

# Fraymotifs

Changelog here in future when we have changes.

## ==> Introduction

*"How many fraymotif versions must you make, Merc?"*

Fraymotifs! We know what they are, rarely used and powerful music-themed abilities. What you as an SM need is something to use.

In general, these should be given out after the player has received a full set of T1 alchemy at the earliest. Make no mistake, these fraymotifs are incredibly potent.

But let's take things one step at a time. What IS a fraymotif? RPGStuck uses a different definition from canon, insofar that fraymotifs were never explained at great length.

Paradox Space remembers the sum total of its occurrences across every session, alpha or doomed or otherwise. A fraymotif is a powerful memory of some specific incident considered heroic, insane, or otherwise noteworthy enough to leave a mark in Paradox Space's memory. From there, it ends up sold by consort shops, where players can draw on the memory in the same way they might draw on their aspect, replicating that memory. Typically to lay waste to their enemies.

Every fraymotif costs 1 AP to use, and can be used as a free action on your turn (or a reaction outside it) unless otherwise specified, such as Attack fraymotifs. However, every fraymotif can only be used once per long rest, and only one fraymotif can be used per strife.

Furthermore, fraymotifs use their own tier as a numerical bonus for any rolls, checks, etc involved. They scale from tier 1 to tier 5, similar to alchemy. The specific stats will be described in each fraymotif category's section.

## **Fraymotif Type Overview**

- Attack fraymotifs are one-off fire and forget attacks, capable of doing massive, auto-hit damage.
- Support fraymotifs are team-oriented moves, geared towards giving everyone a significant bonus for the rest of the strife.
- Utility fraymotifs are a catch-all term for hi-powered solo buffs.
- Chain fraymotifs shackle an enemy with a significant impairment or three. It can be destroyed by your enemies, if they can even hit it.
- Totem fraymotifs summon an eponymous object, altering the battlefield for as long as it persists.

- Effigy fraymotifs confer great bonuses to you and/or great maluses to the enemy, as long as the effigy on yourself remains intact.
- Summon fraymotifs call in a friend or three to help out, turning any strife on its head.

### **Fraymotif Costs**

- T1: 1,600 BDs
- T2: 4,750 BDs.
- T3: 23,250 BDs
- T4: 43,500 BDs
- T5: 84,000 BDs

### **==> Attack Fraymotifs**

*"Once, there was a quote here."*

Attack fraymotifs, unlike all the others, are used as major actions. They also use 5+T to hit, but also roll to hit at advantage, though as of this current writing (2023-01-02), more fraymotifs automatically hit than roll, so.

- **Transdimensional Thunderbolt:** The player picks a target within the strife; they take  $2Td8+16T$  true damage, no questions asked; do you see that goober? Do you not want to?
- **Novikov's Gravity Nova:** The player attacks all targets of choice within a 50 ft. sphere centered on any target within the strife. This deals  $2Td10+20T$  damage, half damage on miss.
- **Corrupted Blood:** The player picks a target within the strife; the target takes  $Td4+4T$  damage, then gains DoT (damage dealt, 1 minute). If the target dies or if the condition is removed, repeat the attack on the nearest enemy as the DoT jumps to them for the remaining duration. If there is no other enemy, it jumps back onto them instead.
- **Liam's Hammershot Redux:** The player attacks a target of choice within the strife. This deals  $Td12+12T$  damage and Dazes, Impairs, and Sticks the target for 2 rounds. If it misses, it still inflicts all conditions but for 4 rounds. The player may choose to automatically miss. Not specific to tealbloods only.
- **Spanish Inquisition:** The player inflicts Lethal ( $Td10+10T$ ) on all enemies in the strife, including all enemies who join it after casting. Whenever a creature with Lethal takes damage, the magnitude of Lethal on all enemies increases by +T, up to a maximum of 50T. Unfortunately, people expect it.
- **Anguish and Agony:** The player picks a target within the strife; they take  $2Td6+12T$  damage. When this target dies, all other enemies take this damage as well, while the player heals for half the damage dealt.

## ==> Support Fraymotifs

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Support fraymotifs last for 1 minute or until the end of the strife, unless otherwise specified.

- **Melete's Union:** The player and all allies gain +3 to hit, +3 to AC/resistances, and +3T on all damage rolls. Does not give bonuses to making puns.
- **Rarefied Light:** The player and all allies gain +10 ft. to base speed, +3T to all temp HP, healing, and +2T to each instance of Aegis and Ward.
- **Daring Basketball Movie:** The player and all allies each instantly heal for Td4+4T HP, then gain Aegis (2T) and +1 die size to damage.
- **Sburban Reformation:** The player and all allies may collectively instantly heal for 2Td6+12T HP, distributed as desired. No lingering effects.

## ==> Utility Fraymotifs

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Utility fraymotifs last for 1 minute or until the end of the strife, unless otherwise specified.

- **Klifra's Contingency:** Instantly grant the player 3Td8+24T stackable temp HP.
- **Sicko Mode:** The player goes into addled, raving, hallucinogenic lunacy, gaining +20 ft. to base speed, +3 to AC/resistances, and +3 to crit range.
- **Rancorous Pulchritude:** The player goes into a burning, babbling trance, gaining Regen (2T), +4 to hit, and two extra minor actions per turn that can only be used to Aim, Avert, Assail, or Distract. Peace be with you.
- **Desperado's Ghostwalk:** The player becomes Invisible and is Intangible when moving. The speedrunner's choice of fray.
- **Bearskin Frenzy Disco:** The player gains +2 die sizes and advantage for all damage rolls, but must target the closest target (may choose if multiple) when making attack rolls or skill checks.

## ==> Chain Fraymotifs

*"Once, there was a quote here."*

Chain fraymotifs place a Chain on the targeted enemy that counts as a called shot with a +4 modifier on said enemy. The enemy itself may target the chain as well, but has disadvantage for it. The chain lasts for 1 minute or until the end of the strife, unless otherwise specified.

The chain has AC/resistances of 10+2T, with 10 HP at T1, 15 HP at T2, 25 HP at T3, 45 HP at T4, and 75 HP at T5.

- **Vitalist's Last Laugh:** You chain the target with a radionic wave generator. When the chained performs any major or minor action, the summoner and all allies of choice heal for 2T hit points.
- **Damocles' Guillotine:** You chain the target with an overhead guillotine that doesn't actually do anything until activated as a free action. When used, it can deal Td6+6T damage per condition present on the chained. Alternately, it can be loosed as part of a damaging attack to deal an additional +100% damage.
- **Heartbreak Hostage:** You chain the target with red strings. The summoner assumes direct control of the chained. The target cannot be compelled to take suicidal or impossible actions. However, the chain's called shot becomes a +2 modifier.
- **Ostracize:** You chain the target with a dunce's cap that looks especially stupid. At the start of each of the chained's turns, all other allies of the chained (so the summoner's enemies in most cases) have DoT (4T). If the chained is within 50 feet of them when the DoT is applied, double the damage. They also feel extra bad if you make fun of them.
- **Separation Anxiety:** You chain the target with a comically oversized magnet. The chained has DoT (4T). If the chained is not adjacent to any other creatures in the strife when the DoT is applied, double the damage.
- **Gallery of Souls:** You chain the target with a spectral shackle as a ghostly jury watches the proceedings. All damage against the chained have +50% bonus damage, but if there are any other enemies within the strife, all damage taken by the chained must be distributed among all other enemies within the strife.
- **Unholy Isolation:** You chain the target with... actual chains, steel spiked links. They generate a 30 ft. radius zone around the chained. All creatures of choice inside the zone have Impair and DoT (3T), and all creatures of choice outside have +4 AC and Regen (3T).

## ==> Totem Fraymotifs

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Totem fraymotifs place a Medium-sized object that appears within 100 feet of the player. The totem lasts for 1 minute or until the end of the strife, unless otherwise specified.

The totem has AC/resistances of 10+2T, with 20 HP at T1, 30 HP at T2, 50 HP at T3, 90 HP at T4, and 150 HP at T5.

- **Stasis Field:** You summon a stasis generator. All creatures of choice within a 100 ft. radius have their base speed halved, have any bonus movement halved, cannot Dash, and take -6 to their AC/Reflex.

- **Jade Salient:** You summon a menacing green rock that might be radioactive. All creatures of choice within a 100 ft. radius are Impaired, cannot benefit from Aegis or Ward, and take -6 to their Fort/Will.
- **Cannibal's Fortune Messiah:** You summon a shrine to the random number god. Up to twice per round, when a d20 is rolled, the summoner may switch that d20 roll with a recorded roll. Instead of switching a roll, the summoner may choose to reroll the dice as one of their 2/round uses.
- **More Gun:** You summon a gun. No it's just a literal gun. For every two attacks the summoner lands on the same turn, the totem replicates the attack roll, making an attack at all targets in the strife for Td4+4T damage. It's a very fast gun.
- **Holy Sanctuary:** You summon an angel statue, possibly Biblically accurate. It generates a 30 ft. radius zone around it. All creatures of choice inside the zone have either Regen (3T) or DoT (3T), and all attacks of choice made outside it are Impaired.
- **Vanade's Mirror Trick:** You uniquely summon four silvered mirrors instead of just one. Whenever you use an area of effect attack or multiple-target attack, each of the mirrors pulse for half the damage dealt, as the center of the AoE (AoEs) or using the attack's range (multi-target). Each mirror may move up to the summoner's base speed on their summoner's turn.

## ==> Effigy Fraymotifs

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Effigy fraymotifs place an effigy on the player that counts as a called shot with a +4 modifier on them. As a reminder, called shots against the effigy won't damage the player themselves, except for any leftover damage from an attack that destroys it. The effigy lasts for 1 minute or until the end of the strife, unless otherwise specified.

The effigy has 10 HP at T1, 15 HP at T2, 25 HP at T3, 45 HP at T4, and 75 HP at T5.

- **Sinclair's Saving Grace:** You summon the eponymous musician's dance shoes. The summoner can fly, can turn/unturn intangible as a free action once per round, gain advantage on all attack rolls and skill checks, force disadvantage on all attack rolls and skill checks made against them, ignore all Block dice, ignore all disadvantage, and ignore all conditions except Incapacitation. They also make you feel fancy.
- **Pyrocaustic Flow:** You summon Dave Strider's mixtape on vinyl. Once per turn the summoner can make an attack as a free action, targeting a 30 ft. sphere centered within a 100 ft. range as a ranged attack with 5+T to hit, dealing Td4+4T damage to everyone in it. The spheres persist after hitting; any enemies (but not summoner or allies) that starts their turn in or enter the flames take 4T damage and cannot heal, gain temp HP, or benefit from Aim or Block dice.

- **Steelrot Cumulus:** You summon a set of osseous wind chimes, possibly made of other players. The effigy forces Fade (4), Setback (4), Sunder (4), and +4 to crit range on attacks against, on all creatures of choice.
- **Void King's Curtain:** You summon a luxuriant set of velvet curtains colored navy blue like Void. The summoner auto-passes all Distract checks. The curtain also has a DC of 15+2T; all enemies are Blinded and auto-hit attacks must roll to hit until they pass a Discern check on the player against this DC. But this Discern check is also made at disadvantage.
- **Punishment Sphere:** You summon a VR headset of terrible implication. The effigy forces Setback (5) on all creatures of choice. Whenever said creature makes an attack, they take 3T damage, double if they miss. However, if said creature spends its turn without attempting an attack roll or skill check, it takes 4T damage anyway.
- **Inclement Weather:** You summon a heavy-duty, leather-bound farmer's almanac chained to yourself with which to predict lightning exactly where your enemies are. Once per turn the summoner can make an attack, targeting anyone within the strife with a ranged attack with 5+T to hit, dealing Td10+5T damage.

## ==> Summon Fraymotifs

*"Once, there was a quote here."*

Summon fraymotifs summon one or more creatures to carry out the player's will. The summon lasts for 1 minute or until the end of the strife, unless otherwise specified.

The summon has AC/resistances of 10+2T, with 20 HP at T1, 30 HP at T2, 50 HP at T3, 90 HP at T4, and 150 HP at T5. It has a major and move action on each of its turns, can act independently as their player wills, can act on the turn it is summoned, and must stay within 100 feet of the player. It uses 5+T for their attack rolls and skill checks, and has a base speed of 30 feet.

Individual summons may have different rules for how they operate, which will be noted in the summon's info.

- **Call Bloodhounds:** You summon a pair of Medium bloodhounds. They can attack as a major, a 5 ft. melee attack for Td6+3T damage. They are also good boys.
- **Call Giant Crab Lusus:** You summon a Large giant enemy crab. It can attack as a major, a 5 ft. melee attack for Td6+6T damage. It also has advantage to grappling rolls, uses 6+2T for its grapple checks, and has +50% more HP. It also has a minor action but it can only Crush a target it is grappling with this minor, dealing Td4+4T damage. It does not have a weak spot for massive damage.
- **Call Normal Cat:** You summon a Small perfectly ordinary cat. It can attack as a major, a 5 ft. melee attack for Td8+8T damage. It also has a minor action but it can only Distract with this minor, and uses 6+2T for its Distract checks.

- **Call Pigeons:** You summon a trio of Small dumb pigeons. They can attack as a major, a 5 ft. melee attack for Td4+2T damage. They can also fly and have 40 ft. base speed. They are actually that dumb.
- **Call Spirit of Fire:** You summon a Medium spirit of fire. It can attack as a major, a 50 ft. ranged attack for Td4+4T damage that hits without rolling, and heals for half damage if used on an ally. However, it has base 20 ft. speed.
- **Call Abyssal Watcher:** You summon a Large Cthulhu ripoff. It can attack as a major, a 15 ft. melee attack for Td3+3T damage. It also uses 6+2T for its grappling checks, has a 15 ft. grapple range, and has +50% more HP. While alive, all enemies have Setback (2) and at the start of each of its turns, all enemies take 2T damage. However, it has base 10 ft. speed.
- **Call Tesseract Prism:** You summon a Medium crystal thing with either many or no legs. It can attack as a major, a 50 ft. ranged attack that hits all enemies for Td4+4T damage, or can select itself or an ally and give half damage as stackable temp HP. While alive, whenever its summoner or their allies take any damage, half of the damage is redirected to the crystal; the damage taken is then also taken by the attacker.
- **Call Clown Car:** You summon a Large swarm of clowns. They can attack as a major, a 10 ft. melee attack for Td3+3T damage. It has an additional +20 to hit, and when attacking, for every 5 over the AC/resist that the attack roll is, it deals its damage an additional time. It also has 40 ft. base speed and can fly. How did this make it into the final draft?