

Witchcraft enhances the battlefield and social landscape by modifying statistics and the patterns of Fate.

These Powers concern themselves with the following roles: Remote influencing and swaying probabilities from the mental plane.

Witchcraft Powers are generally executed in a controlled ritualistic environment rather than in a real-time Combat or Social Encounter, but can also be prepared in advance for single use deployment.

Activation

Ritual Application: **Witchcraft Powers** are executed in a controlled, remote location in a complex ritual fashion. The Power takes effect once the Ritual is complete.

Real-time Application: **Witchcraft Powers** manifest instantly when a power word or verse is uttered, or a symbolic effigy is destroyed. The Witch must have successfully used the Power in question once in a Ritualistic manner before it can be used in Real-time. The target must be clearly visible.



Powers: 'Witchcraft'



REMOTE ATTACK

By combining focused negative intent and an effigy of the target such as a doll or drawing, the Witch can deliver a piercing strike from any location without even having to see the target. The effigy can be stricken with a needle or dagger, and the effects on the target bypass armor and manifest as a Focused Attack dealt by a knife. The Remote Attack ignores Armor.

EFFECTS: Piercing damage inflicted from an invisible Knife.

COMPONENTS: Effigy, needle or dagger.

RANGE: Unlimited **DAMAGE:** T1 - T3 **DURATION:** 1 Instant **ETHER:** 15 EP

LEVELS: LV1: Damage: T1 LV2: Damage: T2 LV3: Damage: T3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

REMOTE HEAL

Using a structural link from the target such as a strand of hair or nail clipping, the Witch can harness positive intent to remotely heal the target from any sustained damage. While repeating a positive mantra, the Witch immerses the structural link in pure water for 5 Minutes. The target's wounds are then healed in proportion to the level of this Power. Should the Witch be distracted during the spell casting, the Remote Healing attempt fails.

EFFECTS: The mending of structural damage from any location.

COMPONENTS: Pure water, structural link from the target.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 5 Minute Counts **ETHER:** 5 EP per LHP

LEVELS: LV1: 5 EP P/ LHP LV2: 3 EP P/ LHP LV3: 2 EP P/ LHP

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

REMOTE TREATMENT

The Witch is able to banish the effects of disease from a target. For this ritual, the Witch writes the full name of the target in chalk on any available flat surface. Three small white candles are placed around the target's name in the outline of a triangle, and then are lit. As the candles burn over the course of 1 hour, the Witch should visualize the target in perfect health. Once the candles have melted, the target is cured from the effects of the disease.

EFFECTS: The curing of disease from any distance.

COMPONENTS: Chalk, writing surface, 3 white candles.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1 Hour Count **ETHER:** 10 EP P/ Disease Intensity.

LEVELS: LV1: Cure Minor Disease LV2: Cure Serious Disease LV3: Cure Terminal Disease

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

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POWERS



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KNOW INTENT

The Power of knowing the true motives of others, even without the benefit of seeing or hearing them. While this Power is in use, the Witch becomes keenly aware of his immediate surroundings, particularly the intent of other Characters, thus nullifying any advantages of unscrupulous practices, including lies or sneak attacks. To cast this spell, the Witch basks in the haze of Honeysuckle incense for 30 minutes and focuses on seeing the intent of those encountered. It is recommended that this Power be used at the start of each day.

EFFECTS: Knowing the intent of others prevents sneak attacks, deception from lies and also validates honesty.

COMPONENTS: Honeysuckle incense.

RANGE: Self **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 15 EP

LEVELS: **LV1:** DUR: 3 Hour Counts **LV2:** DUR: 12 Hour Counts **LV3:** DUR: 24 Hour Counts

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

JINX

A negative and unpredictable manifestation of black magic that targets the karmic forces bound to every living subject through the Polarity Spectrum. When the Witch chooses to Jinx someone, the subject of the Jinx becomes a magnet for misfortune. The subject then has a chance of suffering a Negative Karmic Outcome each day until either the Jinx is dispelled or the Witch's EP has been exhausted. To place a Jinx on a subject, the Witch must be standing within the M2 range of the subject and shout out an appropriate word of power while pointing directly at the subject.

EFFECTS: The Jinx brings about Negative Karmic Outcomes by amplifying the target's Negative Karma Score.

COMPONENTS: None

RANGE: M2 **DAMAGE:** N/A **DURATION:** Daily / Recurring **ETHER:** 20 EP P/ Day

LEVELS: **LV1:** Neg. Karma Score: +1 **LV2:** Neg. Karma Score: +2 **LV3:** Neg. Karma Score: +3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

DAMPEN PERFORMANCE

By mixing a drop of the target's blood inside a small bowl or vial of black ink, the Witch can remotely diminish a subject's Attribute Modifiers for a period of time. The effects of this spell terminate at the end of the 1-3 day cycle, or if the ink with the subject's blood is spilled.

EFFECTS: Each of the Target's Attribute Modifiers are reduced by -2 for a period of time.

COMPONENTS: Blood sample from target, black ink.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1 -3 Day Count **ETHER:** 20 EP

LEVELS: **LV1:** Duration: 1 Day **LV2:** Duration: 2 Days **LV3:** Duration: 3 Days

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

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POWERS



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BEND CHANCE

The Witch places a significant item belonging to each subject into a circle drawn in chalk. While visualizing either positive or negative intentions, the Witch then casts a palm full of sand or dust into the circle. Depending on the desired intent, the Witch can choose to sway fate in a positive or negative manner for the subjects represented in the circle. When the subjects attempt to perform a Skill, the level of difficulty is increased or decreased by 2 levels while the spell is active. Token Spin results made during an Attribute Challenge are doubled or halved.

EFFECTS: The difficulty level when performing a Skill or Attribute Challenge is swayed for or against the target.

COMPONENTS: Chalk, structural links, sand or dust.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1-3 Day Count **ETHER:** 15 EP

LEVELS: **LV1:** Duration: 1 Hour **LV2:** Duration: 6 Hours **LV3:** Duration: 1 Day

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

TWIST POWERS

Using any available mirror or highly reflective surface, the Witch captures the subject's reflection and visualizes part of its essence being contained. This can only be accomplished if the subject gazes into the mirror even for an instant. Afterwards, the mirror is smothered in mud. Once the mud dries, the spell goes into effect, making each of the target's attempts at using any Power twice as difficult. All subjects under the spell must make an additional Token Slide or Spin for each attempt at using a Power. The spell can only be neutralized if the mud is washed clean from the mirror or the Witch's EP expires.

EFFECTS: Targets under this spell must make additional Token Slides when attempting to use a Power.

COMPONENTS: Mirror, mud.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** Daily / Recurring **ETHER:** 15 EP

LEVELS: **LV1:** +1 Token Slide **LV2:** +2 Token Slides **LV3:** +3 Token Slides

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

CURSE WEAPON

Melee Weapons are structurally weakened, while Ranged and Radial Arms become prone to misfiring. The Witch carves a representation of the target's Weapon out of wood. Afterwards, the carvings are tossed into a bonfire while the Witch visualizes the Weapon's effectiveness diminishing in the smoke.

EFFECTS: FHP in Melee Arms is reduced by 1/2. Ranged and Radial Arms require an additional Token Slide to be used.

COMPONENTS: Wood, carving knife.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1-3 Day Count **ETHER:** 15 EP

LEVELS: **LV1:** Duration: 1 Day **LV2:** Duration: 2 Days **LV3:** Duration: 3 Days

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

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POWERS



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