Marrowsone counts as a Staff with the Finely-Tuned special rule.

The wielder gains all Magia with “Elemental” in the name, the Blast, Increase Pulse, and Increased Damage Immuto, and the Ice Elemental Immuto. She also changes her Magical Theory to Hedge Magic (Ice).

Step II: The wielder may cast any Magia she knows as a (0) Action, so long as each Magia’s total TN is no greater than 13 and includes the Ice Elemental Immuto. If she does, she gains the following Condition: “Hungry +1: This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character’s Physical and Mental Aspects are at -5, she dies from hunger.”

Every 6 hours that the character has access to and eats sufficient food, the value of her Hungry Condition is lowered by 1. This allows desperate or poor characters to stretch out what little food they have for as long as possible.

She may also consume the corpses of Living characters that are no more than an hour dead, unless they have been preserved in some way. If she does, she reduces the value of her Hungry Condition by an amount equal to...
the corpse’s Height. The body is then considered unfit for reanimation.

**Step III:** This character adds the value of her Hungry Condition to all final Sorcery duels she makes, and may suffer 1 damage to ignore the Condition’s penalties to her Aspects when taking Challenges and duels.

Additionally, each time this character casts a Magia or Manifested Power whose TN is 13 or greater, she gains Hungry +1.

**Step IV:** Gain the following Manifested Power. The caster may add any Immuto she knows to it when casting:

**STARVING BLIZZARD**

<table>
<thead>
<tr>
<th>Acting Value</th>
<th>AP</th>
<th>TN</th>
<th>Resist</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tenacity + Sorcery</td>
<td>2</td>
<td>13</td>
<td>Wp</td>
<td>20 yards</td>
</tr>
</tbody>
</table>

**Effect:** All within 10 of the target, suffer 3/4/5 damage and gain either Hungry +1 or Slow.

**COMPLICATION: DECEMBER’S HUNGER**

This should not be revealed to the Fated!

Any time this character would gain Hungry, she must make a TN 12+X Centering Challenge, where X is the value of her Hungry Condition. On a failure, she must spend 1 AP (even on her next turn) to attempt to consume the corpse of a Living character of Minion rank or higher within 1 yard, or move towards the nearest one within line of sight. If she consumes the corpse, she reduces the value of her Hungry Condition by an amount up to the target’s Height and makes a heal flip. The corpse is then considered unfit for reanimation.

If there are no corpses, this character teleports in a flurry of snow and ice towards the closest Living character, friend or enemy. This costs 1 AP and has a maximum range of 10 yards, though the wielder must end as close to her target as possible. If she ends in range of any close combat weapons she has, this character must resolve 2 AP’s worth of attacks against the target. These attacks should be resolved with Marrowbone unless the character has a deadlier weapon or source of damage.