

Dark Essence Channels

Practiced by rude channellers with acute Not Nice Disorder, Dark Essence Channels are destructive and energetic. It remains to be seen whether Essence is corrupted by the user, or the other way around.

55 Coils of Dark Essence: Entangle 6d6, 5 DEF, Reduced Endurance (0 END; +1/2), Takes No Damage From Attacks All Attacks (+1/2) (110 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0

31 Dark Channel: Aid All Magical Matrices, One Matrix at a Time 10d6 (100 Active Points); 1 Recoverable Charge (-1 1/4), Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) [1 rc]

45 Dark Essence Bomb: Killing Attack - Ranged 3d6, Explosion (+1/2), Reduced Endurance (0 END; +1/2) (90 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0

50 Dark Essence Haze: Darkness to Sight and Mystic Groups and Danger Sense 5" radius, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2) (101 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

15 Dark Essence Infusion: Drain BODY 2d6, Reduced Endurance (0 END; +1/2) (30 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

81 Dark Lightning True: Energy Blast 10d6, Autofire (2 shots; +1/4), Penetrating (+1/2), Armor Piercing (+1/2), Reduced Endurance (0 END; +1) (162 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

50 Dark Lightning: Energy Blast 10d6, Penetrating (+1/2), Reduced Endurance (0 END; +1/2) (100 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

61 Dark Wardings: (Total: 147 Active Cost, 61 Real Cost) Force Field (6 PD/6 ED/6 Power Defense), Reduced Endurance (0 END; +1/2) (27 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 13) **plus** Hand-To-Hand Attack +8d6, Reduced Endurance (0 END; +1/2), Armor Piercing (+1/2), Persistent (+1/2), Damage Shield (+1/2) (120 Active Points); Hand-To-Hand Attack (-1/2), Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 48) 0

48 Dire Torus of Arkoon: Killing Attack - Hand-To-Hand 2d6, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Armor Piercing (+1/2), Area Of Effect (7" Radius; +1) (97 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

30 Essence Gird True: (Total: 81 Active Cost, 30 Real Cost) Armor (5 PD/5 ED), Hardened (+1/4) (19 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 9) **plus** Killing Attack - Hand-To-Hand 1 1/2d6 (2d6 w/STR), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (+1/2) (62 Active Points); Activation Roll 11- (-1), Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 21) 0

6 Essence Girding: Armor (4 PD/4 ED) (12 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0 |

45 Mind Channel: Ego Attack 6d6, Reduced Endurance (0 END; +1/2) (90 Active Points); Requires A

Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0

30 **Redirect:** Absorption 12d6 (energy, Force Field) (60 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0

15 **Redirect:** Absorption 6d6 (energy, Force Field) (30 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) 0

92 **Rending Coils of Dark Essence:** (Total: 185 Active Cost, 92 Real Cost) Killing Attack - Hand-To-Hand 1 1/2d6, Sticky (+1/2), Reduced Endurance (0 END; +1/2), Continuous (+1) (75 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 37) **plus** Entangle 6d6, 5 DEF, Takes No Damage From Attacks All Attacks (+1/2), Reduced Endurance (0 END; +1/2) (110 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 55)| 0 |

41 **Torus of Arkoon:** Killing Attack - Hand-To-Hand 2d6, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Area Of Effect (5" Radius; +1) (82 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4)| 0 |

2 **Warding:** Power Defense (5 points) (5 Active Points); Requires A Channeling Roll (-1/2), Gestures (-1/4), Incantations (-1/4)| 0 |

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