

Enchanter

When you acquire, study, befriend, murder, and perform postmortem on an intelligent object, the next time you level up you may choose to gain the following move :

Imbuer

You gain Blood Bond equal to your level. You can imbue items with your blood, granting them some of your magic. If the enchantment emulates a spell from your spellbook it costs that spell's level in Blood Bond. Otherwise the GM will tell you the cost. You may only imbue an item with one effect.

The GM will choose 1-4 things that must be fulfilled from the Ritual Magic list of conditions before you may imbue the item.

Your imbued items all take on the following :

- They become extremely hard to destroy

- Their holder always knows where you are

- Their holder gains +1 on rolls involving you

- If their holder deals damage to you they may roll twice and choose the higher total.

Your item costs you Blood Bond until destroyed.

If you have the move 'Imbuer' the following moves are available to you when you gain a level.

Master's Servant

Any item you've spent Blood Bond on may only be used by you or those you willingly provide them to. You may rescind its utility at any time, whether the item is present or not. You are aware of its location at all times.

When held by someone who does not have your blessing the enchantment fails to function and the item itself becomes jammed, slippery, or otherwise unusable for its intended purpose. The bearer still gains the other benefits they're otherwise entitled to, as listed under 'Imbuer'

Bonded Beyond

When you die and fail your Last Breath move or reject Death's offer you may choose to possess one of your Blood Bound items instead of passing on. You gain short-range telepathic speech as long as you reside in it. You may optionally attempt to possess your wielder. If so, Roll +WIS : On a 10+ you destroy their self and replace it with your own. On a 7-9 you dominate their body, but they remain locked within it too. On a miss, your self dissipates and dies.

Expert Enchanter

You may now imbue your Blood Bound items with a second effect. The process is harder. The GM chooses 3-5 conditions to be fulfilled for the second imbuing to be successful.