

Charmcraft (4)

Purchase of the Charmcraft header provides a PC with the following:

- Unlimited use of the Basic charm: Create Light.
- Creation of the charm crafter's personal Talisman (provided by the player).
- Access to the basic Charmcraft charm and ability list

All Charms may be bestowed upon others or personally used by the Charmcrafter. With the exception of a Charmcrafter's personal Talisman, all charms are considered non stealable IG items that are bound to whomever they are bestowed upon. All Charms are temporarily unusable for 1 minute when the wearer is hit by the spell Negation and all basic charms only last until the end of the event. In order to use a Charm, you must be conscious and able to speak though you do not have to have a free limb to activate said charm. Charms affected by the Conditional technique do not need you to be conscious depending on their trigger. All charms require you to use the incant: "By the power of Charmcraft" and then the spell effect. A Charm may only affect its bearer and beneficial spells cannot be cast on others EXCEPT in the hands of a Charmcrafter. Harmful spells may be cast upon others by any bearer. It is the duty of the Charmcrafter to explain how a charm works, the charm's spell/skill affect and any knacks that may be affecting the charm when bestowing a charm upon another.

Resistances from charms follow normal stacking rules and may not be combined with spells of the same name.

Charmcrafting (Basic) Header (4pts): The initiate charm crafter gains: Unlimited use of the Basic charm: Create Light. Creation of the charm crafter's personal Talisman (provided by the player). Access to the basic Charmcraft charm and ability list

Create Light (0pts): This charm allows you to create a source of magical light (aka: break or turn on a green lightstick). Lightsticks must be provided by the player.

Talisman (0pts): Each charm crafter has a personal Talisman that grows in power as the charm crafter does. The Talisman must be a pendant or trinket at least an inch in diameter and worn as a necklace or bracelet. Initially the Talisman is weak, granting the crafter the Healthy ability once per weekend. After 20 points invested in Charmcrafting charms and abilities, the Talisman grants the crafter the Wealthy ability for free. After 40 points invested in Charmcrafting charms and abilities the Talisman grants the crafter the Wise ability for free. A Charmcrafter may choose to spend time bettering the quality and craft of his or her Talisman, thus endowing and gaining other specialized abilities from it.