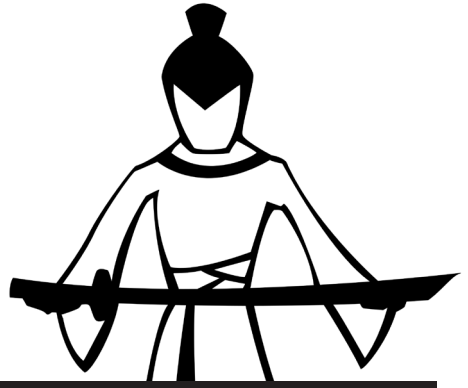


The Wielder

by Graypaw



The world is old, and throughout history there are beacons of greatness, and shards of wickedness. The deeds of humanity can shape the elements, but in some rare cases they can make permanent their intentions. Borne of very old and indomitable will are the Relics of ancient times. Immune to Shaping, and set on a course that will see its end.

Entry Condition

When you agree to take on the burden of a Relic, first define that object's Path. Then seal your service to this Relic with an Oath.

Paths: Compassion and Forgiveness, Diplomacy and Peacekeeping, History and Truthspeaking, Bloodshed and Fear.

Moves



Walking the Path

Treat your Relic's Path as an additional Chakra.



Hallowed Object

Choose one group that knows and respects what your Relic stands for. When you show it to them, they automatically gain one of the following Tags (MC choice): *Awestruck, Terrified, Inspired, Reverent.*



Bound and Bonded

If you are ever separated from your Relic, replace one of your Chakras with one from the list below for each Oath you currently have with your Relic (up to 3 Chakras): *Sorrow, Anger, Fear, Emptiness.*

Until you Regain your Relic you have an additional 2 Fortune. Once Regained, your Chakras revert to their original state, and you lose the additional Fortune.