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 on the same team. Everyone is helping craft 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 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.

Geometry is a 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 wish to change something, or if a rule gets in the way of the story you are trying to tell, you have my full blessing and encouragement to set it aside 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) for three to six people. One person is the Director, who runs the game and presents its world. Each other player takes 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 magic is intertwined with the lore of Xanadu, the world in which the game takes place. Xanadu is a solitary planet surrounded by five differently colored moons. Their magical fields of Mana fuel magic in the world. Each moon has an Angel who serves as its Avatar and protects the land. When creating a Character, choose at least one associated color: Red, Green, Blue, Yellow, or Violet. You can combine colors or become Chromatic, with access to all five.

Characters can register up to four Maneuvers: combinations of attacks, movement, Spells, or other eligible Actions that let you shape your playstyle. Choosing how and when to use them is an important part of combat. You can also use ordinary Actions and known Spells outside your Maneuvers.

Outside combat, Skillsets help your Character solve problems and navigate a wide variety of situations. Chromatic Mana includes many ready-made Skillsets, and you are encouraged to create your own and find creative ways to apply them.

Lumens represent a Character's inner light, strengths, and attributes. As Characters advance through 20 levels, they gain Lumens to spend on improvements, such as their MOSAIC ability scores, additional health and mana, runes to cast spells with, and Distinctions that change Characters in a variety of ways.

Magical items and equipment are known as Lumencrafts, and can be both given as pre-generated loot by The Director, or crafted by characters who take special Crafting Distinctions. Lumencrafts are also filled with Lumens, crafted out of special treasure known as Lumencaches.

Chapter 1 Character Roles

Choose how you would like to help on an adventure, then take a character who is ready to play. This chapter introduces seven Roles, each with a different approach to danger and a completed starting character sheet.

Your group of adventurers is called a Troupe. You do not need one of every Role. Two players can choose the same Role and make very different characters. Start with the one that sounds fun to you.

Choose what sounds fun

Premade Roles		
Role	**Color**	**Contributions**
The Spot	Green	Defender. Take center stage and keep danger close, giving the Troupe room to act. Foes who spread out will test your reach and attention.
The Flood	Yellow	Ranged weapon damage. Cover the battlefield with bow fire and respond to new threats. When enemies block your view or get too close, find a fresh angle.
The Gel	Blue	Healing and support. Keep the Troupe on its feet and prepare allies for their next big moment. Be ready to reach a wounded friend in time.
The Strobe	Violet	Disruption and crafting. Break an enemy's rhythm and prepare magical tools for the Troupe. A foe with plenty of other options will be harder to stop.
The Beam	Red	Damage against one foe. Focus on a dangerous enemy and follow your opening Spell with a heavy Strike. Scattered enemies and a failed opening Roll can blunt your impact.
The Prism	Chromatic	Area damage and crafting. Catch several foes in a magical display and prepare tools between battles. Place your Spells carefully when enemies spread out or Mana runs low.
The Blackout	Yellow + Violet	Stealth and scouting. Uncover danger from hiding and choose when to strike. Plan a way out in case you are spotted or drawn into a fight.

Read the guide for the Role you choose, then use the character sheet immediately after it. You can leave the other Roles for another time.

Get ready to play

Take your character sheet

The starting choices and totals are already filled in. Use the printed numbers; you do not need to calculate them or buy anything before playing. Give your character a name, an appearance, and a reason to adventure with the others. You can keep the example name if you like.

Find your first few choices

The four boxes headed Maneuvers are ready-made moves: an attack, a Spell, or a combination of actions. Each box tells you what the move does and what it costs. Start with the suggestion in your Role's guide. You can learn the other choices as situations come up.

Watch three things

Health records how much harm you can take. Mana is the resource you spend on magic. Beats pay for actions during combat. Your sheet shows your Health and Mana, and each Maneuver shows its Beat and Mana costs. Keep track of what you spend and what you have left.

Learn the rhythm together

During combat, everyone takes a Turn in an order. One pass through that order is a Round. These characters normally gain three Beats at the start of each Round. Each of your four Maneuvers can be used once per Round. Unspent Beats carry over, up to eight saved, and you can spend no more than eight in one Round. You can keep Beats for a later choice instead of spending them all at once.

Say what you want to do

The Director describes the world and runs the challenges. Tell them what you want your character to try, and use the sheet and rules together to work out how. Your four Maneuvers are useful starting choices; you can also move, use other actions and known Spells, or try a creative solution.

Bring your experience

Skillsets describe things your character knows from a profession, hobby, or other experience. When one seems useful, explain how it could help. Tell the Troupe about these skills as well as your combat abilities.

Make the Role your own

Your Role is a starting point. It does not decide your character's personality or limit what they can learn. As you play, you can build on it, combine ideas from other Roles, or take your character in a new direction. Describe an ability in your own way while keeping its costs and effects the same. When you are ready to change what your character can do or improve them after an adventure, Chapter 2 explains the choices. You do not need to plan those choices now.

The Spot

Draw danger toward you and give your friends room to act.

Willow | Green

The Spot draws danger toward a defender. Willow steps into view and makes it harder for a dangerous enemy to ignore them while the Troupe acts. Choose the Spot if you enjoy standing between your friends and trouble.

Try this first

Try Center Stage when a nearby enemy threatens a friend. It uses magic to limit that enemy's choices and draw their attention toward you. It does not force them to attack. When you want a straightforward spear attack, use Guarding Thrust.

Other useful choices

Turn Aside gives you or a nearby friend a brief layer of protection against harm. Keep a Beat and enough Mana available if you want to use it in response to an attack. Tell the Director you are considering it before the attack's damage is applied. Hold Fast combines protection for yourself when you need to stand your ground.

What to watch for

You cannot be everywhere at once. Enemies who spread out will test your reach and attention, and an attack that catches several people can still hurt your friends. Choose the danger you can best contain and tell the Troupe what you are doing.

Outside a fight

Willow's Bodyguard and Wilderness skills can help you look after a companion or find your way through rough country. Offer that experience when the group is planning a route or keeping someone safe.

Make it yours

Your defender might be calm and watchful, fiercely protective, or eager to be the center of attention. Decide who they protect and why.

The Spot Level 1

Name	Role	Level	Make	Size
Willow	The Spot	1	Humanoid	Medium

Red	Green	Blue	Yellow	Violet	Chromatic
	X				

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	2	27	d8	1	14	125	125

MOSAIC

Name	Score
Might	1
Observation	0
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	10

Offense

Melee Hit	Ranged Hit	Spell Hit
1	0	1

Defense

Total Defense	Spell Resilience
12	11
Armor	**Evasion**
1	1

Current Stats

Current Health	Spell Effects and Statuses
27	
Current Mana	
14	

Skillsets

Name	Ranks
Bodyguard (Make)	1
Wilderness	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	2
Nongesticulate Casting	1
Bulwark	1

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard	X	Seal	
Bind		Delude		Mend	X	Transform	
Compel	X	Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana	Source 1	Source 2	Source 3	Source 4	Description
Center Stage	1	1	Goad (1, 1) · Green				Spell: d20 + 1. 1 Beat; 1 Mana. Foe within 5 yards; 1 Target Turn. Spells/Effects: only you or self; offense includes you. Travel: closer, you in sight; no Cover. If unable to target you, only targeting limits lapse.
Hold Fast	3	3	Protect (1, 1) · Green	Brace (1, 1) · Green			Spell: d20 + 1. Registered: 3 Beats; 3 Mana. Self: Protect adds 1 Armor, then Brace gives 4 Temporary Health. Both last 1 Target Turn. Brace: once per Target per Round. Needs nearby rock or vegetation.
Turn Aside	1	2	Brace (1, 1) · Green				Spell: d20 + 1. Registered: 1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Brace: once per Target per Round. Needs nearby rock or vegetation.
Guarding Thrust	1	0	Regular Strike (Spear)				Attack: d20 + 1. Registered: 1 Beat; 0 Mana. Foe within 2 yards: 1d12 + 1 Piercing damage vs Defense. Bulwark: your Opportunity Attack hit ends the Foe's Travel Action and prevents another that Turn.

The Flood

Move into position and keep changing threats under fire.

Reed | Yellow

The Flood watches the battlefield and responds wherever help is needed. Reed uses a bow and quick movement to deal with enemies approaching from different directions. Choose the Flood if you enjoy finding a good vantage point and deciding where your next shot will help most.

Try this first

Find an enemy you can see clearly and try Quick Shot. When you need a better angle, Running Shot lets you move before firing. You can choose a different enemy each time you shoot.

Other useful choices

Pressing Shot commits more of your time to one enemy: an accurate opening shot leads into a harder hit if it succeeds. Watch the Wings uses magic to help you notice trouble. It can help you find a threat, but your arrows still need a clear path.

What to watch for

Enemies who get close or block your view make shooting harder. Look for another position and ask about the danger of moving away from someone beside you. Keep watching the whole fight; the enemy you attacked last may no longer be the one your friends need help with.

Outside a fight

Reed's Sentinel and Tracker skills can help the Troupe keep watch, follow a trail, or notice signs of trouble. Share what you find so the group can decide how to approach it.

Make it yours

Try a hunter, watch officer, outrider, or disciplined archer. What taught your character to pay attention, and what tends to distract them?

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
20	
Current Mana	
14	

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	Violet	Chromatic
			X		

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	1	20	d8	1	14	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	Mana
Quick Shot	1	0

Source 1	Regular Strike (Bow)
Source 2	
Source 3	
Source 4	

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.

Name	Beats	Mana
Pressing Shot	3	0

Source 1	Accurate Strike (Bow)
Source 2	Powerful Strike (Bow)
Source 3	
Source 4	

Description

Attack: d20 + 1; 1 Boon.
Registered: 3 Beats; 0 Mana. Foe within 50 yards. Accurate opening: half of (1d10 + 1); on a hit, Powerful follows for 1d10 + 1d10 + 1 damage. One Attack Roll; only the first Strike can be a Critical Hit.

Name	Beats	Mana
Running Shot	2	0

Source 1	Travel
Source 2	Accurate Strike (Bow)
Source 3	
Source 4	

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.

Name	Beats	Mana
Watch the Wings	1	1

Source 1	Detect (1, 1) · Yellow
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Self: +2 Perception for 1 Target Turn; passive Perception 13. Detect's free Perception Roll uses its Spell Roll result. Detection still requires success.

The Gel

Heal your friends, protect them, and help them succeed.

Brook | Blue

The Gel helps the Troupe survive and accomplish more together. Brook uses magic to heal injuries, soften dangerous hits, and prepare friends for important moments. Choose the Gel if you enjoy watching out for others and helping their plans succeed.

Try this first

When a friend is hurt, move close enough to touch them and use Mending Light. When nearby friends are about to try something difficult, Lift the Troupe gives them a bonus they can use on a roll.

Other useful choices

Shelter gives you or a nearby friend a brief layer of protection against harm. Use it before the incoming damage is applied; healing helps afterward. Keep a Beat and enough Mana available if you want to respond with Shelter. Guiding Light is a simple weapon attack for when you need one.

What to watch for

Be ready to reach a wounded friend in time. Watch where your friends are going, tell them when you need them closer, and keep yourself safe enough to help. Healing and protection cost Mana, so decide where they will make the most difference.

Outside a fight

Brook's Physician and Diplomat skills offer ways to help with injuries, conversations, and tense situations. You can contribute without casting a Spell.

Make it yours

Try a physician, encouraging companion, field chaplain, or careful scholar. Describe your healing as light, stitches of water, or reassuring gestures while keeping its rules the same.

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
20	
Current Mana	
27	

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	Violet	Chromatic
		X			

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	1	20	d12	2	27	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	Mana
Mending Light	1	2

Source 1	Heal (1, 1) · Blue
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 2 Mana. Touch a willing adjacent Friend. Heal restores 2d6 Health, up to maximum Health. Move into reach before beginning. Higher Magnitude extends Range; higher Potency improves healing.

Name	Beats	Mana
Lift the Troupe	1	1

Source 1	Rally (1, 1) · Blue
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Friends within 1 yard each gain 1 Boon to spend on a Roll. Each Boon lasts until spent or until the end of the next Round.

Name	Beats	Mana
Shelter	1	2

Source 1	Brace (1, 1) · Blue
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Brace: once per Target per Round. Needs nearby water or ice.

Name	Beats	Mana
Guiding Light	1	0

Source 1	Regular Strike (Daggers)
Source 2	
Source 3	
Source 4	

Description

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

Interrupt dangerous plans and prepare useful magical tools.

Nix | Violet

The Strobe throws an enemy's plans off course. Nix interferes with dangerous magic and makes enemies reconsider what to do next. Choose the Strobe if you enjoy spotting a threat and finding a way to spoil its plan.

Try this first

Try Flicker against a nearby enemy who relies on magic. A successful hit makes their Spells less reliable and may also make acting painful. These effects are chances, so watch what actually happens before choosing your next move.

Other useful choices

Break the Cue interferes with one specific move you name; ask about it when an enemy has shown you a dangerous trick. Clear the Effect can remove certain magical effects or try to interrupt a Spell. It is expensive for Nix, so check what it can affect before spending Mana. Slip Away is a short weapon attack that gives you a small step away if it hits.

What to watch for

You disrupt an enemy's choices without taking all of them away. A foe with several good options may switch tactics. Nix also has little Mana to spare at the start, so choose the moments when your magic will matter most.

Outside a fight

Nix's Investigator and Artisan skills help with clues and practical work. With suitable materials and a workbench, their crystal crafting can also make magical tools. When there is time to prepare, talk with the Troupe about what would be useful and use Chapter 8 for the crafting rules.

Make it yours

Try a saboteur, tinkerer, unsettling illusionist, or meticulous investigator. What kinds of plans does your character enjoy pulling apart?

The Strobe Level 1

Name	Role	Level	Make	Size
Nix	The Strobe	1	Humanoid	Medium

Red	Green	Blue	Yellow	Violet	Chromatic
				X	

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d12	1	20	d6	1	11	125	125

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	15
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
20	
Current Mana	
11	

Skillsets

Name	Ranks
Artisan (Make)	1
Investigator	1

Distinctions

Name	Ranks
Improved Health Dice	2
Improved Mana Dice	1
Crystalcutting	1
Spell Attunement — Matter Blast	1

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	X
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel	X	Reflect		Trigger	
Conjure	X	Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana
Flicker	3	2

Source 1	Matter Blast (1, 1) · Violet
Source 2	Discombobulate (1, 1) · Violet
Source 3	
Source 4	

Description

Spell: d20 + 1; 1 Boon.
Registered: 3 Beats; 2 Mana. Foe within 5 yards. On a hit: 50% Vex chance (1 Psychic damage per Beat spent for 1 Target Turn); then 10% Spell misfire for 1 Target Turn even if Vex fails.

Name	Beats	Mana
Break the Cue	1	1

Source 1	Forbid (1, 1) · Violet
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Foe within 5 yards: forbid one Spell, Weapon Strike type or Maneuver for 1 Target Turn. Each attempt pays its costs, then tests an Ambition Roll against your retained Spell Roll.

Name	Beats	Mana
Clear the Effect	1	5

Source 1	Disjoint (1, 1) · Violet
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
1 Beat; 5 Mana. Within 5 yards: remove Spell Effects totaling P1 from one Target, never Statuses. Or Rebuttal a Spell being Cast (P1 or less): exceed its current Spell Roll. Ties fail. No refund.

Name	Beats	Mana
Slip Away	1	0

Source 1	Evasive Strike (Daggers)
Source 2	
Source 3	
Source 4	

Description

Attack: d20 + 1.
Registered: 1 Beat; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage vs Defense. On a hit move 1 yard without provoking an Opportunity Attack.

The Beam

Open with a Spell, then drive a heavy Strike into the same foe.

Brand | Red

The Beam concentrates damage on one dangerous foe. Brand combines a burst of magic with a heavy axe attack. Choose the Beam if you enjoy picking out a serious threat and committing to a powerful hit.

Try this first

Try Line Breaker when you have a clear shot at a dangerous enemy within its range. The opening Spell carries the axe attack to the same foe if it hits. Use the single roll described on the sheet. If the opening misses, the follow-up does not land.

Other useful choices

Steady Point is a straightforward axe attack for an enemy beside you and costs no Mana. Breaking Point can make a foe easier for later attacks to hit. Safety Brace gives you or a nearby friend a brief layer of protection; keep its Beat and Mana costs available if you want to use it against an incoming hit.

What to watch for

Scattered enemies and a failed opening can blunt your impact. Brand also starts with limited Health, so strong damage does not mean you can withstand repeated hits. Work with friends, use obstacles for protection, and remember that Line Breaker uses all three Beats you normally gain in a Round.

Outside a fight

Brand’s Athletics and Monster Lore skills can help with physical obstacles and unfamiliar creatures. Share what your character knows before the Troupe walks into danger.

Make it yours

Try an executioner, monster hunter, determined warrior, or severe duelist. Decide what makes your character commit to a fight, and what would persuade them to stop.

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
14	
Current Mana	
11	

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	Violet	Chromatic
X					

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d8	1	14	d6	1	11	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	Mana
Line Breaker	3	1

Source 1	Mana Blast (1, 1) · Red
Source 2	Powerful Strike (Axe)
Source 3	
Source 4	

Description

Spell: d20 + 1; 1 Boon.
Registered: 3 Beats; 1 Mana. Foe within 5 yards. On a hit: 2d6 Fire damage, then 1d12+1d4 + 1d12 + 1 Slicing damage. Target Cascading carries the axe Strike; no second Roll.

Name	Beats	Mana
Steady Point	1	0

Source 1	Regular Strike (Axe)
Source 2	
Source 3	
Source 4	

Description

Attack: d20 + 1.
Registered: 1 Beat; 0 Mana. Foe within 1 yard: 1d12+1d4 + 1 Slicing damage vs Defense. Mana-free fallback.

Name	Beats	Mana
Breaking Point	1	0

Source 1	Sundering Strike (Axe)
Source 2	
Source 3	
Source 4	

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.

Name	Beats	Mana
Safety Brace	1	2

Source 1	Brace (1, 1) · Red
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
1 Beat; 2 Mana. Rebuttal after Rolls, before Effects. Brace: once per Target per Round. Self or willing Friend within 5 yards: 4 Temporary Health for 1 Target Turn. Needs nearby ceramic or refined metal.

The Prism

Prepare your friends, then catch several foes in a magical display.

Iris | Chromatic

The Prism prepares the Troupe and catches enemies in overlapping Spell areas. Iris has access to all five colors of magic; the starting moves are already chosen on the sheet. Choose the Prism if you enjoy arranging a magical display that reaches several enemies at once.

Try this first

Try Steady Light when you want to attack one nearby enemy. When foes gather together, look at Distant Flare to place a burst around an enemy you hit, or Light Show to catch enemies close around you. These two moves cost much more Mana, so check how many foes they could reach.

Other useful choices

Set the Stage gives nearby friends a bonus they can use on a roll. Iris can also leave friends and themself out of their Spells, so you can place your effects among allies. Follow the areas and distances printed on the sheet.

What to watch for

Spread-out enemies make your larger attacks less useful. Watch your Mana and your position, especially when using a Spell centered on yourself. Light Show and Distant Flare each use all three Beats you normally gain in a Round; plan any movement around that cost.

Outside a fight

Iris's Stagecraft skill can help with performances and preparations. With suitable materials and a workbench, their paper crafting can make magical books and scrolls that hold additional Maneuvers. Explore that option with the Troupe when you are ready to use the crafting rules in Chapter 8.

Make it yours

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

The Prism Level 1

Name	Role	Level	Make	Size
Iris	The Prism	1	Humanoid	Medium

Red	Green	Blue	Yellow	Violet	Chromatic
					X

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d10	1	17	d8	1	14	125	125

MOSAIC

Name	Score
Might	0
Observation	0
Swiftness	1
Ambition	1
Intuition	1
Composition	1

Actions & Awareness

Initiative	Beats
2	3
Travel Distance	**Perception**
5	10

Offense

Melee Hit	Ranged Hit	Spell Hit
1	0	1

Defense

Total Defense	Spell Resilience
13	13
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
17	
Current Mana	
14	

Skillsets

Name	Ranks
Stagecraft (Make)	1

Distinctions

Name	Ranks
Improved Health Dice	1
Improved Mana Dice	2
Friendly Spells	1
Selfish Spells	1
Papercrafting	1

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy	X	Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify	X	Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana
Light Show	3	6

Source 1	Mana Field (1, 1) · Red
Source 2	Mana Blast (1, 1) · Red
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 3 Beats; 6 Mana. Field with a 1-yard Radius centered on you. Test each Foe's Spell Resilience; each hit takes 1d4 then 2d6 Fire damage through Target Cascading. Exclude Friends and yourself.

Name	Beats	Mana
Distant Flare	3	6

Source 1	Mana Blast (1, 1) · Red
Source 2	Mana Field (1, 1) · Red
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 3 Beats; 6 Mana. Blast a Foe within 5 yards for 2d6 Fire damage. On a hit, center a Field with a 1-yard Radius there for 1d4. Test new Foes with the retained Spell Roll. Exclude Friends and yourself.

Name	Beats	Mana
Set the Stage	1	1

Source 1	Rally (1, 1) · Red
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Friends within 1 yard each gain 1 Boon to spend on a Roll. Each Boon lasts until spent or until the end of the next Round. This Rally grants no extra Beats.

Name	Beats	Mana
Steady Light	1	1

Source 1	Mana Blast (1, 1) · Red
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Foe within 5 yards: 2d6 Fire damage on a Spell Hit vs Spell Resilience. Registered Color is Red. Color alone applies no Status.

The Blackout

Scout ahead, strike from hiding, and keep a way out.

Sable | Yellow and Violet

The Blackout chooses when to be seen. Sable scouts ahead, uncovers danger, and waits for an opening. Choose the Blackout if you enjoy gathering information, finding a quiet route, and deciding when to reveal yourself.

Try this first

Look for somewhere to hide, decide how you will get back, and tell the Troupe where you are going. The Blackout move uses magic to help you hide while you wait in place. Its extra help ends if you move; you can still try to stay hidden using the ordinary hiding rules.

Other useful choices

Opening Knife aims for a harder hit, while Quiet Cut favors accuracy. Either attack reveals you, so choose your moment. Exit Cue combines a short attack with movement to help you get away. Its small protected step depends on a hit, and the movement afterward still follows the usual dangers of moving near enemies.

What to watch for

Being spotted or drawn into a prolonged fight can spoil your advantage. Have a way out before you approach, and remember that returning with useful information can help the Troupe more than starting a fight alone.

Outside a fight

Sable’s Scout skill helps you explore routes and look for danger. Bring what you learn back promptly so everyone can join in deciding what happens next.

Make it yours

Try a burglar, spy, pathfinder, or quiet monster hunter. Stealth does not require cruelty or a criminal past. Decide what your character hopes to discover and who they trust with it.

The Blackout Level 1

Name
Sable

Role	Level
The Blackout	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	15
Armor	**Evasion**
0	1

Current Stats

Current Health	Spell Effects and Statuses
17	
Current Mana	
8	

Skillsets

Name	Ranks
Scout (Make)	1

Distinctions

Name	Ranks
Nonverbal Casting	1
Improved Health Dice	1

Red	Green	Blue	Yellow	Violet	Chromatic
			X	X	

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent
d10	1	17	d4	1	8	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		Transport	
Conceal	X	Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Fixtures

Name	Description

Maneuvers

Name	Beats	Mana
Blackout	1	1

Source 1	Obscure (1, 1) · Yellow
Source 2	
Source 3	
Source 4	

Description

Spell: d20 + 1.
Registered: 1 Beat; 1 Mana. Self: normal Hide Roll + 2. Movement allowance: None. Excess movement ends Obscure, not Hidden by itself. Attacks end Hiding. Nonverbal Casting still needs a free hand.

Name	Beats	Mana
Opening Knife	1	0

Source 1	Powerful Strike (Daggers)
Source 2	
Source 3	
Source 4	

Description

Attack: d20 + 1; 1 Bane.
Registered: 1 Beat; 0 Mana. Foe within 1 yard: 1d6 + 1d6 + 1 damage. Hit from Hiding against a Foe unaware of your location: Ambush critical damage, no Rebuttal. Attacking ends Hiding.

Name	Beats	Mana
Quiet Cut	1	0

Source 1	Accurate Strike (Daggers)
Source 2	
Source 3	
Source 4	

Description

Attack: d20 + 1; 1 Boon.
Registered: 1 Beat; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage. A hit from Hiding against a Foe unaware of your location gains normal Ambush benefits. Attacking ends Hiding.

Name	Beats	Mana
Exit Cue	2	0

Source 1	Evasive Strike (Daggers)
Source 2	Travel
Source 3	
Source 4	

Description

Attack: d20 + 1.
Registered: 2 Beats; 0 Mana. Foe within 1 yard: half of (1d6 + 1) damage. On a hit, move 1 yard without provoking an Opportunity Attack, then Travel up to 10 yards under normal Opportunity Attack rules.

Chapter 2 Character Creation

Choose your name

Name	

Choose your Color

Choose 1 Color for free, including Chromatic. Chromatic grants access to all Colors, but permanently increases the Lumen cost of Runes. Each additional Color costs 50 Lumens.

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
Violet	**Spell Resilience is base 14 instead of 10**
Chromatic	Base Defense and Spell Resilience are 12 instead of 10.

Your Color determines which Statuses you can inflict, which materials and energy you can manipulate, and which mental attributes you can influence. The table below lists each Color's materials and mental attributes.

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.
Violet	**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.

Your Role describes your place in the world and how you contribute to the Troupe. It does not restrict your purchases or grant additional benefits. You can follow a premade Role, develop it in a new direction as you advance, or build a Character from scratch and name your own Role. Continue this chapter to build your own Character, or turn to Chapter 1 to choose 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

Choose a Size: Tiny, Small, Medium, Large, or Giant. Size affects your Weapons, Travel distance, and Health Dice. Characters are Medium by default. Each category above Medium costs 20 Lumens. During initial creation only, choosing Small or Tiny frees 20 or 40 Lumens for other purchases. See Body Modifications for the full starting allocation rules.

Spend your Lumens

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.

Once you spend Lumens on your Character, they stay spent. You can't sell back a MOSAIC, Rune, Distinction, Skillset, Health Roll, or Mana Roll for a refund. Body, limb and Size choices can be traded down only during creation; afterward you can add to them but never refund them.

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 physical and mental attributes. They start at 0, and the highest score you can buy with Lumens is 7. Equipment and magical benefits can raise a score above that limit.

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.

MOSAIC stands for Might, Observation, Swiftness, Ambition, Intuition, and Composition. Each score provides the benefits shown below.

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 and remember things clearly.**
Swiftness	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 others' motives, trust your instincts, and listen to nature.**
Composition	Health Pool	Spell Resilience	**Endure Fatigue or Harsh Environments.**

Skillsets

A Skillset can be a profession, hobby, natural talent, or learned skill. It represents something your Character spends time doing.

Skillsets help in noncombat situations when the Director calls for a Skill Roll. You can use a relevant Skillset to Haggle for a bonus. For example, chopping down a sturdy tree might require a Might Skill Roll. A Lumberjack knows how to fell trees; a Carpenter understands wood grain and structural weak points. Either player could explain how that experience helps and ask the Director for a bonus.

Interpret Skillsets generously and look for ways your Character's background could help. Haggling is a chance for players and the Director to discuss those possibilities. Players are encouraged to be creative, and the Director is encouraged to reward a convincing interpretation. The Director decides whether to grant a bonus and when to end the discussion.

Give quieter players the same opportunities as vocal players. Directors should keep the Troupe's Skillsets in mind when describing a scene and offer relevant information when a Character's expertise would help.

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.

Each Skillset can have up to 5 ranks, at 5 Lumens per rank. You may invest in as many Skillsets as you like.

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

Health

A Characters Maximum Health is equal to:

Starting Pool + Health Rolls

To calculate a characters Starting Pool, take the maximum value of their Health Dice, and add their composition.

Characters receive one Health Roll at every level, including Level 1.

Health Dice

Health Dice are set by a Characters Size and can be improved through Distinctions. The Default Medium Sized Character has a Health Dice of d8.

Health Dice by Size

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

Health Roll

To make a Health Roll, take a Characters Health Dice and roll it, then add their Composition. That amount is added to their Maximum Health.

Instead of Rolling a Dice, Characters are allowed to take half of the maximum of their dice, and add it alongside their Composition:

For example, a Character with a d8 Health Dice and 2 Composition would add 4 Health from their Dice, and 2 from their composition for a total of 6.

Characters may spend 5 Lumens to gain a Health Roll

Improving Composition and Health Dice

If a player increases their Composition by leveling up or acquiring gear, they retroactively gain Health as if their Composition had always been that value.

For example: If a character has a total of 5 Health Rolls, and they gain 1 Composition, they would gain 5 Health.

Likewise, if a Character improves the size of their Health Dice, they retroactively gain the benefit of their improved Health Dice by 1. A Character with a d8 Health Dice that improves to a d10 may gain one Health per Health Roll.

Characters are also allowed to recalculate their entire Health Pool when they improve their Health Dice. To do this they must make each Health Roll again and use the new values for their Maximum Health.

Mana

A Characters Maximum Mana is equal to:

Starting Pool + Mana Rolls

To calculate a characters Starting Pool, take the maximum value of their Mana Dice, and add their Ambition.

Characters receive one Mana Roll at every level, including Level 1.

Mana Dice:

All Characters start with Mana Dice of 1d4. Distinctions improve Mana dice using the same progression as Health Dice

Mana Roll

To make a Mana Roll, take a Characters Mana Dice and roll it, then add their Ambition. That amount is added to their Maximum Mana.

Instead of Rolling a Dice, Characters are allowed to take half of the maximum of their dice, and add it alongside their Ambition:

For example, a Character with a d4 Mana Dice and 2 Ambition would add 2 Mana from their Dice, and 2 from their Ambition for a total of 4.

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.

Improving Ambition and Mana Dice

If a player increases their Ambition by leveling up or acquiring gear, they retroactively gain Mana as if their Ambition had always been that value.

For example: If a character has a total of 5 Mana Rolls, and they gain 1 Ambition, they would gain 5 Mana.

Likewise, if a Character improves the size of their Mana Dice, they retroactively gain the benefit of their improved Mana Dice by 1. A Character with a d8 Mana Dice that improves to a d10 may gain one Mana per Mana Roll.

Characters are also allowed to recalculate their entire Mana Pool when they improve their Mana Dice. To do this they must make each Mana Roll again and use the new values for their Maximum Mana.

Distinctions

Distinctions give your Character special abilities or improvements. They can modify Spells, physical Actions, movement, Beat replenishment, and other capabilities.

The end of this chapter has a list and brief description of Distinctions to try. Appendix C has the full rules.

Runes

Each Rune gives your Character a particular way to use Magic. It unlocks 3 Spells, each expressing a different aspect of that Rune.

A Rune costs 10 Lumens and permanently unlocks all 3 of its Spells. Chromatic Characters manipulate denser Mana, so each Rune costs 20 Lumens for them 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 + Swiftness	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	Swiftness	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	Swiftness	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 + Swiftness)	Yellow	Travel Distance = 2 × Size-based distance
Green	+1 Health Roll on each odd level, including level 1.	Violet	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

Choose a Weapon for your Character. Each Weapon has a Range, Damage Type, and selection of Strikes it can perform.

The Weapons table in Chapter 4 lists each Weapon's Strikes. All Weapon Types can use Status Strike; the Weapon's Damage Type determines the Status it inflicts.

Your Size affects your Weapon's damage dice. The listed dice assume a Medium Character; see Weapon Scaling in Chapter 4 for other Sizes.

Ranged Weapons will use Observation

instead of Swiftness when attempting Strikes.

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

Use your Weapon's Damage Scaling to find its damage dice in the Weapon Scaling table. Larger Characters generally deal more damage; smaller Characters deal less.

Weapon Range also depends on your Size. The listed Ranges assume a Medium Character; see Weapon Ranges in Chapter 4 for other Sizes.

Progression

Starting out, Characters receive 125 Lumens to spend.

Each additional level grants 25 Lumens. You can save them for later purchases. Characters can reach level 20.

The Director decides when Characters gain levels. A typical pace is one level per 3–7 significant encounters, which may include combat or substantial roleplaying scenes, depending on the Troupe's style.

Each Character can register up to 5 Fixtures. These include magical equipment called Lumencrafts, certain persistent Spell Effects, and other special enhancements.

Lumencrafts are special items with their own Inner Light, made by investing Lumens in equipment. See Chapter 8 for more details.

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

Your tier sets your maximum purchased MOSAIC scores, helps determine which Lumencrafts you can make, and satisfies the tier requirements of certain Distinctions.

A Lumencraft's tier sets the maximum Lumens that can be invested in it. Higher investments allow more powerful items.

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 Flight. See Flight in Chapter 3 for the rules.

-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.

Character Sheet

Name

Role	Level

Make	Size

MOSAIC

Name	Score
Might	
Observation	
Swiftness	
Ambition	
Intuition	
Composition	

Actions & Awareness

Initiative	Beats
Travel Distance	**Perception**

Offense

Melee Hit	Ranged Hit	Spell Hit

Defense

Total Defense	Spell Resilience
Armor	**Evasion**

Current Stats

Current Health	Spell Effects and Statuses
Current Mana	

Skillsets

Name	Ranks

Distinctions

Name	Ranks

Red	Green	Blue	Yellow	Violet	Chromatic

Health			Mana			Lumens	
Dice Size	Rolls	HP Total	Dice Size	Rolls	Mana Total	Total	Spent

Runes

Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
Conceal		Dispel		Reflect		Trigger	
Conjure		Fortify		Render		Ward	

Assets

Name	Description

Maneuvers

Name	Beats	Mana

Source 1	
Source 2	
Source 3	
Source 4	

Description

Name	Beats	Mana

Source 1	
Source 2	
Source 3	
Source 4	

Description

Name	Beats	Mana

Source 1	
Source 2	
Source 3	
Source 4	

Description

Name	Beats	Mana

Source 1	
Source 2	
Source 3	
Source 4	

Description

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**
Instrumentcrafting	10	7	Unlock next Dreamlight Instrument 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; Instrument recovery changes.
Dreamlight Resonance	25	3	Play your Dreamlight Instrument 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.
Violet 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.

Chapter 3 Systems

Fixtures

You can register up to 5 Fixtures; magical equipment and certain ongoing Spell Effects. Record your registered Fixtures on your Profile. Magical equipment grants no benefits unless it is registered to you.

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. Otherwise, the Spell Effect fails to apply.

A Spell's description states whether its Effect requires a Fixture slot.

Boons and Banes

A Boon improves a Roll; a Bane makes it harder.

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.

Use only the highest d6 result, not the sum. Additional Boons or Banes give you more chances to roll a high 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

For a d20 Roll with Advantage or Disadvantage, roll 2d20. With Advantage, use the higher result. With Disadvantage, use the lower result.

Skillsets

Skillsets describe your Character's hobbies, profession, interests, and specialized knowledge. Record them on your Profile.

Each Skillset rank costs 5 Lumens. A Skillset can have up to 5 ranks.

When the Director calls for a Skill Roll, point out any relevant Skillsets and Haggle for a bonus.

Skill Rolls

Use Skill Rolls for tasks that other rules do not fully cover, usually outside combat. Examples include climbing a difficult wall, balancing on a tightrope, jumping a gap, giving first aid, operating specialized equipment, or gardening. The Director can use this flexible system to resolve other unusual or specialized tasks.

The Director chooses the appropriate MOSAIC score, such as Might or Observation. Roll 1d20 and add that score.

The Director sets the Hassle: the number your Skill Roll must beat to succeed. A Hassle of 10–12 is relatively easy without training. A Hassle of 13–15 is more demanding but still within an untrained person's reach. At 16–20, an untrained person would need considerable talent. Hassles of 20+ generally call for relevant Skillsets and specialization.

To Haggle, explain how one of your Skillsets gives your Character relevant experience with the task. The Director decides which bonuses apply and may end the discussion when needed. Keep this exchange open and lively, with room for every player to contribute.

The Director may grant other bonuses, but the usual benefits are:

1 rank: 1 Boon on the Skill Roll.

2 ranks: 2 Boons on the Skill Roll.

3 ranks: 3 Boons on the Skill Roll.

4 ranks: 3 Boons and Advantage on the d20 Roll.

5 ranks: 3 Boons, Advantage on the d20 Roll, and add the relevant MOSAIC score twice.

For example:

An ancient mural in a cavern depicts a monster. The Director calls for an Intuition Skill Roll with a Hassle of 20 to decipher it. Each Character rolls 1d20 and adds Intuition. One player has 1 rank in Archaeology and explains how that experience helps them read the mural. The Director agrees and grants that Character 1 Boon.

A success reveals that the monster carved out the cavern and now lies dormant in its depths. The mural is a warning left by earlier explorers.

Traveling

You can play Chromatic Mana entirely in your imagination or use a tabletop map with squares or hexagons. Squares are typically 1 inch by 1 inch, and hexagons typically have 1-inch sides. Each space represents roughly 1 yard. A 1-yard space holds one Medium Character and cannot hold multiple Characters.

Travel is an Action that costs 1 Beat in combat. It lets you move your Travel Distance, which is usually determined by your Size.

Default Travel Distance

Default Travel Distance	
Size	**Travel Distance**
Tiny	3 yards
Small	4 yards
Medium	5 yards
Large	6 yards
Giant	7 yards
Humongous	8 yards
Colossal	10 yards
Titanic	15 yards
Continental	20 yards
Planetary	50 yards

Complete a Travel Action before taking another Action. You cannot split its movement around an attack: a Medium Character cannot Travel 2 yards, Strike, then use the remaining 3 yards from that same 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.

You can climb walls using your Travel Distance. The Director may call for a Skill Roll, usually Might, if the surface is difficult to climb.

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

Scenery includes the items, objects, and terrain in the world around the Characters. When the Troupe enters a new area, the Director describes the Scenery, and players can ask questions about it.

Look for creative ways to interact with Scenery. Describe what you want to do, use your Actions and Skillsets, and Haggle with the Director for bonuses or unusual Effects.

Magic can also affect Scenery. A Spell's Color determines which materials it can interact with.

Interacting with Scenery usually costs 2 Beats in combat. The Director may increase or reduce that cost to suit the Action's complexity.

Difficult Terrain

Difficult Terrain, such as brambles, rubble, ice, or unstable footing, halves your Travel Distance while crossing 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.

A Travel Action can use either flying movement or ordinary movement. Do not combine the two within one Action: a Very Slow flier cannot fly partway, land, and use a longer ground Travel Distance to move beyond 2 yards. You can switch between flying and ordinary movement by taking separate Travel Actions during the same Turn.

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: Move only in straight lines while flying.

Medium: Change direction once per Travel Action, at a 90-degree angle.

Great: Change direction once per Travel Action, at any angle.

Perfect: Change direction any number of times, 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 Swiftness 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 Swiftness 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 full pass through the Initiative order, in which every Character takes one Turn. You take ordinary Actions on your own Turn. Rebuttals, Opportunity Attacks and Readied Actions can happen during someone else's Turn, but they are not Turns, and nothing that counts or refreshes "each Turn" notices them.

Every Character has a Turn each Round. The Turn order is determined by Initiative, and Characters take most of their Actions during their Turn.

Cues

A Cue is the moment that triggers a rule. Some are fixed points in time, such as the beginning of the affected Target's Turn. Others are events, such as the Target spending a Beat. A rule resolves when its Cue occurs, and only then.

A Cue always says whose Turn it uses: yours, the Target's or the Caster's. A Round Cue happens once for the whole battlefield. Ignite, for example, burns at the beginning of the burning Target's Turn and at no one else's.

Spells and Effects come with their Cues printed. When you ready an Action, you choose its Cue; see Readied Actions.

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 replenishes three Beats.

You may bank unspent Beats, up to eight in total.

You can spend at most eight Beats in a Round, however you got them and whenever you spend them, including on Rebuttals, Readied Actions and Beats borrowed through Upstage.

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 Swiftness. Their Roll must meet or exceed their foe's total Defense in order to hit.

Before making an Attack Roll, choose your Weapon and the type of Strike you will use.

Critical Hits

A natural 20 on an Attack Roll is a Critical Hit, automatically succeeds no matter the Foes Defense.

Some Distinctions and Statuses can lower the number needed; that number is the Strike's critical threshold.

For critical damage, roll the weapon's damage as usual and add the highest value its damage dice can show. Add the MOSAIC bonus once. A 1d8 weapon deals 1d8 + 8, plus the MOSAIC bonus.

A Maneuver has one d20, its opening Roll, and that die can make one Strike critical: the first Weapon Strike in the Maneuver, wherever it comes in the order. When that Strike resolves, compare the opening d20 with the Strike's critical threshold, even if a Spell opened the Maneuver. Spells never deal critical damage.

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

Friends and Foes describe whether another Character willingly accepts an interaction, such as an attack or Spell, without a competing Roll. These designations can change immediately as a Character's willingness changes.

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

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.

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

While Hiding, you can Ambush a Foe who does not know your location. Make a Weapon Attack using any Strike. If it hits, it is automatically a Critical Hit. If the Attack Roll also qualifies as a Critical Hit, apply Critical Hit damage 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 conditions. Record the Effect's name, duration, what it does, Magnitude and Potency, and the Roll result used to apply it. Other Spells or Effects may compare against that Roll when trying to alter or overwrite it.

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

Magnitude and Potency describe two ways a Spell, Status, or Effect scales in power. Each ranges from 1 to 7. In the reference tables, Magnitude is on the left and Potency is on the right.

Write Magnitude and Potency in parentheses after the Spell or Effect's name, with Magnitude first. For example, Mana Blast (3, 2) has Magnitude 3 and Potency 2.

Durations

An Effect with a duration listed in Turns uses the Target Turns unless its rule says otherwise. Reduce its remaining duration by one at the end of the affected Target's next Turn. Then at the end of each of that Target's following Turns.

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.

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.

Aiming Attacks

You may aim at a specific part of a Foe, such as throwing something into their throat to make them choke or cutting their hair. Such attacks generally impose Banes according to how precise they are.

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.

An attack aimed at a general region, such as the arms or torso, should receive 1 Bane. An attack aimed at a specific body part, such as a hand or an individual rib, should receive 2 Banes.

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.

An internal attack typically applies Bruise or Bleed. The Director sets its Magnitude and Potency based on the harm caused.

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 a selection of Strikes, Damage Scaling, Range, and Damage Type.

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

Weapons

The Weapons table lists values for Medium Characters unless stated otherwise. Use Weapon Scaling and Weapon Ranges to adjust for other Sizes.

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 Swiftness 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

Weapon Range depends on the wielder's Size. Use the table below to find the Range for your Weapon and Size.

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 Thrown Items Damage. Throwing Range depends on the thrower's Size; use the Thrown Weapon Range column in Weapon Ranges.

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.

When you throw a weapon made for a wielder of your Size, ignore the same-size −5 Attack Roll penalty. Use the normal Thrown Weapon Range, thrown damage, and other applicable modifiers. Thrown Characters, ordinary nonweapon objects, and weapons made for larger wielders retain 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

A held Shield grants Armor. Larger Shields offer more protection but impose Attack Roll penalties.

There are three types of Shields

Buckler: +1 Armor with no Attack Roll penalty. A Buckler cannot be used as a Weapon; an attack with it counts as an Unarmed Attack.

Shield: +2 Armor and a −1 penalty to Attack Rolls to hit Foes.

Tower Shield: +3 Armor and a Bane on all Attack Rolls.

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.

A Shield occupies one hand. That hand cannot also wield another Weapon or be used 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, as well as lowering your Evasion.

Ordinary clothing counts as Unarmored, Padded Cloth is clothing specifically constructed to provide protection.

Armor's Evasion Penalty cannot reduce a Character's Evasion below 0.

Armor Types					
Armor Type	Armor Bonus	Physical Resistance	Spell Roll Penalty	Hide Roll Penalty	Evasion Penalty
Padded Cloth	+1	1	−1	0	−1
Leather	+2	2	−2	−1	−2
Mail	+3	3	−3	−2	−4
Plate	+4	4	−4	−3	−7

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.
Violet	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. When a Character becomes incapacitated, they lose all banked 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.

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.

An Incapacitated Character must have all negative Health healed and be restored to at least 1 Health before they revive. For the next Round after reviving, they replenish only 1 Beat. After that Round, they replenish Beats normally. Outside combat, the Director determines their ability to recover or participate based on their condition.

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

Between combats, Characters can Rest for 8–10 hours of light activity. Sleeping is typical, but staying awake in a low-stress environment also qualifies. Making any Roll, including a Skill Roll, restarts the Rest's timer.

After a Rest, recover Health and Mana:

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

Mana is fully restored.

Restore your Dreamlight Instrument's available uses if the Rest includes sleep. See Chapter 7 Dreamlight Instruments and Companions.

Nonlethal Defeat

When you defeat an NPC, you may choose to knock them out instead of killing them. The NPC drops to 0 Health and are incapacitated; ignore any excess damage.

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 Swiftness 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 attempts to Grapple either participant, they must win a Competing Might Roll against the existing Grappler (as well as the target, if unwilling); on a success, 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

To Cling to a Foe more than one Size category larger than you, spend 2 Beats and make a Competing Swiftness Roll against them.

On a success, you are Clinging to the Target and move with them when they Travel. You may let go at any time, even during another Character'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 Swiftness 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 your Turn, you may ready one normal Action or Maneuver to perform when a declared Cue occurs. You may have only one Readied Action at a time.

Preparing the Action

Declare the Action or Maneuver and a Cue your Character can perceive, such as a Foe entering Range or a Friend becoming injured.

Pay the Beat cost immediately. Count those Beats toward your eight-Beat spending limit for the current Round, even if the Action happens in a later Round. You do not pay those Beats again when it happens. Pay other costs, including Mana, when you perform the Action.

Waiting for the Cue

While holding a Readied Action, you cannot spend Beats on other Actions or Rebuttals. You continue to replenish Beats at the beginning of each Round, subject to the normal Beat limits.

The Action remains readied across Turns and Rounds until its Cue occurs or it is canceled.

When the Cue occurs

Choose whether to perform or cancel the Readied Action. To perform it, you must still be able to take the Action, have a legal Target, and pay its remaining costs. Otherwise, it is canceled.

Resolve the Readied Action immediately after the event named by its 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.

Canceling

You may cancel a Readied Action at the beginning of your Turn or when its Cue occurs. Becoming Incapacitated also cancels it.

Cancellation never refunds the Beats spent to ready the Action.

Surprise Rounds

When one side catches its Foes completely off guard, the Director may begin combat with a Surprise Round.

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

Scouting Missions let stealthy Characters gather information without keeping the rest of the Troupe waiting through a lengthy solo scene.

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 group of Foes in the adventure area, the Director makes a Perception Roll for the Foe with the highest Observation. Give that Roll a Boon if the Foe has access to the Perceive Rune.

The scout makes a Hide Roll. They may spend Mana to Cast a Spell that improves that Roll, but must Cast and pay for it again on each Scouting Roll where they want the benefit.

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

Traps call for a MOSAIC Roll against a difficulty set by the Director. The score used depends on the danger: Swiftness to catch the edge of a pit, Composition to hold your breath in poison gas, or Intuition to avoid hidden pressure plates.

On a failed Roll, the Trap goes off and applies its penalty. A success avoids the worst of it, though some Traps still impose a lesser penalty.

A simple way to build a Trap is to give it a Maneuver made of Weapon Attacks or Spells. A Character who fails the required MOSAIC Roll suffers the full Maneuver; a particularly dangerous Trap may apply a weaker version even on a success. Choose Sources that fit the danger. For example, a pit of spikes could use a Powerful Strike with the Spear Weapon Type.

Directors can also give Traps unusual consequences suited to the scene. A Trap's penalty need not be a Maneuver.

A Trap's default MOSAIC Roll difficulty is 10. Increase it to suit the adventurers' level, using the table below.

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 Swiftness 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. Add their costs, reduce the total Beat cost by 1, and let a successful hit carry later Effects to the same Target through Target Cascading. Each Action in the sequence is called a Source.

Once a Spell or Weapon Attack hits a Target, later Sources in that Maneuver can reach the same Target. A touch Spell or melee Strike can follow a ranged hit without your moving adjacent to the Target. An area Spell can begin at that Target's location instead of yours. You still need each Source's 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.

Give your Maneuvers descriptions that fit your Character. A ranged Spell followed by a sword Strike might be a single slash that sends a wave of magical energy at a distant Foe.

Registering a Maneuver

You may register up to four Maneuvers during downtime. You may also replace registrations during downtime, but never during combat. Scripts can provide additional registrations under their own rules.

Choose your Sources

A Maneuver contains one to four eligible Actions, called Sources, arranged in a fixed order. Sources may include Spells, Weapon Strikes, Travel, and other eligible Actions. Another Maneuver cannot be a Source.

You cannot repeat a Source within one Maneuver. Identify a Spell by its name and a Weapon Strike by its Strike Type. Changing a Spell's Magnitude, Potency, or Color, or using a different Weapon for a Strike, does not make it a different Source.

For example, Mana Blast (3, 3) and Mana Blast (2, 2) cannot appear in the same Maneuver. Neither can two Powerful Strikes, even if they use different Weapons.

A single eligible Action can be an entire Maneuver. Registering a Powerful Strike by itself, for example, reduces its Beat cost from 2 to 1.

Record the Maneuver

Record its name, Sources in order, total Beat and Mana costs, and any other required expenditures.

For each Spell, choose and record its Magnitude and Potency as (M, P). These values remain fixed when you use the Maneuver unless a rule explicitly modifies them, such as Surge.

For each Weapon Strike, record the required Weapon. That Weapon must support the chosen Strike, and you must wield it when performing that Strike.

Duplicate registrations

Your four ordinary registrations must contain different Maneuvers. Compare their ordered Sources, recorded Spell parameters, and required Weapons. Changing only the name does not make a Maneuver different.

Scripts may provide duplicate registrations, including copies of an ordinary registration or another Script's registration.

Using your Maneuvers

Each registration may be used once per Round. When you have multiple copies through Scripts, using one does not spend another copy's use.

Ordinary Actions taken outside a registered Maneuver may be repeated whenever their normal costs and specific limits allow. The Improvised Maneuver Distinction separately permits one unregistered Maneuver per battle under its own rules; it does not add or replace a registration.

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.

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

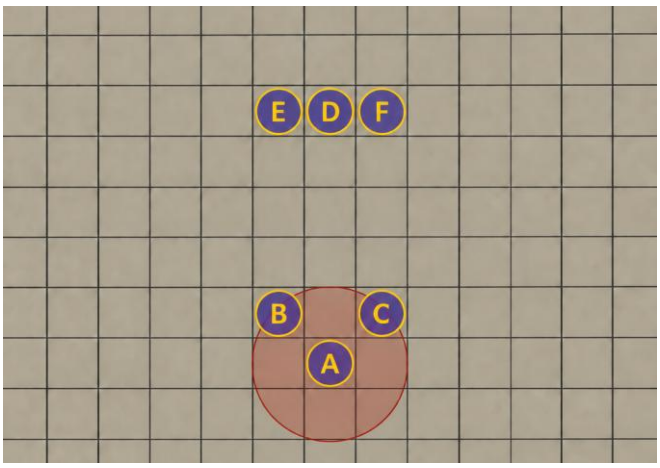
Name		Beats	1
Ember Dart		Mana	1
Source 1	Mana Blast (1, 1)		
Source 2			
Source 3			
Source 4			
Description	Requires the Destroy Rune. Cost: 1 Beat and 1 Mana. Target one creature within five yards. On a successful Spell Roll, deal 2d6 damage. This single Spell is an entire Maneuver that costs only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

Casting Mana Blast normally costs 2 Beats. Registering it as the only Source of Ember Dart reduces that cost to 1 Beat. You may use Ember Dart once per Round; further ordinary Casts of Mana Blast cost 2 Beats.

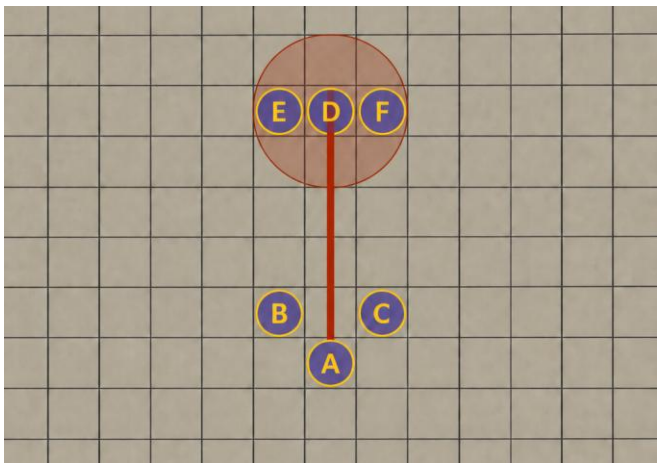
Ring of Embers and Distant Flare, Target Cascade Examples

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

Maneuvers let you create signature moves from Actions and Spells. If an idea falls outside the written rules, describe it to the Director, who may approve an exception. Use the system's costs and capabilities as a guide, and reward ideas that make the Character more fun to play.

Chapter 6 Magic

Color

The world of Chromatic Mana is magical, but follows the physical laws of our own world. Color and Mana let Characters manipulate matter and energy in unusual 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.
Violet	**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 influences emotion: it can soothe, enrage, or delight a Character.

Green

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

Green Magic influences physical sensations, such as temperature, pressure, and texture.

Blue

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

Blue Magic influences active thoughts: a Character's inner dialogue from moment to moment. Influencing a thought does not immediately force the Character to act on it.

Yellow

Yellow Magic's primary element is Air. It also controls material shed by living creatures while they are still alive, such as hair, feathers, fur, pearls, and milk.

Yellow Magic influences unconscious thoughts and beliefs, including assumptions a person may not realize they hold. It cannot immediately force someone to act or make them regard a Friend as an enemy or a Foe as an ally.

Violet

Violet Magic's primary element is the remains of living things: bones, leather, and other matter left behind after death. It also controls fungi, bacteria, and other phenomena that feed on those remains. When Violet Magic conjures matter, it is typically bones or mushrooms.

Violet Magic influences memories.

Chromatic

Chromatic Characters can use any Color of Magic, giving them a wide range of ways to influence the world.

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 magical verbs, each representing a way to interact with the world. Characters spend Lumens to learn them.

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 a reference table with its name, Rune, description, Magnitude, and Potency.

Magnitude and Potency each have 7 levels. Choose the corresponding rows in the Spell table to determine its Effects.

Choose the Spell's Magnitude and Potency separately, from 1 up to your Ambition, to a maximum of 7. You may choose either value below your limit.

Magnitude determines the effects shown in the table's Magnitude columns.

Potency determines the effects shown in its Potency columns and the Mana you must spend, as listed in the corresponding Mana Cost row.

If your Ambition is 0, you may Cast only at Magnitude 1 and Potency 1. Apply one Bane to the Spell Roll for having Ambition 0. Other Boons and Banes apply and cancel normally.

You must still have access to the Spell, pay its Mana and Beat costs, and meet its applicable speech and gesture requirements.

Write a Spell as Name (M, P), where M is Magnitude and P is Potency. For example, Mana Blast (2, 1) has Magnitude 2 and Potency 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.

Against a Foe, compare your Spell Roll with the Target's Spell Resilience. If the Roll is lower, the Spell fails and its costs remain spent.

A Spell automatically succeeds against a willing Friend. Still make a Spell Roll: identifying, dispelling, and other Effects may use its result.

To Cast, speak the Runes aloud and use a free hand to sketch them, directly or with an implement. You cannot Cast if you cannot meet these requirements unless a Distinction removes them. Nonverbal Casting removes the speech requirement; Nongesticulate Casting removes the gesture and free-hand requirements.

A Character's inherent Magic and Lumens offer some protection against Magic affecting the matter of their body. A Blue Mage cannot simply remove someone's water to kill them instantly, a Yellow Mage cannot instantly create bubbles in their blood, and a Green Mage cannot freely manipulate a Treefolk's body.

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

A Spell with Reprise may be Cast again on a subsequent Turn of its Caster, provided the Caster has taken no other Actions between Castings. Other Characters' Actions do not interrupt Reprise. Follow the Spell's description if it specifies a different Reprise timing.

Each Reprise costs half the Mana paid for the previous Casting, rounded down, to a minimum of 1 Mana. Further Reprises continue halving that cost. Pay the Spell's normal Beat cost unless its rules specify otherwise.

Reprising a Maneuver's Spell

A Spell used within a Maneuver remains eligible for Reprise despite the Maneuver's other Sources. Once the Maneuver ends, taking another Action—including a Rebuttal or performing a Readied Action—interrupts that eligibility.

Reprise repeats only the chosen Spell. If the Maneuver applied that Spell to several Targets, one Reprise casting cost covers all eligible Targets.

If several Sources have Reprise, choose which to repeat. Reprising one is an intervening Action that prevents you from Reprising the others.

For example, the Maneuver “Ascended Mana Blast” combines Mana Field, Levitate, and Mana Blast. You could Reprise Mana Field on your next Turn, or Reprise Levitate at its specified beginning-of-Round Cue, provided you remain eligible. Either choice repeats only that Spell and prevents Reprising the other. Mana Blast is not repeated in either case.

Ritual

A Spell with Ritual can be Cast normally or as a 5-minute Ritual. Its description explains how the Ritual changes its duration or Effects.

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 or 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 you see a Spell or Effect, you can try to identify it and its Rune.

Make an Observation Roll against the Spell or Effect’s recorded Spell Roll. If you have access to its Rune, the Director secretly adds 5 to your Observation Roll.

Custom Spells

The Spell reference gives the formal rules for Magic, but Runes and Spells are also verbs that suggest other possibilities.

If a Rune or Spell seems useful in a way the rules do not cover, describe what you want your Magic to do. The Director may allow it. Use the Skillset rules for Haggling as a starting point, and combine a custom Spell with a Skill Roll when that helps resolve the situation.

Chapter 7 Dreamlight Instruments and Companions

Dreamlight Instruments

Every Character begins their journey with a Dreamlight Instrument: a personal instrument that allows them to recover Health and Mana between Rests. The most common is a bell, easily played without musical training, but Dreamlight Instruments can take any musical form: guitars, drums, flutes, trumpets, lyres, harmonicas, or whatever else suits the Character.

Once per day, a Character may play their Dreamlight Instrument to recover their Health and Mana. Playing a Dreamlight Instrument costs 2 Beats and harmonizes a Characters Inner light, their unconscious Dreamlight, and their physical form. After playing the Instrument, they use their Health and Mana Dice and recover an amount of Health and Mana according to the chart below.
A Character must Rest to recharge their Dreamlight Instrument.

All Characters are intended to start with a Dreamlight Instrument. Players are encouraged to think of creative backstories for their Characters to have acquired them. Bellfounders selling generic Dreamlight Bells are found in all major cities. More specialized Instruments may differ based on the region and city.

Instrument Tier and recovery

Instrument quality and recovery			
Tier	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

The Dreamlight Resonance Distinction grants additional daily uses of a Dreamlight Instrument. Dreamlight Instruments are considered Lumencrafts but do not require a Fixture slot.

Dreamlight Instruments start at Point tier and do not automatically level up with the character. Characters must either visit major cities to find a Dreamlight Instrument crafter, or invest in the Distinction Instrumentcrafting themselves in order to improve them.

Dreamlight Companions

Every Character has a Dreamlight Companion: a Tiny entity that is always with them. It might look like a rat, bat, or cat; a sword, shield, or helm; a ghost, imp, or skull; or another form that suits the Character. Its appearance reflects the Character's Inner Light and form. They are only visible to Characters who own a Dreamlight Instrument, as the Instrument serves as the bridge between the Physical world and the Dreamlight realm of The Faed.

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

After all available uses of a Dreamlight Instrument are consumed, the Dreamlight Companion becomes invisible until the Instrument is recharged.

Chapter 8 Lumencrafting

Lumencrafting creates powerful magical items that supplement a Characters capabilities. Like Characters, each Lumencraft has its own profile, tier, and Lumens.
Lumencrafts can be given by the Director as loot as part of adventures; Characters can also invest in the ability to craft their own Lumencrafts. This allows greater customization of their Troupe's gear, as well as access to special Dreamlight Lumencrafts usable only by the Crafter. Though Characters and Lumencrafts both share Lumens, these Lumens are not interchangeable, crafting materials come from special objects known as Lumencaches.

Lumencaches

When a Character or NPC dies, their Lumens return to the Faed and cannot be used for crafting.

A Lumencache is an item containing Lumens that can be spent to construct, improve, or repair Lumencrafts. Lumencaches are the only source of Lumens for these crafting costs. Lumens gained through Character creation or level advancement cannot be spent on Lumencrafts.

Lumencaches can be either extraordinarily plentiful Scenery that nature has infused with Light, mundane objects given special significance by Characters in the world, parts from beings that are given special significance, or salvaged from currently existing Lumencrafts.
Examples include a branch offered by an Elder Tree, a Lumen-infused geode found deep in an ore vein, or a metal totem a High Priest has prayed over for 50 years.

Lumencaches from beings deserve special scrutiny. The mane of an albino Lion of mythic status, King of a Mountain but turned tyrant, is an appropriate source of a Lumencache. Killing random wildlife just to harvest it for crafting materials is an inappropriate use of the concept. Directors should take care when assigning Lumencaches as loot.

It is not known to any of the inhabitants of Xanadu exactly how Lumencaches first originate, but a cache's luminous energy is perceptible even to the naked eye, and it is known that particular care for an item, place, or aspect of one's being can imbue it with this powerful luminescence.

Lumencache's have a set amount of Lumens within them, and permanently deplete when Lumens within them are used for crafting.

Lumencraft Economy

Directors can use Lumencrafts to adjust a campaign's power level to the Troupe's preferences. Award items as loot or provide Lumencaches as treasure.

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

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

Facets

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.

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 Lumens within available Lumencaches, 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.

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 Instruments	Instrumentcrafting

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.

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 Lumens from Lumencaches.

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

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.
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 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 Lumencrafts

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 a Lumencache.

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 instead of Lumens. For each Lumen that would be required from a Lumencache, the crafter instead pays 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.

A Dreamlight Lumencraft must be registered as one of its crafter's Fixtures. If it is unregistered for any reason, it dissolves into light and is lost permanently. Only its crafter can equip it.

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 when a Lumencraft is made from it. 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.

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 Character's 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
Violet	One Boon or Bane
Chromatic	One Beat

Coin Hoard								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	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 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
Violet	**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	Violet	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	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.

Some magical beasts have hides that function as Vestments. Use the Vestment item template and treat the hide as Leather Armor.

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 use of their own Dreamlight Instrument, or completes a Rest. The Vestment must be worn and registered when the Instrument is played or the Rest is completed. Each additional use spent qualifies; another Character's Instrument or playing without spending a use 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 use the special costs below when crafted into a Vestment. These costs limit them to 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	Violet	Chromatic

Defense bonus	Spell Resilience bonus	Physical Resistance	Spell / Hide penalty	Red Resistance	Green Resistance	Blue Resistance	Yellow Resistance	Violet Resistance	Physical resistance

Persistent Spell Effects				
Spell	Magnitude	Potency	Notes	Depleted

Armaments

Armaments are magical Weapons. They retain their ordinary Weapon characteristics and can gain benefits such as improved accuracy, Distinctions, or the ability to inflict a Status of their Color.

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.

For each purchase of its once-per-day Status benefit, an Armament may attempt one application per day. When making a Weapon Strike, declare that you are using an application. On a hit, apply the Status with Magnitude and Potency equal to the Armament’s Tier.

To use a Status application in a Maneuver, register the Maneuver with that Armament and record that it spends an application. You cannot use that Maneuver if no applications remain. The Status follows the Strike through Target Cascading.

Armaments								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	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 channel Spells and can take forms such as wands, staves, or prayer beads. While held, they can grant Spell Hit bonuses and 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	Violet	Chromatic

Weapon Type	Size

Spell Hit bonus	Magical Fighting

Damage	Range

Runes							
Rune	Known	Rune	Known	Rune	Known	Rune	Known
Animate		Contact		Gravitate		Rush	
Attune		Curse		Guard		Seal	
Bind		Delude		Mend		Transform	
Compel		Destroy		Perceive		Transport	
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.

When you put on a Mask, apply all active Lumencraft and Spell Effect Fixtures to the Mask’s Profile.

Mask								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	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.

To copy someone else into a Seed, they must remain present throughout crafting. Only that Character can plant the finished Seed; neither the crafter nor anyone else may plant it for them.

Seed								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	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	
			Source 1					
Tier	Lumens	Stored	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.

An Elixir normally contains only Spells the crafter has access to. If a Character with other Runes assists during the Elixir crafting process, the Elixir may contain their runes.

Elixir								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	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 provide unusual Effects that other crafting options do not cover. Describe the proposed item to the Director, who sets a Lumen cost for its capabilities.

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	Violet	Chromatic

Type	Spell Roll	Daily use

Spell / Rune	Magnitude	Potency	Effect

Distinction	Ranks	Effect

Dreamlight Instruments

See Dreamlight Instruments and Companions for bonding, visibility, playing, and recovery. Instrumentcrafting uses the same seven crafting Tiers. A character's free starting Point Instrument is an explicit exception to paying its initial material cost.

Dreamlight Instruments			
Tier	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 Instrument is played, without exceeding their maxima or increasing them. The Instrument does not upgrade automatically with the character. Improving it requires Instrumentcrafting, a suitable workbench, and the additional materials needed to reach the new tier’s investment.

Dreamlight Bell								
Name	Tier	Lumens	Red	Green	Blue	Yellow	Violet	Chromatic

Owner	Beats	Daily rings	Rings remaining

Health recovery	Mana recovery	Companion

Appendix A Spell Reference

Spells

Spells		
Rune	**Spell**	**Shorthand**
Animate	**Bend**	Bend shapes existing Matter without creating or destroying it. Use it to attack Foes, make a weapon, or build structures for practical or artistic purposes.
	Interlink	Pool either Health or Mana between Friends. Cast twice to pool both.
	Reify	Reify creates temporary minions under the Caster's control. Invested Mana functions as Lumens, but the minion has no Lumens of its own and cannot transfer, supply, or replicate an effect that requires them.
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	Control a Friend or Vehicle using your Beats. A Foe can refuse your control, but you can still perceive through their senses. You 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	Force a Foe Casting a Spell to pay additional Mana or let their Spell fail.
Compel	**Goad**	Compel a Target to direct offensive Actions toward you and restrict their movement.
	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.
Conjure	**Matter Blast**	Shoot a Tiny missile of Matter at a Target, with a chance to apply a Status based on the Spell's Color.
	Matter Stream	Create a continuous stream of Matter with a chance to apply a Status. The Matter can also be used for other Spells.
	Matter Field	Create a field of Matter with a chance to apply a Status. The Matter can also be used for other Spells.
Contact	**Message**	Send someone a message, or leave one on Matter 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 so the next Spell Cast on one is replicated across the Network.

Spells		
Rune	**Spell**	**Shorthand**
Curse	**Stipulate**	Create conditions or restrictions on another Spell or magic item.
	Graft	Attach an extra limb or Sensory Organ to a Character 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	Distract Foes from the Target, giving successful Rolls against that Target a chance to fail.
	Trick	Automatically Hides the Target, even if in plain sight.
Destroy	**Mana Blast**	Fire 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**	Remove Spell Effects or cancel a Foe's Spell.
	Discombobulate	Give the Target a chance to misfire their Spells for the Duration.
	Suppress	Create a field that blocks weaker Spells and hinders others.
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 Defense.
Gravitate	**Attract**	Draw a Character or object toward 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.
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 above the body that provides temporary Health against Foes' attacks and Spells.
	Cage	Create a Cage of Matter around the Target. It blocks movement and Targeting into or 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**	Improve the senses and gain a bonus to Perception.
	Scan	Gain a bonus to Hit Chance against the Target, glimpse their mind, or learn about the surrounding Scenery and terrain.
	Seek	Find details about a distant Character or Object you have a connection to.

Spells		
Rune	**Spell**	**Shorthand**
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 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.
Transport	**Phase**	Turn yourself 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	For the Duration, the Target takes one damage per Mana spent.
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	Create a magical field that gives Friends a Boon and Foes a Bane on Spell and Attack Rolls.

Animate Rune

Bend

Bend			
Animate Rune	Magnitude	Potency	
Keywords: None	Range	Max Size	Mana Cost
Bend shapes existing Matter without creating or destroying it. Use it to attack Foes, make a weapon, or build structures for practical or artistic purposes.	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 reshapes the types of Matter associated with the Caster's Color. It does not create or destroy physical Matter. It is primarily used on Scenery or Matter created by other Spells, such as those in the Conjure Rune.

Bend can shape ordinary Matter into a weapon of the size and type the Caster chooses. Solid Matter, such as wood, metal, or ceramics, retains that shape. Weapons made of liquid, gas, or more ephemeral Matter 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.

Outside combat, Bend can shape Matter for practical or artistic purposes. These structures do not return to their original form, but they are not inherently stable: they may fall apart if poorly constructed or overused, or if made of liquid, gaseous, or ephemeral Matter. Bend typically produces rough shapes. Use Furnish for fine or intricate details.

Interlink

Interlink				
Animate Rune	Magnitude		Potency	
Keywords: Ritual	Target Turns	Range	Targets	Mana Cost
Pool 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, that Foe can remove it from themselves freely, at no cost.

If Interlink is Cast as a Ritual, its Duration is extended to an hour.

Reify

Reify					
Animate Rune	Magnitude			Potency	
Keywords: Ritual	Awareness	Max Size	Duration	Max Lumens	Mana Cost
Reify creates temporary minions under the Caster's control.	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.

If you plan to use Reify, prepare Profiles in advance so play does not stop while you build a Rei. Reify can create as many Rei as the Caster desires, but each must have at least 50 Lumens. Rei can take ranks only in Distinctions and Runes available to the Caster, including those supplied by the Caster's Fixtures or Equipment. A Rei cannot take more ranks in a Distinction than the Caster has available, and the Distinction's own maximum still applies. Rei may never use the Reify Spell.

Rei by default are Tiny humanoids with 4 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.

Violet Magic can turn corpses into Rei, commonly known as zombies, ghouls, or ghasts. Regardless of their state of decay, these corpses can retain memories that other Violet Magic can access. They do not retain any attributes from 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 Lumencraft 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, create the Rei's Profile when the Elixir is crafted. The Profile must obey the creation limits of the Spell's level. Activating the Elixir creates that Rei as if the Character to whom the Elixir is registered had Cast the Spell. Creating a Rei this way does not add the Spell as a Fixture to the Elixir's user.

Reify has different levels of autonomy and self-awareness depending on the Magnitude of the Spell:

Magnitude 1 - Puppet: The Caster directly controls the Rei. It generates no Beats of its own, so the Caster must spend their Beats for it to take Actions.

Magnitude 2 - Single Command: The Rei receives one command for its entire existence and cannot change or deviate from it. The command may be broad or specific, from attacking any Foes to attacking a single Target. The Director has final say over how the command is 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 receives a command or set of commands and can decide how to carry them out. Its reasoning ability depends on its MOSAIC scores.

Magnitude 5 - Extension of Self: The Rei is an extension of the Caster and always understands their intentions. The Caster can freely update its commands telepathically at any distance, and the Rei uses its own judgment to carry them out. This connection does not give the Caster any special ability to perceive events 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 understands both its own existence as a Rei and its Caster's intentions. It can make decisions without direct input and set further goals that it knows the Caster would choose.

Fully Realized Rei know their creator's intentions, but they are independent beings and can gain levels. If a Fully Realized Rei gains a level before its Duration expires, including time gained through Preserve, it no longer occupies the Caster's Fixture slot and no longer has a Duration. It becomes a fully independent Character with no obligation to obey its creator. Its Lumens are genuine Lumens for all purposes.

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

The Troupe decides how to approach the ethics and responsibilities of creating sapient, independent beings.

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 lets the Caster turn Matter, Equipment, Fixtures, or even another Character into Light and merge it with their body. Anything Melded provides no benefit or harm to the Caster. Melds are not Effects; they occupy Fixture slots. A Character with no other magical equipment can therefore have up to 5 active Melds.

A Character can spend one Beat to retrieve anything Melded with them and place it in an immediately adjacent space. If it is a weapon or armor, they may instead wield or don it. Only consenting Friends may be Melded, and they may not have any active Melds or Fixtures of their own.

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.

Magnitude limits the Size of anything Melded; Potency limits the Lumens on its Profile. Anything Melded within a Character cannot be Targeted. If that Character becomes Incapacitated at 0 or lower Health, all their Melds immediately end and their contents appear adjacent to them. A Melded Character generates no Beats but may share sensory perceptions.

Pilot

Pilot			
Attune Rune	Magnitude	Potency	
Keywords: None	Range	Duration	Mana Cost
Control a Friend or Vehicle using your Beats. A Foe can refuse your control, but you can still perceive through their senses. You 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 being Piloted can freely ignore commands or direct control, but the Caster can still perceive through their senses. The Foe automatically knows that a magical Effect is affecting them, but not necessarily where it comes from. An Observation Roll against the Caster’s Spell Roll reveals that the Effect is Pilot. Success does not reveal the Caster’s location.

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 creates an agreement between the Caster and the Target. Potency determines the agreement's length and complexity; Magnitude determines how long it lasts.

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.

Contract does not physically or psychically prevent either party from violating its terms. If a violation occurs, the Effect alerts both the Caster and the Target.

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
Force a Foe Casting a Spell to pay additional Mana or let their Spell fail.	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 in the act of Casting a Spell. It forces that Caster to pay additional Mana or let the Spell fail. The Caster of Jam chooses whether to roll against the Target's Spell Resilience or the targeted Spell's Spell Roll.

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
Compel a Target to direct offensive Actions toward you and restrict their movement.	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 the Target a single command of no more than 10 words. The Target must follow it or take Damage equal to Command's Penalty. A Target can take this Penalty only once per Round.

Targets may interpret commands creatively, so choose the wording carefully. The Director has final say on whether a command has been violated. Regardless of its wording, the Target may choose to take no Actions without suffering 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.

Tamper can reclaim the materials used to make something. For example, a painting could become fresh cloth, oils, and wood from its frame; a ruined house could yield wood, nails, and insulation. The Caster must have Colors compatible with the materials they are trying to Tamper.

Tamper can also break materials down into unusable shards, slop, or dust; remove tracks or other traces of movement; or scramble material without fully decomposing it. A painting might become an unrecognizable mess, or dust on the ground might form a random pattern. The resulting pattern is always random; the Caster cannot choose a specific one.

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 missile of Matter at a Target, with a chance to apply a Status based on the Spell's Color.	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 projectile made of Matter associated with the Spell's Color. Choose from the Caster's available Colors when 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
Create a continuous stream of Matter with a chance to apply a Status. The Matter can also 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 out to the Spell's Range. The Matter corresponds to the Spell's Color, chosen from the Caster's available Colors when 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 rough, unorganized raw material scattered on the ground. Use another Spell 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
Create a field of Matter with a chance to apply a Status. The Matter can also 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 around the Caster, extending in every direction to the Spell's Radius. It affects all Targets in that area, Friends and Foes alike.

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 Rei ally 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 rough, unorganized raw material scattered on the ground. Use another Spell 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 someone a message, or leave one on Matter 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 connects Characters so they can mentally share sensory information, usually to communicate without speaking. Each participant knows who shared each sensation.

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

Violet – Taste and Smell

When Bridge is Cast on its own, all participants must form a physical connection, such as holding hands or placing hands on shoulders, to establish the Bridge.

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 so the next Spell Cast on one is replicated across the Network.	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 lets a single Spell affect multiple Characters. When Casting, choose the number of Targets determined by Potency, all within the Range set by Magnitude. For each Foe, Network's Spell Roll must succeed against that Target's Spell Resilience; any Foe it fails against is left out of the Network.

Once Networked, all Characters receive the full benefits or penalties of the next qualifying Spell or Maneuver that Targets any member of the Network. A Maneuver qualifies only if it begins with a Spell. After succeeding against one Target, the Spell or qualifying Maneuver 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 that 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 Lumencraft 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 restricts when another Spell, Effect, or Fixture can be used. The Caster chooses the conditions. It is often part of a Maneuver: for example, a Message left on the ground could deliver its contents only to someone with a passphrase. Stipulate can also be added later, but only the original Caster can add a Stipulation to their 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.

Magnitude determines how long the Stipulation lasts. It may outlast the Spell, Effect, or item it governs, or expire before that thing does. Potency determines how complex the condition can be. Stipulate cannot affect hostile Effects placed on the Caster by a Foe; it can affect only Spells, Effects, or magic items the Caster creates or has a friendly relationship with.

A Stipulation can keep a Spell or Effect dormant until a condition is met. Its Duration does not begin to count down until it activates. For example, a Reify Spell placed on a patch of ground could wait until someone trespasses there before creating a Rei. If Stipulate expires before its condition is met, the dormant Spell dissipates and is wasted.

Each active Stipulate occupies one of the Caster's Fixture slots. If all their slots are occupied by Lumencrafts or Effects other than Stipulations, they may still have one active Stipulation.

Graft

Graft			
Curse Rune	Magnitude	Potency	
Keywords: None	Duration	Max Lumens	Mana Cost
Attach an extra limb or Sensory Organ to a Character 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 Spell Effect that occupies one of the Character's Fixture slots. It adds a body part with its own bundle of Lumens, which do not increase the recipient's Max Lumens. A Graft is often an extra limb and may exceed the normal maximum of 4 limb sets, but it can also be a Sensory Organ or a piece of magically created Matter. The Caster can Graft only body parts of their own Color, though the recipient need not share that Color.

Potency determines the maximum Lumens a Graft can contain. A limb uses the Additional Limb Distinction and costs 15 Lumens. A Sensory Organ uses the 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. A Graft supplied by a Vestment uses that Vestment's Fixture slot and does not require an additional slot.

If Graft is applied through an Elixir, the recipient must accept the Graft's Fixture slot or 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 how a Character, object, or area is perceived. The characteristics it disguises depend on the Spell's Color.

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

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 a Boon to the Spell Roll. A Character under the Effect of a Lie receives a bonus 1d6 to any Hide Rolls, per Color of Lie. If a Character is under the Effect of a Lie and a Skillset is being used during a social encounter, such as tricking a guard into thinking you are someone else, that Skill Roll gets a bonus Boon per Color of Lie. The Director may say certain lies are not applicable for this kind of Skill Roll.

Red – Temperature. You can adjust how the ambient heat radiating from the Target is perceived. This can hide the heat of fire, but it would not prevent it from burning.

Green – Texture. You can adjust the way things feel, from the physical texture or wetness of a surface to the physical sensations it brings. This can even include the sensations of pain and pleasure, but removing the pain of something does not stop it from dealing damage.

Blue – Visual. You can adjust how things look, making them look like anything else or even rendering them invisible.

Yellow – Auditory. You can adjust the sounds that a thing is creating.

Violet – Taste and Smell. You can alter the taste and odor a Target elicits.

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
Distract Foes from the Target, giving successful Rolls against that Target a chance to fail.	1	5%	1
	2	10%	3
	3	15%	5
	4	20%	7
	5	25%	11
	6	30%	17
	7	40%	23

Obfuscate protects the Target by misdirecting Foes' attention. A Foe might overlook the Target or 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. Unlike ordinary Hiding, Trick automatically defeats Foes' passive Perception. A Foe must make a Perception Roll 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 Lumencraft Vestment, it breaks when anyone makes a successful Perception Roll to perceive the wearer through Trick. It grants no further 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
Fire 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 pure Mana at a Target. Choose its Color from the Caster's available Colors when 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 around the Caster, extending in every direction to the Spell's Radius. It affects all Targets in that area, Friends and Foes alike, except 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 or persistent Effects from the Scenery, such as Conquer. It can also 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
Give the Target a chance to misfire their Spells for the Duration.	1	10%	1
	2	20%	3
	3	30%	5
	4	40%	7
	5	50%	11
	6	60%	17
	7	80%	23

Discombobulate applies an Effect to a Foe, giving their Spells a chance to misfire for its Duration.

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
Create a field that blocks weaker Spells and hinders others.	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 lower Potency than Suppress cannot be Cast. Spells with equal or higher Potency may be attempted, but their Spell Rolls suffer a number of Banes equal to Suppress's Potency.

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 removes Sundering penalties to Defense, up to its listed amount. Restore cannot increase Defense 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
Draw a Character or object toward 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 brings the Target into the Caster, treat it as a Thrown Weapon Attack against the Caster unless the Caster succeeds at a Grapple attempt. This attempt costs no Beats and gains 1 Boon. The Caster can instead stop the Target 1 space away, leaving it adjacent to them.

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 Defense 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 Lumencraft Vestment, use the alternate Hasten, Charge, Conquer, Resist, and Protect costs in Vestments. Track its remaining bonus Defense. Defense removal depletes that bonus; when it reaches zero, the effect ends until replenished. Replenishment restores the purchased bonus Defense, not damaged base armor.

Brace

Brace				
Guard Rune	Magnitude		Potency	
Keywords: Rebuttal, Unique	Range	Target Turns	Temporary Health	Mana Cost
Create a floating Brace above the body that provides temporary Health against Foes' attacks and Spells.	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 Target's body, providing temporary Health for its Duration. The Matter must already 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. Brace can only be applied to a given Target once per Round, including refreshing or replacing an existing Brace. When a recast refreshes or replaces Brace, 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. It blocks movement and Targeting into or 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 the Cage cannot Target anyone or anything inside it; they must first Target and destroy the Cage. This can isolate Foes or protect the Caster and their Friends. Areas of Effect can still affect anything inside 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 other Characters share the Target's space because of a Grapple, Cling, or another circumstance, Cage traps everyone in that space.

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 reconstructs damaged Scenery, clothing, weapons, and other ordinary gear. It cannot affect Lumencrafts. The Color used to Cast the Spell determines which materials can be repaired. Repair restores the original form; it cannot add or change features.

Repair can also reattach severed limbs, organs, or other body parts. They must be nearby and have been severed no more than 1 day ago.

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
Improve the senses and gain 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 its Duration.

The Spell's Color determines which sense Detect enhances. While Detect is active, the Character automatically ignores Lie Spells of the same Color. A Character with multiple Colors may enhance all the senses available to them with a single Detect Spell.

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Violet – 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
Gain a bonus to Hit Chance against the Target, glimpse their mind, or learn 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

Violet – Memories.

When Cast normally, Scan sends out a pulse that reveals the Scenery within Range. The information depends on the Spell's Color. For example, a Blue Scan gives the Caster a three-dimensional visual understanding of the terrain. This use reveals no information about Characters within Range. The sensory information for each Color is:

Red – Temperature

Green – Texture

Blue – Visual

Yellow – Auditory

Violet – 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 reveals information about a specific Character, Fixture, piece of Scenery, or other trackable entity. It does not require Line of Sight, but the Caster must have prior knowledge of or a physical connection to the Target. They might have seen or sensed it before, possess an item that belonged to it, or hold a part of its body, such as a strand of hair or a severed limb. The Director decides whether the connection is sufficient. Magnitude determines Range. If the Target is beyond that Range, Seek simply fails without revealing why.

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.

Redirect is unpredictable. Its Potency determines the Misfire Chance. When Casting, roll 1d100: a result equal to or below that chance causes a misfire; a higher result does not. On a misfire, choose the new Target randomly from all valid Targets within Redirect’s Range. Number the Targets and roll the smallest die with enough sides to include them all. Reroll any result without a corresponding Target, such as a 6 on a d6 when there are only 5 valid Targets.

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.

Mirror has no Range limit. When a Foe damages the Mirrored Character with a Ranged Weapon, Melee Weapon, or Spell, that Foe takes Mirror's Damage.

Mirror triggers once per instance of Damage. For example, if a Foe damages the Character with two Strikes during their Turn, Mirror triggers 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 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 protects the Caster or a Friend for its Duration. It reflects the next Spell applied to them back to that Spell's originator, canceling it on the Bounced Target.

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 is not reflected and the Bounce Effect is consumed.

Bounce does not distinguish between Friends or Foes, and will bounce the next Spell 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 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 turns knowledge into detailed works, presentations, or finished goods. Work with the Director to find uses that draw on your Character's background, Skillsets, knowledge, and experience.

Furnish behaves differently depending on how it is Cast.

When Cast normally, Furnish can record knowledge gained through Compute in a book for later reading. It can also record a Maneuver so another Compute Spell can copy it later.

If Furnish is Cast as a Ritual, it can finely work or shape raw Matter into finished goods.

Furnish has 7 levels of complexity. The Caster's Mana Color determines what they can create. The following examples use a Green Caster whose Magic works with wood.

Point – A single concept or technique. The Character can magically reproduce one woodworking technique, such as cutting, whittling, sanding, or shaping wood.

Optimization – Several techniques combined into a more complex process. The woodworker can produce smooth chair legs and a sturdy seat.

Idea – An entire concept or plan. The woodworker combines techniques into a finished product, turning raw wood into a complete, functional chair.

Body of Knowledge – Apply techniques across different uses. The woodworker can adapt what they know about making a chair to create many kinds of furniture, turning a pile of wood into a complete set.

Self – Give the work a personal style. The woodworker can create detailed, personalized furniture that expresses their taste and is recognizable as their work at a glance.

State – Understand and reproduce different styles built on the same fundamentals. The woodworker can turn a pile of wood into a gallery of furniture showing the styles of many different makers.

Ideology – Express the philosophy behind a craft and how it shapes its practitioners. The woodworker can create furniture that teaches others how to reproduce it through example. Their work could become the basis of a school of woodcraft or a blueprint for mass production.

A Caster of any Color can use Furnish to record their knowledge in a book. The Director decides whether others can understand or use it.

Other examples by Color include:

Red – Metalsmithing, from making an effective screw to setting up an entire ironworks.

Green – Woodworking, from whittling a single piece to teaching a new generation of carpenters to build entire cities.

Blue – Fishing, from casting a line effectively to organizing an entire fleet of fishing vessels.

Yellow – Pottery, from shaping a smooth rim on a pot to making fine tableware for emperors.

Violet – Mycology, from identifying nonpoisonous mushrooms to creating specialized medicines.

The woodworking examples show how Furnish's complexity can grow within one craft. The broader descriptions below can help players and the Director apply those levels to other fields.

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: Render a whole body of knowledge, such as the contents of a book or a comprehensive design. You can also solve problems that require extensive understanding of a field.

Potency 5 - Self: Render an individual's sense of self, such as their personality, cognition, or consciousness. Their style may appear across different forms of work within a field.

Potency 6 - State: Render a whole society, economy, or environment, including its moving parts and relationships. This level can represent the styles of many different people.

Potency 7 - Ideology: Render entire ideologies, philosophies, or systems of thought. This may involve creating or manipulating worldviews or cultural systems, solving problems, or making designs that change how 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.

When Cast as a Rebuttal, Compute lets the Caster copy a Maneuver or Action their Target is taking, including Weapon Strikes, Spells, or other Actions. For the Duration, the Caster may use that Maneuver even without its required Runes or weapon type; Compute supplies a magical copy. All other requirements still apply, including Mana and Beat costs, Range, and Targeting. Compute cannot reproduce a Maneuver containing Spells of higher Magnitude or Potency than itself.

Use Furnish to record a Maneuver copied through Compute. That record can be Targeted by a future Compute Spell to use the Maneuver again. See Furnish for details.

When Cast as a Ritual, Compute speeds the Caster's understanding of a system, data set, or field of knowledge.

Compute might explain an equation, a Book, or an unfamiliar work of art. It can solve the equation for the Caster, or simulate a battle to explore which tactics and strategies are most likely to succeed.

Compute's knowledge is temporary. The Spell applies an Effect to the Caster; when its Duration ends, the knowledge fades into hazy memory. Preserve can extend that Duration, or Furnish can record the knowledge for later use.

Work with the Director to decide what information Compute can provide for the task at hand.

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 or 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	Duration	Bonus Beats	Mana Cost
Speed up a Friend, granting bonus Beats at Round start.	1 turn	1	1
	2 turns	1	3
	3 turns	2	5
	4 turns	2	7
	5 turns	3	11
	6 turns	4	17
	7 turns	5	23

Hasten grants a Friend bonus Beats at the beginning of upcoming Rounds. Magnitude determines the number of turns it lasts; Potency determines the bonus Beats granted at each replenishment.

Beginning with the next Round, resolve Hasten as follows:

When the Target replenishes Beats, grant Hasten's bonus Beats.

Reduce Hasten's remaining replenishments by one, even if the Target could not replenish Beats or lost some bonus Beats to the bank limit.

After the last replenishment, Hasten ends. Beats already granted remain available under the normal Beat rules.

Hasten counts down at Round start, rather than at the end of the Target's Turn. Available Beats remain limited to eight, with excess Beats lost. Hasten does not reset or increase the eight-Beat spending limit for the Round.

On a Vestment

Use the alternate costs listed under Hasten, Charge, Conquer, Resist, and Protect in the Vestments section. While the Vestment's Hasten Effect is available, it grants its purchased bonus Beats at each Round-start replenishment without counting down a finite number of Rounds. Both eight-Beat 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 cannot 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 may attempt a Forbidden Action by spending its Beats and Mana, then making an Ambition Roll against Forbid's Spell Roll. On a success, they may use the Action. They must make this attempt each time they want to use it while Forbid remains active.

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 has no Spell Resilience, such as an ordinary building, add Lock's Spell Resilience bonus to Lock's Spell Roll. The result becomes the Target's Spell Resilience.

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.

Architects commonly Cast Lock on completed buildings to protect them from being freely altered by basic Magic.

Grand structures may be protected by a Maneuver combining Reinforce from the Ward Rune, Lock, and Preserve from the Render Rune. This guards them against 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 traps a Character or magic item in a container compatible with the Caster's Color. A Red Caster might use iron or a bonfire that must be kept burning. A Yellow Caster might use a windstorm or an ornate piece of 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 one type of limb or Sensory Organ into another. For example, the Caster can change a pair of arms into a set of wings.
The Caster can also trade physical body parts for Lumens that can be converted into current Health. To do this, temporarily remove the Character's Distinction associated with those body parts and count the number of Lumens that are refunded.

Health can also be traded for body parts. Temporary Health cannot be traded. Health traded away is subtracted from the Character's Max Health.

When traded in this way, each 10 points of Health can be traded for 5 Lumens. Each 5 Lumens can also be traded for 10 Health. These Lumens are not added or subtracted from the Character's Max or Spent Lumens. They are temporarily traded away under the Adapt Effect and the Lumens will return when it is removed.

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 levels, the Caster can change their physical features to those of 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.

Prepare Profiles for your Adaptations in advance so you can use them without slowing play.

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.

In a single day, Optimize cannot grant a Character more Health than their Max Health or more Mana than their Max Mana. For example, if a Character with 50 Max Health uses Optimize to regain 40 Health, a later attempt to regain another 40 can restore only 10. These limits reset when the Character Rests.

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	Target Turns	Travel Distance	Mana Cost
Turn yourself 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 turns the Caster, their clothing, and their Gear into Light for the Spell's duration.

Traveling as Light

While Phased, the Caster may take only two Actions: Traveling in Light form and Reprising Phase. Both cost zero Beats, and the Caster does not replenish Beats.

The Spell's Travel Distance is the total distance the Caster may Travel in Light form during one Round. Multiple Travel Actions share this allowance. Ending Phase and entering it again does not reset the allowance.

The Caster can move only through Matter compatible with their Color. A Blue Caster must remain within water, a Green Caster can move through vegetation or soil, and a Yellow Caster can move through air. Matter affected by Lock cannot be Phased through.

Visibility

A Phased Character is visible Light. They cannot be Hidden, concealed, disguised by illusions, or otherwise manipulated away from their true form. Foes automatically succeed on Perception Rolls to see them.

Other Effects

While Phase lasts, suspend all other Spell Effects and Statuses on the Caster, including Fixture and Vestment Spell Effects. Pause their durations and retain their remaining pools, spent uses, and occupied Fixture slots. Phase's own duration continues normally.

When Phase ends, the suspended Effects resume in their recorded state. They do not replenish or resolve Cues skipped while suspended.

A Phased Character can still be Targeted. Any positive incoming damage ends Phase, even if Resistance or absorption prevents all of that damage. Successfully applying any incoming Spell Effect or Status also ends Phase, whether beneficial or hostile. For an incoming Effect, resume the suspended Effects first, then apply the incoming Effect normally. A failed application does not end Phase.

Within a Maneuver

Phase may follow a ranged component as a later Source in a Maneuver. If the Maneuver succeeds, the Caster can Phase into the Spell and appear where it lands. For an area Spell, choose a location within its area.

The Caster may then remain Phased and continue Traveling within their remaining allowance, or immediately end Phase. If they immediately end it, place them in the nearest unoccupied space to their Target.

To Phase into a ranged Weapon Attack, the Caster must be able to Phase through the weapon's Matter. For example, a Green Caster could enter an arrow's wooden shaft.

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 increases the Target's Travel Distance for its Duration. The bonus applies to Traveling, 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 lets the Caster or a Friend take flight for its Duration. Magnitude and Color determine Speed and Handling. Speed is the number of yards the Character can move with each Travel Action while Flying.

While Flying, a Character may use the Travel Action to Fly instead of Traveling normally. They cannot combine these forms of Travel within the same Beat. For example, a Very Slow flier cannot Fly, land, and use remaining movement to go farther than 2 yards. They may switch between Flying and normal Travel during the same Turn by spending separate 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 move only in straight lines while Traveling with Fly.

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

Great: The flier can 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: Fire and heat jet the Character forward. Red Fly generally offers higher Speed and poorer Handling, as its momentum is difficult to redirect in flight.

Green: The ground launches the Character in a magically powered jump. Green Fly usually has high Speed but always Poor Handling. The flier can spend multiple Beats to launch farther, but must be on the ground to begin using Fly. They cannot use it again on a later Turn while still airborne.

Blue: Jets of water carry the Character through the air. Blue Fly generally offers lower Speed and excellent Handling because the jets can quickly change direction.

Yellow: Wind carries the Character through the sky. Yellow Fly offers generally good Speed and Handling, both of which improve well with Magnitude.

Violet: Psychic energy moves the Character through space. Violet Fly generally offers low 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	Violet 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 triggers a Fixture or another dormant magical Effect from a distance. It can prompt a magic item or trap to use a Spell or otherwise activate, such as unlocking and opening a door or setting off a trap.

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.

When Cast as a Ritual, Detonate lies dormant at a chosen location in the Scenery. It activates the next time a Character travels onto that space. Each Detonate Cast this way occupies 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
For the Duration, the Target takes one damage per Mana spent.	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 Duration; Potency determines the Status Chance for each hit. The Status matches Charge's Color: for example, a Blue Charge applies Douse. A Caster with multiple Colors chooses which Status to apply.

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
Create a magical field that gives Friends a Boon and Foes a Bane on Spell and Attack Rolls.	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 can help utility Casters and healers reach many Characters with one Maneuver. Weaving a healing or supporting Spell into the field applies its benefits as Characters enter.

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		
Violet 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.

Appendix C Distinctions

Distinctions

Spell Distinctions

Improved Mana Dice

Cost: 5 Lumens

Maximum Ranks: 4

Improve your Mana dice by one step, d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12.

Nongesticulate Casting

Cost: 10 Lumens

Maximum Ranks: 1

You may Cast Spells without moving your arms, hands, or other limbs. You can Cast even with no free hand or while your hands are bound, but you must still speak.

Nonverbal Casting

Cost: 10 Lumens

Maximum Ranks: 1

You may Cast Spells without speaking or making any audible sound. You must still have a free hand and make the required movements.

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, apply these Boons to the Maneuver's Spell Roll. If it is the 2nd, 3rd, or 4th Source, this Distinction grants no Boon to that Maneuver's Roll.

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, Forceful Strike may knock them 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: You may take one rank at Square, another at Pentagon, and one more at Hexagon.

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 Melee Weapon Type
Maximum Ranks: 1 per Melee Weapon Type

Choose a Melee Weapon Type. While wielding a weapon of that type, you can Parry a Melee Weapon Strike that targets you, unless it is a Critical Hit. Parry costs 2 Beats and has Rebuttal, so anything that improves Rebuttal Actions improves it. Deflect and Intercessor let you Parry more kinds of attack.

Making a Parry
Declare Parry once the Strike's Attack Roll has been made. Make a Swiftness Roll. When Parry resolves, compare it with the Strike's Attack Roll total.

Parrying a Maneuver
If the Strike is part of a Maneuver, the Maneuver's retained Roll is its Attack Roll. The attacker does not roll again. Parry stops a Strike against you. Sources already resolved and the Maneuver's other Targets are unaffected.

If you stop the opening Source, it has not hit you, so later Sources do not cascade to you. If an earlier Source already hit you, the cascade ends on you after the Strike.

Parry in your own Maneuver
Parry can be a Source. A registered Maneuver whose first Source is Parry or Riposte can be used as a Rebuttal.

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.

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, Violet 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.

Violet 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: You may take one rank at Square, another at Pentagon, another at Hexagon, and one more at Circle.

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

Gain a pair of arms, a pair of legs, a set of wings, or a tail. You may have no more than 4 limb sets in total. Humanoid Characters begin with two sets: 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 by one step, d4 → d6 → d8 → d10 → d12 → d12+d4 → d12+d6 → d12+d8 → d12+d10 → 2d12.

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, 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 can Burrow.

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 direction 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

You may breathe underwater without penalties for remaining submerged for long periods.

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 Assist, if the Target’s next Roll is for an Attack Action, add your Might to its 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 play your Dreamlight Instrument 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 can speak and communicate. They share all your memories but have their own personality and independent mind, reflecting aspects of you. They might resemble a beloved pet in temperament or be an intelligent, trusted confidant.

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.

A Maneuver used through Dreamlight Conduit must contain only Spells. To use a Maneuver that combines Weapon Attacks and Spells, you also need Dreamlight Fight.

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.

A Maneuver used through Dreamlight Fight must contain only Attacks. To use a Maneuver that combines Weapon Attacks and Spells, you also need Dreamlight Conduit.

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 Instrument 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 Instrument is restored. If your Dreamlight Companion perishes, your Dreamlight Instrument is damaged and becomes unusable until repaired by a Character with Instrumentcrafting.

Instrumentcrafting

Cost: 10 Lumens

Maximum Ranks: 7

Each rank unlocks the next Dreamlight Instrument tier, from Point through Circle. See the Instrumentcrafting prices and recovery table.