses the Health that was traded away, and does not gain it back when the duration of the Adaptation ends. They must take a Rest or otherwise gain their resources back.

At the Extremity Level, the Caster can begin adding Natural Weapon Distinctions as part of their Adaptation, granting themselves Claws, a Stinger, or some other Natural Weapon.

At the Torso, Head, And Full Body level, the Caster can change their physical attributes to another person or Make.

At the Full Body level, Characters are able to take Distinctions to change their Size.

Adapt does not allow for changing Runes, MOSAIC Scores, or Skillsets. It only works with Health, and Distinctions that deal with Physical attributes such as Limbs, Sensory Organs, or Natural Weapons.

Players are encouraged to have their Adaptations already prepared in a separate Profile ahead of time to speed up play when they need to make an Adaptation.

Optimize

Optimize			
Transform Rune	Magnitude	Potency	
Keywords: Rebuttal	Range	Health/Mana	Mana Cost
Convert Health to Mana, or Mana to Health.	5 Yards	10	1
	10 Yards	20	3
	15 Yards	40	5
	20 Yards	60	7
	25 Yards	100	11
	30 Yards	150	17
	50 Yards	200	23

Optimize allows the Caster to change their Health into Mana, or their Mana into Health. Optimize will not allow for Health or Mana to be increased past the character's Max Health or Max Mana. Optimize can be cast on Friends, but automatically fails if Cast on a Foe.

The Potency of the Spell determines how much Health and Mana can be converted with one Cast of Optimize.

A Character cannot be given more Health or Mana than their total Max Health or Max Mana in a single day from Optimize Spells. If a Character has 50 Health, Optimizes some mana away to regain 40, and then attempts to Optimize again for 40, they would only receive 10 Health. This limitation is reset when Characters Rest.

Optimize can be Cast as a Rebuttal.

Transmute

Transmute			
Transform Rune	Magnitude	Potency	
Keywords: Ritual	Range	Max Size	Mana Cost
Transform Matter from one type to another.	5 Yards	Tiny	5
	10 Yards	Small	10
	15 Yards	Medium	15
	20 Yards	Large	20
	25 Yards	Giant	25
	30 Yards	Humongous	30
	50 Yards	Colossal	40

Transmute allows a Character to change any Matter from one kind to another kind among Colors that they have access to.

This spell is most useful for Characters that have access to multiple Colors. A Red and Blue Caster might transmute Fire into Water. However, Characters can also Transmute Matter within their Colors. A Red Caster might change Iron into Sulfur. A Blue Caster might turn salt water into fresh water.

The Transmutation lasts for one Hour, at which point the Matter returns to its original form. If Transmute is Cast as a Ritual, the Matter stays permanently in its new form.

Equipment that is being wielded, worn, or equipped by a Character cannot be Transmuted. Lumencrafts cannot be Transmuted.

Transport

Phase

Phase			
Transport Rune	Magnitude	Potency	
Keywords: Reprise, Ritual	Target Turns	Travel Distance	Mana Cost
Convert self into Light and travel through Matter.	1	3 Yards	1
	2	4 Yards	3
	3	6 Yards	5
	4	10 Yards	7
	5	20 Yards	11
	6	30 Yards	17
	7	50 Yards	23

Phase allows a Character, and all their clothing and gear, to change into Light and quickly move through a Color compatible medium. The Duration represents how long the Caster can stay Phased.

While Phased, the Caster does not replenish Beats. The only Actions they may take are Traveling in their Light form or Reprising Phase. Both cost zero Beats. Total Light Travel in a Round may not exceed the Spell's Travel Distance; splitting movement or ending and re-entering Phase does not reset this allowance.

When Traveling in this Light form, the Caster can only move through Color Compatible Matter. For example, a Blue Caster must stay within a body of water for the duration, a Green Caster must travel between Plant Life or soil, Yellow Casters may Travel through the Air, and so on.

Any Matter that is under the Effects of a Lock Spell may not be Phased through.

While Phased, all other Spell Effects and Statuses are suspended, including Fixture and Vestment Spell Effects. Their duration clocks pause; Phase's own duration continues. Preserve their remaining durations, spent pools and Fixture slots. When Phase ends, these Effects resume without replenishment or replaying skipped Cues. A Phased Character can be targeted. Any positive incoming damage ends Phase, even if fully resisted or absorbed. Any incoming Spell Effect, beneficial or hostile, or incoming Status also ends Phase: resume the suspended Effects, then apply the incoming Effect normally. Failed applications do not end Phase.

Phased Characters are made of visible Light to all onlookers and may not be hidden, concealed, have any illusions cast upon them, or be manipulated from their true forms in any way. All Foes automatically pass all Perception Rolls to see a Phased Character.

Phase can be used as a subsequent Source of a Maneuver that has a ranged component. If the Maneuver Succeeds, this allows the Caster to Phase into the Spell and appear where it lands. From there, they can either continue their Phase and travel further, or immediately end the Phase. If the Phase is immediately ended, Place them in the nearest unoccupied space to their Target. If the Spell has an area of Effect, they may choose any location within the area to Phase to.

If Phase is attached to a ranged attack with a weapon, the Character must be able to Phase into the Matter that comprises the weapon. For example, a Green Character could Phase into the shaft of an arrow.

Propel

Propel			
Transport Rune	Magnitude	Potency	
Keywords: Unique	Target Turns	Travel Distance	Mana Cost
Grants a Bonus to Travel Distance for the Duration.	1	+2 Yards	1
	2	+3 Yards	2
	3	+4 Yards	3
	4	+5 Yards	4
	5	+6 Yards	5
	6	+10 Yards	6
	7	+20 Yards	7

Propel grants a bonus to Travel Distance to the Target for the Duration. Applies to Travelling, Swimming, Burrowing, and flying.

Fly

Fly			
Transport Rune	Magnitude	Potency	
Keywords: Unique	Speed/Handling	Duration	Mana Cost
Allows the Caster or a Friend to Fly for the Duration. The Speed and Handling of the Flight depend heavily on the Color.	Color Dependent	1 Target Turn	5
	Color Dependent	3 Target Turns	10
	Color Dependent	5 Target Turns	15
	Color Dependent	10 Target Turns	20
	Color Dependent	1 Minute	25
	Color Dependent	10 Minutes	30
	Color Dependent	1 Hour	40

Fly is a powerful and popular spell that allows the Caster or a Friendly Target to take flight for the duration of the Fly spell. The Magnitude of the Fly Spell has various speed and handling levels, and the specifics depend on the Color used. The Speed determines the number of Yards that a Character can Travel while using Fly.

When Flying, the Travel Action can be used to Fly instead of Traveling normally. The Flier cannot mix and match Travel Actions within the same Beat use, meaning that a Very Slow Flier cannot fly and then land to use the rest of the Travel Distance to move more than 2 Yards. However, Characters can change between Flying and Traveling normally within the same turn when using multiple Beats to Travel.

Fly Speeds

Very Slow: 2 Yards per Travel Action

Slow: 4 Yards per Travel Action

Medium: 6 Yards per Travel Action

Fast: 8 Yards per Travel Action

Very Fast: 10 Yards per Travel Action

Flight Handling

Poor: The Flier can only move in Straight Lines when Traveling using Fly

Medium: The Flier can only change direction once while Traveling, at a 90-degree angle

Great: The Flier can only change Direction once, at any angle

Perfect: The Flier can change direction as many times as they want, at any angle.

Flight by Color

Red: Red Fly uses fire and heat to jet a Character forward. It has generally higher speeds, with poorer handling due to the fast momentum being difficult to change midflight.

Green: Green Fly is not quite Flying, but is more of a super powered Jump. The Caster uses Magic to have the Ground launch them. Because of this, Green Fly typically has fast fly speeds, but always has Poor Handling. A Green Flyer is able to use multiple Beats to Travel using Green Fly in order to launch farther. However, Green Fly cannot be used on subsequent turns while the Flier is still in the air. The Green Flyer must be on the ground in order to use the Fly Travel Action.

Blue: Blue Fly uses jets of water to swiftly stream through the air. It has generally slower speeds, but excellent handling due to water jets being able to swiftly change direction.

Yellow: Yellow Fly uses Wind and Air to carry the Character through the skies. It has generally good Speed and Handling, and scales well.

Purple: Purple Fly uses Psychic energy to move the Character through space. It has generally slow movement speed, and excellent Handling.

Flight Speed and Handling by Color

Flight Speed and Handling by Color					
Magnitude	Red Flight	Green Flight	Blue Flight	Yellow Flight	Purple Flight
Magnitude of Fly	Speed/Handling	Speed/Handling	Speed/Handling	Speed/Handling	Speed/Handling
1	Medium/Poor	Fast/Poor	Very Slow/Medium	Medium/Medium	Very Slow/Great
2	Fast/Poor	Fast/Poor	Very Slow/Medium	Medium/Medium	Very Slow/Great
3	Fast/Poor	Fast/Poor	Slow/Great	Fast/Medium	Slow/Great
4	Very Fast/Poor	Very Fast/Poor	Slow/Great	Fast/Great	Slow/Perfect
5	Very Fast/Poor	Very Fast/Poor	Slow/Perfect	Very Fast/Great	Slow/Perfect
6	Very Fast/Medium	Very Fast/Poor	Medium/Perfect	Very Fast/Perfect	Medium/Perfect
7	Very Fast/Medium	Very Fast/Poor	Medium/Perfect	Very Fast/Perfect	Fast/Perfect

Trigger

Activate

Activate			
Trigger Rune	Magnitude	Potency	
Keywords: None	Range	Targets	Mana Cost
Activate a Magic Object to use one of its Spells from a distance, or force a trap to set itself off.	5 Yards	1	1
	10 Yards	2	2
	15 Yards	3	3
	20 Yards	4	4
	25 Yards	5	5
	30 Yards	6	6
	50 Yards	7	7

Activate can cause a Fixture or other dormant magical Effect to fire off its effects. Distant Magical Items or Traps can be prompted to use one of their Spells or otherwise turn on. A distant door could be unlocked and opened. Or a trap could be triggered.

The Magnitude determines the Range, and the Potency determines how many Targets can be Activated at once.

The Caster of Activate may choose the parameters of the Spell, such as Magnitude, Potency, and Targets.

Activate may be used on Lumencrafts owned by Foes; the Activate Spell Roll must beat the Foe's Spell Resilience. Characters do not have automatic knowledge of what Actions are available to the Lumencraft, so they must obtain that knowledge by seeing it in action, or through some other method of information gathering.

Detonate

Detonate				
Trigger Rune	Magnitude	Potency		
Keywords: Ritual	Range	Radius	Damage	Mana Cost
Creates an Explosion at a distant location that deals damage to all Characters inside of the Radius.	5 Yards	1 Yard	2d4	1
	10 Yards	2 Yards	2d6	3
	15 Yards	3 Yards	2d10	5
	20 Yards	4 Yards	3d10	7
	25 Yards	5 Yards	3d12	11
	30 Yards	7 Yards	4d12	17
	50 Yards	10 Yards	5d12	23

Detonate creates an explosion at a distant location, dealing Damage to all Characters within it.

The Magnitude determines how far away the point of origin is. The Potency determines the total Radius of the Explosion, as well as the Damage.

Detonate can be Cast as a Ritual. If Cast this way, Detonate Targets a location in the Scenery. The Detonate Spell lies dormant on that spot in the Scenery. The next Time any Character travels onto that space of the Scenery, the Detonate Spell will activate. Detonate Spells cast this way consume a Fixture Slot.

The dormant Detonate will last for one week, at which point it will dissolve into harmless Mana.

Overload

Overload			
Trigger Rune	Magnitude	Potency	
Keywords: None	Range	Target Turns	Mana Cost
Target takes one damage per Mana spent for the duration	5 Yards	1	1
	10 Yards	2	2
	15 Yards	3	3
	20 Yards	4	4
	25 Yards	5	5
	30 Yards	6	6
	50 Yards	7	7

Overload Targets a Foe and makes their Mana Volatile for the duration. While Overloaded, each point of Mana spent also deals 1 point of Damage to that Foe. The damage is taken after all spells and Maneuvers that use Mana Resolve, and counts as one damage instance.

Ward

Reinforce

Reinforce			
Ward Rune	Magnitude	Potency	
Keywords: Unique	Target Turns	Spell Resilience	Mana Cost
Improves the Spell Resilience of the Target.	1	1	1
	2	2	2
	3	3	3
	4	4	4
	5	5	5
	6	6	6
	7	7	7

Reinforce improves the Target's Spell Resilience for the Duration.

Charge

Charge			
Ward Rune	Magnitude	Potency	
Keywords: Ritual	Target Turns	Status Chance	Mana Cost
Gives the Caster or a Friend a chance to apply Statuses on Weapon Attacks.	1	20%	1
	2	30%	3
	3	40%	5
	4	50%	7
	5	60%	11
	6	70%	17
	7	90%	23

Charge gives the Caster or a Friend a chance to apply a Status whenever they hit with a Weapon Attack. Magnitude determines the duration of the Effect. Potency determines the chance of applying the Status on each Weapon Attack Hit. The Status that is applied matches the Color of the Charge Spell, for example a Blue Charge Spell would apply the Douse status to the Foe. A Caster with access to multiple Colors can choose which Status is applied.

For each Status Chance check, roll 1d100. A result equal to or below the listed Status Chance applies the Status; a higher result does not.

The Status inherits the Magnitude and Potency of the Charge Spell.

Charge may be Cast as a Ritual. If Charge is Cast in this way, the Duration becomes permanent. The Charge Effect takes one of the caster's Fixture Slots.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs to craft it. Its purchased status chance applies on qualifying weapon hits while available. Each applied Status inherits the Charge's recorded Magnitude and Potency and keeps its own normal duration. The Charge effect is part of the Vestment's Fixture, not an additional Ritual Fixture.

Conquer

Conquer			
Ward Rune	Magnitude	Potency	
Keywords: Ritual	Radius	Duration	Mana Cost
Creates a Magical Field that gives a Boon to Rolls for Friends, and a Bane to Rolls for Foes.	0 Yards	1 Turn	5
	1 Yard	2 Turns	10
	2 Yards	3 Turns	15
	3 Yards	4 Turns	20
	4 Yards	5 Turns	25
	5 Yards	6 Turns	30
	10 Yards	7 Turns	40

Conquer places a static field of Mana that benefits Friends and burdens Foes. The Magnitude of the spell determines the size of the field; the Potency determines the duration. The field's point of origin is the Caster. Conquer may only be cast on a solid surface and does not extend past walls or other solid materials. The area of Conquer is determined when the Spell is Cast and does not extend if a door is opened or the Scenery changes in some other way.

Friends standing within a Conquered area get a Boon on Spell and Attack Rolls. Foes standing within a Conquered area get a Bane on Spell and Attack Rolls.

Conquer is a very powerful Spell when used as the first Spell of a Maneuver. If used this way, then all other Spells within that Maneuver are Cast whenever a Friend or Foe enters the Conquered area.

Only one Conquer field can be applied to any one area at a time. In the case of competing Conquers, even among Friends, the one with the higher Spell Roll is the one that is active on that spot. Other Spells within the Maneuver inherit the Spell Roll of the Conquer, but use their own Magnitude and Potency based on the values used in the Maneuver.

Spells woven into the Maneuver will only be Cast on each Friend and Foe once per Conquer. However, if a Conquer is extended to an Indefinite duration by the Preserve Spell, the Conquer will Cast the other Spells woven into it again the next day. This is commonly used on holy sites or in hospitals to heal all who enter them each day.

Conquer is a very powerful spell and should be considered a primary part of a utility Caster's or healer's toolkit. Casting Conquer as part of a maneuver, and weaving in a Healing or Buff Spell can multiply the effectiveness of a character's spellcasting.

If Conquer is used later in a Maneuver, after a ranged weapon attack or ranged Spell, its point of origin can be changed to the Target of that attack or ranged Spell. The final move of the Maneuver can be woven into the Conquer.

Conquer can be Cast as a Ritual. If Conquer is Cast in this way, its duration becomes One Day. Unlike other Rituals, Conquer may be Cast as a Ritual as the first Source of a Maneuver. This causes all of the other sources of the Maneuver to be woven into the Conquer Field to be Cast when a Friend or Foe enters it.

If this Spell is crafted onto a Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. The Conquer Effect only provides Boons and Banes when used in this way. Unlike a normally Cast Conquer, this field is centered on and moves with the wearer.

Appendix B Status Reference

All Statuses last 1–7 Target Turns according to Magnitude. First count down at the end of the affected Target's next Turn after application or refresh, then at the end of each of their following Turns. Resolve beginning-of-Turn Effects before counting down. See Effects for the common reapplication and stacking rules, and Appendix C for Status Distinctions.

Ignite

Ignite		
Red Status	Magnitude	Potency
Effect	Target Turns	Damage
Cue: Beginning of the affected Target's Turn. Effect: The burning Target takes Fire Damage determined by Ignite's Potency. Applying or refreshing Ignite does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Vex

Vex		
Purple Status	Magnitude	Potency
Effect	Target Turns	Damage per Beat
Cue: Whenever the Target spends Beats. Effect: The Target takes Psychic Damage equal to the Beats spent multiplied by Vex's damage per Beat. Use the actual cost after discounts and surcharges.	1	1
	2	2
	3	3
	4	4
	5	5
	6	6
	7	7

Beats spent outside the Target's Turn also trigger Vex. Gaining or banking Beats does not.

Leech

Leech		
Green Status	Magnitude	Potency
Effect	Target Turns	Health Leeched
Cue: Beginning of the affected Target's Turn. Effect: Living earth deals Earth Damage determined by Leech's Potency. Leech's owner restores Health equal to the Health actually drained, up to their maximum Health.	1	2
	2	3
	3	4
	4	6
	5	8
	6	10
	7	12

Record the owner when Leech is applied. For Leech applied through Charge, the owner is the Character who cast Charge.

Bleed

Bleed		
Slicing Status	Magnitude	Potency
Effect	Target Turns	Damage
Cue: Beginning of the affected Target's Turn. Effect: The bleeding Target takes Slicing Damage determined by Bleed's Potency. Applying or refreshing Bleed does not immediately deal damage.	1	1d6
	2	2d4
	3	2d6
	4	2d8
	5	2d10
	6	2d12
	7	3d10

Douse

Douse		
Blue Status	Magnitude	Potency
Effect	Target Turns	Detonation Damage
Cue: After a Spell directly deals damage to the Target. Effect: Douse detonates for additional Water Damage determined by Potency, then ends.	1	6
	2	8
	3	10
	4	15
	5	18
	6	24
	7	30

The triggering Spell may belong to any Character and deal any damage type. Its damage resolves before the detonation. Damage from Statuses, including Ignite, Bleed, and Douse itself, does not trigger Douse. A magically enhanced Weapon Strike does not qualify merely because it is magical.

A single resolution of a Spell against the Target can trigger Douse only once, regardless of its damage dice or components. Separate damaging Spell sources within a Maneuver can each qualify. Reapplying Douse refreshes it under the normal reapplication rules; reapplication alone does not detonate it.

Bruise

Bruise		
Impact Status	Magnitude	Potency
Effect	Target Turns	Additional Damage
Cue: Whenever a hit deals Impact Damage to the Target. Effect: That hit deals additional Impact Damage determined by Bruise's Potency.	1	2
	2	4
	3	6
	4	8
	5	10
	6	12
	7	20

Apply this bonus once per qualifying hit, regardless of the number of dice or damage components involved. Bruise's additional damage cannot trigger Bruise again.

Winded

Winded		
Yellow Status	Magnitude	Potency
Effect	Target Turns	Damage per Yard
Cue: Each Yard the Target voluntarily moves through the battlefield. Effect: The Target takes Air Damage determined by Winded's Potency.	1	1
	2	2
	3	3
	4	4
	5	5
	6	6
	7	7

This includes voluntary movement granted by Strikes or other abilities. Forced movement, being carried, and teleportation do not trigger this damage.

Expose

Expose		
Piercing Status	Magnitude	Potency
Effect	Target Turns	Crit Threshold
The Target has an exposed weakness. Reduce the critical threshold of Piercing Weapon Strikes against it by the listed amount, after applying the attacker's other critical-threshold improvements.	1	-2
	2	-3
	3	-5
	4	-7
	5	-9
	6	-11
	7	-13

Within a Maneuver, only its first weapon Strike can receive critical damage. Expose does not allow a later Strike to bypass a failed opening source or establish a cascade that otherwise failed. Expose does not grant critical damage to Spells or Status damage.

Distinctions Quick Reference

Lumens are per rank. Repeat means repeatable choices. Full entries govern prerequisites and exceptions. Weird Weapon Strikes is item-only.

Weapon Distinctions			
Name	L	Cap	Effect in brief
Bulwark	10	1	A successful Opportunity Attack stops further Travel that turn.
Cleaving Strike	10	8	One extra target per rank; one Bane per extra target.
Deflect	10	1	Personal Parry: also parry noncritical ranged Weapon Strikes.
Divert	10	1	Personal Parry: redirect one Strike within its original range; use Parry roll.
Fencer	10	1	Personal Parry + Riposte: free counter against attacker in reach; use Parry roll.
Forceful Strike	10	5	Impact melee: Bane to push 1 yard/rank or knock prone.
Grappling Expertise	10	1	1 Boon to establish or maintain a Grapple; each hold needs only one free arm.
Improved Attacks	15	3	Add damage attribute again, including Powerful; Square/Pentagon/Hexagon.
Improved Range	10	Repeat	Chosen ranged weapon reaches as if one Size larger.
Improved Throw	10	6	Remove throwing penalties for progressively larger objects.
Improved Unarmed Damage	5	4	Raise Unarmed dice one step, including compound dice; no Improved Weapon Damage.
Improved Weapon Crit	15	5/type	Lower the chosen weapon selection's critical threshold by 1.
Improved Weapon Damage	10	Giant	Raise chosen weapon damage one Size, to Giant cap. Excludes Unarmed.
Intercessor	10	1	Personal Parry: attacker or protected ally must be in your weapon's reach.
Parry	20	1/type	2-Beat Rebuttal: exceed noncritical hit roll. 1/type; item Parry grants no prerequisites.
Riposte	10	1	Regular melee Strike gains Rebuttal; normal cost, no Parry needed.
Vanguard	10	1	Make unlimited Opportunity Attacks.
Weird Weapon Strikes	10	Repeat	Armaments only: add a Strike to a weapon type.

Miscellaneous Distinctions			
Name	L	Cap	Effect in brief
Burrow Turning	10	1	Change direction while Burrowing.
Burrowing	15	1	Gain the ability to Burrow.
Friendly Spells	10	1	Choose to exclude friends from your own spells.
Helpful Assistance	10	1	Assisting adds your relevant MOSAIC to the target's roll.
Hide in Plain Sight	15	1	Hide while observed, with one Bane.
Improved Perception	10	Repeat	Increase Perception and Perception Rolls by 3.
Improved Travel Distance	10	5	Increase Travel Distance by 1 yard.
Initiative Boost	15	Repeat	Increase Initiative by 5.
Mountable	15	1	Characters of your Size or smaller may mount you.
Professional Spotter	10	1	Assist: add Observation to the next Perception Roll.
Selfish Spells	10	1	Choose to exclude yourself from your own spells.
Size Boost	20	Max Size	Increase Size by one category.
Spelled Strikes	15	1	Boon on a Maneuver's Weapon Hit if it includes a spell.
Striking Spells	15	1	Boon on a Maneuver's Spell Roll if it includes a Strike.
Swim Speed Boost	10	1	Swim at your normal Travel Distance.
Swim Turning	10	1	Change direction while Swimming.
Tandem Strike	10	1	Assist: add Might to the target's next Attack damage.
Trap-Tripping	10	1	Ignore Banes when disabling traps.
Water Breathing	20	1	Breathe underwater without long-duration penalties.

Distinctions Quick Reference continued

Crafting Distinctions			
Name	L	Cap	Effect in brief
Armorsmithing	10	7	Unlock next Vestments crafting tier; character tier applies.
Papercrafting	10	7	Unlock next Script crafting tier; character tier applies.
Crystalcutting	10	7	Unlock next Crystal crafting tier; character tier applies.
Makeshift Crafter	10	1	Requires crafting; field items last one battle or use.
Maskmaking	10	7	Unlock next Mask crafting tier; character tier applies.
Minting	10	7	Unlock next Coin crafting tier; character tier applies.
Elixirbrewing	10	7	Unlock next Elixir crafting tier; character tier applies.
Seedsowing	10	7	Unlock next Seed crafting tier; character tier applies.
Tinkering	10	7	Unlock next Accessory crafting tier; character tier applies.
Catalystcarving	10	7	Unlock next Catalyst crafting tier; character tier applies.
Weaponsmithing	10	7	Unlock next Armament tier; character tier applies.

Spell Distinctions			
Name	L	Cap	Effect in brief
Improved Mana Dice	5	4	Raise Mana dice one step, including compound dice; adjust prior gains.
Nongesticulate Casting	10	1	Cast without gestures; speech is still required.
Nonverbal Casting	10	1	Cast without speech; gestures are still required.
Off-Color Spell	10	Repeat	Cast one chosen spell in one chosen additional color.
Spell Attunement	15	3/spell	Boon for a chosen spell; Maneuvers need it as opener.

Beat Distinctions			
Name	L	Cap	Effect in brief
Additional Beat	25	4	+1 Beat/round. Gates: Square/Pentagon/Hexagon/Circle.
Improvised Maneuver	20	1	Once/battle, attempt an unregistered Maneuver at full Source Beat costs. No registration discount; use spent even on failure.
Upstage	20	1	Borrow Rebuttal Beats as Rests; maximum 8 Rests.

Bodily Distinctions			
Name	L	Cap	Effect in brief
Additional Limb	15	4 sets	Add arms, legs, wings or tail; cap counts starting limbs.
Aqueous/Gaseous	30	1	Fluid body: resist grapples and squeeze through gaps.
Improved Health Dice	5	4	Raise Health dice one step, including compound dice; adjust prior gains.
Natural Weapon	10	1/limb set	One limb set functions as a weapon; held equipment remains usable.
Sensory Organ	5	Repeat	Add one eye, mouth, nose, ear or other sensory organ.
Status Attacks	15	1/weapon	Natural Weapon inflicts color status; no damage.

Distinctions Quick Reference continued

Dreamlight Distinctions			
Name	L	Cap	Effect in brief
Bellfounding	10	7	Unlock next Dreamlight Bell tier, Point through Circle.
Dreamlight Conduit	15	1	Cast through Companion once during your Turn; see mixed Maneuver limits.
Dreamlight Fight	15	1	Attack through Companion once during your Turn; see mixed Maneuver limits.
Dreamlight Possession	40	1	Companion inhabits a willing creature; Bell recovery changes.
Dreamlight Resonance	25	3	Ring your Dreamlight Bell once more per day.
Dreamlight Speech	10	1	Your Companion gains speech and its own personality.
Dreamlight Traveler	5	1	Companion Travels free once during your Turn; stays within 100 yards.

Distinctions Quick Reference continued

Status Distinctions			
Name	L	Cap	Effect in brief
Red Mana Saturation	10	1	Ignite: from the next Round, act after Characters without this penalty; compare normal Initiative within the affected group.
Wildfire	25	1	Once/round, spread Ignite within 2 yards with a free Spell Roll; inherit Potency and remaining duration, including extended or indefinite duration.
Blood Trail	10	1	Bleed: -3 to Hide results; Perception Rolls to follow the blood trail or locate its source gain 1 Boon. No automatic reveal.
Hemorrhage	25	1	Bleed stacks up to three times; shared values and timer. Reapplications add a stack and refresh duration.
Sore Muscles	10	1	Bruise: attackers ignore Forceful Strike's usual Bane; target suffers 1 Bane to establish, resist, maintain or escape Grapples.
Internal Bleeding	25	1	Bruise also damages after a Strike or Spell resolves, hit or miss; maximum twice/round per target.
Spoiled Aim	10	1	Expose: +1 to the target's Weapon critical thresholds, even above 20. Natural 20 still hits; automatic criticals still function.
Weak Spot	25	1	Expose benefits all Weapon Strikes, regardless of damage type; normal Maneuver critical limits apply.
Blue Mana Saturation	10	1	Douse: Spell base Mana costs use the next Potency row; effects unchanged. At P7, add the P6-to-P7 cost increase.
Saturated	25	1	Each Douse detonation consumes one remaining Turn instead of removing Douse; ends immediately at zero.
Yellow Mana Saturation	10	1	Winded: first Travel Action each Round costs +1 Beat after discounts, including Disengaging; reapplication cannot repeat the charge.
Breathless	25	1	Winded also deals twice its Potency in Air Damage at the beginning of the target's Turn.
Purple Mana Saturation	10	1	Vex: optionally exchange final Defense and Spell Resilience for its duration. Reapplication does not swap twice.
Maddening Vexation	25	1	First Maneuver attempted while Vexed each round costs +1 Beat after discounts; triggers Vex normally.
Green Mana Saturation	10	1	Leech: halve regained Health and Temporary Health from new or refreshed Brace, rounding down; existing Brace is unaffected.
Mind and Body	25	1	Leech also transfers Mana equal to Health drained, limited by target Mana and owner's missing Mana.

Appendix C Distinctions

Distinctions

Spell Distinctions

Improved Mana Dice

Cost: 5 Lumens

Maximum Ranks: 4

Improve your Mana dice one step, continuing beyond d12 into compound dice: d12+d4, d12+d6, d12+d8, d12+d10, 2d12, and onward. Use the progression and retroactive adjustment in the Mana rules for all previous gains and the starting bonus. Do not reroll previous Mana gains.

Nongesticulate Casting

Cost: 10 Lumens

Maximum Ranks: 1

With Nongesticulate Casting, a Character may Cast Spells without moving their arms, hands, or other limbs and extremities. This means they may Cast even if they do not have a free hand, or if their hands are bound. They must still speak in order to Cast.

Nonverbal Casting

Cost: 10 Lumens

Maximum Ranks: 1

With Nonverbal Casting, a Character may Cast Spells without Speaking or making audible sounds. They must still have a free hand and make the required movements in order to Cast.

Off-Color Spell

Cost: 10 Lumens

Maximum Ranks: Limitless

Each time this Distinction is taken, choose a Spell the Character has access to, and a Color the Character does not have access to. That Spell may be cast in the chosen Color.

Spell Attunement

Cost: 15 Lumens

Maximum Ranks: 3 per Spell

When this Distinction is taken, choose a Spell the Character has access to. Any time that Spell is Cast, the Spell Roll is made with a Boon. This Distinction may be taken 3 times per Spell.

If the chosen Spell is the first Source of a Maneuver, the Spell Roll of the Maneuver is rolled with the Boon(s). However, if the Spell appears as the 2nd, 3rd, or 4th Source, the Maneuver's Roll is not made with a Boon.

Weapon Distinctions

Bulwark

Cost: 10 Lumens

Maximum Ranks: 1

When your Opportunity Attack hits, the Foe immediately ends their current Travel Action and cannot use another Travel Action for the remainder of that turn. If the attack misses, their movement continues normally.

Grappling Expertise

Cost: 10 Lumens

Maximum Ranks: 1

Gain 1 Boon on Might Rolls to establish or maintain a Grapple.

You may maintain each hold with one free arm instead of two. That arm remains occupied for the duration of the hold. Your other limbs remain available for normal Actions or additional Grapple attempts. Each additional hold still costs 2 Beats and requires its own successful roll.

Cleaving Strike

Cost: 10 Lumens

Maximum Ranks: 8

Cleaving Strike permits one additional target per Distinction rank. Choose targets within the melee weapon's range and make one Attack Roll with one Bane per additional target chosen. Compare the roll separately against each target's Defense. Roll damage once and apply it to every target hit.

Cleaving Strike grants additional Targeting for Maneuvers. If Cleaving Strike is the first Source of a Maneuver then the later Sources will apply to all of the Targets that were hit by the Cleaving Strike.

Forceful Strike

Cost: 10 Lumens

Maximum Ranks: 5

Grants Forceful Strike to Melee Weapons with the Impact Damage type. When making a Forceful Strike, roll to Hit with a Bane. If a Forceful Strike Hits a target, they are moved 1 Yard in any direction. Each rank of Forceful Strike increases the Yards moved by 1. All movement must be made in straight lines.

Instead of moving the Foe, the Forceful Strike may instead knock the Target Prone.

Weird Weapon Strikes

Cost: 10 Lumens

Maximum Ranks: Limitless

Restrictions: May not be taken by Characters. Only Armament Lumencrafts may use this Distinction.

When this Distinction is taken, choose a Weapon Type and a type of Strike. You may now use that type of Strike with the chosen weapon.

Improved Range

Cost: 10 Lumens

Maximum Ranks: Limitless

When this Distinction is taken, choose a Ranged Weapon type. When using that type of Ranged Weapon, increase the Range of the Weapon as if the Character was one Size larger. This Distinction may be taken multiple times.

Improved Throw

Cost: 10 Lumens

Maximum Ranks: 6

Eliminates the penalty for trying to throw Objects of the same size. Further ranks eliminate penalties for additional sizes.

Improved Unarmed Damage

Cost: 5 Lumens

Maximum Ranks: 4

Increase your Size-based Unarmed damage dice by one step per rank. Use the compound progression: d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12, and onward. Below d4, advance from 1 damage to d2 to d4. There is no d12 damage cap. Improved Weapon Damage cannot also be applied to an Unarmed Attack. These are Unarmed damage upgrades, not ranks of Improved Weapon Damage.

Improved Weapon Crit

Cost: 15 Lumens

Maximum Ranks: 5 per held Weapon Type or individual Natural Weapon.

When this Distinction is taken, choose a held Weapon Type or one individual Natural Weapon. The chosen weapon selection now deals Critical Hits at a lower number. Each rank of the Distinction lowers the threshold by 1. 1 rank would mean the Weapon Type Crits on a 19, 2 ranks would mean the Weapon Type Crits on an 18, etc.

Improved Weapon Damage

Cost: 10 Lumens

Maximum Ranks: Up to Giant-equivalent damage per held Weapon Type or individual Natural Weapon.

When this Distinction is taken, choose a held Weapon Type or one individual Natural Weapon. Damage Rolls with that selection are made as if the Character was 1 Size larger. This Distinction may be taken up to the Giant Size Weapon Damage. This Distinction cannot be selected for Unarmed Attacks and does not improve their damage. Use Improved Unarmed Damage to improve Unarmed damage dice. A Natural Weapon explicitly assigned another Weapon Type follows that type's normal upgrade rules; merely describing an Unarmed Attack as a claw, kick or similar attack does not change its Weapon Type.

Vanguard

Cost: 10 Lumens

Maximum Ranks: 1

You may make unlimited Opportunity Attacks.

Improved Attacks

Cost: 15 Lumens

Maximum Ranks: 3

Restrictions: This Distinction can only be taken a Single Time at the Square Rank. An additional time at the Pentagon Rank, and one additional time at the Hexagon Rank.

Each rank adds your weapon's damage attribute, Might or Intuition as appropriate, to the damage of each damaging Weapon Strike one additional time. This includes Powerful Strikes. Apply these bonuses before a Strike halves its damage. This Distinction does not cause a Strike that normally deals no damage to deal damage.

Parry

Cost: 20 Lumens per chosen Melee Weapon Type.

Maximum Ranks: 1 per Melee Weapon Type.

When you purchase Parry, choose a Melee Weapon Type. While wielding a weapon of that type, you may use Parry against a noncritical Melee Weapon Strike targeting you. Parry costs 2 Beats and has Rebuttal. It benefits from effects that improve eligible Rebuttal Actions and may be used as a Source in a Maneuver. Deflect and Intercessor expand which attacks you may Parry under their own rules.

Declare Parry after the incoming Strike's Roll and critical status are established, but before that Strike's Effects resolve. The attacking Character is Parry's Target. Make a Swiftess Roll with applicable modifiers. When Parry resolves, your total must exceed the incoming Strike's current Attack Roll total, including changes made by already resolved Rebuttals; a tie favors the attacker. On a success, that Strike fails against the protected Target. On a failure, the Strike proceeds normally.

Critical Hits cannot be Parried. This includes an eligible first Weapon Strike whose critical result comes from a retained Maneuver roll. A later Strike that is not eligible for critical damage under the Maneuver rules does not become unparryable merely because the retained d20 was high. A natural 20 on the Parry roll does not automatically win the contest.

When an incoming Strike inherits its hit from a Maneuver, use that Maneuver's retained Roll total as the opposing total for Parry. Do not make a new incoming Attack Roll. Parry prevents only the chosen Strike against the protected Target; it does not make the shared Roll fail against other Targets or undo resolved Sources. If the prevented opening Strike would have established the only cascade against that Target, it establishes no cascade. Preventing a later Strike does not erase a cascade already established by an earlier successful Source.

When Parry succeeds as a Source of a Maneuver, the attacking Character counts as successfully affected by that Source for Target Cascading. Retain the Parry Roll's total and natural d20 for the Maneuver. Later eligible Strikes and Spells inherit that total and automatically succeed against that attacker under the normal Target Cascading rules. Do not make another hit roll or compare a later Spell against the attacker's Spell Resilience merely because the Source changes. New Targets are checked normally using the retained total. Only the Maneuver's first Weapon Strike can receive critical damage, using the retained natural d20 and its applicable threshold.

If Parry is the Maneuver's opening rolled Source and fails, it establishes no cascade. Target Cascading never automatically wins a Parry contest. If Parry appears after an earlier rolled Source, use the Maneuver's already retained total for its contest against the incoming Strike; that total must still exceed the incoming total. On success, later Sources retain that same total.

Rebuttal Maneuvers: A registered Maneuver that begins with an eligible Parry or Riposte can be used in that Source's Rebuttal window. Pay the whole Maneuver's costs normally. Resolve its Sources in their registered order, and permit responses under the general Rebuttal timing above. Placing a Rebuttal Source later in a Maneuver does not, by itself, permit its earlier ordinary Sources to begin outside your Turn.

An incoming noncritical melee attack has total 16. Your Parry opening roll totals 18, so it succeeds. Powerful Strike and a hostile Spell following it in the same Maneuver inherit 18 and succeed against the attacker through the cascade.

Powerful's Bane is not subtracted from 18. The Spell does not make a separate Spell Resilience check. Costs, source eligibility and critical limits still apply.

Parry supplied by an item permits its wielder to use Parry with that item only. It does not count as personally possessing Parry and cannot satisfy the prerequisite to purchase Deflect, Divert, Intercessor, Fencer or another Distinction requiring Parry. A Character who personally purchases Parry chooses a Weapon Type and may purchase it once for each Melee Weapon Type.

If both a Character and their item provide Parry for the same weapon, the duplicate grants no additional benefit: no extra roll, additional use, bonus, cost reduction or separate Source. A Character's personally purchased Parry upgrades apply when using the matching personally learned Parry, including while wielding an item that redundantly provides it. Item-only Parry does not extend those upgrades to a different Weapon Type for which the Character has not personally learned Parry.

For Natural Weapons, purchase Parry separately for each individual Natural Weapon. Parry purchased for a held Weapon Type does not grant Parry to a Natural Weapon of that type.

Divert

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

When you successfully Parry a Strike, you may redirect that Strike to another valid Target within the original attack's Range. Measure this Range from the original attack's origin, using the original weapon's Range. Do not measure it from your parrying weapon or grant it Parry's cascade reach. Apply the original attack's normal targeting and line-of-sight requirements to the new Target.

Use your Parry Roll total as the redirected Strike's Hit Roll against the new Target's Defense. Redirect only that Strike and its own on-hit effects, not the other Sources of the original Maneuver. The original attacker remains the source of its damage and effects. The redirected Strike does not become critical merely because the Parry's natural d20 meets a critical threshold.

Deflect

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

You may use that Parry against noncritical Ranged Weapon Strikes as well as Melee Weapon Strikes. This does not allow Parrying Spells. Critical Hits still cannot be Parried.

Intercessor

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisite: You must personally possess Parry for the Weapon Type used.

You may Parry an otherwise eligible Strike targeting another Character. You must be wielding the weapon used to Parry, and either the attacker or the protected Character must be within that weapon's melee Range, measured from you. A successful Parry protects only the chosen Character from that Strike. It does not cancel the Strike against its other Targets. Deflect is also required if the incoming Strike is ranged. Critical Hits cannot be Parried.

Riposte

Cost: 10 Lumens

Maximum Ranks: 1

Your Regular Weapon Strikes with Melee Weapons gain Rebuttal. Riposte does not require Parry or a successful Parry. Pay the Strike's normal Beat cost unless a rule explicitly makes it free. It resolves before the Action it answers under the Rebuttal rules. It does not itself cancel that Action. Use your weapon's normal Range, targeting, Attack Roll and damage rules.

Fencer

Cost: 10 Lumens

Maximum Ranks: 1

Prerequisites: You must personally possess Parry for the Weapon Type used and Riposte.

When you successfully Parry an Attack, you may make one free Riposte Weapon Attack against the attacker. This is a Regular Weapon Strike and is not part of a Maneuver. The attacker must be a valid Target within the normal Range of the weapon used for the Riposte. Use your Parry Roll total as its Hit Roll against the attacker's Defense; do not make a fresh Attack Roll. Use the retained natural d20 and the riposting weapon's applicable threshold to determine whether this separate Strike is critical.

The normal-range requirement applies to Fencer's separate free attack. It does not remove extended delivery from a Strike that is an actual later Source of a successful Parry Maneuver. Thus a Deflect → Powerful Maneuver can carry a hit back through Target Cascading, while Deflect alone does not make the separate Fencer attack reach a distant shooter.

Status Distinctions

Status Distinctions enhance Statuses you apply. For Statuses applied through Charge, use the Charge caster's Distinctions. Allies can trigger the benefits of an enhanced Status where its rules permit.

Multiple applications or stacks do not multiply the effects of Red Mana Saturation, Blue Mana Saturation, Green Mana Saturation, Yellow Mana Saturation, Purple Mana Saturation, Blood Trail, Sore Muscles, or Spoiled Aim.

Red Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Ignite.

Beginning with the Round after you apply Ignite, the affected Character takes their Turn after all Characters without this Initiative penalty, for as long as your Ignite remains active. Characters with this penalty compare their normal Initiative, using the usual tie rules.

Determine this placement at the beginning of each Round. Voluntarily delaying Initiative cannot bypass this placement. If Ignite ends during a Round, the Character returns to their normal position at the beginning of the following Round. This effect never grants or removes a Turn and does not change numerical Initiative for other purposes.

Wildfire

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Ignite.

Once per Round, when one of your Ignites deals its beginning-of-Turn damage, you may attempt to spread it to one other Foe within 2 Yards of the burning Target.

Make a Spell Roll against the new Target's Spell Resilience. On a success, apply Ignite without an additional status-chance roll. This attempt costs no Beats or Mana.

The new Ignite has the originating Ignite's Potency and inherits its remaining duration before the burning Target's current Turn ends, including any extension from Preserve. If the originating Ignite has an indefinite duration, the new Ignite also has an indefinite duration. Its first damage occurs at the beginning of the new Target's next Turn.

The normal reapplication rules apply if the new Target is already Ignited. Spreading does not shorten or remove the originating Ignite. You may attempt this spread only once per Round across all of your Ignites. A spread Ignite can produce later spreads under this same limit.

Blood Trail

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Bleed.

While affected by your Bleed, a Character's Hide results are reduced by 3, including existing results and values established by Spells. This reduction ends when your Bleed ends.

The Character leaves a visible blood trail wherever their movement deposits blood. Perception Rolls made to follow this trail or locate the Character using it gain 1 Boon. The trail does not automatically reveal the Character or allow observation through obstructions.

Hemorrhage

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Bleed.

Your Bleed can accumulate up to three stacks on a Target. The initial application creates one stack. A qualifying reapplication by you or an ally adds one stack and refreshes the shared duration. At three stacks, further qualifying applications refresh the duration without adding another stack.

All stacks share one Magnitude, one Potency, and one duration. A stronger application updates the shared values.

At the beginning of the Target's Turn, roll Bleed's damage dice once per stack and resolve the combined result as one instance of Slicing Damage. When the duration expires, all stacks end. An effect that removes Bleed removes all its stacks.

Example: Bleed at Potency 4 deals 2d8 with one stack, 4d8 with two, and 6d8 with three.

Sore Muscles

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Bruise.

Forceful Strikes against a Character affected by your Bruise do not suffer Forceful Strike's usual Bane. Other Banes apply normally. This benefit applies to any attacker.

The affected Character suffers 1 Bane on rolls to establish, resist, maintain, or escape a Grapple. This includes rolls made to prevent another Character from escaping their Grapple.

Forceful Strike and Grappling otherwise follow their normal rules.

Internal Bleeding

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Bruise.

After a Target affected by your Bruise resolves a Weapon Strike or casts a Spell, it takes Impact Damage equal to Bruise's listed additional damage. This occurs whether the Strike or Spell succeeds or fails. Each Strike or Spell source within a Maneuver counts separately.

This additional effect can trigger at most twice per Round per Target, regardless of how many Characters have this Distinction.

This damage does not trigger Bruise's ordinary additional-damage effect. Bruise continues to increase damage from other qualifying Impact hits normally.

Spoiled Aim

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Expose.

While affected by your Expose, a Character's critical threshold for Weapon Strikes increases by 1, after all other critical-threshold modifications. A threshold of 20 becomes 21, preventing critical hits from the attack die.

A natural 20 still automatically succeeds on the Attack Roll, but grants no critical damage unless another rule makes the Strike critical. Effects that automatically make a successful Strike critical, such as Ambush, still function.

Weak Spot

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Expose.

Your Expose benefits all Weapon Strikes, regardless of damage type. Its critical-threshold reduction applies to all otherwise eligible Weapon Strikes against the Target.

Within a Maneuver, only its first weapon Strike can receive critical damage. This Distinction does not grant critical damage to Spells or Status damage.

Blue Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Douse.

While affected by your Douse, a Character calculates each Spell's base Mana cost using the next higher Potency row. The Spell's actual Potency and effects remain unchanged.

At Potency 7, increase the base Mana cost by the difference between that Spell's Potency 6 and Potency 7 costs. Apply normal Mana-cost modifications afterward. For Reprise, calculate the repeated-casting cost from this increased base cost without adding the surcharge again on subsequent Castings.

Saturated

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Douse.

When your Douse detonates, it deals its normal detonation damage and loses one remaining Turn instead of immediately ending. If this reduces its remaining duration to zero, Douse ends immediately. Otherwise, it remains active and can detonate again when another qualifying Spell deals damage.

The triggering Spell does not refresh Douse's duration. Natural duration countdown still occurs normally. A separate qualifying application of Douse can refresh it.

Each Spell resolution can trigger only one detonation against the Target. Separate damaging Spell sources within a Maneuver can each trigger a detonation.

Yellow Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Winded.

The first Travel Action a Character attempts while affected by your Winded each Round costs 1 additional Beat. Apply this surcharge after all discounts. The Character must be able to pay the increased cost to attempt the Action.

This includes Disengaging and Travel using other means of movement. Forced movement and being carried do not trigger this surcharge.

Once the Character pays this surcharge, it cannot be charged again that Round, even if Winded is refreshed, removed and reapplied, or applied by another Character.

Breathless

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Winded.

At the beginning of each of its Turns, a Target affected by your Winded takes Air Damage equal to twice Winded's Potency.

This is additional to Winded's normal movement damage and occurs even if the Target remains stationary.

Purple Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Vex.

When you successfully apply Vex, you may exchange the Target's Defense and Spell Resilience for its duration.

Calculate both values normally, including their respective modifiers, then exchange the resulting totals. A qualifying reapplication may maintain or end this exchange; it does not exchange the values a second time. When Vex ends, the exchange ends.

Maddening Vexation

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Vex.

The first Maneuver a Target attempts while affected by your Vex each Round costs one additional Beat. Apply this surcharge after all Beat discounts. The Target must be able to pay the increased cost to attempt the Maneuver.

The additional Beat triggers Vex damage normally. Once the Target pays this surcharge, it cannot be charged again that Round, even if Vex is refreshed, removed and reapplied, or applied by another Character.

Green Mana Saturation

Cost: 10 Lumens

Maximum Ranks: 1

Enhances Leech.

While affected by your Leech, a Character halves any Health they would regain, rounding down.

When Brace is applied, refreshed, or replaced on that Character, halve the Temporary Health it would provide, rounding down. Temporary Health already present when Leech is applied is unaffected. Ending Leech does not restore Health or Temporary Health lost to this reduction.

Mind and Body

Cost: 25 Lumens

Maximum Ranks: 1

Enhances Leech.

Whenever your Leech drains Health, it also transfers Mana from the Target to Leech's owner. The Mana transferred equals the Health actually drained, limited by the Target's current Mana and the owner's missing Mana.

This does not reduce Leech's normal Health restoration. If no Mana can be transferred, Leech still drains and restores Health normally.

Beat Distinctions

Additional Beat

Cost: 25 Lumens

Maximum Ranks: 4

Restrictions: This Distinction can only be taken a Single Time at the Square Rank. An additional time at the Pentagon Rank, an additional time at the Hexagon Rank, and one additional time at the Circle Rank.

You generate an additional Beat at the beginning of Rounds.

Improvised Maneuver

Cost: 20 Lumens

Maximum Ranks: 1

Once per battle, you may attempt an unregistered Maneuver. Before attempting it, declare one to four eligible Sources in order, their spell parameters and chosen statuses, any required weapons, and all costs. You must have access to every Source, and you cannot repeat a Source within the Maneuver.

Pay the full combined Beat cost of its Sources, without the one-Beat registration discount. Pay all Mana and other costs normally. The eight-Beat expenditure limit per Round still applies. Resolve the Maneuver using the ordinary initial Roll

and Target Cascading rules. This does not register or replace a Maneuver, grant access to unknown Spells, or refresh limited-use abilities or equipment. The once-per-battle use is spent when you attempt the Maneuver, even if it fails.

Try to keep play moving when drafting Maneuvers on the fly. Prepare a small selection of possible improvised Maneuvers in advance, with their Sources, parameters, and costs ready to use. These notes are not additional registrations. If inspiration strikes during play, you can still create something new; settle its details before rolling.

Upstage

Cost: 20 Lumens

Maximum Ranks: 1

Upstage allows a Character to use an Action with Rebuttal even if they lack the Beats to pay for it. Borrow its Beat cost from future round-start replenishments and gain that many Rests. Borrowed Beats count toward the Character's eight-Beat expenditure limit for the current Round. Upstage cannot exceed that limit or leave the Character with more than eight Rests. At the beginning of a Round, use the Beats the Character would replenish to pay off Rests first, one Beat per Rest. Remove only the Rests paid off; add any remaining Beats to the bank normally.

Bodily Distinctions

Additional Limb

Cost: 15 Lumens

Maximum Ranks: Four total limb sets, including starting limbs

Grants an Extra pair of Arms, pair of Legs, set of Wings, or a Tail. A maximum of 4 pairs of Limbs is allowed. Humanoid Characters by default have Two sets of Limbs, Arms and Legs.

Sensory Organ

Cost: 5 Lumens

Maximum Ranks: Limitless

Grants an extra Eye, Mouth, Nose, Ear, or other Sensory Organ.

Improved Health Dice

Cost: 5 Lumens

Maximum Ranks: 4

Improve your Health dice one step, continuing beyond d12 into compound dice: d12+d4, d12+d6, d12+d8, d12+d10, 2d12, and onward. Use the progression and retroactive adjustment in the Health rules for all previous gains and the starting bonus. Do not reroll previous Health gains.

Natural Weapon

Cost: 10 Lumens

Maximum Ranks: 1 per limb set, including a singular tail.

Choose one limb set and one Weapon Type. ranged weapons are valid Weapon Types for Natural Weapons. That limb set functions as a single Natural Weapon of that type, with base damage determined by your Size. A pair of arms or legs counts as one eligible choice; a singular tail also counts as one choice. Natural Weapons can be used in conjunction with held equipment. They do not remove a limb's ability to hold or use equipment, or cast spells. Each required weapon must still be available when its Strike is performed.

Purchase weapon-specific upgrades separately for each individual Natural Weapon. For held weapons, purchase them by Weapon Type. An upgrade to one Natural Weapon does not improve another Natural Weapon or a held weapon of

the same type; a held-weapon-type upgrade does not improve a Natural Weapon. Use the upgrade's usual rank and damage limits for each selection.

Status Attacks

Cost: 15 Lumens

Maximum Ranks: 1 per Natural Weapon.

Choose a Natural Weapon and a color available to the character before making its Status Strike. On a hit, apply that color's status without weapon damage. Both Magnitude and Potency equal the attribute that supplies the weapon's damage bonus: Might, or Intuition for ranged or keen weapons.

Aqueous/Gaseous

Cost: 30 Lumens

Maximum Ranks: 1

Your body is fluid, whether liquid or gas. Grapple attempts against you have 3 Banes. If you have a Natural Weapon and the Status Attacks Distinction, you may make a free Status Strike against any Foe you are Grappling at the beginning of your Turn.

You may compress your body and squeeze through openings up to 2 size categories smaller than yourself. No items or equipment may come with you if you move in this way.

Crafting Distinctions

Makeshift Crafter

Cost: 10 Lumens

Maximum Ranks: 1

Requires at least one crafting Distinction. You may make temporary field-crafted items without a workbench. They keep a normal tier and all normal investment limits, including 25 Lumens per character level, but expire after one battle or one use. See Lumencrafting for exhaustion and rebuilding.

Armorsmithing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Weaponsmithing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Catalystcarving

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Crystalcutting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Papercrafting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Maskmaking

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Elixirbrewing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Seedsowing

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Tinkering

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Minting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next quality tier, from Point through Circle. Crafting also requires the appropriate character tier, materials, and workbench. See Lumencrafting.

Miscellaneous Distinctions

Burrowing

Cost: 15 Lumens

Maximum Ranks: 1

You are capable of Burrowing

Burrow Turning

Cost: 10 Lumens

Maximum Ranks: 1

You are able to change directions while Burrowing.

Initiative Boost

Cost: 15 Lumens

Maximum Ranks: Limitless

Increase your Initiative by 5.

Mountable

Cost: 15 Lumens

Maximum Ranks: 1

You are capable of being Mounted by Characters of the same or smaller Size.

Improved Perception

Cost: 10 Lumens

Maximum Ranks: Limitless

Increase your Perception and Perception Rolls by 3.

Size Boost

Cost: 20 Lumens

Maximum Ranks: To maximum Size

Increase your character's Size by 1 Size Category.

Swim Speed Boost

Cost: 10 Lumens

Maximum Ranks: 1

When a Character is Swimming, they use their normal Travel Distance.

Swim Turning

Cost: 10 Lumens

Maximum Ranks: 1

You may change directions while Swimming

Improved Travel Distance

Cost: 10 Lumens

Maximum Ranks: 5

Increase your Travel Distance by 1 Yard.

Water Breathing

Cost: 20 Lumens

Maximum Ranks: 1

May breathe underwater and suffers no penalties for being underwater for long durations.

Hide in Plain Sight

Cost: 15 Lumens

Maximum Ranks: 1

Your Character may Hide while being directly observed. When Hiding in plain sight, you suffer 1 Bane on the Hide Roll.

Trap-Tripping

Cost: 10 Lumens

Maximum Ranks: 1

When disabling traps, you do not roll with any Banes.

Spelled Strikes

Cost: 15 Lumens

Maximum Ranks: 1

Gain a Boon on a Weapon Hit Roll for a Maneuver if that Maneuver includes a Spell as a Source.

Striking Spells

Cost: 15 Lumens

Maximum Ranks: 1

Gain a Boon on a Spell Roll for a Maneuver if that Maneuver includes a Weapon Strike as a Source.

Selfish Spells

Cost: 10 Lumens

Maximum Ranks: 1

If one of your own Spells would affect you, you may choose for it to not affect you.

Friendly Spells

Cost: 10 Lumens

Maximum Ranks: 1

If your Spells would affect any of your Friends, you may choose for them not to affect those Friends.

Helpful Assistance

Cost: 10 Lumens

Maximum Ranks: 1

When Assisting, add your relevant MOSAIC to the Target's Roll.

Tandem Strike

Cost: 10 Lumens

Maximum Ranks: 1

When you use the Assist Action, if your target's next roll is an Attack Action, add your Might to the damage roll.

Professional Spotter

Cost: 10 Lumens

Maximum Ranks: 1

When you use the Assist Action, if your target's next roll is a Perception Roll, add your Observation to the result.

Dreamlight Distinctions

Dreamlight Resonance

Cost: 25 Lumens

Maximum Ranks: 3

You may Ring your Dreamlight Bell one additional time per Day.

Dreamlight Traveler

Cost: 5 Lumens

Maximum Ranks: 1

Once during each of your Turns, your Dreamlight Companion may Travel up to your Travel Distance away from you. This costs no Beats. Your Dreamlight Companion may never go farther than 100 Yards from you.

Dreamlight Speech

Cost: 10 Lumens

Maximum Ranks: 1

Your Dreamlight Companion is capable of Speaking and Communicating. Your Dreamlight Companion's personality is separate from yours, but they have all of your memories. Their personality may be that of a beloved pet, or an intelligent and trusted confidant. Their personality is a reflection of your own, but they are their own independent mind.

Dreamlight Conduit

Cost: 15 Lumens

Maximum Ranks: 1

Once during each of your Turns, you may Cast a Spell through your Dreamlight Companion. If your Dreamlight Companion is in a different location than you, you may Cast as if you were in their Location.

If you are Casting a Spell as part of a Maneuver, the Maneuver must be comprised only of Spells. To Cast a Maneuver with Weapon attacks and Spells you also need to have the Dreamlight Fight Distinction.

Dreamlight Fight

Cost: 15 Lumens

Maximum Ranks: 1

Once during each of your Turns, you may make a Weapon attack through your Dreamlight Companion. If your Dreamlight Companion is in a different location than you, you may make Attacks as if you were in their Location.

If you are making an Attack as part of a Maneuver, the Maneuver must be comprised only of Attacks. To use a Maneuver with Weapon Attacks and Spells you also need to have the Dreamlight Conduit Distinction.

Dreamlight Possession

Cost: 40 Lumens

Maximum Ranks: 1

Your Dreamlight Companion inhabits the body of a willing creature. This Creature may not have Lumens above half your Max Lumens. You and that creature share a special bond and may communicate psychically. Your Dreamlight Bell no longer restores your health or mana; instead, it will send your Dreamlight Companion back to The Faed where they will be safe from harm. They can be resummoned when your Dreamlight Bell is restored. If your Dreamlight Companion perishes, your Dreamlight Bell cracks and becomes unusable until repaired by a Bellfounder.

Bellfounding

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next Dreamlight Bell tier, from Point through Circle. See the Bellfounding prices and recovery table.