

Movesets for Haven and Hael

- The Mage learns Level 2 (and up) skills through training with companions or stumbling across spellbooks and artifacts between chapters. New spells require a certain magic stat *as well as* a certain regular stat (be it strength, courage, intelligence, cunning, charisma, or good) in order to be learned successfully. Words of Power are learned automatically throughout the story.
- **Basic**
 - Strike (Sword)
 - A basic attack with a sword.
 - Slash (Dagger)
 - A quick slash with a dagger.
 - Shoot (Bow/Gun)
 - A volley is shot at an enemy.
 - A bullet is fired at an enemy.
- **Words of Power**
 - Timewinder
 - The Mage experiences or witnesses something that takes place in another time, but the same location.
 - Pathfinder
 - The Mage folds physical space together, traversing impossible distances effortlessly or creating a path where there was none.
 - Truthseeker
 - The Mage can sense whether or not someone is telling the truth.
 - Brighteye
 - The Mage can see perfectly in the dark.
 - Wildheart
 - The Mage can transform into an animal.
 - Stormbringer

- The Mage can control the weather for a brief time.
- Deathcaller
 - The Mage can raise the dead.
- Godspeaker
 - The Mage can converse with the gods or God.
- **Battle-Mage**
 - Magefire (Level 1)
 - A quick-burning but powerful projectile of magical energy is hurled at the enemy.
 - Shield (Level 1)
 - The Mage summons an invisible barrier that can protect them or their allies from harm. The better their concentration, the stronger the shield. Most effective against projectiles.
 - Lightning Punch (Level 2)
 - The Mage fills their fist with magical lightning and strikes their opponent with devastating force.
 - Petrification (Level 2)
 - The Mage binds their enemy in place, rendering them defenseless. Can work on multiple enemies, but not for long.
 - Force Burst (Level 3)
 - A spell that sends a wall of sheer force barreling at the Mage's enemies. Can clear a space around the Battle-Mage or even flatten and crush enemies against other objects.
 - Martial Magic (Level 3)
 - The Mage imbues their weapon of choice with blazing magefire.
 - Blood Drain (Level 4)
 - The Mage brutally draws blood out of an enemy's body, leaving them severely weakened or even dead.
 - Comet Strike (Level 4)

- The Mage conjures a bright, glowing comet in mid-air over their enemies, which then smashes to earth with tremendous force, causing bone-shattering damage.
- Gravity Fold (Level 5)
 - By sheer force of will, the Mage causes the matter around them to collapse, causing intense damage to everyone in the area.
- Star Fall (Level 6)
 - The Mage channels ancient magic into their weapon, kicks high off the ground, and plummets back to earth with the force of a falling star, plunging their weapon into an enemy and unleashing a storm of explosive energies that consumes them.
- Phase Shift (Level 7)
 - The Mage teleports across the battlefield, becoming briefly invulnerable to attack and striking enemies invisibly.
- Heroic Summon (Level 8)
 - The Mage summons a friendly spirit to fight alongside them, said to be an echo of a champion or hero of the past.
- Earth Shaker (Level 9)
 - The Mage, using their force of will and immense power, is able to pull entire mountainsides down onto their enemies.
- Meteor Storm (Level 10)
 - The Mage calls down a storm of cosmic fire from the sky that causes colossal damage to all enemies.
- **Healer**
 - Heal (Level 1)
 - Heals the injuries of living people or animals. Grave or life-threatening wounds require stronger magical power.
 - Mend (Level 1)

- A Healer can repair more than bones and flesh. The mend spell can flawlessly fix broken weapons, equipment, and other objects that have been damaged.
- Cure (Level 2)
 - The Healer can cure poison, disease, or ailments of the mind, driving out corruption from the flesh and soul.
- Bless (Level 3)
 - The Healer can bless objects or water, turning it "holy" and more effective against Endarkened.
- Protect (Level 4)
 - The Healer protects their allies from evil, countering most dark spells, curses, poison, and mind control.
- Bolster (Level 5)
 - The Healer's power strengthens their allies, causing them to fight with renewed vigor and energy.
- Clarity (Level 5)
 - Clears a target's clouded or tired mind.
- Nourishment (Level 6)
 - The Healer conjures healing and renewing potions in battle, as well as nourishing food and drink in the field.
- Circle of Protection (Level 7)
 - A ward that temporarily protects the Healer and their allies from all magical and bodily harm.
- Revive (Level 8)
 - The Healer saves a fallen ally from unconsciousness, reviving them to full health and awareness.
- Insight (Level 9)
 - Allows the Mage to sense (usually) when a demon or corrupted presence is nearby.
- Cleanse (Level 10)

- The Healer purifies the soul of their target, easing their burdens and cleansing them of the emotions that invite demonic influence.

- **Enchanter**

- Illusion (Level 1)
 - The Mage casts a minor glamour that deceives the eyes and changes the appearance of an object or body. Only works on objects of similar nature or size.
- Confuse (Level 1)
 - The Mage casts a spell that befuddles and confuses the target.
- Charm (Level 2)
 - The Mage's presence becomes magnetizing and irresistible, causing others to drop their defenses. Low-level enemies will not attack the Mage, but may still attack their allies.
- Sleep (Level 3)
 - A spell that lulls an enemy to sleep, rendering them defenseless.
- Paralyze (Level 4)
 - A spell that binds and paralyzes an enemy in place.
- Invisibility (Level 5)
 - The Mage directs the enemy's attention away from them, magically deflecting all awareness until they become invisible to outsiders.
- Amnesia (Level 6)
 - The Mage manipulates a target's memory and forces them to forget vital information.
- Interrogation (Level 7)
 - The Mage forces a target to speak the truth.
- Bewitch (Level 8)
 - The Mage turns an enemy against its own allies.
- Simulacrum (Level 9)

- The Mage conjures multiple copies of themselves, providing a useful distraction in battle and creating a convincing lookalike in other situations.
- Enthral (Level 10)
 - The Mage dominates a target's will, seizing complete control of their mind and commanding them effortlessly according to the Mage's whims.
- Madness (Level 10)
 - The Mage drives an enemy insane.
- **Elementalist**
 - Spark (Level 1)
 - The Mage fires a small bolt of electricity.
 - Ember (Level 1)
 - The Mage fires a ball of fire.
 - Flamethrower (Level 2)
 - The Mage conjures a powerful gout of flame that consumes everything in its path.
 - Chain Lightning (Level 2)
 - The Mage conjures a devastating bolt of lightning that leaps from enemy to enemy.
 - Freeze (Level 3)
 - The Mage turns the moisture around an enemy to ice, slowing them drastically or freezing them in place.
 - Blizzard (Level 3)
 - The Mage blasts an enemy with a wintry barrage, damaging them severely and freezing them in place.
 - Gust (Level 4)
 - The Mage blasts a powerful gust of air at an enemy, knocking them back and hurling them through the air.
 - Whirlwind (Level 4)

- The Mage traps an enemy in a cyclone of wind, sucking the wind out of their lungs.
- Stone Armor (Level 5)
 - The Mage surrounds themselves with a nigh-impenetrable suit of stone armor.
- Boulder Hurl (Level 5)
 - The Mage hurls earth and boulders at an enemy, causing bone-shattering damage.
- Quicksand (Level 6)
 - The Mage turns the earth around them to sand, trapping and even drowning enemies who attempt to cross their line of defense.
- Earthquake (Level 7)
 - The Mage draws on the ancient power of the land around them, changing the landscape and unleashing a devastating earthquake on their enemies. Knocks enemies off their feet, with a chance to impale on earthen spikes.
- Wind Whisper (Level 8)
 - The Mage communes with sprites of the wind and air, passing secret messages to their allies instantaneously in battle or in the field.
- Leaf Blades (Level 9)
 - The Mage turns falling leaves as rigid and razor sharp as blades, condemning their enemies to death by a thousand cuts.
- Volcanic Burst (Level 10)
 - The Mage summons the power of the earth's core, drawing volcanic eruptions to the surface and unleashing the devastation of the planet on their enemies.
- **Blade**
 - Quicksilver Cut

- Blade teaches the Mage a lightning-fast horizontal cut done with a sword.
 - Shadow Slash
 - Drawing on his assassin past, Blade teaches the Mage a stealthy sword strike made from the shadows, catching enemies off-guard.
 - Vorpal Slice
 - An advanced technique, Blade teaches the Mage a series of devastating, high-speed slashes that targets vital organs, killing enemies almost instantaneously.
 - Lightning Strike
 - Drawing from his knowledge of Ket warfare, Blade teaches the Mage how to fill a sword with arma (or in their case, magic), plunging the weapon into an enemy and rupturing their internal organs with explosive force.
- **Trouble**
 - Hawkeye
 - Trouble teaches the Mage how to fire a gun with deadly accuracy, always resulting in a critical hit.
 - Double Trouble
 - Trouble teaches the Mage his signature move: a rapid two-shot hit that takes out the opponent's knees.
 - Bullet Storm
 - Trouble teaches the Mage how to fire a heavy barrage of bullets, which tears into multiple enemies at once.
 - Bombastic Blast
 - Trouble teaches the Mage how to handle explosive rounds, which can burn enemies, shred them with shrapnel, or knock them off their feet.
- **Tallys**
 - Elf Eye

- Tallys teaches the Mage how to fire an arrow with deadly accuracy, always resulting in a critical hit.
 - Volley
 - Tallys teaches the Mage how to fire multiple arrows in quick succession, unleashing devastating overhead damage on enemies.
 - Flaming Arrow
 - Tallys teaches the Mage how to shoot incendiary arrows, lighting targets on fire.
 - Flying Root
 - Tallys teaches the Mage how to blend into the environment around them, allowing them to shoot powerful sneak attacks while remaining invisible to enemies.
- **Chase**
 - Knife Throw
 - Chase teaches the Mage how to pinpoint weaknesses and throw their dagger with deadly accuracy, always resulting in a critical hit.
 - Whirlwind Blades
 - Chase teaches the Mage how to dual-wield with two daggers in hand, spinning in a series of quick and untrackable slashes that cover the target in lacerations.
 - Viper Fangs
 - Chase teaches the Mage how to backstab an enemy with twin knives, lashing into them with a stealthy, snake-like strike that is hard to counter.
 - Death by a Thousand Cuts
 - Chase teaches the Mage how to whirl in a deadly, elegant dance with their blades, striking an enemy so quickly and so many times that they are cut to ribbons and are left Bleeding or Poisoned.