


Heydar-Breathless-Faced, Sage of the Land Nahto

			<h2>Personality Traits</h2> <div style="text-align: center;"> <p>Current</p> <p>17</p> <p>Max</p> </div> <table border="0"> <tr> <td>12</td> <td>Adaptable→Steadfast</td> <td>8</td> </tr> <tr> <td>8</td> <td>Bold→Cautious</td> <td>12</td> </tr> <tr> <td>16</td> <td>Impulsive→Deliberate</td> <td>4</td> </tr> <tr> <td>9</td> <td>Altruistic→Egoistic</td> <td>11</td> </tr> <tr> <td>8</td> <td>Confident→Humble</td> <td>12</td> </tr> <tr> <td>6</td> <td>Empathetic→Detached</td> <td>14</td> </tr> </table>			12	Adaptable → Steadfast	8	8	Bold → Cautious	12	16	Impulsive → Deliberate	4	9	Altruistic → Egoistic	11	8	Confident → Humble	12	6	Empathetic → Detached	14	<h2>Who is Heydar?</h2> <p>Heydar earned his name quite quickly from the Merchant-Prince of the Land Nahto, as he just refused to stop talking. To anyone. Ever.</p> <p>The constant stream of discussion was, and is, one of curiosity and impulse. This lead Heydar-Breathless-Faced to see the Lore Nahto at a young age. He found Lore quickly and gained entry to study Arcanism and history. His constant internal distractions caused numerous candle-related fires over the decades, but after decades of study and tinkering he has gained a general mastery of the Fundamental Calculus.</p> <p>His thirst for knowledge never quite sated, he left the Lore Nahto with his zebra, Sparkle, to study mercantile cultures in Wakare under the guise of a Scholar-Mage to douse suspicions of his abilities.</p>																																																						
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<h2>Run with the Wind</h2> <p>Heydar is from the Land Nahto on the Bladeglass Plain and was raised in the saddle; His zebra is an extension of himself.</p> <p>Skills are not limited by your Ride Skill when Mounted.</p>																																																																														
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Heydar's Arcane Forms and The Fundamental Calculus

Using Arcane Forms

Arcane Forms are a 'basic structure' from which Heyday can re-calculate a local aspect of reality for a period of time.

To weave locality using Arcanism, take the following steps:

- ♥ Choose a starting Form
- ♥ Modify any underlined term in the form
 - Numbers can doubled or halved
 - 1 → 2 → 4 → 8 → 16 → 32, etc.
 - Ranges double or halve
 - Engaged → 1 Range Band (15 Paces) → 2 Range Bands (30 Paces) → 4 Range Bands (60 Paces), etc.
 - Radius doubles or halves
 - 1 Target → Engaged with 1 Target → 1 Range Band around 1 Target, etc.
 - Duration doubles or halves
 - 1 Round → 2 Rounds → 4 Rounds, etc.
 - Fatigue ↔ Damage ↔ Daze ↔ Wound
 - Takes ↔ Recovers, Gains ↔ Loses
 - Focused ↔ Balanced ↔ Ambushed
- ♥ Take 1 Daze per modification
- ♥ Make Arcanism Check
 - **Success.** Increase Potency (against counter-magic) by 1 per success.
 - **Failure.** Becomes Potency-0, and fizzles.
 - **Fumble.** Becomes Potency-1, but is inverted. Recovering becomes Takes, Gains become Loses, Before becomes After, etc.

Ritual Magic Spells

Ritual Spells are learnable by anyone, and treated as a Trained Skill. Each Success made on a Spell Check reduces the Fatigue Cost by 1; Spells may be cast in fewer actions, at a rate of (+1 Fatigue Cost) per (-1 Action) to cast.

Salt-Wash. 2 Actions, 2 Fatigue. Reduce current Fatigue by half for 1 hour, then double current Fatigue.

Witch-Eye. 2 Actions, 2 Fatigue. Can look at an object/being and sense whether or not it is under a magical effect. Lasts 1 Minute.

Hand-Flint. 6 Actions, 1 Fatigue. Light a small fire, such as a torch or campfire within touching distance.

Snuff. 2 Actions, 2 Fatigue. Puts out a small flame, such as a torch or campfire up to 15 Paces away.

Loci Celerita. Displace the target into a relative temporal frame.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** 1 Round
- ♥ Gains 1 additional Action/Round

Repone Amnis. Alter the placement of a target within the local time stream.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** 1 Round
- ♥ Resolves Balanced Before Focused Response

Loci Laxame. Displace the target into a relative spatial frame.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** 1 Round
- ♥ Gains 1 Pace of Move Rate

Repone Spatia. Alter the spatial perspective of a target.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** 1 Round
- ♥ Increases Attack Range by 1 Pace

Exhuira Commuto. Convert local matter into pure, dissipative energy.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** Instant
- ♥ Takes 1 Fatigue unless they succeed an Easy Endurance Check

Muto Densare. Adjust the density of matter in the local space.

Effect.

- ♥ **Radius.** 1 Target
- ♥ **Range.** Engaged
- ♥ **Duration.** 1 Round
- ♥ Increase ENC, Wound and Knockdown Thresholds by 1. Decrease Move Rate by 1.