



REVENANT world

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Resources

ATK Maneuvers

BASH: When you **fiercely assail a single target**, roll +the relevant Natural Stat **+BASH**.
Victory: deal R damage **+PUNISH**. Wash: deal R damage, *or* R damage **+PUNISH**, and lose 1 Durability. Defeat: miss.

BOMBARD: When you **move amongst a crowd and deal a flurry of blows**, roll +the relevant Natural Stat **+BOMBARD**. Target up to 5 creatures within Short Range of another, at least one of which is within your weapon range. Victory: deal R damage to each creature. Wash: deal R damage to one creature, and lose 1 Durability. Defeat: deal no damage, and lose 1 Durability. Add best Favor and worst Disfavor together to determine your Favor for a **BOMBARD**.

BIND: When you **wrestle a target of similar size to yourself into your grasp**, roll +the relevant Natural Stat **+BIND**. Victory: bind the creature. Wash: do not bind the creature, *or* bind the creature, and take 1d10 damage. Defeat: do not bind the creature, and take 1d10 damage. Bound creature can't move or take Actions, except attempt to free itself. Favor 2 on **BASH** rolls (not made by grappler) against bound creature. ROWDY **SKIRT** to attempt freedom. Victory/Wash: freed. NPC must use Strike for freedom. If a Pitch is used instead, grappler can roll **BIND** to prevent escape; keep hold on Victory/Wash. The grappler can move with bound creature, and release the creature at will, throwing them prone. If grappler takes ROWDY Action, other than aforementioned **BIND**, creature is freed. If grappler throws creature into immediate danger, grappler makes a ROWDY Action, succeeding on Victory and freeing creature regardless. Favor 1 on **BIND** against exhausted creature.

BAG: When you **snatch or knock away something worn or carried by another creature**, roll +the relevant Natural Stat **+BAG**.

Worn:

Victory: swipe the item without their knowledge.

Wash: unable to swipe the item, *or* able to swipe it, but the creature notices.

Defeat: unable to swipe the item, and they notice.

Carried:

Victory: knock it away. Can pick up with a ROWDY roll. (Victory/Wash: you pick it up.

Defeat: enemy picks it up.)

Wash: unable to knock it away, but it loses 1 Durability.

Defeat: unable to knock it away, you are disarmed instead.

DEF Maneuvers

SHIELD: When you **stand steadfast and block incoming damage or danger**, roll +the relevant Natural Stat **+SHIELD**. Victory: block all damage. Wash: block half of damage. Defeat: block no damage.

SKIRT: When you **nimbly dodge away from incoming damage or danger**, roll +the relevant Natural Stat **+SKIRT**. Victory: dodge all damage. Wash: dodge all damage, and fall prone (or other status effect). Defeat: dodge no damage, and fall prone (or other).

STAVE: When you **dexterously deflect incoming damage or danger**, roll +the relevant Natural Stat **+STAVE**. Victory: deflect half damage, Favor 2 on next **ATK** against attacker. Wash: deflect half damage, Favor 1 on next **ATK** against attacker. Defeat: deflect half damage.

SUTURE: When you **aid another creature amidst a chaotic struggle**, roll +the relevant Natural Stat **+SUTURE**. Victory: restore R ED. Wash: restore R/2 ED, *or* restore R ED and stun creature you aid. Defeat: restore no ED and stun creature.

Defeats do not provoke GM Action. Washes still provoke Pitches. Rolls to avoid damage take 0 Beats. If you take any damage, you suffer all other ill effects of an attack. You can make a **DEF** roll instead of an ally within Short Range.

Lullabies

When you **stage a performance of the soul to achieve a magical effect**, roll +HARMONIC. Victory: Lullaby works, spend no ST. Wash: Lullaby fails, *or* Lullaby works, and spend ST (based on Intensity). Defeat: Lullaby fails, and spend ST (based on Intensity).

Intensity must be determined before the roll is made, or is assumed to be Intensity 2.

If a Lullaby uses a Lyrical supply made by another Lullaby, take Favor 1. This Favor increases by 1 each time the Combo chain is continued.

Status Effects

A *restrained* creature cannot move and must use next Action (ROWDY Surefire) to free itself.

While *prone*, ROWDY Actions are rolled at Disfavor 1, and **ATK/DEF** rolls against the creature get Favor 1. Can take an Action (ROWDY Surefire) to get up.

A *stunned* creature cannot move and must use next Action (WHIZ Surefire) to recover.

A *crippled* creature takes all Actions at Disfavor 1, and **ATK/DEF** rolls against the creature get Favor 1.

A *slowed* creature makes **ATK** rolls at Disfavor 1, and **DEF** rolls against the creature get Favor 1. Must take ROWDY Surefire Action to enter/exit Short Range of a hostile creature.

A *blinded* creature rolls ROWDY Actions at Disfavor 1, and **ATK/DEF** rolls against the creature get Favor 1. Creatures that don't rely on sight are immune.

A *frightened* creature must use next Action to move a Medium Distance from the object of its fear (ROWDY Surefire).

A *hasted* creature makes **ATK** or **SKIRT** rolls at Favor 1, and **DEF** rolls against the creature get Disfavor 1.

An *exhausted* creature cannot use Elbow Grease.

An *unconscious* creature cannot move or take Actions.

A *vulnerable* creature dies if it takes damage.

A creature who touches an *ignited* object takes 5 damage every Beat until they take a ROWDY Surefire Action to smother the flame, it is otherwise doused, they are no longer contacting the object, or 5 Beats pass. Objects held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

A creature attempting to cross *slippery terrain* rolls a ROWDY Action. Defeat: fall prone. For NPCs: Pitch to cross, Strike to not fall.

A creature attempting to cross *dangerous terrain* must roll a ROWDY Action. Defeat: take 1d10 damage. For NPCs: Pitch to cross, Strike to avoid damage.

Name _____

Race _____

Gender _____

Job _____ of _____ Arcaneum

Personal Drive _____

Confident Drives _____

Age _____

Office _____

XP

Natural Stats

Maneuver Ratings

STICK
WHIZ
PUNCH
WHIMPY

ATK

BASH WI WIT
BOMBARD WI WIT
BIND WI WIT
BAG WI WIT

DEF

SHIELD WI WIT
SKIRT WI WIT
STAVE WI WIT
SUTURE WI WIT

Endaionia — maxed —

75% 50% 25%

Stamina — MaxST —

50% Deal Extra Damage Limit

I II III IV

Amor-Points

1

Equipped Gear

I. _____ III. _____

II. _____ IV. _____

Weapon I

Name _____ Durability _____

Weight Rof Range **POUSIF**

Properties _____

malfunction

Job Garment

Weapon II

Name _____ Durability _____

Weight Rof Range **POUSIF**

Properties _____

malfunction

Jack

Destitute Well-to-do
 Pinched Loaded
 Comfortable

Inventory Boxes

Party Members

GRADE **BOUD**

Factions

SWAY **JOINED**

Allied Revenants

Dominated Microcosms

Jobs + Arcana

Jobs + Arcana

Jobs + Arcana

Item Reference Sheet

Name _____

Properties _____

WEIGHT _____

RoF _____

RANGE _____

A
h

BASH
BOMBARD
BIND
BAG

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SHIELD
SKIRT
STAVE
SUTURE

PUNISH
DURABILITY

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STAVE
SUTURE

PUNISH
DURABILITY

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Properties _____

WEIGHT _____

RoF _____

RANGE _____

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BOMBARD
BIND
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SHIELD
SKIRT
STAVE
SUTURE


PUNISH
DURABILITY


Bard

Bard Hums:


 **Natural Born Performer:** You gain Favor 2 on SLICK or ROWDY rolls made to entertain an audience.

 **Bardcraft:** When you synth an item, subtract 1 XP from the cost if the item serves as a costume or disguise. The total cost cannot be reduced below 1.

 **Who Said That?:** You can imitate any voice or noise made by a creature that you have heard in the last 24 hours.

 **Fundamental Creation:** You can use a HARMONIC Surefire Action to create an inert cube, 1 ft on each side, composed of an unidentifiable material in your hands.


Bard Lullabies:

 **Ballad of ___:** You emit a melodious wave of ___ with a Short radius centered on yourself. Any allies in this area (including yourself) regain ED or ST (each creature's choice) and gain Favor of varying degree on their next **ATK**, **DEF**, or Surefire Action roll (each creature's choice).

Intensity 1: ED or ST Restored: 1d6x2; Favor 1

Intensity 2: ED or ST Restored: 1d6x3; Favor 2

Intensity 3: ED or ST Restored: 1d6x5; Favor 3

 **Eat My ___!**: You compose a magical vehicle or mount from nothing, and mount it as part of the same Action used to perform this Lullaby. (See "Vehicles and Mounts" in Chapter 3 of the manual.) This vehicle or mount dissipates after a duration, when it drops to 0 HP, or when you dismiss it at will (no Action required). You do not fall prone when the vehicle dissipates. This vehicle or mount has basic

stats, except its **PUNISH**, which varies with the Intensity of the Lullaby. The vehicle or creature creates a thin trail of ___ across the ground as it moves.

Intensity 1: Duration: 12 Beats;


PUNISH: 2Pd

Intensity 2: Duration: 10 Minutes;

PUNISH: 3Pd


Intensity 3: Duration: 1 Hour;

PUNISH: 5Pd

 **Impish** ____: Drawing on a supply of ____ within arm's reach, you weave into being an animated facsimile of an imp, composed of living _____. You control this imp. (See "Monster Stats" in Chapter 12 of the manual.) The imp can take the **BASH** Action described in its stat block, as well as any **DEF** Action.

The imp can perform other simple tasks at the GM's discretion. Any Action the imp takes is rolled as a WHIZ Action by your character, as you are controlling it mentally. The imp's **BASH**es generate ____ when they strike. The imp dissipates after 5 minutes, when it drops to 0 HP, or when you dismiss it at will (no Action required). You cannot create another imp while one is currently in play.

Intensity 2

 ____-**Forged Armor**: Drawing on a supply of ____ within arm's reach, you fashion a set of magical armor on a creature within Medium Range. This armor grants a number of Armor-Points dependant on the

Lullaby's Intensity. You can dismiss the armor at will (no Action required). You can generate armor on additional creatures when one set is already in play, but to do so you must expend twice the typical ST for the Intensity of the Lullaby. A creature cannot benefit from more than one set of this armor at a time.


Intensity 1: Armor-Points: 2


Intensity 2: Armor-Points: 3


Intensity 3: Armor-Points: 5


Berserker

Berserker Hums:


 **Coup de Grâce:** You gain Favor 1 on **BASH** rolls made against a creature whose current HP is equal to or less than the **PUNISH** bonus of the weapon with which you make the **ATK**.

 **Berserkercraft:** When you synth an item, if **PUNISH** is its highest bonus, ignore that element of cost. The total cost cannot be reduced below 1.

 **Last Stand:** While your current ED is equal to or less than 25% of your maximum ED, your **PUNISH** is increased by 2Ppd.

 **Killstreak:** When you reduce a creature to 0 HP with an **ATK** roll, you gain Favor 2 on your next **ATK** roll.


Berserker Lullabies:

 **Wrecking Ball Wreathed in ___:** One weapon you are wielding is imbued with ___ for a duration. Any **BASH** roll with this weapon that results in a Victory or Wash disintegrates any mundane, non-living material through which it passes.

Intensity 1: 6 Beats

Intensity 2: 9 Beats

Intensity 3: 12 Beats

 **Their Fields:** You conjure a spark of ___ and use it to permeate a consumable item, transforming the item into a potent poison. A creature who consumes the poison takes damage and is affected by the generic effects of ___, if applicable.

Intensity 1: Damage: 1d10x3

Intensity 2: Damage: 1d10x6 or 0, your choice

Intensity 3: Damage: 1d10x9


 **Go Boom!** A supply of ___ within Long Range explodes in a Short radius, dealing damage to

creatures and objects in the area and knocking creatures prone. The original supply of ___ is destroyed.

Intensity 1: Damage: 1d12x2

Intensity 2: Damage: 1d12x5 or 0, your choice

Intensity 3: Damage: 1d12x7

 **-Fueled Rage:** Drawing on a supply of ___ within Short Range, you empower your body, adding damage to your strikes for the duration. Each time you roll a Victory on a **BASH** or **BOMBARD**, your **PUNISH** for the weapon you use increases by 2Ppd. This increase occurs before the damage from the triggering attack is dealt. The increase to **PUNISH** is reversed when the duration ends.


Intensity 1: Duration: 4 Beats


Intensity 2: Duration: 8 Beats


Intensity 3: Duration: 12 Beats


Fighter

Fighter Hums:


 **Mirror Match:** You gain Favor 1 on **ATK** rolls made against a creature wielding a weapon that shares Weight or Rate of fire with the one you are wielding.

 **Fightercraft:** When you synth an item, if **BASH** or **BOMBARD** is its highest bonus, ignore that element of cost. The total cost cannot be reduced below 1.

 **Take on an Army:** When you make a **BOMBARD**, there is no limit to the size of the group you can target, so long as each creature is within Short Range of another.

 **Carefully Planned Strike:** You can use a WHIZ Surefire Action to study a creature for weaknesses, gaining Favor 2 on your next **ATK** roll against that creature.


Fighter Lullabies:

 **Ray of ___:** You generate a wide line of ___ that travels to Medium Range along the ground, dealing damage to any creatures or objects in its path.

Intensity 1: Damage: 1d8x3

Intensity 2: Damage: 1d8x6 or 0, your choice


Intensity 3: Damage: 1d8x9

 **Blast of ___:** You unleash a blast of ___ in a dome with a Short radius centered on you, dealing damage to any creatures (other than you) and objects (not worn or held by you) in its area of effect.

Intensity 1: Damage: 1d8x3

Intensity 2: Damage: 1d8x6 or 0, your choice

Intensity 3: Damage: 1d8x9


 **___ Grenade:** Drawing on a supply of ___ within Short Range, you create a fist-sized orb of ___ and throw it at a target within Medium Range. The orb shatters over a Short radius at its point of impact, dealing damage to creatures and objects in its area of

effect and rendering the area dangerous terrain for 2 Beats.

Intensity 1: Damage: 1d10x3

Intensity 2: Damage: 1d10x6 or 0, your choice

Intensity 3: Damage: 1d10x9

 **___-Empowered Strike:** Drawing on a supply of ___ within Medium Range, you channel power into a special melee attack, dealing damage to a single creature or object.


Intensity 1: Damage: 1d12x3

Intensity 2: Damage: 1d12x6 or 0, your choice


Intensity 3: Damage: 1d12x9


Medic

Medic Hums:


 **Diagnosis:** You gain Favor 2 on all WHIZ rolls to diagnose the physical or mental ailments of a living creature.

 **Battlefield Medicine:** You gain Favor 1 on all **SUTURE** rolls.

 **Vagabonds Never Die!** Whenever a creature you can see drops to 0 ED, you can immediately restore any amount of ED to them, at the cost of taking double that amount of damage yourself. (E.g. you can restore 1 ED, causing you to take 2 damage.)

 **It's Not Very Effective...** When a creature within Long Range is afflicted by a status effect, you can immediately roll 1d4. On a 4, they are no longer afflicted.


Medic Lullabies:

 **Healing Touch of ___:** Your hands become enveloped by ___, which you channel into healing energy, restoring ED or ST (your choice) to a creature you touch.

Intensity 1: ED or ST Restored: 1d10x3

Intensity 2: ED or ST Restored: 1d10x5

Intensity 3: ED or ST Restored: 1d10x9

 **Bolster ___:** You increase the quantity or intensity of a supply of ___ within Short Range by a percentage of its current quantity or intensity.

Intensity 1: Percentage Increase: 25

Intensity 2: Percentage Increase: 50

Intensity 3: Percentage Increase: 100


 **Free Heals by the ___, Guyst!**

You touch a supply of ___, causing it to radiate a healing aura. All creatures within Short Range of this supply regain 5 ED every Beat during the duration.

Intensity 1: Duration: 3 Beats

Intensity 2: Duration: 7 Beats


Intensity 3: Duration: 12 Beats


 **Restore ___:** You touch a supply of ___, or a location that contained a supply of ___ at some point in the past 48 hours. The supply is restored perfectly to any condition in which it existed during the last 48 hours.


Intensity 2




Monk Hums:


 **Historian:** You gain Favor 2 on all WHIZ rolls to recall the history of a person, object, or location.

 **Total Recall:** You can spend 5 Beats scanning through a book in order to gain a perfect mental picture of all the text within. At any time, you can call back on this knowledge instantly, though you must consciously decide to access it, as if it were catalogued. You can hold a photographic memory of 3 books at a time.

 **Mind over Matter:** When you roll a Defeat on an **ATK** roll, you can add your WHIZ bonus to the total modified result, potentially turning it into a Wash or Victory.

 **Know Thy Enemy:** When you use Elbow Grease to “Gather Intel,” you expend no ST, and can use this option even when exhausted. Additionally, on a Defeat, you do not become barred from targeting the same creature again.


Monk Lullabies:

 **Eldritch Ring of ___:** You conjure a floating ring of ___ at a point within Long Range. For 1 Beat, a single creature of your choice who can see the ring perceives it as a window to the darkest recesses of creation, where reality itself unwinds. They are overwhelmed with incomprehensible knowledge, taking damage and becoming frightened.

Intensity 1: 1d6x3

Intensity 2: 1d6x6 or 0, your choice

Intensity 3: 1d6x9


 **___ Data Dump:** You mark one creature within Medium Range. The next time that creature lays eyes on a supply of ___, they and any of their allies within Short

Range of them are besieged by a sudden mental overload of ___, or encyclopedic knowledge of ___, or that supply of ___ in particular. The affected creatures take damage and become stunned.

Intensity 1: Damage: 1d12

Intensity 2: Damage: 1d12x2 or 0, your choice

Intensity 3: Damage: 1d12x3

 **___-Seeing Eye:** You pinpoint the approximate location of the largest or most intense supply of ___ in a 10 mile radius of your current location. You see an overhead view of this location in your mind’s eye.

Intensity 1



Divination Through ___: You

peer into a supply of ___, learning the outcome of future events. Roll 1d4 three times and construct a prediction using the chart below.

- 1) You...
 - 2) [Name a party member]...
 - 3) [Name a friendly NPC]...
 - 4) [Name a hostile NPC]... shall...
- 1) Harm or kill...
 - 2) Be harmed or killed by...
 - 3) Aid or rescue...
 - 4) Be aided or rescued by...
someone or something...
- 1) Red...
 - 2) Luxurious...
 - 3) Dangerous...
 - 4) Incomprehensible...
in the next...

Intensity 1: Day


Intensity 2: Hour


Intensity 3: 5 minutes


Paladin

Paladin Hums:


 **Got Your Back:** While within Short Range of an ally, you both gain Favor 1 on **SHIELD** rolls.

 **Table Scraps:** When a creature within Short Range of you has ED/HP or ST restored to it, you regain half as much yourself, up to a cap of 50% of your respective total.

 **Yoink!**: You can use a HARMONIC Surefire Action to magically pull a willing creature a Medium Distance closer to yourself in any direction, even through solid material.

 **Anything You Can Do:** When you see a creature perform a Lullaby, you can use your next Action to perform that Lullaby yourself at the same Intensity. ST is expended as usual. If the Lullaby is a Wash or a Defeat, this Hum is unequipped afterwards.

Paladin Lullabies:


 **Holy Missile of ___ and Lifedrain:** You hurl a mote of ___ at a creature within Medium Range.


The creature takes damage and you regain ED equal to the damage taken by the creature.

Intensity 1: Damage: 1d10x2

Intensity 2: Damage: 1d10x4 or 0, your choice

Intensity 3: Damage: 1d10x6


 **___ Magnet:** You imbue an object you are carrying with ___ and hold it aloft. Any object or creature holding, containing, or imbued with ___ within Long Range is pulled to your location, stopping within Short Range of you.
Intensity 2

 **Borrowed Aura of ___:** You snuff out a supply of ___ within Medium Range for the duration, and radiate it in a Short radius of yourself, dealing 5 damage every Beat to non-allied creatures in the area of effect.

Intensity 1: Duration: 3 Beats


Intensity 2: Duration: 6 Beats


Intensity 3: Duration: 12 Beats


 **Drain ___ and Smite:** A supply of ___ within Medium Range is reduced in quantity or intensity by 50% for 12 Beats, during which time you gain a temporary bonus to PUNISH.
Intensity 1: PUNISH bonus: 2Pd
Intensity 2: PUNISH bonus: 4Pd
Intensity 3: PUNISH bonus: 6Pd


Ranger

Ranger Hums:


 **Survivalist:** You gain Favor 2 on WHIZ rolls to locate a source of sustenance or to determine if an object or substance is edible.

 **Preratural Stalker:** Any living creature leaves a set of tracks trailing a Long Range behind them as they move that is magically visible only to you.

 **Big Game Hunter:** You can attempt a **BIND** on a creature regardless of their size relative to your own.

 **Not Getting Away That Easy!** You can use a HARMONIC Surefire Action to magically deal 1d12 damage to the last creature to whom you dealt a Victorious **ATK** if they move a Medium Distance from you of their own will.


Ranger Lullabies:

 **Booby Trap of ___:** You create an unseen trap covering a small area of ground at a point within Short Range. Any creature that steps on this area of ground in the next 5 minutes is stopped in its movement until the end of its next Action and takes damage as the trap explodes with ___. Once the trap has been sprung thrice, it dissipates.


Intensity 1: Damage: 1d8x2

Intensity 2: Damage: 1d8x4 or 0, your choice

Intensity 3: Damage: 1d8x6

 **___ Marks the Spot:** You create a harmless beacon of ___ roughly 30 ft high and 5 ft across at a point you can see that lasts for 1 hour, or until you dismiss it at will.

Intensity 1


 **___ Archer:** Drawing on a supply of ___ within Medium Range, you fashion a bow and arrow of ___ that you fire at a creature within Long Range. The arrow explodes, dealing damage to the creature you

target and any of its allies within Short Range.

Intensity 1: Damage: 1d12x2

Intensity 2: Damage: 1d12x4 or 0, your choice

Intensity 3: Damage: 1d12x6

 **All ___ Must Die:** Any object or creature holding, containing, or imbued with ___ takes double damage from your **ATKs** and Lullabies for the duration.


Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 18 Beats


Intensity 3: Duration: 5 minutes


Thief

Thief Hums:

 **Burglar's Eye:** You gain Favor 2 on all WHIZ rolls to locate an item in your vicinity.


 **Legerdemain:** You gain Favor 1 on all **BAG** rolls.

 **Sleight of Hand:** You can inventory an item without visibly summoning your Inventory Boxes. Additionally, the weight limit for your Inventory Boxes is 300 lbs.

 **Drop It!**: You can use a HARMONIC Action to attempt to shut down effects generated by a creature within Medium Range. On a Victory, all of their currently equipped Hums are unequipped. Additionally, choose any one ongoing effect created by the creature. This effect is disabled for 5 Beats, at which time it resumes if it had a longer remaining duration. On a Wash, one currently equipped Hum is unequipped at random, determined by the GM. On a Defeat,

none of their Hums are unequipped, and instead this Hum is unequipped.


Thief Lullabies:

 **Volatile Xerox of ___:** You inventory an object and simultaneously replace it with a reasonable facsimile. If this facsimile is touched by a creature of their own volition, it explodes into ___ in a Short radius, dealing damage to any creatures and objects in its area of effect.


Intensity 1: Damage: 1d6x3

Intensity 2: Damage: 1d6x5 or 0, your choice

Intensity 3: Damage: 1d6x7

 **Robin Hood, but with ___:** A supply of ___ held, worn, carried, or imbued in a creature within Medium Range is transferred to another creature within Medium Range of the first.

Intensity 2

 **Begone, ___!**: You banish a supply of ___ within Medium Range to an extra-dimensional space for


the duration, along with all matter and energy (including creatures) within a Short radius of this supply.

When the duration ends, everything returns in the same condition as it started, (for example, parts of floors or walls are fully re-integrated into the place they left) unless significant structural changes have occurred since the material was banished. Any creature or object that has since occupied the empty space is shunted to the nearest unoccupied area possible. You can end the effect early at will (no Action required).

Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 12 Beats


Intensity 3: Duration: 5 minutes


 **Jump to ___:** You teleport to a supply of ___ you can see within Long Range.


Intensity 1


Tinkerer

Tinkerer Hums:

 **Clockwork Mind:** You gain Favor 2 on all WHIZ rolls to understand the function of a gristomechanical device or machine.


 **Tinkerercraft:** Whenever you synth a piece of permanent gear or a weapon, subtract 2 XP from the cost. The total cost cannot be reduced below 1.

 **Handyman:** You can repair a broken vehicle or weapon yourself without spending XP.

 **Make Them Stop Ticking:** Your **PUNISH** is doubled when you target a machine or gristomechanical device with a

BASH.

Tinkerer Lullabies:

 **Barrier of ___:** You deploy a large, stationary shield of ___ at a point within Short Range of you.

You or any of your allies can use this shield to make a number of automatically Victorious **SHIELD**


rolls, so long as they are within

Short Range of it, where the shield absorbs any damage they would take. The shield breaks after taking the specified quantity of hits.

Intensity 1: Sturdiness: 1

Intensity 2: Sturdiness: 3

Intensity 3: Sturdiness: 6

 **___ EMP:** Drawing on a supply of ___ within Medium Range, you create a blast of ___ with a Short radius centered on the supply.

This blast does not deal damage, but disables gristomechanical devices and machines within the area of effect for the duration.


Additionally, all weapons and gear in the area, even if held in an inventory, lose their special properties for the duration, reverting to the stats of a basic weapon or

item. You can choose to exclude any machines, weapons, and gear that you wish from this effect. Any Legendary gristo is only disabled or depowered for 3 Beats, regardless of Intensity.

Intensity 1: Duration: 6 Beats

Intensity 2: Duration: 24 Beats


Intensity 3: Duration: 10 minutes

 **___ Sentry Gun:** You deploy a turret within Short Range of a supply of ___. If a creature moves within Medium Range of the turret, you can use an automatically Victorious HARMONIC Action to have the turret launch a projectile of ___ at the creature, dealing damage, regardless of your proximity to the turret. The turret depletes a percentage of the total quantity or intensity of the supply of ___ with each grenade fired. The turret breaks once the supply has run out, or once it has been reduced to 0 HP.

Intensity 1: Percentage Depleted: 50, HP: 5, Damage: 1d10 per grenade

Intensity 2: Percentage Depleted: 25, HP: 15, Damage: 1d10 or 0 per grenade, your choice

Intensity 3: Percentage Depleted: 17, HP: 30, Damage: 1d10 per grenade

 **My Other Ride is ___:** You deploy a teleporter within Short Range of a supply of ___ and Medium Range of yourself. You can then use a HARMONIC Surefire Action to deploy a second teleporter within range of the first, again within Medium Range of yourself. A creature can step on one teleporter to be transported instantly to the other. A teleporter breaks if it takes 5 damage, if you leave the planet on which it is stationed, or if you dismiss it at will (no Action required). If one teleporter breaks, the other is automatically destroyed as well.


Intensity 1: Range: Long Range


Intensity 2: Range: 1 mile


Intensity 3: Range: Planetwide


Witch

Witch Hums:

 **Soul Sacrifice:** When you take damage, you can choose to have the total subtracted from your ST instead of your ED.


 **Witchcraft:** All Stamina-restoring consumables you craft restore double the ST they normally would, with no increase in XP cost.

 **Taking the Bullet:** When a creature within Medium Range of you is targeted by a damaging ability, you can instantly trade places with them, taking half the damage yourself but avoiding any additional effects. This must be done before the creature attempts a **DEF** roll, and you do not have the chance to attempt a **DEF** roll yourself.


 **Throwing Your Voice:** When you perform a Lullaby, you can have a willing creature you can see act as the performer instead. You still

roll the Action and expend any ST, but the ability originates from (and, when applicable, affects) the creature you chose. ST cost is doubled for a Lullaby performed in this manner.


Witch Lullabies:

 **Turn to ___:** Your body, weapons, and any objects carried or worn on your person are converted to pure ___ for the duration. You can move as normal, and gain the power of flight, but can only perform one type of Action: a HARMONIC Action to apply the generic effects of ___ to a creature you touch. The creature is affected on a Victory or Wash. Any damage that would be taken in this form is divided by 3 and applied all at once as a single instance of damage when you transform back. You can end this transformation early at will (no Action required).


Intensity 1: Duration: 5 Beats
Intensity 2: Duration: 5 minutes
Intensity 3: Duration: 10 minutes

 **Transmute ___:** You convert a supply of ___ within arm's reach into an inert cube, 1 ft on each side, composed of an unidentifiable material.

Intensity 2

 **Antithesis of ___:** A supply of ___ within Short Range is changed to its polar opposite.


Intensity 2

 **Beam of ___ Transposition:** A supply of ___ within Medium Range and another supply of any Lyric within Long Range of the first supply swap places. A narrow line of ___ briefly flares between the two supplies, damaging any creatures or objects with which it comes in contact.

Intensity 1: Damage: 1d6x3
Intensity 2: Damage: 1d6x5 or 0, your choice
Intensity 3: Damage: 1d6x7



Gemstone


 **Suitable Supply:** Any precious mineral is a suitable supply of the Gemstone Lyric.

Generic Manifestation

(lasting): When the Gemstone Lyric is created, it takes the form of large crystals of variously colored quartz.

Lyrics Supplied: So long as an area is not obscured, Gemstone supplies the Light Lyric. It also supplies the Wealth Lyric.

Magnetism

 **Suitable Supply:** Any local magnetic field is a suitable supply of Magnetism. The general magnetic field of the planet on which you are located is not a suitable supply.

Generic Manifestation


(momentary): When the Magnetism Lyric is created, it takes the form of an intangible magnetic field. If this field comes into contact with a metallic target, you can move the

target a Short Distance in any direction.

Lyrics Supplied: Moving a metallic target as described supplies the Distance Lyric, and the Altitude Lyric if it is moved vertically.

jagged chunks of earth that can shatter simple metallic objects and reduce the Durability of any weapon they contact by 1.

Metal


 **Suitable Supply:** Any metallic element, compound, or alloy is a suitable supply of the Metal Lyric.

Generic Manifestation

(lasting): When the Metal Lyric is created, it takes the form of irregular, jagged chunks of iron.

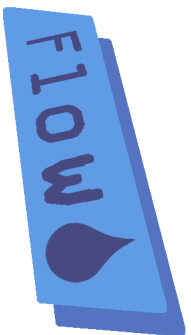
Lyrics Supplied: If it strikes a creature, Metal can supply the Blood Lyric. If it strikes a solid object, Metal can supply the Thunder lyric.

Rock


 **Suitable Supply:** Any common mineral, stone, or ore is a suitable supply of the Rock Lyric.

Generic Manifestation

(lasting): When the Rock Lyric is created, it takes the form of large,




Ice

 **Suitable Supply:** Frozen water, or the solid form of any other substance that exists as a liquid at room temperature, is a suitable supply of the Ice Lyric.

Generic Manifestation

(lasting): When the Ice Lyric is created, it takes the form of irregular crystals of frozen water. Any ground it touches is rendered slippery terrain for 5 Beats, and any creature it touches is slowed until the end of that creature's next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Oil


 **Suitable Supply:** Any viscous, flammable liquid is a suitable supply of the Oil Lyric.

Generic Manifestation

(lasting): When the Oil Lyric is created, it takes the form of a thick, black, flammable fluid that slows any creature it touches until the end of that creature's next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Lyrics Supplied: If ignited, Oil supplies the Flame Lyric.

Quicksilver

 **Suitable Supply:** Any liquid metal is a suitable supply of the Quicksilver Lyric.


Generic Manifestation

(lasting): When the Quicksilver Lyric is created, it takes the form of pure liquid mercury.

Lyrics Supplied: Quicksilver is

a suitable supply of the Metal Lyric. If it comes into contact with a creature, it also supplies the Fear and Disease Lyrics.

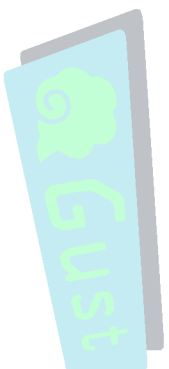
Water

 **Suitable Supply:** Pure water, or any other liquid that is composed primarily of water, is a suitable supply of the Water Lyric.


Generic Manifestation

(lasting): When the Water Lyric is created, it takes the form of pure, liquid water. It can be used to cool heated objects and to put out flames.

Lyrics Supplied: If used to cool a heated object, Water supplies the Fog Lyric.



Altitude

 **Suitable Supply:** A creature or object distinctly positioned above ground-level supplies the Altitude Lyric.


Generic Manifestation

(momentary/lasting): When the

Altitude Lyric is created, it takes the form of an abstract spatial concept. If it comes into contact with an object or creature, they are instantly teleported a Short Distance directly upward. If the space above the target is occupied, they are teleported to the nearest empty area to that space.

Lyrics Supplied: Teleporting a target as described supplies the Distance Lyric.


Fog

 **Suitable Supply:** Any thick, vaporous substance primarily consisting of harmless matter is a suitable supply of the Fog Lyric.

Generic Manifestation

(momentary): When the Fog Lyric is created, it takes the form of a hazy, white vapor that can obscure an area for 5 Beats. Creatures within an obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight is immune to this effect. Any ground it touches is rendered slippery terrain for 5 Beats.

Poison Cloud

 **Suitable Supply:** Any gaseous substance that is harmful if inhaled is a suitable supply of the Poison Cloud Lyric.


Generic Manifestation

(momentary): When the Poison Cloud Lyric is created, it takes the form of a toxic-green vapor that can obscure an area for 5 Beats. Creatures within an obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls

made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight is immune to this effect.

Lyrics Supplied: If it comes into contact with a creature, Poison Cloud supplies the Disease Lyric.

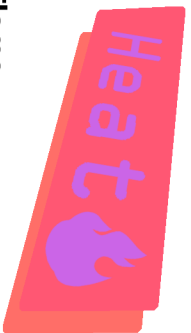
Wind

 **Suitable Supply:** Any forcefully moving air is a suitable supply of the Wind Lyric.


Generic Manifestation

(momentary): When the Wind Lyric is created, it takes the form of a powerful gale. If this gale comes into contact with a target that is not secured in place, you can move this target a Short Distance horizontally in any direction. It can also be used to put out flames or to clear an obscured area.

Lyrics Supplied: Moving an unsecured target as described supplies the Distance Lyric



Flame

 **Suitable Supply:** The combustion of any organic matter is a suitable supply of the Flame Lyric.


Generic Manifestation

(momentary): When the Flame Lyric is created, it takes the form of a roaring red spout of fire. Flame can ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

Lyrics Supplied: Flame

supplies the Light and Wind Lyrics.

Freezing Mist

 **Suitable Supply:** Any vapor of low enough temperature to solidify liquid water is a suitable supply of Freezing Mist.

Generic Manifestation

(momentary): When the Freezing Mist Lyric is created, it takes the form of a white, freezing-cold vapor.


If a creature comes into contact

with Freezing Mist, it is slowed until the end of its next turn. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a **ROWDY** Surefire Action to enter an area within Short Range of a hostile creature. Freezing Mist can also cool objects with which it comes in contact, and freeze liquids with high freezing points.

Lyrics Supplied: Freezing

Mist is a suitable supply of the Fog Lyric.

Magma

 **Suitable Supply:** Any liquified stone is a suitable supply of Magma.


Generic Manifestation

(lasting): When the Magma Lyric is created, it takes the form of thick puddles of molten-hot stone that can reduce the Durability of any weapon they contact by 1. Additionally, any ground Magma touches is rendered dangerous

terrain for 10 Beats.

Lyrics Supplied: Magma is a suitable supply of the Rock Lyric.

Scalding Gas

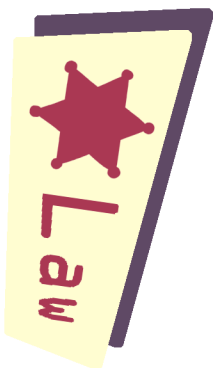
 **Suitable Supply:** Any vapor hot enough to burn bare skin is a suitable supply of the Scalding Gas lyric.

Generic Manifestation


(momentary): When the Scalding Gas Lyric is created, it takes the form of a shimmering-hot blast of vapor. This vapor heats metallic objects with which it comes in contact, causing any creature currently holding such an object to drop it. The creature must use a **ROWDY** Surefire Action to pick it back up.

Lyrics Supplied: Scalding Gas

is a suitable supply of the Wind Lyric.




Border

 **Suitable Supply (lasting):** Any physical barrier that stands between 2 or more creatures is a suitable supply of the Border Lyric.

Generic Manifestation: When the Border Lyric is created, it takes the form of a simple brick structure. These bricks are only loosely connected to one another, and a creature can take an Action (rolled as a ROWDY Surefire Action) to dismantle a portion of the Border.

Lyrics Supplied: Border is a suitable supply of the Rock Lyric.

Chain


 **Suitable Supply:** Any type of rope, chain, cable, or cordon used to section off an area or bind a creature is a suitable supply of the Chain Lyric.

Generic Manifestation (lasting): When the Chain Lyric is created, it takes the form of a mass of simple steel chains that restrain

any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself.

Lyrics Supplied: Chain is a suitable supply of the Metal Lyric.


Currency

 **Suitable Supply:** Any physical item that is used as a medium of economic exchange is a suitable supply of the Currency Lyric.

Generic Manifestation (lasting): When the Currency Lyric is created, it takes the form of a cascade of Jack, metal coins widely accepted as currency in the Microcosmic Plane.

Lyrics Supplied: Currency is a suitable supply of the Metal Lyric and supplies the Wealth Lyric.

Oath


 **Suitable Supply:** An intelligent creature that is currently acting on a duty supplies the Oath Lyric.

Generic Manifestation (momentary): When the Oath Lyric


is created, it takes the form of an abstract psychological concept. If it comes into contact with an intelligent creature, you can implant a simple duty in the mind of that creature, which they must attempt to follow during their next Action. The duty implanted will not take if it is directly harmful to the creature itself.




Bandage

 **Suitable Supply:** Any material used to wrap a wound or restrict body movement for medical purposes is a suitable supply of the Bandage Lyric.

Generic Manifestation
(lasting): When the Bandage Lyric is created, it takes the form of a mass of long, rectangular linen bandages that restrain any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself. While restrained by Bandage, a creature regains 5 ED or HP every 2 Beats, replenishing ED or HP up to a cap of half of their respective maximum.

Blood
 **Suitable Supply:** The vital fluid of any creature spilled from that creature's body is a suitable supply of the Blood Lyric.
Generic Manifestation


Plant
 **Suitable Supply:** Any living organism of the Plant Kingdom is a suitable supply of the Plant Lyric.
Generic Manifestation
(lasting): When the Plant Lyric is created, it takes the form of a mass

(lasting): When the Blood Lyric is created, it takes the form of a warm stream of human arterial blood.
Lyrics Supplied: Blood is a suitable supply of the Water Lyric.

Disease


 **Suitable Supply:** A living creature afflicted with illness supplies the Disease Lyric.
Generic Manifestation
(momentary): When the Disease Lyric is created, it takes the form of a cloud of dangerous pathogens. If it comes into contact with a creature, the creature becomes crippled until the end of its next Action. A crippled creature makes all Actions at Disfavor 1, and any **ATK** or **DEF** rolls against it are rolled at Favor 1.

of green, creeping vines that restrain any creature with which they come in contact. A restrained creature cannot move and must use its next Action (rolled as a ROWDY Surefire Action) to free itself. Additionally, any ground it touches is rendered dangerous terrain for 5 Beats.

Plant
 **Suitable Supply:** Any living organism of the Plant Kingdom is a suitable supply of the Plant Lyric.
Generic Manifestation
(lasting): When the Plant Lyric is created, it takes the form of a mass




Death

 **Suitable Supply:** Any deceased organism or creature that has fallen to 0 ED or HP supplies the Death Lyric.

Generic Manifestation

(momentary): When the Death Lyric is created, it takes the form of an abstract biological concept. If it comes into contact with a creature, that creature begins to take damage, losing 5 ED or HP every 2 Beats, until it takes an Action (rolled as a HARMONIC Surefire Action) to break free from the effect. You regain ED equal to the damage taken by the creature as it is affected.

Failure

 **Suitable Supply:** Any creature that rolls a Defeat supplies the Failure Lyric.


Generic Manifestation

(momentary): When the Failure Lyric is created, it takes the form of an abstract statistical concept. If it

comes into contact with a creature, that creature's next Action is rolled at Disfavor 1, or the next **ATK** or **DEF** roll against it is rolled at Favor 1.

Lyrics Supplied: If it comes into contact with a creature, Failure supplies the Hate Lyric.

Success

 **Suitable Supply:** Any creature that rolls a Victory supplies the Success Lyric.

Generic Manifestation

(momentary): When the Success Lyric is created, it takes the form of an abstract statistical concept. If it comes into contact with a creature, that creature's next Action is rolled at Favor 1, or the next **ATK** or **DEF** roll against it is rolled at Disfavor 1.

Lyrics Supplied: If it comes

into contact with a creature, Success supplies the Love Lyric.


Lyric.

Generic Manifestation

(momentary): When the Wealth Lyric is created, it takes the form of an abstract socioeconomic concept. If it comes into contact with a creature, that creature gains Favor 2 on the next roll it makes using SLICK.


Lyrics Supplied: If it comes into contact with a creature, Wealth supplies the Ego and Love Lyrics.

Wealth

 **Suitable Supply:** Any highly economically valuable item or piece of currency supplies the Wealth




Darkness

 **Suitable Supply:** Any area devoid of a strong source of light supplies the Darkness Lyric.

Generic Manifestation

(momentary): When the Darkness Lyric is created, it takes the form of a pitch-black miasma that obscures an area for 10 Beats. Creatures within an obscured area are considered blinded. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. A creature that does not rely on sight, or that can see in the dark, is immune to this effect.

Laser

 **Suitable Supply:** Any highly focused beam of light is a suitable supply of the Laser Lyric.

Generic Manifestation


(momentary): When the Laser Lyric is created, it takes the form of a concentrated beam of brilliant red

light that can ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

Additionally, Laser can reduce the Durability of any weapon it contacts by 1.

Lyrics Supplied: Laser supplies the Scalding Gas Lyric.

Light


 **Suitable Supply:** Any visible electromagnetic radiation is a suitable supply of the Light Lyric.

Generic Manifestation

(momentary): When the Light Lyric is created, it takes the form of bright, yellow rays that can blind any creature with which they come in contact. A blinded creature rolls all ROWDY Actions at Disfavor 1, and any **ATK** or **DEF** rolls made against the blinded creature are rolled at Favor 1. This blindness lasts until the end of the creature's next Action. A creature that does

not rely on sight is immune to this effect.

Nuclear Radiation

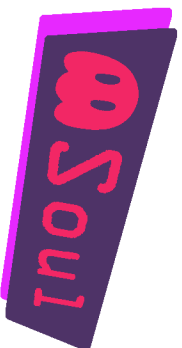
 **Suitable Supply:** The energy given off by the decay of a radioactive material is a suitable supply of the Nuclear Radiation Lyric.

Generic Manifestation


(momentary): When the Nuclear Radiation Lyric is created, it takes the form of a sickly green, glowing ray of energy.

Lyrics Supplied: Nuclear

Radiation supplies the Subatomic Particles Lyric. If it comes in contact with a creature, Nuclear Radiation also supplies the Disease Lyric.




Ego

 **Suitable Supply:** Any intelligent creature with a developed sense of self supplies the Ego Lyric.

Generic Manifestation

(momentary): When the Ego Lyric is created, it takes the form of an abstract psychological concept. If it comes into contact with a creature, you can implant a false personal identity in the creature's mind. This false identity lasts for 5 Beats.

Fear


 **Suitable Supply:** Any creature whose foremost emotion is one of alarm or unease supplies the Fear Lyric.

Generic Manifestation

(momentary): When the Fear Lyric is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant fear of an object or other creature it can see in a creature's mind. When frightened, a

creature must use its next Action to move a Medium Distance from the object of its fear (rolled as a ROWDY Surefire Action).

Hate

 **Suitable Supply:** Any creature whose current foremost emotion is one of animosity supplies the Hate Lyric.


Generic Manifestation

(momentary): When the Hate Lyric is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant feelings of animosity for another creature within its line of sight in the creature's mind. These feelings last until the end of the creature's next Action.

is created, it takes the form of an abstract emotional concept. If it comes into contact with a creature, you can implant feelings of affection for another creature within its line of sight in the creature's mind. These feelings last until the end of the creature's next Action.

Lyrics Supplied: If it comes into contact with a creature, Love generates the Patience Lyric.

Love


 **Suitable Supply:** Any creature whose current foremost emotion is one of affection supplies the Love Lyric.

Generic Manifestation

(momentary): When the Love Lyric

Space

Distance

 **Suitable Supply:** The physical space between two objects or creatures is a suitable supply of the Distance Lyric.


Generic Manifestation

(momentary/lasting): When the Distance Lyric is created, it takes the form of an abstract spatial concept. When it comes into contact with a creature or object, you can instantly teleport the target a Short Distance in any direction, as long as that space is unoccupied.

Lyrics Supplied: If a target

teleported as described has its vertical position increased, Distance supplies the Altitude Lyric.

Gravity

 **Suitable Supply:** An object whose own weight keeps it positioned on the ground supplies the Gravity Lyric.


Generic Manifestation

(momentary): When the Gravity Lyric is created, it takes the form of

an intangible gravitational field.

When it comes into contact with a creature or object, the target's weight is doubled for 5 Beats. A creature affected in this way is slowed. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a **ROWDY** Surefire Action to enter an area within Short Range of a hostile creature.

Moonlight

 **Suitable Supply:** Any light reflected from an orbiting celestial body is a suitable supply of the Moonlight Lyric.


Generic Manifestation

(momentary): When the Moonlight Lyric is created, it takes the form of gentle, silvery rays of light that can clear an obscured area.

Lyrics Supplied: Moonlight is

a suitable supply of the Light Lyric.

Subatomic Particles

 **Suitable Supply:** A collection of subatomic particles existing in a free-floating state is a suitable supply of the Subatomic Particles Lyric.


Generic Manifestation

(momentary): When the Subatomic Particles Lyric is created, it takes the form of numerous beams of varied microscopic particles that bounce in every direction.

Lyrics Supplied: Subatomic Particles supplies the Light, Magnetism, and Gravity Lyrics.



Acid Rain


 **Suitable Supply:** Any acidic liquid (pH below 7) is a suitable supply of Acid Rain.

Generic Manifestation

(lasting): When the Acid Rain Lyric is created, it takes the form of small, fast-moving droplets of burning liquid that can reduce the Durability of any weapon they contact by 1.

Lyrics Supplied: Acid Rain is a suitable supply of the Water Lyric and supplies the Poison Gas Lyric.

Lightning

 **Suitable Supply:** Any electrical current or discharge is a suitable supply of the Lightning Lyric.

Generic Manifestation

(momentary): When the Lightning Lyric is created, it takes the form of arcing bolts of crackling electricity. If it comes in contact with a creature, that creature is stunned. A stunned creature cannot move and


must use its next Action (rolled as a WHIZ Surefire Action) to recover.

Lightning can also ignite flammable objects with which it comes in contact. An object held or worn by a creature cannot be ignited unless the creature is restrained, prone, slowed, or unconscious.

Lyrics Supplied: Electricity

supplies the Magnetism Lyric. If it ignites a flammable object, it also supplies the Flame Lyric.

Thunder

 **Suitable Supply:** Any vibration powerful enough to be physically felt is a suitable supply of the Thunder Lyric.


Generic Manifestation

(momentary): When the Thunder Lyric is created, it takes the form of a powerful blast of sound that travels through the air. It can shatter objects composed of glass or simple metal and can reduce the Durability of any weapon it contacts by 1.

Lyrics Supplied: Thunder

supplies the Wind Lyric.

Tremor

 **Suitable Supply:** Any vibration that can be felt through the ground is a suitable supply of the Tremor Lyric.

Generic Manifestation


(momentary): When the Tremor Lyric is created, it takes the form of a powerful vibration that rends the land below it, causing creatures with which it comes in contact to fall prone. While prone, all ROWDY Actions the creature attempts are

rolled at Disfavor 1, and any **ATK** or **DEF** rolls made against the creature are rolled at Favor 1. A prone creature can take an Action (rolled as a ROWDY Surefire Action) to get up.

Lyrics Supplied: If used over bare earth or stone, Tremor supplies the Rock Lyric.

Time 8

Age


 **Suitable Supply:** Any creature beyond adolescence or object beyond “new” condition supplies the Age Lyric.

Generic Manifestation

(momentary): When the Age Lyric is created, it takes the form of an abstract temporal concept. If it comes in contact with a creature, that creature is slowed until the end of its next Action. A slowed creature makes any **ATK** rolls at Disfavor 1, and any **DEF** rolls made against the creature are rolled at Favor 1. A slowed creature must take a ROWDY Surefire Action to enter an area within Short Range of a hostile creature.

Lyrics Supplied: If it comes in contact with a creature, Age supplies the Disease Lyric.

Patience


 **Suitable Supply:** Any creature currently exhibiting mental fortitude supplies the Patience Lyric.

Generic Manifestation

(momentary): When the Patience Lyric is created, it takes the form of an abstract psychological concept. If it comes in contact with a creature, you can alter the creature’s perception of when a single event occurred. This perception lasts for 5 Beats.

Lyrics Supplied: If it comes in contact with a creature, Patience supplies the Love Lyric.

Revolution

 **Suitable Supply:** Any creature or object rotating on an axis supplies the Revolution Lyric.

Generic Manifestation


(momentary): When the Revolution Lyric is created, it takes the form of an abstract spatial concept. If it comes in contact with an object, that object briefly rotates in place at great speed. If it comes in contact with a creature, that creature briefly rotates in place at great speed, and then falls prone. While prone, all ROWDY Actions the creature attempts are rolled at Disfavor 1,

and any **ATK** or **DEF** rolls made

against the creature are rolled at Favor 1. A prone creature can take an Action (rolled as a ROWDY Surefire Action) to get up.

Lyrics Supplied: If it comes in contact with an object or creature, Revolution supplies the Wind Lyric.

Speed

 **Suitable Supply:** Any object or creature in motion supplies the Speed Lyric.

Generic Manifestation

(momentary): When the Speed Lyric is created, it takes the form of an abstract temporal concept. If it comes in contact with a creature, the creature is hastened until the end of its next Action. A hastened creature makes any **ATK** or **SKIRT** rolls at Favor 1, and any **DEF** rolls made against the creature are rolled at Disfavor 1.

Lyrics Supplied: Speed supplies the Scalding Gas Lyric.