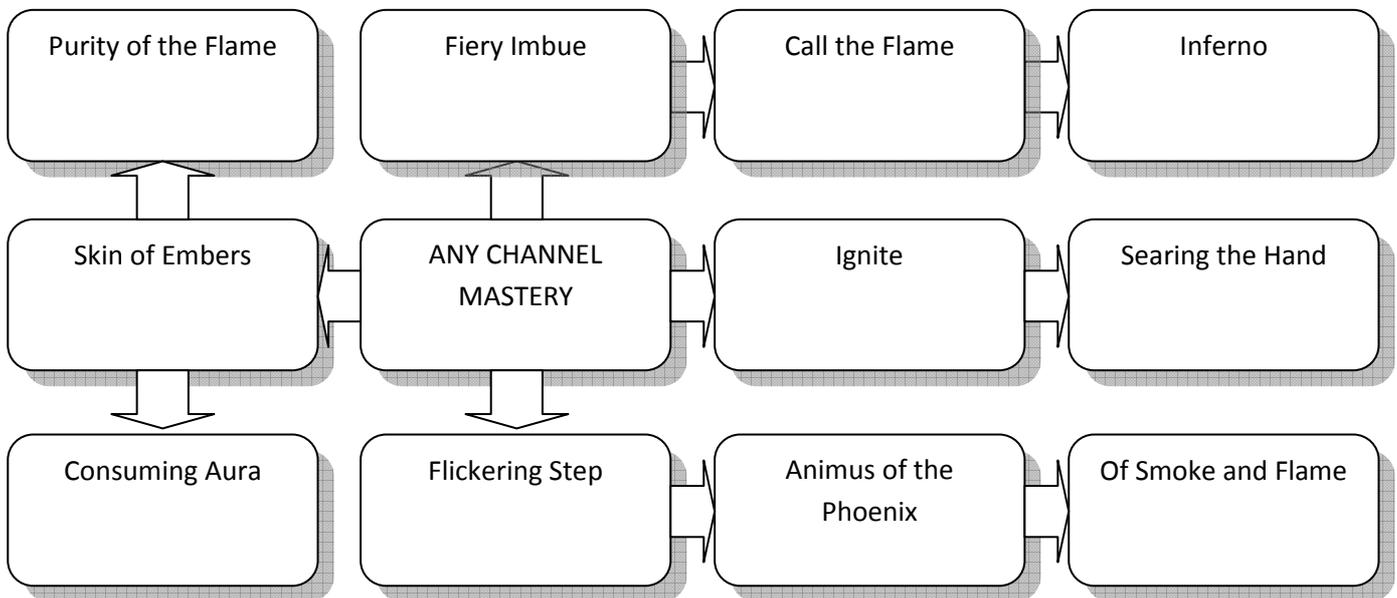


SPHERE OF CREATION 2.0

PATH OF FIRE



Fiery Imbue

Cost: 1 HR Requires: Channel 2, Destiny 2
Duration: Until next action Type: Reflexive
Prerequisite Feats: Any Channel Mastery

The character's weapon bursts into flame, causing painful burns to anyone struck. The character spends up to their Destiny in HR, each point adding +1 to the weapon's base damage. This Feat can be used with missile or thrown weapons, as well as Unarmed attacks. If the shaman's Destiny is 4+ they may apply this effect to the weapon of another by paying 1 HR extra.

Call the Flame

Cost: 1 HR Requires: Channel 3, Destiny 3
Duration: Instant Type: Simple
Prerequisite Feats: Fiery Imbue

The hero fills her hand with a ball of blazing fire and hurls it at her opponent. Resolve the attack with (Dexterity + Channel). Base damage is equal to the character's Destiny + 1L per HR spent. The hero may invest as many HR as they have dots in Presence. Range is equal to (Channel x 10m). Damage from Call the Flame counts as Aggravated against beings of Chaos, such as demons. Call of Flame has an effective Rate of 2 – allowing it to be cast twice in a flurry without paying for a combo.

Inferno

Cost: 1 HR Requires: Channel 4, Destiny 3
Duration: Instant Type: Simple, -1 DV
Prerequisite Feats: Call the Flame

With a violent upwards gesture the shaman causes a swirling storm of flame and smoke to engulf the target point. The character rolls (Dexterity + Channel) against the Dodge DV of anyone within (Destiny x 1m). Anyone caught in the Inferno suffers 1L per 1 HR spent. This damage is Aggravated to creatures of Chaos.

Skin of Embers

Cost: 4 HR, 1 WP Requires: Channel 3, Destiny 2
Duration: Scene Type: Reflexive
Prerequisite Feats: Any Channel Mastery

The character's skin takes on the appearance of blackened, smoldering wood, and wisps of smoke rise from her fingertips and hair. While Skin of Embers is active the hero gains a L/B Hardness against fire based attacks equal to her Destiny +1. In a dramatic scene, this Feat grants the character her Destiny in automatic successes on any Endurance roll against heat or fire.

Purity of the Flame

Cost: 1 WP Requires: Channel 4, Destiny 3

Duration: varies Type: Simple, -2 DV

Prerequisite Feats: Skin of Embers

By making contact with a source of fire – at least the size of a torch-light – the character is able to seek balance and clarity from the spirits of fire and flame. The character may spend 1 WP to regain (Destiny + the sum of Virtues) in Heroic Reserves. The character may spend as many points of temporary Willpower as they wish but each point over their Destiny in a given day also inflicts a level of Aggravated Lethal damage as the spirits sear her soul. Purity of the Flame does not confer any special protection against fire.

Consuming Aura

Cost: 3 HR Requires: Channel 3, Destiny 3

Duration: Until next action Type: Reflexive

Prerequisite Feats: Skin of Embers

Fire spirits create a shimmering shield of heat around the shaman. The shield causes wooden missiles, such as arrows, to burst into flame and reduce to ash before they strike the character. The Feat renders the hero immune to a number unenhanced Archery attacks equal to her Destiny per tick. Thrown attacks using wooden missiles have their base damage reduced by 2, to a minimum of 1.

Ignite

Cost: 2 HR Requires: Channel 2, Destiny 2

Duration: Instant Type: Simple

Prerequisite Feats: Any Channel Mastery

Ignite is often the first feat any budding fire shaman learns. A simple fire spirit is summoned into a nearby combustible source, setting it on fire. The Feat targets an inanimate object of a combustible material, which bursts into flame. The initial flame is the size of the character's fist and is considered to be natural flame. Ignite cannot target an object held or carried by another.

Searing the Hand

Cost: 3 HR Requires: Channel 3, Destiny 2

Duration: Instant Type: Simple

Prerequisite Feats: Ignite

The caster summons a minor fire elemental into an enemy's weapon. The caster rolls (Charisma +

Channel) resisted by (Strength + Endurance). Success means that the opponent either drops the weapon or suffers unsoakable bashing damage equal to the caster's Destiny as it becomes red hot in their grasp.

Flickering Step

Cost: 4 HR Requires: Channel 3, Destiny 3

Duration: Scene Type: Reflexive

Prerequisite Feats: Any Channel Mastery

Fire never stands still. It is restless, relentless and swift. Spirits of flame coalesce around the character's limbs, speeding his actions with their flickering essence. The cost of this feat is committed and for the duration all of the hero's actions have their Speed reduced by 1.

Animus of the Phoenix

Cost: 5 HR Requires: Channel 4, Destiny 3

Duration: Until next action Type: Simple, -1 DV

Prerequisite Feats: Flickering Step

A shimmering aura of fire flares around the character's head and shoulders. The aura often takes on the shape of an animal or sigil that is important to the character. The character rolls (Charisma + Presence) against the Courage of anyone nearby. Those who are affected are cowed by this fearsome display and cannot attack the character without spending Willpower, and even then will suffer -1 to actions and -1 to DV.

This Feat counts as mundane influence and the character can affect a number of individuals equal to his Destiny, or a mob of up to (Destiny x 10) members.

Of Smoke and Flame

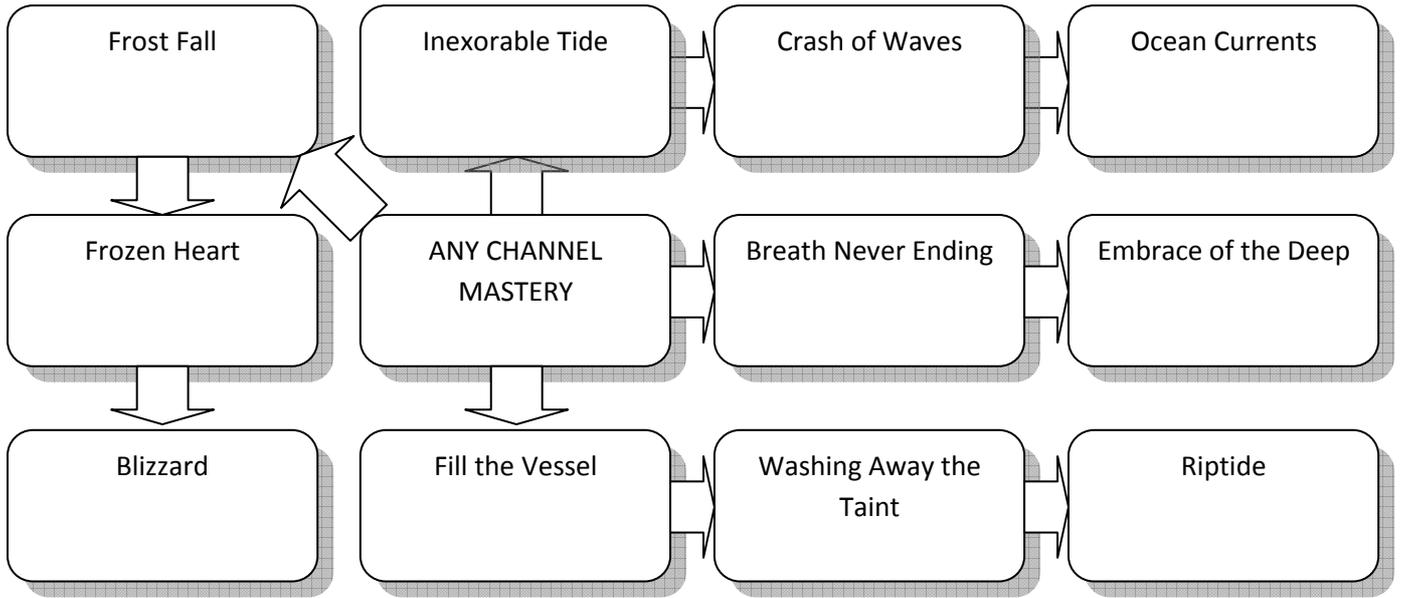
Cost: 3 HR, 1 WP Requires: Channel 4, Destiny 4

Duration: 1 minute Type: Simple, -1 DV

Prerequisite Feats: Animus of the Phoenix

The character is able to summon fire spirits to provide support to his allies. Smoke and flame swirl around them, confounding their enemies but without hindering them. The shaman must pay 1 HR per person they wish to aid and 2 HR per point of DV they wish to add. The maximum number of targets and the bonus DV are equal to the hero's Destiny. All targets must be within (Channel x 2m) initially but my move as they wish after that. The caster may not include himself in the effects of the Feat.

PATH OF WATER



PATH OF EARTH

