

# Bodymasters



**Domain:** Flesh and perfection.

**Method:** The Bodymasters achieve their effects by physically manipulating bodies, blood and bones.

**Associated Skill or Stat:** Knowledge

**Society and Beliefs:** The Bodymasters are a secret conspiracy descended from the most widely despised sect of enchanters, threatening the greatest nation either continent has ever known. Their humble beginnings are entangled with the small nation of Fjarn, which lies along the mountains to the west of Dindavara.

During the great Imperial War, Uldholm was invaded and its royal line wiped out by the Bloodcutters.

Dindavara, meanwhile, entrenched behind mountains and resisted—the cork in the

bottleneck between The Empire and the bulk of Heluso. One play to break Dindavara involved passing through northern Uldholm, entering the Truil Waste, and finding a pass through the mountains. It was hoped that a smaller force could take the Dindavarans by surprise and stab them in the back of their poorly defended provinces.

This Army of the West made its stand in a place the Truils had called “The Valley of Cursed Bones” or “Uilu Kethbeck Fjarn.”

The valley was a fertile pocket in the middle of the mountains, with two tight passes to the east and west. Breaking through from the west was harder than anticipated, and the Dindavarans were able to fortify the eastern pass before the surprise attack could be pressed. But the eastern pass was just as defensible from the valley, and it became another stalemate. The Dindavarans couldn’t afford the commitment of retaking the

valley, and the Army of the West wasn’t big enough to threaten them outside Fjarn (as the highly defensible land came to be known).

Then the war started to turn against the Empire. The Uldish trade guilds got themselves organized and began pressing the invaders out. The Army of the West was commanded to withdraw

and help pacify Uldholm.

At that point, Army of the West’s commander considered his options. He could expose himself to the Dindavarans as he withdrew in order to enter a highly uncertain conflict against the Ulds after marching through the Waste in winter... or he could tell the most powerful woman in the world “No.”

He chose “no,” judging (correctly, as it turned out) that The Empire had much



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bigger problems than one officer's revolt. In fact, he just stopped replying to Imperial communications and let the valley of Fjarn be forgotten in the chaos of war. He changed his title from general to king, and made a tentative peace with the Dindavarans and Uldish until the Bloodcutter rebellion. The king of Fjarn had a few Bloodcutter advisors, but he rejected them in the face of Uldish pressure. They fled to the Wastes.

In the Wastes, a group of Truils adopted them and taught them Truil systems of bodyworking. Combining that with their own blood magic practices, they turned away from destruction (well... partially) and towards a pursuit of human perfection.

No one's quite sure what the group that became the Bodymasters were doing in the Waste for a few generations.

No one's quite sure what (if any) connection the Bodymasters still retain to the Truils.

In fact, no one's quite sure whether the Bodymasters even exist. A few investigators have run across puzzling evidence, and some oracles have seen disturbing things in their visions. But the Bodymasters have done an admirable job of keeping themselves safe and secret.

The Bodymasters recruit from the bright and ambitious, promising beauty, health, magic power and physical perfection in return for loyalty to the cabal. Initially, their goal was to undermine and destroy

The Empire, but as the generations have passed, their intentions have softened.

After all, Empresses are known for assembling seraglios of the beautiful, and even those who fail to catch the Empress' eye might get recruited to entertain the Jawless. Thus, the quickest route into the palace, and possibly right up to the throne, is along the gilded path of outrageous loveliness.

**Required Knowledge:** Heal 3+

## Minor Energy Realignment

**Intensity:** 2

**Casting Time:** Four minutes

**Duration:** Instant

**Attunement:** No

**Effect:** By handling, massaging and probing a person, the Bodymaster can reallocate a number of Shock damage points equal to the Width of the roll. That is, the Bodymaster can move them from one hit location to another location of her choice.

## Contagious Grasp

**Intensity:** 4

**Casting Time:** Combative

**Duration:** Height in minutes

**Attunement:** Yes

**Effect:** The Bodymaster touches the target and causes him to lose a point of Body, Coordination or Sense (whichever is

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highest) for the duration of the spell. The Bodymaster can cast the spell and then wait to perform the touch, so it needn't be a multiple action. The contact must be skin-on-skin, however. If the spell is cast multiple times on the same target, the effects are cumulative. It can't reduce a Stat below 1.

## Major Energy Realignment

**Intensity:** 4

**Casting Time:** Six minutes

**Duration:** Instant

**Attunement:** Yes

**Effect:** As Minor Energy Realignment, except the Bodymaster can move Height in Shock or Killing damage.

## Minor Energy Transfer

**Intensity:** 4

**Casting Time:** Six minutes

**Duration:** Instant

**Attunement:** Yes

**Effect:** This functions like Minor Energy Realignment, except that the Bodymaster can move damage around between two people (one of which can be himself). Thus he could remove two Shock from his own head and put it in someone else's leg. Anyone involved in this process must be handled and manipulated, of course, which means they either have to be willing or fully restrained.

## Exalted Movement

**Intensity:** 5

**Casting Time:** Eight hours

**Duration:** Permanent

**Attunement:** Yes

**Effect:** The caster gains an additional point of Coordination. This spell can only be used once, though if its effect is broken somehow, it can be used again. It cannot be used again if the Bodymaster loses a point of Coordination through some agency other than the explicit removal of the Exalted Movement spell.

Learning this spell is usually reserved for those who have demonstrated great personal dedication to the Bodymaster cabal through organization, inspiration or communication.

## Exalted Perception

**Intensity:** 5

**Casting Time:** Eight hours

**Duration:** Permanent

**Attunement:** Yes

**Effect:** As Exalted Movement, only it adds a point to the Sense Stat. Exalted Perception is almost never taught, except to those who have advanced the goals of the Bodymasters through guile, stealth or trickery.

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## Flawless Bodymaster Attunement (5 point Advantage)

An attuned Bodymaster can cast the system's spells without temporary attunement, but perhaps a more meaningful element of the process is the ability to produce, at will, the Bodymaster Sigil. With a minor exertion, a ridge of flesh rises from some point on the sorcerer's body – the forehead is a popular choice, or the sternum, or the back of the hand. (The enchanter picks the spot when he attunes.) This sigil, which looks something like a pictogram made of thick scar tissue, shows membership in the conspiracy. When the enchanter has the benefits of Exalted Perception, the pictogram gains a line underneath it. With Exalted Movement, it gets an inverted semicircle over the top. When Exalted Power is in play, a dot appears to the right of the symbol.

In this fashion, the Bodymasters have a way to recognize each other that is, if not foolproof, certainly *very* hard to counterfeit. That's an important boon. Many, however, also find the perfection of form a nicer perk.

Perfection of form is a pretty way to say that the Bodymaster becomes more pretty (or handsome, or impressive). Those who have the 'Gruesome' Flaw become normal. Those with no appearance Flaw or Advantage gain the 1-point version of the Beauty advantage. Those with 1-point Beauty jump up to the 3-point version, those with the 3-point go to five, while those who began with the 5-point Advantage gain no further mechanical bonus but become truly awe-inspiring.

The other advantage to attunement is a permanent +1 increase to Body or Coordination, whichever is lower.

Perfection is fragile, however. Any time a Bodymaster takes damage to a hit location, that location takes an additional point of Shock that ignores armor. This does not apply to Area attacks. Instead, when hit by an Area attack, the Bodymaster adds another die to it, of the appropriate type.

## Imperfect Bodymaster Attunement (1 point Advantage)

The imperfectly attuned gain neither the Stat boost nor the Beauty of their more favored colleagues. They can, however, manifest the sigil at will and they do still take the extra Shock damage when hit and suffer extra from Area attacks. They also, of course, can cast Bodymaster spells that require attunement whenever they want.

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## Exalted Power

**Intensity:** 5

**Casting Time:** Eight hours

**Duration:** Permanent

**Attunement:** Yes

**Effect:** As Exalted Movement, only it adds a point to the Body Stat. Exalted Power is usually only taught to those who have proven themselves by defending their fellow Bodymasters or their secrets through combat.

## Fearful Impact

**Intensity:** 5

**Casting Time:** Combative

**Duration:** Instant

**Attunement:** No

**Effect:** The caster prepares this spell, and then strikes an object or person. He does not have to do this as a multiple action, but it must be a bare-handed strike. In addition to any other damage from the strike roll, the spell does Width+2 Killing and Waste Killing damage, based on the roll that activated the spell.

## Gentle Energy Adjustment

**Intensity:** 5

**Casting Time:** Seven minutes

**Duration:** Height in hours

**Attunement:** No

**Effect:** By giving a very soothing and pleasant seven minute body massage, the Bodymaster can give the recipient of this spell a Master Die in Vigor for the spell's duration. The caster can't use this spell on himself.

## Blow of Perfect Vigor

**Intensity:** 6

**Casting Time:** Combative

**Duration:** Width in minutes

**Attunement:** Yes

**Effect:** To cast this spell, the Bodymaster touches, shoves or strikes someone. It does not have to be skin-to-skin contact – just slapping his armor will do it, as long as some tiny bit of the force of the blow communicates through to his body. While the spell is in effect, the target gains a Master Die in Vigor. The enchanter cannot do this on himself, sadly.

## Major Energy Transfer

**Intensity:** 6

**Casting Time:** Eight minutes

**Duration:** Instant

**Attunement:** Yes

**Effect:** As with Major Energy Realignment, except that it permits transfer between two persons as Minor Energy Transfer.

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## Rinse Aside Imperfection

**Intensity:** 6

**Casting Time:** Nine hours

**Duration:** Permanent

**Attunement:** No

**Effect:** This is the permanent attunement spell for the Bodymasters. It is only taught to those who are accepted into the cabal, and often only after a Corporeal Contract has been signed. There is no temporary attunement for the Bodymasters.

## Wicked Energy Transfer

**Intensity:** 6

**Casting Time:** Combative

**Duration:** Instant

**Attunement:** Yes

**Effect:** This spell affects the caster and one other person, and requires the Bodymaster to make skin-to-skin contact, if only for a moment. The Bodymaster can cast this spell and then wait to touch someone, so it doesn't have to be a multiple action. The caster can transfer a number of Killing points of damage equal to the Width of the spell roll between himself and the other person. This is typically used to heal the Bodymaster and harm the other, but the opposite transfer is equally possible.

## The Sigil

The Bodymasters are a pyramidal hierarchy, with the Sigil serving as a badge of rank. Someone with only the basic Sigil is a Bodymaster, but is expected to defer to the wisdom of any Bodymaster whose Sigil has additional decorations—that is, the dot to the side, the line beneath, or the half-circle above. (These additions to the scar emerge through the use of Exalted Movement, Power and Perception spells, which are typically taught as rewards for good work on the movement's behalf.) Those who gain a mark are considered "Exalted Bodymasters."

Someone who has two additions is superior those with fewer, and warrants the title "Supreme Bodymaster." The very rare few who receive the full compliment of decorations are "Perfected Bodymasters" and it is largely they who set policy for the cabal—as much as anyone can 'set policy' for a far-flung secret organization whose communiqués must be rare to guarantee secrecy.

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## Corporeal Contract

**Intensity:** 10

**Casting Time:** Fourteen minutes

**Duration:** Permanent

**Attunement:** Yes

**Effect:** This spell is cast by inking a document with the target's blood, which must be given willingly. The text of the document does not actually matter – typically it's a loyalty pledge to the Bodymasters agreeing to submit to the punishment of the Corporeal Contract should the target ever betray the conspiracy.

If the Bodymasters decide the target has betrayed them (or simply that they're better off with her dead) they can activate the spell with the blood contract. Wherever the target is, in all the world, he's immediately struck with violent internal harm. The spell does Width+2 Killing damage to location 10 every round for a number of rounds equal to Width. It ignores all armor and cannot be counterspelled.

