SYMBOLIST

*What good is a brush
if your heart is not
in the right place?*

There is great power within symbols and images, and no one knows this better than a **Symbolist**. Rather than a magical discipline, symbolism could be described as a study of how to weave supernatural energies into signs and icons: these may be paintings, runes, talismans and more.

Most Symbolists develop their skills through intense practice and meticulous study, but there are many who view this magical discipline as a way to freely express their artistic vision.

- Who or what taught you how to weave magic into symbols?
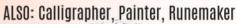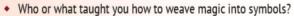- Do you consider yourself more of a spellcaster or an artist?
- Are there many practicing your art, or are you the exception?
- What do your symbols look like, and how do you place them on creatures?

SYMBOLIST FREE BENEFITS

- Permanently increase your maximum Inventory Points by 2.

SYMBOLIST SKILLS

MAGIC SYMBOLS (+3)

If an ally bears one of your **symbols**, that ally may perform the **Spell** action and destroy that symbol to cast a single spell among those **you** know, as long as it has a **total Mind Point cost equal to or lower than** $[SL \times 10]$ (that ally must still pay the MP cost).

MIRAGE

You gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to create **sight-based illusions**.

PERSONAL TOUCH (+5)

When a creature you can see that is bearing one of your **symbols** suffers damage or recovers Hit Points and/or Mind Points, you may have that creature suffer $[SL]$ extra damage or recover $[SL]$ additional Hit Points and/or Mind Points, respectively).

SYMBOLIC CONNECTION

You always know the exact direction in which to find any creature bearing one of your **symbols**, as long as that creature is within **2 travel days** of your position.

SYMBOLISM (+5)

Each time you acquire this Skill, you learn **two symbols** (see next page).

You may have **up to $[SL + 1]$ symbols active at the same time**; if you create more while at your limit, you must first choose and destroy some of your previous **symbols**.

You may perform the **Inventory** action and spend 2 Inventory Points to create a **symbol** you have learned and choose one option: apply that **symbol** to yourself; or apply that **symbol** to an ally you can see; **or** perform a **free attack** with a weapon you have equipped. This attack deals no damage, but you apply a copy of the chosen **symbol** to each enemy hit by the attack (each copy counts as a separate **symbol** towards your limit or $[SL + 1]$ active **symbols**).

Symbols follow a set of special rules.

◆ A creature may **only bear one symbol at a time** – if they receive a new **symbol**, regardless of source, any previous **symbol** is destroyed.

◆ **Symbols** and their effects have unlimited durations until destroyed.

◆ If a Symbolist dies, each **symbol** they created is immediately and automatically destroyed.

◆ If a creature bearing a **symbol** dies, that **symbol** is also destroyed.

However, if the creature is a NPC that simply changes its form and statistics when reduced to 0 Hit Points, that does not remove the **symbol**: in short, the symbol is "narratively" tied to that specific character, not to their current manifestation and parameters.

◆ A Villain may, during a Game Master scene, spend 1 Ultima Point to destroy any number of **symbols** borne by themselves and by any of their allies that are present during that scene.

This is the only possible way to remove a **symbol** against the will of the Symbolist who created it, save for the use of an **opportunity** appropriate to the scene or an NPC Skill specifically created by the GM (but this should be done no more than two or three times per campaign).

◆ A Symbolist may destroy any number of their **symbols** at any time, no action required.

◆ If a **symbol** requires you to make a choice when it is created, that choice applies to all copies of the **symbol** created with that action (but does not affect any copies of that **symbol** created through previous actions).

For instance, if a Symbolist applies two **symbols of weakness (fire)** through the **Symbolism** Skill, combining it with an attack with the **multi (2)** property, the creatures who receive those **symbols** will suffer extra damage from **fire**. If shortly afterwards the Symbolist applies a **symbol of weakness (bolt)** on a third creature, the two previous creatures will still receive extra damage from **fire**, not **bolt**.

Remember that the maximum number of **symbols** you may have active at the same time is based on your Skill Level in **Symbolism**.

SYMBOL

Symbol of Binding

The **current** Attribute die sizes of the creature bearing this **symbol** can **never** be **higher** than that creature's corresponding **base** Attribute die sizes (this does **not** end any spells or effects, but it will negate their influence over the creature's Attributes).

Symbol of Creation

When the creature bearing this **symbol** needs to spend Inventory Points during a conflict, they may instead destroy this **symbol** to spend no Inventory Points.

Symbol of Despair

When the creature bearing this **symbol** recovers Hit Points and/or Mind Points during conflicts, instead they only recover **half** the normal amount of Hit Points and/or Mind Points, respectively.

Symbol of Destiny

After the creature bearing this **symbol** makes a Check, if you are able to see them, you may spend 1 Fabula Point to force that creature to reroll both dice. You may only do so once per Check, and only if the Result was not a **critical success** or **fumble**.

Symbol of Elements

When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. When the creature bearing this **symbol** deals damage to one or more creatures, if you can see the creature bearing this **symbol**, you may spend an amount of Mind Points equal to **one third of the total damage being inflicted to those creatures**. (including any sources of extra damage). If you do, all damage dealt this way changes type to the type chosen when you created this **symbol**.

Symbol of Enmity

As long as the creature bearing this **symbol** is in **Crisis**, any of that creature's enemies who are able to see them must include them among the targets of their attacks and offensive spells (⚡), if possible.

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Symbol of Flux

When you create this **symbol**, choose a status effect: **dazed**, **shaken**, **slow**, or **weak**. Then, choose one option: the creature bearing this **symbol** gains immunity to the chosen status effect; or the creature bearing this **symbol** loses immunity to the chosen status effect and cannot gain it.

Symbol of Forbiddance

When you create this symbol, choose an action type: **Attack**, **Guard**, **Objective**, **Spell**, or **Skill**. When the creature bearing this **symbol** performs the chosen action, they lose 5 Hit Points and 5 Mind Points (**before** performing that action). Both amounts increse to 10 if you are **level 20 or higher**, or to 20 if you are **level 40 or higher**.

Symbol of Growth

Spells with a **target** of "Up to three creatures" cast by the creature bearing this **symbol** have a **target** of "Up to four creatures" instead. The creature still needs to spend additional Mind Points for a fourth target.

Symbol of Metamorphosis

When you create this **symbol**, choose a Species: **beast**, **construct**, **demon**, **elemental**, **monster**, **plant**, or **undead**. The creature bearing this **symbol** is treated as belonging to the chosen Species for the sake of Skills and effects, instead of their normal Species (this does **not** otherwise alter any of the creature's profile, such as their Affinities or any special rules they may have). This **symbol cannot** be applied to Player Characters.

Symbol of Prosperity

When the creature bearing this **symbol** spends 1 Fabula Point to **invoke a Trait or Bond**, they also receive 100 zenit.

Symbol of Protection

When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. The creature bearing this **symbol** gains Resistance to the chosen damage type.

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Symbol of Rebellion

If a **Villain** is present on the scene, any Opposed Checks made by the creature bearing this **symbol** trigger a **critical success** when both dice show the same number (as long as the Check is not a **fumble**).

Symbol of Rebirth

If the creature bearing this **symbol** is about to be reduced to 0 Hit Points, they may destroy this **symbol**: if they do, they are instead reduced to exactly 1 Hit Point.

Symbol of Revenge

When a creature in **Crisis** hits the creature bearing this **symbol** with an attack or offensive spell (⚡), the creature in **Crisis** recovers 5 Hit Points and 5 Mind Points.

Symbol of Sacrifice

When the creature bearing this **symbol** suffers damage, if you are able to see them, you may destroy this **symbol**: if you do, you suffer the same amount of damage instead of that creature.

Symbol of Sorcery

The total Mind Point cost of spells that target the creature bearing this **symbol** is reduced by 5 MP (to a minimum total cost of 5 MP). If a spell targets multiple creatures bearing this **symbol**, the effect will be **cumulative**.

Symbol of Truth

Checks performed to examine or locate the creature bearing this **symbol**, as well as Accuracy Checks and Magic Checks for attacks and offensive spells (⚡) that include the creature bearing this **symbol** among their targets, gain a +2 bonus. If an attack or spell targets multiple creatures bearing this **symbol**, the effect will be **cumulative**.

Symbol of Weakness

When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. The creature bearing this **symbol** suffers 5 extra damage from sources dealing damage of the chosen type.