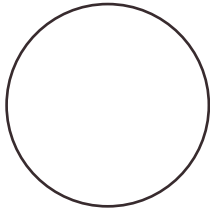
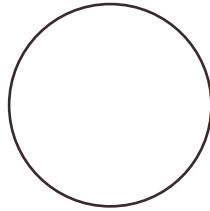


ARCANISM

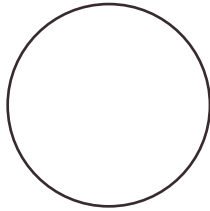
CHEAT SHEET



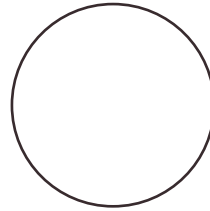
REASON



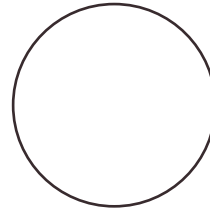
WILLPOWER



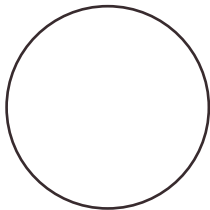
ARCANIST'S
EYE



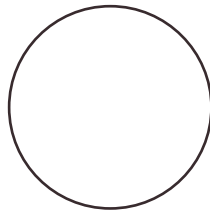
CHANNELING



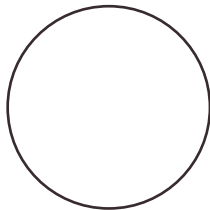
PRECISION



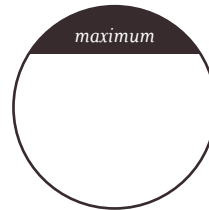
FOCUS



PASSIVE
POWER
RECOVERY
tier



ACTIVE
POWER
RECOVERY
tier + focus



maximum

current

POWER POOL
willpower + vitality + (10 x tier)

MECHANICS of INVOCATION

• **FREE-FORM EFFECT**

Reason + *(lowest appropriate casting skill)*

• **PATTERNS**

Willpower + *(lowest required casting skill)* + 5

• **CHARMS**

Willpower + *(lowest required casting skill)* + 2

Effects directly targeting an unaware or unwilling individual are resisted by:

Willpower + Heroic Vigor + 5

ABOUT ARCANISM

- Combat effects can be dodged (or sometimes parried) using normal defensive skills
- Both minor and inoculated Arcanists can draw on their Stamina damage track to power arcane effects
- An Arcanist has a power pool equal to *Willpower + Vitality + (tier x 10)*
- Minor Arcanists have only Stamina
- An Arcanist can maintain multiple Patterns. The maximum is a number of focus points equal to their focus skill
- Inoculated Arcanists recover Power passively at a rate of *(tier)* points every 15 minutes. An Arcanist can concentrate and regain *(tier + focus)* points every 15 minutes, but may take no other action
- Alchemical salts can be used by inoculated Arcanists to:
 - Add 3 to an invocation test, at a cost of 2 points of physical damage
 - Regain 10 points of Power, at a cost of 2 points of physical damage

FREE-FORM EFFECTS

All Arcanists can spend up to *(tier + 1)* points of Power on an effect.
Effects can last no more than one minute, and focusing on one takes all of an Arcanist's concentration.

Power	Conjuring	Breaking	Light	Temperature
1	5 lbs common item (water)	hole in a wooden door	one electric bulb	heat/cool 1 person 30 deg.
2	2 50 lbs common, 1 lb uncommon (tin, chalk)	shatter that wooden door	small patch of daylight	room 30 deg, person 60
3	3 500 lbs common 5 lbs uncommon	smash through a sturdy iron door	enough to briefly blind one person	blastfurnace heat, briefly
4	5000 lbs common, 50 lbs uncommon, 1 lb rare (tungsten, fine steel)	break a sturdy object, shatter that iron door	fill a large area with brilliant light	melt glass

Power	Sensing	Damage	Defense	Moving
1	simple elect./thermal arcane effects 8+ power	8 physical 12 stamina	2 armor	small objects
2	whole EM spectrum arcane effects 4+ power	12 physical 16 stamina	4 armor	200 lbs briefly 30 lbs steadily
3	gravity, weight, density arcane effects 2+ power	16 physical 20 stamina	8 armor	1000 lbs briefly 200 lbs steadily
4	radiation, dimensions all arcane effects	20 physical 24 stamina	12 armor	2000 lbs briefly 400 steadily

NOTES