

Nomads

Purchasing Incants

Incants are purchased like any other skill. Each incant is purchased starting a rank 1 and the cost of the next rank is equal of the rank times the base cost. Core incants and incants within the mission of the nomad can be purchased at base cost. Incants outside the nomad's mission cost double the base cost. Non-background nomads do not have a mission and must pay triple cost for all incants.

Some incants require special ingredients, these ingredients must be acquired before the incant can be purchased and are consumed when the incant is purchased at rank 1 and any time the incant is remade.

Limitations on Purchasing Incants

There is no limit on the number of incants that a nomad can purchase, but a single Incant can only be purchased as high in rank as one-third the nomad's PER attribute with a maximum of 6. Incants can be purchased multiple times, but a nomad may purchase a single incant a number of times equal to one-third the nomad's HEA. Exceptional attributes do not have an impact on either of these limits. *If a nomad has a 12 PER and a 15 HEA attribute, the nomad can purchase incants to a maximum rank of 4 and based on the nomad's HEA, a specific incant can only be purchased 5 times.*

Recharging Incants

Once a nomad purchases an incant, he must wait until he recharges his incants to have it available for use. Also single use incants must be recharged in order to be available for use again. During an 8 hour rest period, the nomad can recharge a total rank of incants equal to their HEA plus their PER multiplied by 4. These recharged incants are then available for him and all of his other incants cannot be used unless they are recharged during the next rest period. *A nomad has a 12 PER and a 15 HEA, they can pick a total of $(12+15) * 4$, or 108 ranks worth of incants to have available until the next time they recharge.*

If an incant allows for a skill roll, this roll is made each time the incant is recharged.

Creating Incants with Experience Points

While there is a limit on the number of incants that a nomad can have charged at a time, a nomad is able to create incants outside of this limit by spending experience points. These incants do not need to be recharged and do not count against the nomad for the maximum number of incants they can have charged at a given time. If the incant has a maximum number of uses per day, that will still apply to the incant. In general, this method is used on permanent incants, such as ones that use focal objects or tattoos because once the object is destroyed, the incant ends.

A nomad can make an unbound version of an incant by spending double the experience points that it would take to purchase the incant to the rank they wish to make. For example, if an incant cost 1,000 XP per rank and the nomad wanted to make an unbound rank 3 version of the incant, it would cost them

(1,000 + 2,000 + 3,000) * 2 or 12,000 XP to make. A nomad can also later increase the rank on these incants by spending the experience required for the difference in rank.

Using an Incant

Incants do not require a Nomad to maintain contact with them and anyone may use them unless the incant specifically says otherwise.

Disenchanting Incants

All incants can be recharged even if they haven't been used. If these incants require special ingredients and the nomad does not have the original incant on hand, he must reacquire the ingredients to recharge the incant.

Types of Incants

Tattoos

To prepare a tattoo, the nomad must either hire a tattoo artist or be able to use the skill themselves. It takes a skill check equal to the rank of in the incant in tattooing to create an incant of this type. The tattoo drawn by each nomad is unique in design, but tattoos contain certain aspects that can be recognized by any nomad that has purchased that incant allowing them to determine what a particular tattoo does. A tattoo will be in effect constantly until the nomad chooses not to recharge it, as it does count toward the nomad maximum number of ranks per day. If it is not charged, the tattoo remains in place and can be activated again simply by recharging it.

Bombards

A bombard is an incant that is placed into a small, easily breakable container. They follow the standard rules for thrown items and will shatter on impact activating the incant. Once a bombard is created, it will last as long as it is charged and unbroken.

Powders

A powder can be spread over an area, object, or item, or it can be thrown. A powder can only be thrown 5 feet in any direction and does not require a roll to hit a target. When a powder is created, it will last as long as it is charged or used.

Potions and Gels

A potion, which can also be called a draught, dram, elixir, or tonic, must be consumed to be activated. A gel, lotion, or salve must be applied directly to the skin, unless stated otherwise, to be activated. Both potions and gels will last as long as they are charged or until they are activated, disenchanting, or destroyed.

Focal Objects

Some incants result in a focal object, like a ring, amulet, or staff. These objects house spirits or spiritual energy that ultimately creates the incant's effect. These items will continue to function as long as they are charged unless a number of uses per day are specified in the incant description itself. When they are not charge, the focal object remains and will continue function when the incant is charged again.

Invocations

An incant that does not result in a tattoo or other object is considered an invocation. An invocation draws spiritual energy from the Kurago upon completion. The nomad can either prepare these invocations in advance, which allows them to use them instantly, or leave ranks of incant use available to activate them. It takes 1 minute per incant rank to perform the ritual if it is not prepared in advance.

Stressing HEA

Stressing HEA will allow a nomad to instantly recharge a single incant of their choice. This replaces the ability to stress HEA to increase the rank on an incant.

Nomad Matrix Gem

A nomadic matrix gem now increases the number of ranks worth of incants a nomad can have charged by 50%.