



MAGICIAN CARVER

Career Skills: **Alchemy, Charm, Cool, Crafts, Culture, Discipline, Lore, Wit | Glyphs, Melee-Light, Occult, Resilience**

GRIT 


Gain +1 strain threshold.

COST 5

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Gain +1 strain threshold.

COST 5

GORE FOR INK 


When casting a Glyphs spell, may suffer 2 wounds instead of 2 strain.


COST 5

DARK INSIGHT 


When a spell adds a quality to a spell with a rating determined by ranks in Lore, may use ranks in Occult instead.

COST 5

RESEARCHER 


Remove  per rank of Researcher from all Knowledge checks.

COST 10

TOUGHENED 


Gain +2 wound threshold.


COST 10

MEMORIZED THE DICTIONARY 


When acquired, choose 1 Magic action a Glyphs spell cannot normally cast. Once per encounter, may cast this Magic action using Glyphs instead. The GM may spend two threats to cause you to suffer 1 wound.

COST 10

BLOODY WORK 


Before making a Magic skill check, may suffer a number of wounds to use this talent to add an equal number of  to the check. The number cannot exceed ranks in Bloody Work.

COST 10

UNIVERSITY TRAINING 


When casting a spell, may spend 1 Destiny Point to add advantages equal to ranks in Lore to the result.

COST 15

SPITEFUL SPELL 


Once per session, may add the Deadly quality to a spell without increasing the difficulty.


COST 15

TOUGHENED 


Gain +2 wound threshold.



COST 15

BLOODY WORK 

Before making a Magic skill check, may suffer a number of wounds to use this talent to add an equal number of  to the check. The number cannot exceed ranks in Bloody Work.

COST 15

THOROUGH ASSESSMENT 


Once per session, take a Thorough Assessment action: make a Hard Knowledge check to gain  equal to  that can be distributed during the encounter.

COST 20

SHORTHAND SCRIPT 


Once per session, may spend a Destiny Point to perform a Glyphs action as a maneuver.


COST 20

GORE FOR INK (IMPR.) 


Once per encounter, may suffer an additional 2 wounds while using Gore For Ink to add 1 additional effect with a difficulty of +1 without increasing the difficulty.

COST 20

BLOODY WORK 


Before making a Magic skill check, may suffer a number of wounds to use this talent to add an equal number of  to the check. The number cannot exceed ranks in Bloody Work.

COST 20

DEDICATION 


Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

NATURAL CARVER 


Once per session, may reroll any 1 Glyphs check.

COST 25

DRUNK ON POWER 

Once per session, may perform the Drunk On Power maneuver: increase wound threshold by 1 per dark Destiny Point currently in the Destiny pool until the end of the encounter.

COST 25

GORE FOR INK (SUPR.) 

Once per session, may suffer a critical while using Gore For Ink to decrease the difficulty of the next Magic check you make by 3 to a minimum of average.

COST 25