

DJINN

APPEARANCE

Djinn have tattooed markings on their face that covers at least 25% of the skin. These markings are made in black, red, or gold. Djinn may have crimson hues to their skin. Djinn also have horns.

RACIAL SKILLS

| Djinn | Build Cost | Casting Cost | Ability Name | Ability Description | Duration | Effect | Target | Limit |
|-------|------------|--------------|----------------|---|------------|---------|--------|------------------|
| | Free | | Trials by Fire | Djinn will take Minimal damage from all Infernal and Fire based attacks. Demon explosions have no effect. | 30 minutes | Instant | Self | Once per Weekend |

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|-------|------------|----------------------|------------------|---|------------|---------|--------|------------------|
| | 5 | 2v | Blade of Torment | Enchants a weapon or fist to swing +0 Infernal damage. Effect ends if the weapon is held by anyone other than the caster. | 30 minutes | Instant | Weapon | None |
| | 5 | 2v | Ancient Foe | The Djinn summons up their ancient hatred for demons. This will increase their damage against demonic creatures by +1 for 30 minutes | 30 Minutes | Instant | Self | Once per Tag |
| | 5 | | Mimic Fiend | After studying a fallen demon for 1 minute, the Djinn gains temporary use of any one 1-3 Vigor cost Skill or Spell that the Demon knows. The ability is cast from the Djinn's own Vigor pool. This Skill does not stack. | 1 hour | Instant | Self | Once per Tag |
| | 4 | 1e per mana or vigor | Infernal Pact | Djinn may use Essence in the place of Mana or Vigor to fuel a Spell, Prayer, Skill, Totem Sacrament, or Ritual. Any Essence used this way is taken as aggravated damage. | Instant | Instant | Self | None |
| | 1 | | Fiend Skin | Djinn gains + 3 healable essence. Essence gained through this skill does not count toward pool cap. | Constant | | Self | None |
| | 3 | 2v | Fiery Breath | Djinn may throw a spell packet that deals 10 point of Infernal damage per 2 Vigor used to fuel this skill | Instant | Instant | Any | None |
| | 3 | | Demon's Fight | Once the Djinn's current Vigor total reaches 5 or below, the Djinn may gain 10 additional temporary vigor. The Djinn's Vigor pool will be reduced to 0 at the end of duration of the skill regardless of current Vigor total. | 5 minutes | Invoked | Self | Once per Weekend |