



**Charm**

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# An edifying letter sent from the island of Inismore for the instruction of certain unnamed individuals

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My friends,

I am writing to you to inform you of an interesting development in this far corner of the world; a matter of some importance, one might say, and indeed one which I felt you should all be made aware of at the soonest opportunity.

We in our rarefied positions are of course aware of the Numan Bargain, and of all that wrought in the subsequent centuries; the power struggles, the atrocities, the fortunes, the revolutions. Naturally, if a new form of magic were to appear, its political significance would not go unnoticed. It is on this topic that I feel I must address you now.

My work took me recently into the hinterlands of Inismore, where I had hoped to spend as little time as possible before returning home. My discoveries there, however, compelled me to remain in that desolate location for several months, for upon arrival I was greeted by a local woman by the name of Sinéad.

“Monsieur de V\_\_, I take it? The gentleman from Paix?” she addressed me, while we shook hands.

“Indeed I am,” I replied, slightly taken aback, “but how did you know that?”

“Monsieur, your surname is embossed upon your luggage, and your clothes are cut in a style which, I believe, is the current fashion in Paix. It was a simple matter of deduction.” In retrospect I should perhaps have questioned how a seemingly simple Inish countrywoman would know of Montaigne fashions, and should certainly have realised that she had yet to see my luggage; there is something, however, about the accent in which she spoke that drove such nitpicking from my mind.

We hurried aboard a carriage to escape the imminent rainstorm (which, along with sea-frets, seem to dominate the weather of that place), where we were able to continue a stimulating discussion of recent political events; I found, pleasingly, that her opinions were almost the mirror of my own, and her insight into these events easily matched my own skill. At the time, her occasional habit of leaning forward to touch my hand did not seem especially remarkable or noteworthy; the Inish are renowned for being a tactile people, and it was far from being an unpleasant experience.

Before we had travelled more than two leagues, there was a raucous shout and the carriage came to a jolting stop. We heard the retort of a pistol-shot and, realising we were being waylaid by common bandits, I resigned myself to the loss of my purse. Sinéad, however, seemed to have a certain air of expectancy about her, and yet I still beheld nothing out of the ordinary.

When the highwayman opened the carriage door and asked us to step out, I saw the full extent of the situation. We were beset by four men, all armed with firearms; the leader of the band, with two long-barrelled pistols, one discharged and smoking, the other aimed squarely at us, was supported by three colleagues, each of whom carried a musket. The leader, rainwater streaming from the points of his tricorne hat, indicated Sinéad’s jewellery and uttered a few words in the local tongue, at which she obediently removed her necklace and held it out for him. When he reached out to take it, however, I happened to note something which I could not easily dismiss: the veins on her hand, as it touched that of the highwayman for a mere moment, seemed to pulse and grow. The man was evidently either unaware of this, or so unconcerned that he noted it but paid it no mind.

As she stepped back to me she whispered that the muskets belonging to the highwayman’s three companions were unloaded, and that they hoped to cow us by a false show of force. Yet how could she have known this? I had no time to speculate on this, as she quickly held her hand up to my cheek and whispered “I apologise for this, Monsieur.”

Suddenly my legs gave way as I began to lose all strength in them, and I found my movements sluggish and muted. Sinéad, in contrast, was a blur of movement, attacking the highwayman’s three companions with a previously-unseen pair of long knives. As she had predicted, none made any attempt to shoot her, instead wrestling with sheathed daggers in a vain effort to fend her off. In what seemed like the space of a few seconds all three were fleeing away from the road.

There, it seemed, our luck ran out; almost blinded by a flash of gunpowder and deafened by the retort of a pistol ringing out, I barely saw Sinéad collapse to the ground, the blood from the chest wound beginning to seep into her blouse face. The highwayman lowered his pistol and began to reload it, and as he did so the feeling began to return to my legs. Emboldened by Sinéad’s actions I pulled myself up and strode over to him, intending to challenge him to

a duel. Just as I was about to speak, however, the highwayman's mouth fell open and an expression of mild surprise dawned upon his face. Momentarily taken aback by this, I was unprepared for the sight which next greeted my eyes: a patch of blood appeared on his shirt, growing larger and wetter as I watched. The man fell to his knees, gasping for breath, and within a moment went limp and collapsed onto the ground. The only explanation I am able to present for this extraordinary occurrence is that, as he fell, I noted Sinéad holding onto his left ankle. The lady, whom I had previously thought to be passed on, then raised herself up and returned to the carriage without a word; as she did so, I noted a small lump of lead fall to the ground from her blouse.

Given these astonishing events, I felt it my duty to stay with Sinéad for several months after my business in the area was finished, the better to understand her power. During this time we discussed with some degree of thoroughness the abilities and limitations of her unusual heritage; I will present these more detailed findings to you in person at the earliest opportunity.

As we surely are all aware, there is a degree of power in the naming of things; as such, I claim my right to name this new sorcery. I am choosing to term it 'Charm'; I feel this properly represents the insouciant nature of its Inish practitioners, who borrow the very feelings and memories of their unwitting targets, who all too often remain blissfully unaware they are being mistreated in such a way. If we decide to make this new magic known to the rest of Théah, let us agree to use this name.

Until our next meeting,

P\_\_ de V\_\_

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# New Sorcery: Charm

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**Country of origin:** Avalon (Inismore)  
**Sorcery knacks:** Expertise, Health, Heritage, Language, Maintain, Memory, Technique, Trait

## Description

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of Inismore is known as Charm.

Practitioners of this form of sorcery have the power to take on certain aspects of anyone they touch for a short time - most commonly strength or memories, although some can briefly manifest their target's sorcery. Masters are particularly powerful, with the ability to drain their targets of energy for several minutes at a time.

The Charm sorcerer is typically subtle in approach, since his power does not draw attention to itself when it is used. When he touches a target and uses his power, the veins on his hand often seem to grow and subtly pulsate, almost as if the energy he draws from his target is flowing through them directly.

To activate a charm, you must be touching the target (skin must touch skin). If the target is resisting, this is a contested Finesse check each round; otherwise, it is automatic. The charm lasts until the sorcerer loses contact with his target. The target does not have to be conscious.

A character can only activate a single charm at a time, although he could be the target of more than one.

*Note that Charm sorcerers can use Reputation Dice in place of Drama Dice to power their sorcery in the same manner as Glamour sorcerers.*

## Mastery Levels

### Apprentice

**See:** The sorcerer can discover what his target's abilities are.

The sorcerer can use the See ability of any Charm knacks he has at least 1 rank in; using the Charm does not cost a Drama Die.

The target is unaware of the 'see' charm, although he may be aware of being touched.

### Adept

*You become an adept when you have at least 4 Charm knacks at rank 4 or above, as with other sorceries.*

**Share:** At this level, an aspect of the sorcerer and his target can be shared between them.

For the cost of 1 Drama Die, the sorcerer can use the Share ability of any Charm knacks he has at least 4 ranks in.

The target is aware of a 'share' charm if he succeeds at a Wits check at TN 15.

### Master

*You become a master when you have at least 5 Charm knacks at rank 5.*

**Steal:** The sorcerer has developed the ability to temporarily take an aspect of his target away to increase his own abilities.

For the cost of 1 Drama Die, the sorcerer can use the Steal ability of any Charm knacks he has 5 ranks in.

The target, if conscious, is automatically aware of a 'steal' charm.

# Knacks

## Expertise

*This knack cannot be used against sorcerous knacks, but can be used against swordsman knacks.*

*Note that the sorcerer need not know whether the target possesses the nominated knack to use the Share or Steal abilities.*

**See:** The sorcerer nominates a knack. On a successful Wits + Expertise check at TN 20, he knows how many ranks his target has in this knack. This charm is instantaneous. For two Raises, he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

**Share:** The sorcerer nominates a knack. For the duration of this charm, the sorcerer uses either his own or the target's ranks in the specified knack, whichever is higher (when making a roll, he uses his own traits). When the sorcerer reaches Master level (and has 5 ranks in this knack), he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

**Steal:** The sorcerer nominates a knack. For the duration of this charm, the sorcerer can remove the target's ranks in the specified knack, and add them to his own. This can raise the sorcerer's knack past 5 ranks. If the sorcerer chooses to spend 2 DD rather than 1, he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

## Health

**See:** On a successful Wits + Health check at TN 20, the sorcerer knows how many dramatic wounds it would take to render his target Knocked Out. This charm is instantaneous.

**Share:** The sorcerer can transfer all flesh wounds from himself to the target (or vice versa) – those he has initially, and any he receives while the charm is active. The character receiving the wounds makes a wound check as normal to avoid taking a dramatic wound.

**Steal:** The sorcerer can transfer all dramatic wounds from himself to the target (or vice versa) – those he has initially, and any he receives while the charm is active. The character receiving the wounds can make a Resolve check at TN25 for each wound transferred to resist it; any wounds which are resisted stay with the sorcerer.

Note that transferred wounds do not revert back to their original owner after the charm's duration is up.

## Heritage

*Note that the sorcerer need not know whether the target possesses sorcery to use the Share or Steal abilities of this knack.*

*You must be a Master before you may learn this knack.*

**See:** On a successful Wits + Heritage check at TN 20, the sorcerer discovers the type of sorcery possessed by his target (if any). For one Raise he also discovers his target's mastery level, and for two additional Raises he discovers which sorcery knacks his target has (including their ranks and what they do). This charm is instantaneous.

**Share:** The sorcerer is able to use the target's sorcerous knacks (but note that the use of such sorcery may cost additional Drama Dice). He is able to use any sorcerous knack the target has (but uses his own traits for making rolls), and understands intuitively how the knack works.

**Steal:** As above, but the target is unable to use his sorcery for the duration of the charm.

## Language

**See:** On a successful Wits + Expertise check at TN 20, the sorcerer knows which languages his target speaks. For one Raise, he also knows which languages his target is literate in. This charm is instantaneous.

**Share:** For the duration of this charm, the sorcerer understands all the languages his target understands, to the same level of comprehension (i.e., acquaintance, literacy, etc).

**Steal:** As above, but the target is unable to communicate (speak, listen, read or write) in any language for the duration of the charm.

## Maintain

*You must be an Adept before you may learn this knack.*

The sorcerer has learned to hold the effects of a charm for a short time, even after he has lost physical contact with his target. This knack does not cost a Drama Die to use.

He tests Resolve + Maintain against TN 15 when the charm's normal duration has ended in order to keep the charm going. The additional duration for the charm is:

- Apprentice level: Not applicable (charms at this level are instantaneous)
- Adept level: One round
- Master level: 1k1 rounds

At the end of this period you can use this knack again, but the TN goes up by 5 each time.

## Memory

*When using this knack the sorcerer must specify a memory. A memory may be of a particular person, place, object or event, but the sorcerer cannot be any more specific than this, and in particular he may not specify a combination of these criteria. For example, specifying a memory of a particular person is allowed, but specifying a memory of a particular person in a particular place is not.*

*Note that GMs are encouraged to make any memories received from the use of this knack incomplete, cryptic or misleading.*

*You must be an Adept before you may learn this knack.*

**See:** On a successful Wits + Memory check at TN 20, the sorcerer specifies a memory and discovers whether his target has any such memories (but not the nature of these memories). This charm is instantaneous.

**Share:** The sorcerer can access the target's memories. For each round the charm is active, the sorcerer may access one memory. The sorcerer can specify a new memory each round, but if the target has multiple such memories the sorcerer has no control over which of these he receives. The memory stays with the sorcerer after the charm's duration is up.

**Steal:** The sorcerer can take memories from the target, erasing them from the target's mind until the end of the current scene. One specific memory can be stolen each round. The memory stays with the sorcerer after the charm's duration is up.

## Technique

*Note that the sorcerer need not know whether the target possesses a combat School to use the Share or Steal abilities of this knack.*

**See:** On a successful Wits + Technique check at TN 20, the sorcerer discovers which combat Schools his target knows.

**Share:** For the duration of this charm, the sorcerer has access to the Apprentice ability of any combat Schools known by his target. When the sorcerer reaches Master level (and has 5 ranks in this knack), he also has access to his target's Journeyman abilities.

**Steal:** As above, but the target is unable to use the ability (or abilities) for the duration of the charm.

## Trait

*Note that this knack must be developed separately for each trait – that is, Trait (panache) and Trait (finesse) are separate knacks.*

**See:** On a successful Wits + Trait check at TN 20, the sorcerer discovers how many ranks his target has in the trait. This charm is instantaneous.

**Share:** For the duration of this charm, the sorcerer uses either his own or the target's trait, whichever is higher.

**Steal:** For the duration of this charm, the sorcerer can use his target's trait to augment his own trait. For the duration of the charm, the target's trait is reduced to 1 rank. This charm can raise the sorcerer's trait past 5 ranks.

Ranks in trait	Ranks added
1	1
2	1
3	2
4	2
5	3
> 5	4