

Wraithvale

Core Rules Handbook v2.5

THIS DOCUMENT IS A CONSTANT WORK, STRIVING TO CREATE THE BEST PRODUCT FOR THE PLAYERS. AS SUCH FROM TIME TO TIME THE RULES WILL BE MODIFIED OR ALTERED IN AN EFFORT TO MAKE THE GAME THE BEST IT CAN BE.

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Introduction

What is Live Action Role-Playing?

Live Action Role-Playing is the most intense gaming experience you can have. Picture yourself in the woods, pursuing of the elusive creature. If you approach it, is your goal to capture it, kill it, or merely introduce yourself? Picture yourself as a Mage, standing behind your Warriors while casting spells at the attacking orc horde. Picture yourself as the Merchant dealing with a trader just come to town. Perhaps you are a Sage, wise and knowledgeable on many subjects. Maybe you are a Rogue, sneaking closer to your target in the night... The choices are as limitless as your imagination and creativity. You can be anyone, and your actions are up to you.

Costuming and the Atmosphere

Costuming is an important part of the atmosphere of a game. It is hard for people to believe you are a skilled Mage when you wear jeans and a sweatshirt. Changing into your costume helps you get into the Role of the character you are playing.

Costuming does not to be expensive. It might be as simple as a plain t-shirt and similar color sweatpants, with boots and a simple tabard. It might be as elaborate as wrap pants with a tunic or jerkin, studded leather armor or chain mail, a fancy tabard, and a weapon belt with leather pouches. It can be almost anything you like.

To help preserve the atmosphere, try to avoid obviously modern accessories, such as visible zippers or Velcro, and any clothing with

printing on it. For shoes, however, while it is nice if they look in period, it is more important that they be comfortable. For many players, this is a very active game. Uncomfortable clothes, especially shoes, no matter how good they look, will detract from your game experience. Please keep your expected activity level in mind when you design your costume.

Role Playing

Role-playing is taking on a character, and acting as you feel the character would behave in the situations that come up in game. As much as possible, you should avoid speaking about things from outside the game, to allow yourself and others the chance to stay in your Role. In game you should try to maintain the role of your character. Role-playing is completely improvisational acting. You do have a character, but you do not have lines or a script. What you say and do next is up to you.

Getting Started

So now before you jump into making a character, we suggest that you read the sections on the Lineages, Backgrounds, and Classes to understand the world your character will be living in. All the information in this section can be taken as In Game Knowledge, since they cover the things that everyone should know about the world, the Lineages, and the organizations that exist. In addition, reading this may help you develop a character concept. Separating your character from yourself is an important skill for players to understand. For clarity and brevity, though, the remainder of this rulebook uses “you” and “your character” interchangeably.

Out of Game Terms & Rules

+ Strength: This ability increases the characters' prowess when it comes to Feats of Strength.

Abilities: Abilities are character features that grant some form of Talent that is inherent. Most commonly these are from a Class, Lineage, or Background and are typically passive in nature. Like skills they can be restricted from use by other effects, though they will be called out separate from Skills.

Active Skills/Abilities: Any Skill or Ability not specifically listed as Passive is considered Active. Active Skills/Abilities follow several rules. They are not automatic. They require conscious effort on the part of the character. The character must meet all in game requirements to use the Skill/Ability. There may be exceptions to this, and those exceptions will be in the Skill/Ability description.

Age of Play: While the game is open to a very large range of players our insurance does have limitations. All members must sign an Insurance Release in order to take part in the game. Members 18+ are adults and can sign their own, Members 16-17 need a legal guardian to sign the consent, Members 13-15 MUST have a legal guardian on site in order to play; under the age of 13 cannot take part in combat due to insurance limits. While they are able to come to the games they cannot fully participate and therefore do not need to pay, they must also stay with their legal guardians at all times.

Armor Points: Armor Points are granted from a number of sources, most commonly from Physical armor worn by a character. When taking damage, Armor points are the first points lost unless an effect states otherwise.

Assist: This effect grants the target a Bonus on a Skill Check, to be able to Assist the character must have Rank 3 of the skill.

Body Points: Body points represent the damage a character may take before being rendered Unconscious, Dying, or Dead. See section: Death, Resurrection and Conditions for more information.

Cabin Raids: A Cabin Raid is a situation where either players or NPCs attempt to enter a building they are not sleeping in, to either attack or steal from it. All Cabin Raids must have a Rogue Marshal present during the entirety of their presence in the cabin. Marshals are required to ensure all rules are followed and no personal player's belongings are disturbed. Additionally, if there are players present the CVC rules must also be followed.

Cheating: Cheating is a violation of the rules, intentionally or accidentally. Knowingly acting against a Marshal's ruling is considered Cheating. All Marshal Rulings are subject to rules committee after an event (please add rules clarifications to your event surveys.) All players are responsible for knowing the rules. Not knowing the rules is not an excuse to break them. Repeated incidents of cheating will be reviewed by staff and may result in suspension or permanent banning from the game.

Cheesy: Cheesy is an intentional flout of the rules, while not breaking any rules specifically. This is not cheating directly but may also result in Marshal Action.

Concentration: Concentration requires the character to focus their entire attention on the action. This excludes the use of all other Active Skills/Abilities during the duration of Concentration. Concentration effects, which have a duration or Counted Action, may not normally be reduced below a minute, with the exception of Readjusting armor, which follows the armor Readjusting rules. If a character using a Concentration effect takes damage or becomes

Helpless that effect of count ends and it expended.

Counted Action: These are actions that players are unable to Phys-Rep and therefore must count to represent the time it takes. Some Counted Actions require *Concentration* and therefore must follow the rules for both if noted.

CVC (Character vs. Character): Wraithvale is designed to be a character cooperative story telling experience. There are times that characters will not see eye to eye and even carry animosity toward each other, this can lead to conflict. While it is within the rules of the game to allow CVC, there are a few guidelines that must be adhered to ensure the action is for an In Game reason. Note that reasons like; “My game play style is being an Antagonist”, or “Players have better treasure” are not valid reasons for CVC. Before engaging in premeditated CVC a player is required to contact Player Rep and have the conversation of why In Game their character is seeking this action. They will then get a Plot marshal involved for that player to move forward; this is done so when actions are taken, they are well marshaled to manage outcome. There are times that CVC may not be premeditated and happens in the heat of the moment. When this does occur, the engaging player needs to find a Plot/Player Rep once the dust has settled to inform them of what happened, if there was not one present at the time. This is to ensure that the actions taken were for In Game motives and not for PVP or OOG reasons. If marshals determine that the actions were driven as PVP, Player Reps may take further actions to address the actions.

Defensive Action: Defensive Actions affect only the originator of the effect. Actions that would qualify include defending yourself (without attacking), *Resists*, some *Techniques*, or casting spells on yourself.

Durations: Many effects in the game have different durations, the following are their explanations.

- **Temporary-** Effects of this type have a short duration, commonly between 5 and 60 minutes.
- **Permanent-** Effects with this duration are lasting, even through resurrection, and have a very specific condition to end.
- **Instant-** Effects with this duration are instantaneous, meaning they cannot be cancelled by other effects.
- **Until Used-** Effects with this duration will last until expended or until the character is Dead.
- **Concentration-** Effects with this duration last for the listed time, and end if interrupted.
- **Line of Sight-** Effects with this duration last until the originator can no longer draw a line of vision to the target, obstructions must be a permanent non-moving object, and end 10 seconds after losing Line of Sight.

Encounter: An encounter is a single combat or up to five minutes of combat during prolonged combat situations. An *Encounter* is ended when there are no threats left on the battlefield, at which point any Skills/Abilities that end with an *Encounter* also end.

Events: Events are any sanctioned Wraithvale activities. These include Fair Days, Tavern Nights, and Weekend Events; others may also be included by staff. At the end of an Event, a character receives Experience Points for attendance in accordance with the Character Advancement Chart.

Fate of <Individual>: This may also be referred to as “Fate of Party”. Sometimes a player is unable to physically continue in a situation where the character has no option to withdraw. When this occurs the player may select another character

and tie their characters Fate to that of the character chosen. All manner of horrible things that happen to the chosen character also happen to the absent character. This could include anything from death, to slavery, to quadruple amputation. Fate of <Individual> is generally reserved for injured players, medical conditions such as epilepsy or asthma, or Out of Game emergencies.

Feat of Strength: These actions may be taken using in game skills that grant + Strength for game purposes. Some *Feats of Strength* may require all the strength to come from a single character, while others may allow for characters to work together to achieve their goal. Common uses include Breaking through a Door, moving large/heavy object, climbing unworked surfaces, jumping long distances (10 feet/+Strength) or half that for vertical ones. It does not require any bonus strength to carry another character, though they can only move at a walk. With +2 Strength a character can run while carrying another character. It is also possible to carry another character while using *Glide/Fly* but this requires +4 Strength.

Ghost Tags: A character may carry a limited number of Ghost Tags. These items are generic items that the player does not have to carry a Phys-Rep for. A player may carry a single Ghost Tag (Basic Non-Advanced) for each Weapon, Armor or Trap they do have a Phys-Rep for, in addition to the original tag for the Phys-Repped item. They may also carry up to forty Ghost Tags for small consumable items including: Potions, Scrolls, Bombs, Locks, Tools, Tinkers, Salves, Elixirs, or Food Items.

Headbands: Headbands play an important role in the game, as they give necessary information. The following colors have set meanings: White Headband: White headbands not only signify a player is OOG game there are also set rules that must be followed. While wearing a White headband the player is to have no game

interaction with players who are In Character. Further they are to do what they can to stay at least 20 feet away from players that are In Character for a number of reasons. This is mostly in place to reduce meta-gaming and to keep the field of play clear of obstructions. Only Marshals and NPC's that have been tasked by a Marshal should interact with In Character players and even then, the conversation should be moved away from other players should one need to be had. All out of game conversations should be had away for In Game players and while wearing white headbands, so everyone is aware who is In Game. All Players must have a White Headband at check-in or they will not be allowed to do so; NPC camp should have headbands for sale Pink Headband- players with these headbands are under a medical restriction and cannot engage in melee boffer combat. They can still be attacked with ranged attacks, though attackers should take care to try and soften their throws; characters in melee weapon range, that are wielding a melee weapon, can deliver their attacks as "Target Voice <attack>" where the attack can be weapon damage or Combat Techniques. Any standard defense can be used to stop the attacks. Green Headband- players with these headbands are in game but are Invisible and cannot be seen or attacked by players, save for skills that can see through similar skills like Hide and Conceal.

Hold Rule: This rule pertains to when the game needs to be briefly stopped. This is done by loudly declaring "HOLD!" Most "Holds" fall into one of the following categories- Medical, Player Danger, or Rules Calls. While in a "Hold" no in game conversation may take place between players, and they are frozen in place (taking a knee is preferred), nor should they look around, which may spoil upcoming surprises (Ambushes, or very neat visual effects). Once the issue that the Hold was called for has been resolved the game is Laid On, unfrozen, by a countdown (normal from 3) follow by "Lay On".

Item Tags: All in game items must have a valid tag and a Phys-Rep in order to be used. They may carry as many items as they have Phys-Reps. See also Ghost Tags.

Incant: Phrases that must be spoken in game to activate a Skill/Ability. The Incant must be spoken correctly for the effect to take place. Incorrect Incants may have in game effects in certain situations.

Killing Blow: A Killing Blow is a three Counted Action that changes a Helpless target's state to Dead. A proper Killing Blow includes using a weapon or hand (with target consent, or agreement it is properly handled) on the torso of the victim for the full duration of the count. Some creatures may require specific effects for a successful Killing Blow. In these situations, finish your count with the appropriate Flavor Carrier to Killing Blow the target. Taking damage of any kind will interrupt the count.

Line of Sight: This determines the duration of some effects. To find line of sight you determine if the originator of the effect could see the target if they were facing towards the affected character's location. Line of Sight must be broken with either sufficient distance or a barrier that actually does prevent the originator from seeing the target.

Logistics: This is the time from 5-7pm on Saturday when the "Day" resets. All daily skills are reset at the start of this time frame. This is also when players can do their Production, Merchating and Cultivating. While players can show up at 5 to do their production, it is suggested that players drop off a list and components in the hour before hand to speed things along.

Marshals: People who are not a GM, that are responsible for some aspects of the game. This includes Weapons Marshals who check the safety of Phys-Reps, Rules Marshals who can answer rules debates, Rogue Marshals who oversee Cabin

Raids, and Medical Marshals who may remove players who are not in condition to play from playing for a time.

Marshal Notes- Marshal Notes consist of any important information regarding a building or cabin that the Marshal of a cabin raid might need or want to know, in order to properly Marshal the raid. Raids not properly Marshaled, due to inadequate Marshal Notes will not be subject to adjudications. Traps, Locks, and Spells used to defend the building, or placed upon the building must be noted in the Marshal Notes, or they do not exist. All game Items within an I.G. location will be I.G., the only exception to this would be in NPC areas such as a Module and will be noted by a Marshal. All locations within a building will be considered IG unless clearly noted within the Marshal Notes. No game Items may be placed into an area noted as OOG within the Marshal Notes.

Medical Rewrites: This option is here for players that for medical reasons, such as injury, physical limitation, or pregnancy, cannot safely participate in melee combat. The player can take a Temporary rewrite, until the condition is resolved; or Permanent rewrite, though this tends to be for conditions that will not ever change. Doing so allows the player to change their characters' class and skills that are related to melee combat. Often this is directly tied to the Pink headband rules.

Meta-Gaming: Meta-Gaming is the use of player knowledge that was not learned In Game as if you had.

Multiple Characters: Each player is allowed to have 2 different characters in the books at any given time. Primary is the term used to refer to the character that is player the larger amount of time, and Secondary is the term for the other character. Since these are separate people, they should not share the same In Game items or treasure, as they have never met, and both characters should have distinct costuming and

looks so as not to create confusion to other players.

Multiple Use of Like Effects: Within the game there are many effects that can be generated from different sources which share a similar effect. A character can only benefit from 1 effect (the most powerful effect takes priority) that are of the same type or from the same source (Food, Magic Item, Ect.).

Multiple Use Multipliers: Some effects can be used more than once to generate larger effects. When multiple effects are generated, the effects are additive not multiplicative. For Example, a target that is both Devastated and Vulnerable, the target would take triple damage rather than quadruple.

No Effect: This call denotes when a target is not affected by something. Example "Sleep" would have no effect on a Golem since it the creature has no mind.

Offensive Action: This includes any action that has a direct effect on a target other than the originator of the effect or their possessions.

Out of Game (OOG): Out of Game can refer to anything from game knowledge a character doesn't have, an NPC wearing a white headband, or the playoff scores from your favorite sports ball team.

Passive Skills/Abilities: These are skills that do not require active use by the character or are constant. This includes things like Immunities, Read and Write, Underwater Combat, Knowledge (Area), Armor, Vulnerability, and Claws.

Phys-Reps (Physical Representations): Items made for the game that represents an in-game item. They are made with appropriate materials for game use. Approved Phys-Reps include: appropriately colored packets for Bombs or Vials, ¼ ounce containers for Potions or Elixirs, 3x5 Index Cards for Spell Scrolls, dental tools for

Tools. All magic items are required to have individual and specific Phys-Reps.

Prerequisite: Anything that is required before you learn or perform a Skill/Ability.

PVP (Player vs. Player): This term is in reference to players taking negative In Game actions against others, which are motivated by Out of Game reasons. These actions will not be tolerated in the game. All players are paying the same money to take part in the game, and no player will be allowed to intentionally disrupt another player's game just for their own amusement. Should a player take actions against another player and there is a complaint, Player Reps will investigate to determine if rules were followed and where the action falls. If ruled as PVP the player will receive 1 warning before being removed from the game.

Restraining a Person IG: At times in game you may want to secure another character or monster with bindings. For safety reasons you cannot physically restrain players OOG. To tie up a target IG, you must spend a 15 counted action for hands or feet and have some form of Phys-rep with which you are binding them. Once the counted action has been completed tie a piece of flagging tape to the player to represent the binding, this is to both make it clear they are bound it as well can be easily ripped around OOG. The in-game mechanics will be the be treated as a Natural Binding Effect, if the bindings are made of a more resistant material, then it may affect the Strength required to get free. The IG item and effects will need to be told to the target.

Role-play Hold: This is a specific type of hold commonly used on a Module. Players are in game and may talk or act as they normally would while their movement from the very small area they are gathered is prohibited. These are commonly instituted between encounters on a module, or to allow for minor medical issues to be resolved post-combat. During a Role-play Hold only

friendly skill use is allowed, this is determined by the affected player.

Rules Lawyering: This is when a player tries to use the wording of the rules to their advantage rather than the intent. This can be due to poorly worded rules, intentional interpretation, or assumption of something that may or may not have been implied. It is one thing to be unclear on a rule, in which case you should seek clarification. If it is clear the action was intentional this may warrant Marshal Action.

Rule Order: All rules apply from the most general to the most specific. The most specific rule always takes precedence.

Searching Bodies: To search a body, you must be within arm's reach of the target and say, "I Search you", after which the target will hand over their items, however, the target has the option to request a detailed search. To do a detailed search of a body takes a 2-minute counted action, after which you have found and collected all items.

Skills: Anything your character can learn to do falls into this category. Most Skills cost Experience Points to learn. They allow you to take actions as defined by the Skill purchased.

Skill Checks: There are a number of skills in the game that use a check to determine success, most commonly *Disable*, *Knowledge* and *Tracking*. There are a couple of steps to this process: First the Marshal will set the *Difficulty* of the task, then the player will compare their Ranks of the associated skill and any bonuses. A character can be *Assisted* by a single other character with the appropriate skill of at least Rank 3, they can gain a bonus from a single Item, and they can gain a third bonus from another source (Spells, Food, Etc.) Based on where the players' total is in comparison to the *Difficulty* set by the Marshal, they will use the following chart to determine the Test (Paper, Rock, Scissors) for the check.

3+ Below Target	Fail/Cannot Attempt
2 Below Target	Win on a Test
1 Below Target	Win/Tie on a Test
Equal to Target	Win/Tie on a Test (2 out of 3)
1 Above Target	Automatically Succeed

Taking a Knee: This means kneeling down on a single knee. This is an out of game consideration in all its uses. It is preferred that players take a knee during holds; they may also choose to take a knee when they are incapacitated by effects in game. A player may never "Take a Knee" if they are pretending to be incapacitated.

Treasure: Like many games this one has a treasure system that comes in a few forms; the most common 2 are Tags and Sticks. **Tags** will be a paper tag that will have the items Name, Expiration, and possibly Effects listed on them. Items that are a single use should be turned into a marshal/disposed of after use. **Sticks** these are wooden craft sticks that have a label clarifying the type. In Game coins will be on a white label and have the type of coin listed, (Royals, Crowns, Dukes, and Sovereigns) each coin type is worth 10 time the coin that proceeds it, save for Royals being the lowest value. and Components will be on colored labels based on their type and have a marking on the end for rarity (Green for Uncommon, Blue for Rare, and Gold for Exceptional). For more information on Components please read the Harvesting Appendix.

Trophy Rules: This allows a character to claim a trophy from a corpse or location. This does not grant the character treasure but instead an item, such as a Horn or Shard of Crystal. These items carry no base game value and are meant to allow the collection of items for RP purposes.

Valor: Valor are rewards for items and effort donated to the game on a player level, usually at the request of staff. Valor is an out-of-game

currency that may be used to purchase benefits for a character. The following chart illustrates the pricing for Valor rewards.

Reward	Valor
Buy Additional XP at a game	Varies
Trade for 5 Crowns (Limit 2)	30
Novice Crafting Recipe	70
Journeyman Crafting Recipe	110

Virtual Armor- During times this rule is used players are not required to physically wear their armor, though they still receive the benefits of it.

Players must still have the appropriate armor rep on site, and the rep cannot be shared by multiple characters. This rule can be applied by a chapter if they wish under the following conditions: Temperature is over 80F and Humidity is above 55%, or the Temperature is above 95F.

What Do I See: This is an out-of-game call that is used to ask for a targets description, since not everything can be properly represented. When responding to this call, your full description must be provided, most commonly your Lineage, and other points that should be visible such as glowing hands.

Character Creation

The following section will explain how to build your character as well as the game mechanics for purchasing your skills. When deciding what to play it is best to start with a character concept, what is it that you want to be, such as a noble knight, a healer, or a powerful spellcaster. Once you have a concept in mind, choose a Lineage, background and class that best fits your character concept. Each option has its own unique flavor as well as features that the others do not get.

The first part is Lineage. Each Lineage has its own unique role-play opportunities and In Game history. Once you have selected your character's Lineage, you can find more information about them in the Lineage packet found on the website.

Second is your Background. Backgrounds help give your character a starting point in the world. They also have special benefits that will make you better at certain skills.

Third is your Class. The classes provide the basic structure of character growth over time by setting the skills that are easily obtainable. Each class has a focused specialty. The class descriptions include charts showing the list of class skills, the XP cost of buying the skill and any prerequisites that may be. All characters can learn *Common* skills that appear on their class chart by simply spending the listed number of experience points, so long as they have the prerequisites.

These three parts can be mixed and matched to fit the character you want. After you start playing the game and becoming more involved with the world there will always be opportunities to grow your character in ways beyond what is available at creation. A spellcaster could seek out training from an Order to become

more specialized and gain access to new skills. Likewise, an elf could gain an Attunement to another culture, changing into another type of elf.

Skills

Skills are the core of a character's abilities in how they will interact with the world. Skills are purchased with Experience Points (XP), which are earned by attending game run events. Skills come in two major categories, General and Class. General skills are open to any character so long as they meet the listed requirements. Class skills are locked into the player's chosen class; and characters cannot purchase skills from other classes. Skills also vary in difficulty to master and on the skill charts will have a letter in the Rarity column. Under Character Advancement you can find more information about learning new skills.

Talents

Talents are powerful boosts to characters that can help define their focus and allow them to further customize as they level up. As a character levels up, they will gain access to Talents of different types based on the level. The player can choose any Talent of the appropriate type (General, Lineage, Class), that they meet the prerequisites for.

1	Class, Lineage, General
3	General
5	Class
8	Lineage
10	Heroic, Class
12	General
15	Class
18	Lineage
20	Heroic, Class
22	General
25	Class
28	Lineage
30	Heroic, Class

Class Talents

Each class has their own set of Talents that they will gain access to as they level up. When a character gains a new level that gives them access to a Class Talent they can choose from any Talent of that level or lower that they do not already have. Each class will have a list at the start of their Talent section that will show the level at which they gain access.

General Talents

Like General Skills, General Talents are open to any character that meets the requirements for them. These Talents often modify General Skills or give access to a utility advantage.

Lineage Talents

These Talents are only accessible by the associated Lineage. They are designed to build focus on your characters' Lineage prowess.

Other Details

Character Names

Naming your character is one of the most important decisions you will make for your character. A name can say a lot about your character, or it may say little. Names like Simon of Hardaway, tells you where, and for the knowledgeable, how he may have grown up.

Character History

When you make up your character history, you may want to make an outline first. Make sure that you say everything you want, and do not leave out any important details. Here are some things you may want to include: parents, siblings, where you come from, and important things that have happened in your life. Additionally, a short history of your character can help plot to integrate you into the story and give them ideas on things your character might like. As an added benefit, an approved character history earns 5XP for new characters.

Skill Resets

Several skills and abilities have a limited number of uses each Day, which is roughly a 24-hour period. When checking in each game, players will be issued a character sheet with their skill resets on the back. The character sheet will have blocks of dots, labeled Day 1, Day 2, and so on for daily abilities. At game starts, all players begin using the Day 1 set, at 5pm on Saturday the characters Skills/Talents will reset and they will then use the Day 2 block. Any Daily abilities that were not used are lost and do not carry over.

Beginning a New Character

When you start a new character, you will start with the following:

- 50 Experience Points (XP) to spend on *Common* skills from your Class skill chart

and the General skills chart, as well as a single *Uncommon* skill.

- 1 Class Talent, 1 Lineage Talent, and 1 General Talent
- Read/Write Common.
- 5 Crown Pieces.
- 1 Recipe for each level of a Production skill purchased.
- Weapon tags for up to 2 weapons
- 1 tag for a suit of armor up to the character's starting maximum armor points.

You will also receive 1 day's production for any production skills you have, but only items crafted from Production Points, meaning no advanced items.

Spell casters will begin game knowing 1 Spell for each *Daily Circle Spell* they can cast.

New Character Rewrites

Sometimes a Lineage and class combo or a skill set does not play out the way you thought it might. In this case, you have one opportunity to rewrite part or all of your character, at any point prior to the start of your fourth game. A character rewriting away from production skills may be required to return some or all of the production items or their value in coin as part of the rewrite. If you have created such a character and still wish to rewrite, you may be asked to return some or all production items produced by your character in order to do so.

Character Advancement

Level	Earned Exp. Points (XP)	Base Body Points (BP)			
		Guardian Monk Tempest Titanblade	Champion Lancer Shifter	Alchemist Artificer Bard Ranger	Sorcerer Mender Shaman Warlock
1	0-10	5	4	3	2
2	11-20	5	4	3	2
3	21-30	5	4	3	2
4	31-40	5	4	3	2
5	41-50	5	4	3	2
6	51-60	5	4	3	2
7	61-70	5	4	3	2
8	71-80	5	4	3	2
9	81-90	5	4	3	2
10	91-100	7	5	4	2
11	101-110	7	5	4	2
12	111-120	7	5	4	2
13	121-130	7	5	4	2
14	131-140	7	5	4	2
15	141-150	7	5	4	2
16	151-160	7	5	4	2
17	161-170	7	5	4	2
18	171-180	7	5	4	2
19	181-190	7	5	4	2
20	191-200	9	7	5	3
21	201-210	9	7	5	3
22	211-220	9	7	5	3
23	221-230	9	7	5	3
24	231-240	9	7	5	3
25	241-250	9	7	5	3
26	251-260	9	7	5	3
27	261-270	9	7	5	3
28	271-280	9	7	5	3
29	281-290	9	7	5	3
30	291-300	11	8	6	4

Earning Experience Points

There are three ways a character can earn Experience Points. Each time a character attends

a game they will earn a set number of Experience Points (XP), at the end of the event based on their character level at check-in:

Each game a player can pay \$10 in addition to normal game fees to earn one (1) Bonus XP.

A character can gain extra XP at the close of an event by using Valor and In Game money (up to 5th level). Below is the amount need for these resources to gain an additional XP and the limit per game.

Character Level	Base Event XP	Valor (Limit)	Crowns (Limit)
1-6	5	30(3)	5(5)
7-12	4	60(3)	--
13-18	3	90(2)	--
19-24	2	120(2)	--
25-30	1	150(1)	--

Under normal circumstances players can only receive XP from games that they attend. Once each month, if a player cannot personally attend any game, they can pay for a single event and earn the appropriate number of XP for that event. However, they do not gain Production Points for that event.

Learning New Skills

Any character can learn any *Common* skill that is on their class chart without need of an instructor. Uncommon, Rare, and Exotic Skills, all *General* skills, and *Techniques* will require an instructor during the game. Any character can teach another character any skill they have on their card; so long as the student has all the prerequisites for the desired skill.

Teaching/learning a Common Skill/Technique takes 1 Sessions, an Uncommon Skills/Technique takes 2 Sessions, and Rare skills take 4 Sessions. A Session is defined as 15 minutes of Roleplay that can be talking about the skill, demonstrating or general interaction on the topic. The goal is to

encourage player interaction and enrichment so training can take on many forms, not just a long discussion.

After instructing another character in a skill, they must write on the recipients' character sheet the following information: Date, Time, the name of the character teaching, and the skill being taught. If the character learning the new skill has all the necessary unspent experience points at the time of instruction, they can seek out a Plot Marshal to sign their card. This will allow them to spend the build and gain access to the skill at that time; otherwise, the learned skill will be purchased during character updates after the game.

Unlearning Skills

Any character can unlearn skills they currently have, granted not quickly. To unlearn a skill a character must note it on their sheet and have a Marshal sign off. They will not be able to use the skill for 2 games, at the end of which the XP for the skill will be refunded. Only one skill can be unlearned at a time, in the case of skills that have Ranks the character must Unlearn each Rank individually.

Lineages

What follows are player Lineages of the game world. While there are many other game Lineages, these starting Lineages are ones that have very large populations and settlements stretched out across the globe. Each Lineage has its own set of Lineage abilities that help keep them unique.

Lineage Talents

Each Lineage has their own set of Talents that are only available to them. Characters will gain a Lineage Talent at 8th, 18th, and 28th level. Only Lineage Talents can be taken at these levels, and they are not interchangeable with other Talents.

Dwarves

Role Play

From the deep places of the realms, a proud and resilient people emerge. Carving magnificent kingdoms from the hearts of mountains, the dwarves are master artisans whose works in stone and metal are unparalleled. They are a stout folk, as unyielding and enduring as the rock from which they hew their homes. A dwarf's life is long, their memory longer still, and their loyalty is as heavy as a Warhammer.

Advantages

- Resist Poison-Dwarves receive 1 *Resist* at 1st level and may purchase more.
- Receive a 1XP discount on all ranks of Mining.

Disadvantages

- Males must have a thick beard, which must be at least 1 inch in length; and Females must have their hair in thick braids, as well as braids of hair at their temples or a beard.

Lineage Talents

Cave Dweller

You spent the formative years of your life living, working, and are learning in subterranean dwellings. You receive an additional *Assist Bonus* on *Skill Checks* when dealing with or interacting with underground terrain. Additionally, your eyes adjust to the lack of light extremely well, so long as you know the Language you can Read even in the dark, and duration of *Blind* effects on you is reduced to 5 seconds from the normal 10.

Family Weapon

Among the dwarven traditions the passing down of a family weapon is one that marks the coming of age and a rite of passage. Your character gains an Axe or Hammer weapon,

this weapon does not have any special properties of its own, but when in your characters possession the weapon is considered to have the *Unshatterable* property. The weapon still has a normal duration and must be reworked to maintain the duration.

Master Wright

Smithing is more than just a cultural norm for you; it is a gift that just exists within your blood. The player can choose *Metal Wright* or *Wyld Wright* to be their focus, from that point on they will receive an additional 2 Production Points for each of the first 3 ranks of that crafting skill. Additionally, they can create 1 additional *Epic/Ascendent* items each Day.

Potent Blood

Some of your kind might say that your blood runs thick with that of your ancestors, or that you were born under a blessed moon; either way your *Resist* is strengthened. Your *Resist Poison* is replaced by *Resist Toxin* which can be used to resist *Poisons* and *Diseases*.

Prospecting

Living deep underground, you gain a special connection to the stone of the deep. When using the *Cultivation* ability from *Mining* you gain 10% additional components, minimum 1.

Stone Lore

This grants the ability to communicate with stones to learn information about their history or their surroundings. The stones can relay details about who or what has touched them, as well as reveal what is hidden beneath or behind them. It is a type of divination.

Elf

Role Play

Graceful, ancient beings of the forest, Elves embody elegance and mysticism. With their pointed ears, keen senses, and a natural affinity for magic, they are the keepers of nature's secrets. Elves are known for their agility, long lifespans, and a deep connection to the world around them, often living in harmony with the forests and mystical realms. Steeped in tradition and history, they are seekers of knowledge, art, and arcane power, standing as timeless custodians of the natural balance.

Advantages

- Resist Mind- Elves receive 1 resist at 1st level and may purchase more.
- Studied Lineage- This grants them a 1 XP discount on ranks of *Arcane or Nature*

Disadvantages

- Make-up of Elf Ears

Lineage Talents

Arcane Lineage

The legends of the Elves deep tie to the Arcane makes manifest in some of their kind still, turning legend into power. The character gains the ability to cast 2 *Cantrips* each Day, the spells they know are 3 *Wind, Shatter, Light, and Repel*.

Deeper Learning

Years of studying your favored field has led to you making few missteps. Once (1) each *Module* on a failed *Arcane or Nature Skill Check* the character may retest to try again.

Elven Accuracy

This Talent hones the elf's senses. When a skill or spell that has *Daily* use cost misses its target or is defended against, such as with *Parry, Dodge*, etc., the Elf may call "Elven Accuracy" and

repeat the attack immediately at no additional cost. This Talent can be used twice each reset.

Elven Martial Training

This Talent gives the character *Weapon Proficiency: Long Bow & Long Sword*.

Graceful

Elves have always been known for their exceptional grace. This Talent allows a character to automatically succeed on a physical challenge; this can be used once (1) each Day. Additionally, when falling, the character is granted an effect similar to a *Featherfall* with the exception that they suffer half their max *Body Points* in damage but are never reduced below 1.

Years of Mastery

This Talent allows the character to receive an *Assist Bonus* on *Knowledge Skill Checks*; this is in addition to the normal 3 Bonus categories.

Erebidae

Role Play

Because for so long Erebidae were primarily sighted before attacks or disasters it was long assumed they were either myths or harbingers of some kind. Once it was discovered that they were real it was believed in Wraithvale that the Erebidae were a very specific offshoot of Sylvan. It wasn't until Erebidae from the Fae realm came and found their siblings to tell them the truth of their lineage that what knowledge there was to be had of their true nature was shared.

Erebidae are guardians of the strange scars left in reality after what they refer to as The Empty War. These spaces are hard for the average person to access and even harder to survive but it is a duty that the Erebidae have taken upon themselves, with the help of those with more martial skills than themselves.

Advantages

- Camouflage- Erebidae receive 1 Camouflage at 1st level and may purchase more. This ability functions like the *Hide* skill with the following changes; first the player must be touching a non-moveable object larger than the player in width. This ability does not have a count, and the player can go into *Hide* instantly.
- Gains the *Glide* ability
- Receive 1XP discount on *Lore* skills.

Disadvantages

- Must have moth wings and antenna.
- Make-up: Makeup that over accentuates the eyes.

Lineage Talents

Death Shroud

On the cusp of death, a Erebidae can reflexively attempt to survive. At any time during

the characters *Death* count they can choose to become *Cocooned*. This effect stops their *Death* count, so long as the effect is in place putting them in a state of suspended animation. The cocoon makes the character not a viable target for effects or damage, and they will remain in this state until they are cut out or 30 days have passed; at which time the effect will end and the character will be at 0 Body Points and *Unconscious*. This ability can be used once (1) per game.

Harbinger

Your Lineage is known to have the power to glimpse events to come, though often it comes in brief and incomplete visions. This allows the character to use *Augury* once (1) each Day. Though instead of a *Weil or Woe*, the character may receive more information.

Lore Seeker

Traveling the scars of reality, the Erebidae often uncover hidden lore and mysteries, even uncovering more truths about the mundane. When making *Skill Checks* on *Lore* skills the character lowers the *Difficulty* of their check, Additionally, once each Day the character can attempt a retest on a failed *Skill Check*.

Portance

Maybe you have seen your own death or maybe you have just seen the aftermath of disaster. The character gains the ability *Danger Sense*; this can be used once (1) each Day.

Predators Pattern

Your wings bear patterns that in the right light can fool a would-be aggressor that you are a formidable foe. This allows the character to once each Module use *Gaze Shun*.

To the Skies

Your wings are more pronounced than many of your kind and this grants them the ability to *Fly*. The character gains the *Fly* ability.

Goblin

Role Play

Cunning, resourceful, and often mischievous, Goblins are small but fiercely adaptive creatures known for their agility and cleverness. With their sharp eyes, quick reflexes, and a knack for improvisation, they thrive in unpredictable environments, from dark caves to bustling cities. Goblins often rely on their wit and numbers to overcome stronger foes, making them expert scavengers and tinkerers. Despite their mischievous reputation, goblins possess a resilient spirit and a close-knit community sense, valuing loyalty and ingenuity above all.

Advantages

- Nimble-Character gets *Proficiency: Thrown* for Free.
- Tinker- 1 XP discount on Engineering

Disadvantages

- Make up- Green Skin and Pointed Ears

Lineage Talents

Blind Luck

You receive an *Assist Bonus* on *Skill Checks* for *Disable Device*. Additionally, once (1) each Day you can make a second attempt on a failed *Disable Device* check.

Goblin Baker

You have mastered the goblin secrets of making hardtack, bread that will keep you full all day with just one loaf, amongst many others. You receive a 1XP discount on *Cooking*.

Nimble Survival

Whether it is dumb luck or just your natural instinct to survive in the most unbelievable of situations. You gain the benefits of the *Talent: Lightning Reflexes* and additionally once (1) each Day you can avoid the effect of a single AOE attack, this includes traps and non-single target Voice effects.

Pot Licker

You have never left a pot or bowl empty, licking up the last drop of every meal. Your gluttony has its advantages though. After consuming a *Cooking* food item, you gain 1 Base Body.

Shadow Touched

Goblins are creatures of the dark, and this goes deeper than just where they dwell. There are stories that the lineage was created ages ago by a powerful warlock to explain their power. Once (1) each *Encounter* the character can unleash a shadowy slash, this is a *Blitz* attack called as "*3 Shadow*".

Sidestep

Goblins are small and fast, giving them the ability to move around the battlefield with ease and swiftness. The character can use *Initiative* once (1) each *Module*.

Halfling

Role Play

Halflings were by nature joyful and friendly in their dealings with others. Because they lived in a world where they were surrounded by larger creatures, halflings tended to avoid notice, often deliberately, or at the very least, acted cordial towards the larger races. Halflings appeared deceptively harmless, meaning they were often beyond the notice of enemies that might otherwise pose a threat to them.

The halfling mind was practical and halflings concerned themselves with their immediate surroundings. They took pleasure in simple things, with few aspiring to greatness in the same manner as humans. Some halflings did become adventurers, but usually this was a practice taken up for reasons of necessity rather than personal drive. Because of their love for home and family, halflings make loyal and courageous allies, willing to put their own lives at risk for the sake of others.

While many halflings did not have the ambition for adventure that some races did, most preferred trouble to boredom; the race was notoriously curious. Halflings were courageous, more so than many races, and their daring was often difficult to match. Many halflings also had a strong appetite for food and drink as well as narcotics and clothing. Similarly, many halflings were enthusiastic collectors, and loved to hold on to possessions won through skill and daring

Advantages

- Evade- Being small and nimble allows you to avoid some damage. You can use the *Evade* defense once (1) each Day
- Heightened Scent- They have an extraordinary nose and can pick out scents distinctly.

Disadvantages

- Must have thick mutton chop sideburns.

Lineage Talents

Disappear in the Crowd

Halflings are small in stature, and this makes it far easier to quickly go unnoticed. This grants them the *Hide* skill as no cost.

Fearless

Maybe it is just the inherent sense of wonder, or maybe you are just too naive to understand the grave nature of your situation. The character gains *Immune to Terror and Fear* effects.

Iron Stomach

Halflings are known for their insatiable appetite and willingness to try anything. As such you have developed a natural resistance to poisons. The character can *Resist Poison* twice (2) each Day.

Scavenging

You have a nose and knack for finding useless items to cook. Once (1) per Module you can gather a random Creation Component.

Surefooted

No matter the terrain you have no issues staying upright. Once (1) each Day you can ignore *Difficult Terrain* for an *Encounter*, or *Resist* effects that force your movement.

Unassuming

Your small stature and non-fearful presence leave your foes unguarded. When an ally is making a *Persuasion Skill Check* you can give them the *Assist Bonus* even without needing to have the skill.

Human

Role Play

While all the great kingdoms play a part in the world, the human kingdom seems to have the most sway. They are the overly compassionate hearts trying to save a world in peril. Adventures of every Lineage set out to right the injustices of the world, but among the human Lineage even the common man seems to try to better the world beyond his own borders.

Advantages

- None

Disadvantages

- None

Lineage Talents

Adaptive Lineage

Within ever Human is a spark of potential that; they may pick a General Talent that they meet the prerequisites for.

Friendly Face

While the realms are filled with many races, Humans seem to be the most common to be found nearly everywhere civilization exist. Because of this they find it easy to fit in anywhere. This means when engaging with NPCs that are not already hostile, the NPCs will interact as though they can trust them.

Survivor

Most lineages were born with gifts that aids in their ability to survive the harshness of the realms, while on the surface Humans do not appear to have just gifts their ability to persevere in other ways. Once each Day the character can *Resist* a single effect that is not Binding or Called Damage, additionally their Bleed Out count is increased by 30 seconds.

Kitsune

Roleplay

Kitsune often find themselves as guardians of natural places. While there is no shortage of adventurous spirit within this race few choose to leave the wilds of The Fae Realm of Echisis. These are souls with a love for trickery and mischief, mostly of a benign nature though some have been known to use their wiles to enact justice where they feel it has not been properly dealt out.

Advantages

- *Natural Shapechanger*- You can shift into the form of a Small Fox, but in this form you can use no skills/abilities not listed here. In this form you are set to 3 Temporary Hit Points, if these points are lost you will instantly revert to your normal form. While in this form you can still speak normally (which might be to blame for the rumors about strange foxes) and gain a single use of Flee. The real power of this ability is that so long as you are staying mostly hidden (not walking just out in the open) you will go unnoticed by most people. Even in a city foxes are known to prowl around but staying out of sight, now this will not let you avoid detection by say a guard on active watch, but with a little distraction you might slip by.
- *Dreambound*- Kitsune are one of the few creatures that are truly tied to the realm of dreams and so can be a gift and a curse. Because of this they can escape their sleeping state as needed, the primary advantage is that Sleep effects of any power only last for 1 minute on them.
- *Short Claws*- for even in their humanoid shape they retain the gifts nature granted foxes for their survival.
- Gains the *Hide* skill at no cost.

Disadvantages:

- *Delicate Form*- for *Feats of Strength* that are based on strength (lifting, pushing, dragging, breaking) you are treated as have -1 Strength

- *Vulnerable Cold Iron*
- *Make-Up*- Fox make-up or mask, must have a distinct glyph on the forehead (gold, purple, or blue in color), Ears, and at least 2 distinct Tails.
- *Dreambound*- Being a child of the Dreamer but not a part of Oneiros leads the natural denizens of that realm to be wary of the Kitsune, while some may be neutral, many will see them as prey.

Lineage Talents

Blending in

For one (1) hour or *Module* per Day the Kitsune is able to fully shape change into any species of their choosing and adopt the other species benefits in addition to their own for that time.

Dream Walker

You have fully opened yourself to the power of your heritage and become a creature of dreams. You are now *Extra Planer* and can be *Banished* to Oneiros. If you dissipate you still need to perform the normal Resurrection bead draw (so long as you are on a plane with sentient creatures who sleep and dream you do not suffer any additional negatives for dying on another plane), however you reform in the Dream realm, from there it takes an hour to find a dreamer who you can ride across back to the material Planes. Finally you can enter a meditative state which takes 20 minutes (this cannot be reduced) at the end of which you can open a *Gate* into Oneiros.

Dream Weaver

Your bond to the power of dreams gives you a few special qualities. First you are able to navigate the ever shifting terrain of Oneiros; secondly you are able to plant waking dreams into the minds of targets. This allows you to cast (as "Magic") Fear or Charm twice each Reset. The only downside is your bond to the Dream grows and Awaken deals 2 points of damage to you in addition to its normal effect.

Elusive Nature

Catching a fox is difficult, catching a Kitsune is even harder; this makes landing some attacks against them challenging. This ability allows the character to use the *Evade* ability twice (2) each Day.

Innate Arcana

The Kitsune can tap into their magical nature and produce spell-like effects; this allows them to cast *Night, Blind, or Roc* once each Day as "*Magic <Effect>*". Additionally, they can cast "*Magic 2 Fire*" once each encounter.

Second Skin

While they are classified as Natural Shapechangers not all Kitsune mature into their abilities at the same time. This Talent allows the character to shift into a stronger battle-ready Fox form. This mimics the *Beast* effect but also grants them a single use of *Initiative*. Alternatively, this can be used to shapechange into appear human, save for their tails (which can be a giveaway if not hidden), and will last for up to an Hour or *Module*.

Kobold

Role Play

Kobolds are masters of underground passages, mines, and the shifting natural tunnels that have occurred over time. When the Dwarves began making their way into their territory there was a tenuous start as the Kobolds tried to frighten the Dwarves away with thrown voices, tunnel alterations that baffled, and traps to deter Dwarves from continuing on. Once they finally made contact, though, it was discovered that Kobolds are very social; their actions were in defense of their homes, not out of malice. Agreements were struck and Dwarves and Kobolds began a friendship that has abided for years.

Kobolds enjoy living in groups, this makes them much more formidable than when they live individually. Where large societies of Kobolds have formed their cities are labyrinthine underground structures peppered with traps to deter the intrusion of unwanted visitors. As they have moved on from their more isolated nature it has become common to find caravans of Kobolds traveling the countryside, often as merchants dealing primarily in ores and their mechanical inventions.

Often when these caravans decide to settle somewhere for a significant amount of time, they build mazes for the locals of the area to enjoy for a small fee, this is also where they sleep at night but they close those passages off while the mazes are open to the public. Anyone who traverses these mazes without the assistance of a Kobold is held in high esteem.

Advantages

- *Resist Disease*- Receive 1 resist at 1st level and may purchase more.
- Automatically receive the *Assist bonus* on *Alertness Skill Checks* related to Traps and Dangers.
- Receive 1 XP discount on Cartography

Disadvantages

- Make-up: Canine features with small horns

Lineage Talents

Communal Minded

Within the colony, your kind work together in all things, having an overwhelming ability to help each other. The character can grant the *Assist Bonus* on *ANY Skill Check*; they do not need the associated skill to do so.

Keen Senses

Your Senses of Sight and Smell are more developed than others of your kind. This allows you to pick up on even minor things others will miss. You can Smell the presence of poison and rot in the area around you, though this might not let you pinpoint the source in an open room, and you now receive an *Assist Bonus* to all *Alertness Skill Checks* and *Tracking*.

Maze Runner

Mazes are not just a matter of physical walls and patterns, they are a state of mind and like all knots can be unwound. When navigating any type of "Maze" or complex structure, you can make a simple test (Win/Tie) with the marshal to find the correct path when multiple options are possible. This can be used once in each room, as you are "reading the room" to find the best path. More importantly you will always be able to find the shortest path back to where you entered from.

Misdirection

You are small and nimble and frankly a little frail so being in the fray can be rough. You have learned tricks to get out of the way and have violence go towards others. The character can reflexively use the *Conceal* skill upon being hit in combat, this negates the attack. Unlike the normal use of *Conceal* the character cannot move and 10

seconds later they will reappear in the same spot. This can be used once (1) each Day.

Primal Roar

Kobolds are not just skilled at helping others with their intuition and cunning they can also inspire them in combat. Once (1) each module the character can unleash an inspiring roar with the call "Voice Allies Magic Blade".

Tunnel Rat

Underground cities don't just happen; there is a lot of dirt in the way. You gain the *Burrow* ability; however, you can choose to make the passage remain long enough for up to 5 people to get through before it collapses.

Mycians

Role Play

Originating from deep within the Cu'lithie forests of Echisis, the Mycians are one of the oldest races of Fae. For most of written history the species was almost unheard of, and in some circles believed to be extinct; yet there were signs all around Echisis of their presence. It is unknown if it was by a greater design or just a cosmic coincidence that the species by their nature would be the engine for the creation of the powerful Mushroom Ring that would allow passage between Echisis and Wraithvale. As for their ties to the other races, there are scholars who posit that they are almost a mirror species to that of the Ents found most commonly on Wraithvale, as they both serve a part of the cycle of nature and life in different but symbiotic ways.

Like any other creature there are variations in how they act as individuals; but on a whole the species tend to be quieter in voice, this does not mean they are not outgoing. Woe is the fool who takes the gentle quiet of a Mycians for weak or pacifistic, Shriekers can reduce even the most stalwart of foes to trembling piles. As if that was not enough, the salt in the wound comes from being consumed while still twitching.

Advantages

- Being of the Woodlands- Ents receive the skill *Tongue of the Land* at no XP cost, regardless of class.
- Receive a 1 XP discount on Nature and Realms.

Disadvantages

- Must wear a mushroom cap headgear at all times

Lineage Talents

Decompose

As part of the natural cycle, you can aid the decomposition of a corpse. Using this ability takes a 30 *Counted Action*, at the end of which the body is destroyed and the character is healed for 2 points.

Hardened Fibers

Mycelium comes in hundreds of species, and they all vary in their forms, but they all share a natural resilience. The character gains 1 point of *Natural Armor*, this goes over their class Maximum.

Hyphae

Being a creature that is born of the Fae but so tied to the natural plant life they have the ability to tap into the local root network of plants and communicate with them. This communication is in many ways far superior to other forms as it allows them to have full interaction. This allows the plants to communicate far more deeply than with *Tongue of the Land*.

Noxious Spores

Some Mycians have developed a better defense against those who startle them. Once (1) each *Module* the character can use "*Aura Nausea*", when attacked with a melee weapon.

Regrowth

While often growing by feeding of the death and decay you bring about new life. You can expel pollen that brings new life with it to your surroundings. Twice (2) each Day the character can call "*Heal 3 Body Burst*".

Spore Mastery

Prerequisite: Character Level 8 or higher

As you have aged you have developed advanced spore clusters that can be used to have greater effect on the world around you. Twice (2)

each Day you can unleash spores to generate the following: *Animate*: Infect a downed creature, this will return them to life at full health and skills under your control for an *Encounter* at the end of which they will automatically dissipate; *Encapsulate*- infect a living target to alter their metabolism for an *Encounter* during that time they are *Immune* to *Poison* attacks, *Disease* effects and *Chemistry* effects, *Rapport*- Infect a target allowing you are to communicate with them telepathically for up to an Hour, so long as you are within 5 miles of each other you can communicate Out of Game, this can be done during holds and even via Text Messaging (but keep it discreet for game immersion, this ability can function even if unconscious so you could potentially call for help.

Ogre

Roleplay

Ah the simple life of the gentle titan, or so one might think; what really goes on in the head of the oversized brutes may never be known. Ogres by nature are not seen as intelligent. While they are not intelligent in the common known ways, they are oddly wise in their own right. There are tales that long ago a powerful curse was placed upon the race of Lumina and the Ogres were created but only kept their physical traits. Now whether this is true or tale we may never know.

They are highly protective of whatever territory they consider “theirs”, and actual ownership is not a question. Ogres are Tribal, in nature, though this is not bound to their own kind, Ogres are often found as part goblin and bugbear clans and have even been found in human cities as “part” of the local “Human clan”. This makes them a very peculiar lineage, while they are deeply tied to their own kind, their sense of clan and family is more about who they claim as theirs.

Ogres are extremely spiritual though from the outside this is often mistaken as simple superstition. In the night sky there is a star that Ogres have named The Great Eye, though not even the goblins they normally reside with know why. This star seems to call them together. As the Great Eye rises, Ogres around the realms seem to vanish, in actuality they travel to a sacred place where they will convene for weeks at a time. It is unknown what happens at these great gatherings or where they take place by all except the Ogres who congregate.

Ogres, while being a hearty race, seem to have an abnormal life span and no one knows why; they never really show any signs of aging and it is hard to tell their true age, since they reach maturity in less than 1 year. The Ogres that have actually been tracked seem to only live for

up to 24 years, though this number has only been at best estimated.

Advantages

- *Huge*- Due to your size you naturally have a +2 *Strength* for *Feats of Strength*.
- *Resist Curses*- Ogres receive 1 *Resist* at 1st level and may purchase more.

Disadvantages

- *Make up*- Yellow skin with horns
- The Knowledge skill *Society, Arcane, History* cost an additional 1XP each Rank.
- *Clumsy*- Big hands make small tasks difficult. You receive a -1 penalty on *Disable Device Skill checks*.

Lineage Talents

Behemoth

You are so large that little can stand in your way. You gain the *Destructive* effect when attacking objects. Additionally, your *Strength* is increased to +4 for *Feats of Strength*.

Giant Kin

Long ago the Ogres shared a close familial line with what is known today at Giants, and some still develop some of that power. This Talent allows the character to tap into that power briefly unleashing almost unstoppable strikes. Twice (2) each *Module* the character can add the *Massive* Modifier to their attacks.

Ogre Wit

Ogres are far from being the quick wit at the party, often they will miss the joke entirely only to get it minutes later. The character gains a *Resist Charm/Compulsion* once (1) each *Module*, as convincing them to do something is not easy.

Pea-Brain

As a creature almost as simple as it gets, your mind works in ways that others can't comprehend. They can communicate with rocks, plants, and simple animals.

Foreseer

Be it the blessing of the Great Eye or the power of the tie to the “curse” that may have made them, some of the line develop the ability to ‘look ahead’. Once (1) each Day the character can call upon the Great Eye for a glimpse into the near future. This allows the Marshal to give them glimpses of what they may encounter in a Module. Additionally, once (1) each Day they can use the *Danger Sense* ability.

Curse Touched

Prerequisite: Character level 8 or higher

With growth and age your connection to the powers of your line deepens, some see this as a boon some a bane. The character develops faint bark runes on their arms. The character no longer has a penalty on *Arcane* and can use their natural resistance to Curses to aid others; they can now use their *Resist Curse* to *Dispel Curses* from allies.

Primordial

Role Play

Stories of how Primordials came to be vary from family to family and it has been so long since these lineages began that no one can be quite sure what is true anymore. From simply having lived too close to some powerful force of nature such as a volcano to rumors of trysts between an ancestor and an Elemental spirit, tales woven by Primordials to explain their existence are rarely boring.

Primordials are Sentients who know the benefits and the blessings that come with being able to closely commune with nature, as well as the fury with which it can act should it be too thoroughly disturbed. All elements exist within them, which can be both blessing and curse. Some days a Primordial may burn with passion while another they may want nothing more than to, quite literally, burrow into the earth and not be disturbed.

Advantages

- Resist Element- This ability allows the character to *Resist* an attack with Fire, Water, Wind, or Stone in the call. They receive 1 resist at 1st level and may purchase more.
- Receives a 1 XP discount on the Realms Skill.

Disadvantages

- Make-Up: Must have markings on the face and body of the elements; flames, clouds, waves, and stones.

Lineage Talents

Conduit

Within you still stirs the elemental powers of your ancestors and you have tap into that. This Talent allows the character to gain *Affinity <Flavor>* for an *Encounter*; this will make

elemental spirits of the same flavor not see the character as a threat and almost as a kindred spirit. This will break if the character engages in combat with the NPCs. This can be used twice (2) each Day.

Echo Element

This Talent allows the character to manifest a minor amount of elemental power. This could be used to create a small flame to start a fire, a gentle breeze to carry away leaves, a small amount of water to give aid to a thirsty creature and so on.

Elemental Husk

You bind to the elemental powers that exist in the world can be worked into a protective shell. The character can grant themselves a *Barrier 4*, this ability can be used once (1) each *Module*.

Energy Eruption

Beneath the surface there is ever churning elemental power, and you have learned how to use it as a weapon. Once (1) each *Module* you can reflexively respond to a melee weapon attack with "*Aura 3 <Flavor>*" choosing from Fire, Water, Wind, or Stone.

Primal Power

Prerequisite: Character level 8 or higher

You have developed a stronger connection to one of the primal energies that courses through your body. The player must choose one of the following:

- Fire- Gains *Gaseous Form* this can be used once (1) per *Module*. *Vulnerable Water*
- Water- Gains *Water Movement*, *Vulnerable Wind*
- Wind- Gains the *Fly* ability, and *Vulnerable Stone*
- Stone- Gains the *Burrow* ability, and *Vulnerable Fire*

Satyrs

Roleplay

While the Fae Troll is the Shield, the Fawn is the Axe of many Fae armies. A quickly incited rage of destruction let loose upon any who would take up arms against the kingdoms of Echisis. As the true force of battle for the Fae you hold little regard for policies and proper conduct, war is war and people will be slain.

Many on Echisis see your race as being too brutal and violent for your own good. But what do they know; it is not their place on the front line of the battles, shedding blood, slaying all that lie in your wake. They are to be pitied, for they have never known the greatness of a victorious battle; they live their lives held in safety. But enough of war, there is more to life than just war.

There are Axes; one of life's most treasured of things. Axes are an everyday piece of life just as much as the clothes on your back, they are not only good for killing people and slaying monsters. They are also the best choice for clearing land, building lodging, hunting, and of course KILLING PEOPLE. But there is also family, and the brotherhood of your comrades; there is a bond with both that runs deeper than blood; these bonds are what makes you the warrior you are.

Much like a fast burning candle the life of a Fawn is often short, even those that do not die in battle or from long lasting wounds, Satyrs often die long before their prime. They tend to live short lives no longer than 80 to 90 years at the oldest. For the Fae this is barely a grain of sand in a desert.

Advantages

- *Battle Hardened- Immune to Fear* effects (this does not make the character Immune to any damage or other effects that may also be part of the attack)
- *Axe Focus-* All Satyrs are Proficient with Axe Weapons

Disadvantages

- *Make up-* Horns and furry lower legs
- *Vulnerable: Iron*
- *Battle Fury-* Cannot run from combat unless sorely outmatched

Lineage Talents

Axe Mastery

Grants the character a *Blitz* attack that can be used once (1) each *Encounter*. This attack is called as "3 Normal".

Battle Commander

As the Axe they are also commanders in the field, and you above others have the knack for inspiration. Once (1) each Day they can use the ability "*Natural War Cry*".

Cloven Hooves

Your feet have pronounced cloves allowing you to really dig into the ground and pick up speed at a moment's notice. Grants the character the ability *Flee* twice (2) each Day and additionally allows the character to Flee into combat.

Warriors Presence

Satyrs are known as some of the fiercest combatants on *Echisis*, this is because they are cunning advisories not just tireless troops. Off the battlefield their renown is still felt and respected. Once (1) each *Day* the character can exert their presence, drawing attention to them, and putting NPCs at a disadvantage. All NPCs in the *Encounter* have their *Willpower* lowered by 1. Additionally, they can grant the *Assist* bonus to *Society Skill Checks*.

Saurok

Role Play

Saurok were once a traveling race but eventually found themselves settling in areas where they felt they could be of some sort of service. Their legends say it was the solitary nature of the dragons that caused them to go mad, so the Saurok have always lived in conclaves, whether with other Saurok, regardless of scale color, or with other Sentients.

Advantages

- **Glide**- This ability functions much like *Featherfall* with the difference that they can choose where to land so long as the location is lower than where they started and within 100 yards.
- **Elemental Scales**- Gains Resistance 2 of their Chosen Color.
- Characters gain *Immune to Terror* effects.

Disadvantages

- Must have colored scales along the edges of their faces and neck, as well as small horns.
- Must choose their color at creation. This will affect their abilities; they will also gain *Vulnerable <Flavor>* based on their color.

Flight Color	Flavor	Vulnerable
Red	Fire	Water
Blue	Water	Fire
Black	Acid	Silver
Green	Lightning	Wind
White	Wind	Stone
Brass	Fire	Water
Bronze	Lightning	Wind
Copper	Acid	Silver
Silver	Silver	Acid
Gold	Spirit	Shadow

Lineage Talents

Ancient Scales

Your scales, while small and flexible, still grant you some protection, granting you 1 point of Armor, these stack above the characters' class maximum.

Awaken Blood

You can summon up the power of your ancestors to unleash a blast of energy. Once (1) each *Encounter* you can use a special attack of "*Elemental 3 <Flavor>*". The flavor is bound to your color.

Brood Lore

Dragons are ancient creatures who lived for untold eons, in that time they learned almost all there was to consume, within you remains a small bit of that knowledge. The character Automatically gains the *Assist Bonus* on *Arcane*, *Realms*, and *Mystery Skill Checks*.

Deepen Connection

Prerequisite: Character level 8 or higher

You have undergone sacred rites after years of focus and inner growth to deepen your connection to the ancients. Characters of Chromatic Flights gain the following: 1XP discount on *Warfare* and once (1) each Module can make a packet attack of "*Arcane Fear*"; Characters of Metallic Flights gain the following: 1XP discount on *History* and once (1) each Encounter can "*Resist Fear/Arcane Dispel Fear*".

Overwhelming Presence

The blood of the ancients runs deep within you, and it rises to the surface at the smallest provocation. You can use this to influence others. You can use the *Intimidation* ability from *Persuasion*, your effective total for the *Skill Check* is 3, without having the skill. If the character has the *Persuasion* skill they receive a +1 Bonus on the check.

Wings of the Alpha

Your wings are far more developed than many of your line, and they can be used to propel you through the skies. This Talent gives the character the *Fly* ability.

Shrouds

Role Play

There is a strange, rare phenomenon which causes a soul that has been trapped in The In-Between to find its way back into a body not its own. The bodies, not dead long and now occupied once more by a spirit, lived. The soul may have been searching for The Door to The After for years. A human soul could end up in a Sylvan body. An Erebidae in the body of a Dwarf. There was no rhyme or reason to these events that could be found. Unable to return to the souls' families nor the families of the body they had inhabited, Shrouds were for some time solitary creatures oft believed cursed.

When they finally began to find each other, they formed communities on the fringe; near enough to towns so that they could still trade and, if locals were willing, socialize but far enough away that they were not considered interlopers. As knowledge of this phenomenon grew Shrouds became more welcome, though they were more likely to congregate together, knowing that their experience was one only those who shared their condition could appreciate.

Now, more often than not, when one meets a Shroud, they are descendants of those who were originally affected by this strange phenomenon, not a newly woken soul from The In-Between. The features that denote a Shroud are a genetic trait that passes down, as does the strange sense of closeness to what lies beyond the realm of the living.

Advantages

- Resist Metabolic- Receives 1 resist at 1st level for free and may purchase more.
- Receive a 1XP discount on Mystery.

Disadvantages

- Make-up: Pallid face and features
- *Vulnerable: Spirit and Shadow*

Lineage Talents

Haunted Voices

Your kind exists with one foot over the threshold so to speak on a spiritual level, this opens you to the spirits that roam the *In Between*. In some places you may hear the disembodied voices from beyond and while you cannot communicate with them, they will know you are listening. Spirits will take advantage of this and will try to reach out.

Grave Scent

While it goes unnoticed by the living there is a minute spiritual scent that lingers around you. Undead creatures and Spirits can sense this; Lesser creatures will ignore your presence so long as you do not engage them.

Pierce the Veil

You are in tune with the vibrations of life and death allowing you to sometimes almost sense its presence. Twice (2) each Day you can use *Deathwatch* as an ability; there is no incant to use this other than the call of "*Are there any Dead in the sound of my voice*".

Spirit Channel

The power of spiritual energy can be a violent force when channeled correctly. You have learned how to draw upon that power and unleash it. The character gains a packet attack of "*Arcane 4 Spirit*" this can be used once (1) each *Encounter*.

Slow Pulse

Being on the edge of life, the Shrouds have more than a few physical abnormalities. This Talent slows the characters pulse and blood flow granting a few advantages. The characters *Bleed Out Count* is doubled to 4 Minutes, additionally once (1) each *Day* a *Dying* character can choose to *Self-Stabilize*.

Vessel

Prerequisite: Character level 8 or higher

Your connection to the realms of the departed is deeper than some of your line, for better or worse. You can open yourself up to the voices of the dead and allow them to speak through you. Once (1) each Day you can enter a trance-like state and use *Summon Spirits* as the Ritual, with the exception that the spirit temporarily inhabits the characters

consciousness. This leaves them helpless and only others can speak with the spirit.

Sylvans

Role Play

You come from a lineage that has left you more entwined with the natural animals of the world than others, and your appearance corresponds with that. Speculation as to why the Sylvan have retained a more animalistic form is just that, a mixture of legends and tall tales that can occasionally start arguments, both polite and heated, at social gatherings.

Advantages

- Choose 1 Trait from each Category on the following chart, they should make sense for the creature type.
- Can use 2 Short Length Claws.

Category	Trait	Effect
1	Strong	+2 Strength for FoS
1	Acute Senses	Gain <i>Assist Bonus</i> on <i>Alertness Skill Checks</i>
1	Scent	Gains <i>Scent</i> ability
1	Tough	Natural Armor 1 point
2	Elusive	Gain <i>Flee</i> once (1) each Day
2	Modality	Burrow, Fly or Underwater Action
2	Wiry	Escape binding on 10 count
3	Cunning	Gain <i>Resist Charm/Compulsion</i> x1/Day can purchase more.
3	Hearty	Gain <i>Resist Poison</i> x1/Day can purchase more
3	Spines	Gain packet attack "3 Normal" twice (2) each Encounter

Disadvantages

- Full Face Make-up or Mask for the animal chosen.

Lineage Talents

Beast Spirit

All Sylvans have their primal traits, though some of the lineage have developed

stronger ones. Once (1) each *Day* the character can unleash their dormant power, doing so grants them the following: +2 Strength for FoS, *Evade* x 1, 2 Points of *Natural Armor* (These points go above the characters maximum), and 1 *Blitz* attack for "3 Normal". This effect lasts for an *Encounter*.

Lengthen Claws

This Talent causes the characters' claws to become elongated increasing them up to medium weapon length.

Natures Retreat

You can slip into nature almost like a second skin for its protection. In a natural terrain you can *Hide* so long as you can find good cover, underbrush, stone overhangs, large trees, etc.

Preening

Your body is extremely resilient and always growing. As part of your daily grooming routine, you can collect a single *Uncommon Primal Component* from yourself. You will collect the component at Logistics.

Tied by Wyld

Prerequisite: Character level 8 or higher

You have spent extensive time far out into the wilds deepening your connection to the spirits of the Wylds. When the character is in the *Wyld* or in an area being heavily influenced by the *Wyld* they gain +2 *Base Body*, +2 *Strength for FoS*, and the *Speed* trait.

Wyld Soul

Your connection to the Wyld spirits of nature is undeniable, natural animals will not see you as a threat unless you provoke them. This will allow the character to potentially interact with them. This will also give them *Affinity Wyld Spirits*, while they see you as a kindred spirit that does not mean you are still prey.

Trolls

Role Play

Born from the murk of the Great Swamp, the Trolls have evolved into apex predators, both brutal and cunning. They are known for their lack of any social skills with those outside their own lineage, but often this is due to a difference in how they communicate. To many their barbaric ways are uncouth and even random. Nevertheless, there is much more to this lineage than meets the eye.

Deep within the swamps, in places where few, if any outsiders see and live to talk about, the Trolls thrive in a society full of rituals. Most Trolls worship, on some level, Tak'zukari; a being that the Trolls know as the Blood God. While there are others that they may worship it is around Tak that a majority of the customs are built. Their rituals are not overly complex and typically follow many life milestones and seasonal events. Within each warren of Trolls there will be a Warlord, while this is more of a status than a ruler, whose duty it is to lead the warren in the strengthening of their domain and decide military action should that ever be needed; on the other side is the High Speaker, often the eldest of knowledge in the warren; the Speaker is the spiritual leader and in many ways the most common voice for the people. The Speaker and the Warlord work hand in hand to protect the warren and ensure that they survive.

To those who are not of the blood, the Troll may appear a simple-minded predator, but in truth they have a deep culture that binds the lineage together. While they may not carry on long discussions of past wars, they know what is truly important to them. People will often let their guard down around the Troll, thinking them too dumb to be a threat. However, their cleverness will astound you when you lie defeated, humbled by the ferocious cunning of a Troll.

Advantages

- Regeneration- Trolls receive 1 Regeneration at 1st level and may purchase more.
- Can use 2 Short Length Claws.
- -1 XP cost on Nature

Disadvantages

- Make-up of brown and green scaly skin.
- Arcane and Society for +1 XP per Rank

Lineage Talents

Born Grappler

This Talent allows the character to use their claws to grab their opponents and squeeze them into submission. Twice (2) each Day, the character can use *Binding Strike* with a 6 counted action, and the resulting effect reduces the target to -1 *Body Points*.

Lengthen Claws

This Talent causes the characters' claws to become elongated increasing them up to medium weapon length.

Self-Stabilize

This Talent allows the character to use their *Regeneration* skill while they are *Dying* to set their current *Body Points* to 0, thus *Stabilizing* them, after 5 minutes they will wake up with 1 *Body Point* as normal.

Swamp Thing

This Talent allows the character to breath underwater as well as in the air. In addition, the character gains the Talent *Terrain Adaptation: Water*.

Blooded by Tak'zukari

Prerequisite: Character Level 8 or Higher

You have come of age and have undergone the rites of passage, undergoing the ritual of blood. When using the *Regeneration* skill, they gain *Clear* as one of the use options; and all

uses *Heal 1* Body point in addition to the normal effect; including *Self-Stabilize*.

Path of the Speaker/Warlord

While few will ever fulfill the role of leader of a Warren it is a path that all follow. All Trolls eventually pick a path they wish to follow to lead the warren through their actions. Those

who follow the path of the *Warlord* receive a 1XP discount on *Warfare* and can use the *Motivate Profession* ability once (1) each Day; while those who follow the path of the *Speaker* receive a 1XP discount on *Mystery* and can use the *Augury Profession* ability once (1) each Day.

Backgrounds

At character creation you will choose a background for your character. This is tied to what calling you had in life before becoming an adventurer. Once in game your Background will evolve into a full profession. Each Background has 2 associated Professions; the player can choose which to start the game with.

Aristocrat

You were born into the upper tier of society. You were raised with a private education and were cut from the finer cloth. The guilds recognize you as well-to-do and often will cut you a break to keep in your favor.

- Receive a 1 XP discount on the Read & Write skill.
- Receive a 1 Rank of a Knowledge skill at no XP cost.
- Receive a 1 XP discount to *Society*.
- Begin game with the Diplomat or Craftsman Profession.

Artisan

By trade you come from a line of skilled craftsmen who have become the best at what they do. You had exceptional training, and even a knack from birth, when it comes to making a certain type of item.

- At creation, the player must pick their favored Production Skill. They will receive 2 additional Production Points for each Rank 1-3 that they purchase of that skill.
- Receives a free *Vocation (Area)* skill that fits with their favored craft skill for each purchase of the *Production Skill*.
- Receives *Estimate Value* for free.
- Begin game with the Craftsman or Merchant Profession.

Field Medic

Your time working with the sick and wounded has paid off. You often find that you are drawn to those in need of your care, and you value the lives of others highly. Life is precious.

- Receives the First Aid and Diagnose skills at no SP cost.
- Healing Touch- When performing *First Aid*, on a dying target, the count is reduced to 30 seconds from the normal 1-minute count; additionally, they can choose to heal the target for "Heal 2 Font" or *Stabilize* them.
- Receive a 1 XP discount on Mystery.
- Begin game with the Doctor or Priest Profession.

Nomad

You have spent many years travelling in the wilds, living outside the lines of normal civilization. The open wilds are a second home for you, and you have learned to make the most of it.

- Receive a 1 XP discount on Cartography.
- When using the *Survival* skill certain abilities are empowered; when using the scrounge ability on a Module the character can choose to gain 2 Uncommon components; or they can Reduce the effects of *Difficult Terrain* by 1 Tier for an *Encounter*.
- Receive a 1 XP discount on the Track skill.
- Begin game with the Bloodhound or Wayfarer Profession.

Outlaw

Maybe you grew up in the wrong part of town or just found yourself in with the wrong crowd, either way you have spent some amount of time living outside the law. While those days

might be behind you, you didn't walk away without picking up a few useful tricks.

- Receive a 1 XP discount on the Disable Device skill.
- Contacts- Even without the *Informant* Profession the character can have 1 Contact and have access to the *Rumors* ability. Characters with the *Informant* Profession can have 3 additional Contacts, as they know how to work the system.
- Receive a 1 XP discount on the Awareness skill
- Begin game with the Charlatan or Informant Profession.

Performer

Be it a tavern, a carnival, or a roadside rest stop, you have spent your days and nights entertaining all you have met. As a storyteller, musician, or dancer you have heard countless stories and woven many of your own.

- Receives a 1 XP Discount on History
- Receive a 1 XP discount on the *Persuasion* skill
-
- Begin game with the Charlatan or Diplomat Profession.

Sailor

Whether it was by choice or lack of options, you found yourself manning the deck of a sailing ship. While you have since walked away from the open seas, you never left behind the calming oceans that you once knew as home.

- Receives a 1 XP Discount on Cartography
- You can hold your breath underwater for up to 5 minutes; combat does not reduce this time.
- Uncanny Balance: Living at sea has given you the ability to stay upright despite the

roll of the deck. The character has perfect balance for the purpose of overcoming such physical challenges; additionally, they can Resist Knockdown once each reset.

- Begin game with the Informant or Navigator Profession.

Soldier

Perhaps you were born with the calling to serve and protect, or maybe you were conscripted; either way you have spent a great deal of time working the service of an army or local military. In that time, you have learned the basics needed to survive in this world and have gained leadership skills that are hard to match.

- Gains the ability to use the skill *Weapon Ward* once each reset at no cost, no matter what their class.
- Receive a 1 XP discount on Warfare.
- Receive Talent: Athletics.
- Begin game with the Doctor or Officer Profession.

Trader

You have spent a good portion of your adolescent years into early adulthood in and out of the markets and trade routes. You likely started out working at a warehouse or similar gig to earn some money and found that you had a knack for keeping up with who needs what and what it is all worth. As you matured the work became less about the money, still money, but more about the thrill of striking the perfect deal and making connections. This led you to a life on the road trading goods from port to port until you found yourself caught up in the toils of being heroic.

- Receive the *Estimate Value* skill at no cost.
- Gains 3 Royals at the start of each game

- Receive a 1 XP Discount on the Read and Write skill
- Begin game with the Merchant or Navigator Profession.

Undertaker

Death is an old friend to you. In your time you have buried many a person, some you knew some strangers, but all you cared for in their final rest. While many may find the work of tending the dead and lying those to their final rest, you find peace in aiding those who have left the mortal coil to their final rest.

- Receives 1XP discount on Lore (Death)
- Not Ready- Once (1) each *Encounter* they can *Stabilize* a target on a 1 *Counted Action*
- Begin game with the Priest or Wayfarer Profession.

Woodsman

For reasons only you know, you walked away from the civilized world to make your home in the wild. Perhaps you needed the space to find yourself; perhaps it was simply to escape city life. Your time in the wild taught you to be tough and to survive.

- Receive a 1 XP discount on Nature
- Receive Talent: *Weapon Proficiency: Short Bow or Long Bow*.
- Gains an additional *Assist Bonus* on *Tracking*
- Begin game with the Bloodhound or Craftsman Profession.

General Skills

General skills are open to all characters no matter what their class. These skills cover the majority of what is considered non-combat skills. This includes Knowledges, Crafting, Lineage, and many others not attributed to any given class.

After character creation all skills from this category require an Instructor to learn.

General Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Adrenaline Rush	3	C	Practitioner	6	R
Advanced Medicine	8	Ex	Persuasion	4	Scaled
Alertness	4	Scaled	Read and Write	3	C
Brawl	6	U	Repair Item	0	U
Diagnose	3	C	Resurrection	3	U
Disable Device	3	Scaled	Ritualism	4	U
Estimate Value	4	C	Survival	3	C
Evasion	0	R	Tracking	3	Scaled
First Aid	2	C	Underwater Combat	5	U
Healing Arts	5	U	Vocation (Area)	2	C
Improved Instruct	2	C			
General Skills- Harvesting					
Fettering	3	Scaled	Skinning	3	Scaled
Herbalism	3	Scaled	Theurgy	3	Scaled
Mining	3	Scaled			
General Skills- Crafting					
Brew Potion	5	Scaled	Metal Wright	5	Scaled
Chemistry	5	Scaled	Practiced Crafter	4	U
Cooking	5	Scaled	Inscription	5	Scaled
Engineering	5	Scaled	Wyld Wright	5	Scaled
General Skills- Knowledges					
Skill	Cost	Rarity	Skill	Cost	Rarity
Arcane	3	Scaled	Nature	3	Scaled
Cartography	3	Scaled	Realms	3	Scaled
History	3	Scaled	Society	3	Scaled
Lore (Area)	3	Scaled	Warfare	3	Scaled
Mystery	3	Scaled			
General Skills- Lineage Skills					
Camouflage	4	C	Resist Metabolic	4	C
Regenerate	3	C	Resist Curses	3	C
Resist Disease	2	C			
Resist Element	3	C			
Resist Poison	3	C			
Resist Mind	3	C			

General Skills Notes

Scaled in the Rarity column means that Rank 1-2 are Common, Rank 3-4 are Uncommon and Rank 5 are Rare for Rarity.

Knowledge Skills have some special rules of their own.

- *Identify*- This ability allows the character to discern the noted information from a target. This ability can be used once (1) each day for each odd rank of the skill.
- *Analyze*- This ability allows the character to get more detailed information on a target. This ability can be used once (1) each day for each even rank of the skill.
- *Detect*- This ability can sense the presence and strength of certain auras based on the skill.
- *Define*- This ability allows the character to unlock understanding of a targets aura.

Adrenaline Rush

Gain +2 Strength for Feats of Strength for up to 10 seconds, can Break Free From a single Pin effect, or increase their Bleed Out count by up to 60 seconds (this option can be used while Bleeding Out). This skill can be used once (1) each Day.

Advanced Medicine

By combining your skills and knowledge you are able to maximize your efficiency. This skill consumes 2 Common Herbs per target, when the skill is used. This further refines the *Practitioner* skill; reducing the time to 5 minutes to generate all of the following effects on up to 3 targets; *Cure Metabolic, Cure Disease, Remove Curse, and Regenerate*. They can also choose to spend 2 minutes working to generate a single effect on the 3 targets; these do not have to be the same effect. Additionally, they can work for 10 minutes with a single target, and they can remove the effects of *Horrify, Nightmare, Petrify, Slumber, Sympathy*, and suppress *Permanent Afflictions* for the remainder of the current event.

Alertness

This skill hones the characters' ability to take notice of their surroundings and pick out details others might miss. This skill follows the *Skill Check* rules and can only be used outside of combat.

- Rank 1- *Quick Scan*- With a quick scan of a room you can notice most basic traps, and things of interest.
- Rank 2- You have learned to read how people move and act normally and it can let you pick out oddities. On Success you can identify if a target is under the effects of any Mental or Physical conditions.
- Rank 3- *Sleuth*- You have learned to pick out what is not right in a room and find even hidden things. On a Success you detect magical traps and wards, as well you can locate things like hidden doors and objects.
- Rank 4- *Discerning Eye*- You have learned how to notice even the most minute of oddities in your surroundings. On a Success the character can perceive illusions and even see through them. This does not end the effect but does allow the character to ignore them.
- Rank 5- *Danger Sense*- Sometimes looking for what is wrong with a scene can give you clues of what might be to come. In addition to your skill being more potent, the character gains a Daily use of *Danger Sense*.

Arcane

This skill expands the character's knowledge and understanding of Magic and its power. They are skilled in not only understanding it but also how it affects the world and its use.

- Rank 1- This rank allows the character to *Identify* if a creature is a Magical Creature or Construct. The character can also *Detect* magical auras by focusing on an item.
- Rank 2- This rank allows the character to *Analyze* a Magical Creature or Constructs type,

Immunities and Vulnerabilities. Identify locations of auras with *Detect Magic* when used in an Area.

- Rank 3- This rank allows the character to *Identify Ritual Magic* that is in effect.
- Rank 4- This rank allows the character to use *Analyze* to *Define* the effects of a magical item or lasting enchantment.
- Rank 5- This rank allows the character to *Suppress* a magical/ritual effect for up to 1 hour, this can be used once (1) each Day

Brawl

Allows a character to use Short Weapons as fists (one in each hand), for melee combat. These weapons must be Yellow in color and cannot have a cross guard. The weapons gained from this skill do not count as claws for the purposes of prerequisites.

Brew Potion

This skill allows the character to create potions that store the power of magical spells to be used later. Each time the skill is purchased, what they can produce and the amount they can produce is increased. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Cartography

You have trained in ways of navigation, map making and exploration. Your mastery grants you advantages in traveling the lands, and the ability to aid your allies.

- Rank 1- This skill allows the character to *Identify North*, natural land formations and landmarks. Can grant *Assist* bonus on *Track Skill Checks* in natural settings.
- Rank 2- This skill allows the character to *Analyze* an area locate a safer route in natural

terrain to avoid a minor hazard (Steep slopes, Overgrowth); it can also determine natural denizens.

- Rank 3- This rank allows the character to *Identify* a route for a destination they are on; this will allow them to avoid an *Encounter* on a *Module*.
- Rank 4- This skill allows the character to use *Analyze* to *Define* an area and create a single use map. The map can generate any of the lower rank abilities of Cartography and be used by anyone. The Map only lasts for a day.
- Rank 5- This rank allows the character to *Identify* a natural hazardous terrain and how to adjust to them, allowing them to survive in them for 1 hour. This generates the *Endure* effect on up to 5 targets.

Chemistry

This skill allows the character to create poisons and elixirs. Each time the skill is purchased, what they can produce and the amount they can produce is increased. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Cooking

This skill allows a character to spend time in-game creating items that can be consumed for some in-game benefit, such as healing, curing ailments, granting temporary defenses, or even restoring expended resources. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Diagnose

Prerequisite: First Aid

This skill will allow the character to determine the condition of the creature, by asking the following questions: "Are you- (Dying, Dead, Conscious, Unconscious, Venomed, Diseased, Stunned, Sleeping, How much body are you down)?" The character may also be able to receive other information at the marshal's discretion. You must be within arm's reach of the target though you do not have to touch them.

Disable Device

This skill allows the character to make *Skill Checks* to interact with mechanical devices (Locks, Traps, Puzzles, Etc.) as well as some magical devices.

- Rank 1: This rank allows a character to Analyze an object to determine how difficult it may be to disable. This skill requires a *Skill Check*, but the Difficulty is 2 lower than normal as this is exploratory. This will give them some idea of the actual Difficulty as well as triggers and possible effects.
- Rank 2: This rank allows the character to act quick enough to recover from failure. Once per Module on a failed *Skill Check* they can choose to jam the device. Instead of suffering the normal effect of the failure the device does not fully disarm/trigger. Once a character has used this ability, they cannot attempt that check again and the Difficulty is increased by 1 for anyone else attempting a check on it.
- Rank 3: This rank allows the character to Analyze and understand magical traps, locks glyphs and possibly other similar effects.
- Rank 4: This rank allows the character to apply their abilities to cracking nonmaterial puzzles. Using this may outright solve a riddle or give clues to solving a complex puzzle.
- Rank 5: This rank allows the character to make *Skill Checks* to temporarily disable magical locks and traps. While this is a truly

remarkable feat it is short lived, the effect is only neutralized for up to 15 seconds.

Engineering

This skill allows the character to create traps, locks and other anachronisms. Each time the skill is purchased, what they can produce and the amount they can produce is increased. For more information, see the Production section of the book.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Estimate Value

This skill allows a character to spend 1 minute studying an item to determine its market value. The value will be given by a Marshal or will have a code on it that will tell the player the value.

Evasion

This skill reduces the damage, by half, which the character suffers from Traps and Area of Effect attacks that have a numerical value. This skill has a Prerequisite of *Disable Device* Rank 3.

Fettering

This skill allows a character to operate a collect *Spiritual* components monsters and *Nodes*. The amount and type of components that are collected is based on the level of skill the character has purchased.

- Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.
- Rank 2- This skill allows the character to harvest *Rare* components from Creatures.
- Rank 3- Once each module the character can gain 1 additional *Uncommon* component of the

appropriate type, so long as the type is present on the Module.

- Rank 4- This skill allows the character to harvest *Exceptional* components from Creatures.
- Rank 5- Once each module the character can gain 1 additional *Rare* component of the appropriate type, so long as the type is present on the Module.

First Aid

This skill allows a character to stabilize a Dying creature with a 60-second counted action. While performing this count, the target's bleeding out count stops, but they are not stabilized until the 60-second count is completed without interruption.

Healing Arts

This skill allows the character to treat a target's wounds and injuries. This skill takes 10 minutes and can be applied to 2 targets at once. At the end of the treatment, the targets will be healed for up to half of their maximum Body Points, all Toxins removed from their body and up to 2 limbs regenerated. Alternatively, the user can choose to spend only 5 minutes but will generate only one of the effects instead of all 3.

Herbalism

This skill allows a character to operate a collect *Creation* components monsters and *Nodes*. The amount and type of components that are collected is based on the level of skill the character has purchased.

- Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.
- Rank 2- This skill allows the character to harvest *Rare* components from Creatures.
- Rank 3- Once each module the character can gain 1 additional *Uncommon* component of the appropriate type, so long as the type is present on the Module.

- Rank 4- This skill allows the character to harvest *Exceptional* components from Creatures.
- Rank 5- Once each module the character can gain 1 additional *Rare* component of the appropriate type, so long as the type is present on the Module.

History

The study of history, not just important events but of places and people that left their mark on realms. With skill the ability to delve further back grows,

- Rank 1- This skill allows the character to *Identify* known rumors/history about a location that you are at (75 years). Average population over the last 100 years of a location, and *Identify* Tribal/Clan markings
- Rank 2- This skill allows the character to *Analyze* an area and recall the denizens that would claim a location as homelands or rightful territory. Know historical facts on a person of some fame (King, Order Leader). Gather basic known rumors/history about a location you are not at (150 years)
- Rank 3- This skill allows the character to use *Identify* to *Detect* objects of historical importance in an area. It can also allow them to discern the rough population of a city as well as who runs it. Uncover little known historical facts on a location (300 years)
- Rank 4- Uncover little known historical facts (1000 years)
- Rank 5 - Uncover lost or hidden details of History (3000 years)

Improved Instructor

This skill reflects the characters' skill at educating others. While anyone can instruct another character in a skill they have, a character with this skill can do it faster, reducing the time for a Session to 8 minutes.

Lore (Area)

This skill allows the character to take up study in a focused field of their choosing. When learned the (Area) will be noted on the characters sheet.

- Rank 1- This rank allows the character to *Identify* if a creature or object is of <Area> type. The character can also *Detect* auras on an object, if the Area of study has a specific power to it, by focusing on an item.
- Rank 2- This rank allows the character to *Analyze* a Creature or Object that is covered by the (Area) and understand its Immunities, Vulnerabilities, and Powers.
- Rank 3- This skill allows the character to use *Identify* to *Define* the more detailed properties of and object of creature covered by the (Area) of study.
- Rank 4- This skill allows the character to use *Analyze* imitate the nature of the (Area) of study, this will allow the user to interact with an object in a non-damaging way to better study it, granting them some protection against possible negative effects.
- Rank 5- This skill allows the character to *Suppress (Area)* once (1) each Day. In the case of an object, it will temporarily nullify its powers, in the case of a creature the results will vary based on the targets overall *Willpower*. Results could include placing the target into a deep *Slumber*, inciting *Fear* in the face of your knowledge, or weaken it for a brief period of time.

Metal Wright

This skill allows the character to create armor and weapons, as well as craft advanced specialty items. Each time the skill is purchased what they can produce and the amount they can produce is increased. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items

- Rank 5- Allows creation of Exceptional Items

Mining

This skill allows a character to operate a collect *Mineral* components monsters and *Nodes*. The amount and type of components that are collected is based on the level of skill the character has purchased.

- Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.
- Rank 2- This skill allows the character to harvest *Rare* components from Creatures.
- Rank 3- Once each module the character can gain 1 additional *Uncommon* component of the appropriate type, so long as the type is present on the Module.
- Rank 4- This skill allows the character to harvest *Exceptional* components from Creatures.
- Rank 5- Once each module the character can gain 1 additional *Rare* component of the appropriate type, so long as the type is present on the Module.

Mystery

You have taken up the study of things that many believe to be acts of faith, the divine or even the supernatural. As your knowledge grows you may even gain glimpses of understanding of the gods themselves. *Reverent* Creatures are those of the Undead, Divine and tied to the power of Gods.

- Rank 1- This rank allows the character to *Identify* if a target is a Reverent creature or tied to a Divine power.
- Rank 2- This rank allows the character to *Analyze* a Reverent creatures type, Immunities and Vulnerabilities. Identify locations of auras with *Detect Reverent* when used in an Area.
- Rank 3- This skill allows the character to *Identify* Reverent sites and understand their purpose or function.

- Rank 4- This skill allows the character to use *Analyze* to *Define Reverent* on an object.
- Rank 5- This skill allows the character to call upon their knowledge of the Reverent to aid an ally. Using this skill is called as "*Heal 5 Purify Font*" this can be used once (1) per Day.

Nature

The study of nature and the *Wylds* gives you a deep understanding of the basic elements of the realms.

- Rank 1- This skill allows the character to *Identify* Animals/Plants and Shapechangers as naturally occurring. *Identify* natural hunting traps (Snares, pits, ect). Can gain or grant an *Assist* bonus on *Track Skill Checks* in natural settings.
- Rank 2- This rank allows the character to *Analyze* Animals/Plants and Shapechangers type, Immunities and Vulnerabilities; and observe the landscape to Avoid natural traps (snares, pits, ect).
- Rank 3- This rank allows the character to *Identify* the communication patterns of Natural Animals/Plants and loosely communicate with them.
- Rank 4- This skill allows the character to use *Analyze* to *Detect* powerful natural elements in the area to Generate a *Natural Heal 3* effect; this can also be used to *Dispel Shift* reverting a Shapechanger to their base form.
- Rank 5- This skill allows the character to use *Identify* to *Dispel* negative effects on a target with a *Natural Purify* effect.

Practiced Crafter

Repetition is key to mastering almost anything. Once a character has reached Rank 4 in a *Crafting* skill, they can learn this skill, with an instructor. This skill will grant the character 3 additional Production points for the chosen *Crafting* skill each Day. This can be purchased up to 5 Ranks for any given *Crafting* skill the character has that meets the requirements.

Practitioner

This skill improves upon the character's ability in *Healing Arts*. The skill expands on the characters skill; they can now tend to up to 3 targets at once and will additionally remove *Curses* afflicting them. Like *Healing Arts* the user can choose to spend only 5 minutes but will generate only one of the effects instead of all. Additionally, the character can work with a single target to identify and even temporarily suppress one of a character's *Afflictions* for up to 6 hours.

Persuasion

This skill allows the character to affect social interactions with NPC's, the character can get a sense for the NPC's mental strength or *Willpower* and then can attempt to force a reaction out of them. This ability **Cannot** be used in active combat. It is also important to note that the NPC is aware that you got them to do something they might not have done normally. This skill follows the normal *Skill Check* rules.

- Rank 1- *Body Language*- You have learned to read how someone speaks and moves allowing you to get a feel for how strong their *Willpower* might be. This is important because you must beat the targets
- Rank 2- *Intimidation*- You have learned how to make the right kind of bluff to make most individuals back down. On Success the NPC would be forced to perform an immediate simple action, like handing over an item, or moving out of the way.
- Rank 3- *Sway*- Sometimes it is less about getting your way and more about meeting in the middle. This skill allows the character to sway an NPC into an action that is not out of the question for them. Perhaps you say the right words and get the sheriff to go take a well-deserved break, so they are not around when you break the law.
- Rank 4- *Coercion*- Be it how you speak or what you say you can get an NPC to break their own rules to help you. On success the target will

take action that is not fully against their own best interest. Bribing a guard to give you access to a secure place they guard, getting a bandit to release a prisoner.

- Rank 5- *Mandaite*- By now the character has learned that in the right situation a well-placed word and push anyone. On a Success the character can *Command* the NPC as per the spell.

Read and Write

This skill allows you to read and write in the designated language. Each Rank will allow the character to pick a new Language that they have access to. Each of the Lineages have their own written language, all of which are options for this skill. There do exist more rare and exotic languages that require a specific instructor that must be found In-Game.

Realms

This skill reflects study into the Realms that exist and how they function and interact with each other

- Rank 1- This skill allows the character to *Identify* a target learning if they are natural to Wraithvale, and for creatures can determine their natural environment.
- Rank 2- This rank allows the character to *Analyze* a target and learn their weakness, vulnerabilities. This can also be used to study a terrain they are currently in to learn valuable info. The character can grant the *Assist Bonus on Cartography and Tracking Skill Checks*.
- Rank 3- This rank allows the character to *Identify* the presence of other realms intersecting with Wraithvale. They can uncover how long the occurrence may exist and what might be able to pass through.
- Rank 4- This skill allows the character to use *Analyze* to *Detect* the presence of realm energy from outside of their current realm. When used a marshal will be able to answer if such exists within range.

- Rank 5- This skill allows the character to use *Identify* to *Seal* or *Unseal* an intersection of realms. *Sealing* an intersection will prevent energy and creatures from crossing over. *Unseal* will open the door so to speak making travel across possible, via the Wayfinder abilities.

Regeneration

This skill allows the character to recover from a variety of conditions. At the time the skill is used, the player chooses one of the following effects: *Heal 3*, *Cure Metabolic*, or *Regenerate*. This skill only affects the character using it and they must be *Conscious* to activate it; however, it can be used even if they are currently denied the use of Abilities. This is a 3 counted action. This skill can be used once each Day per purchase.

Repair Item

Prerequisite: Rank 3 of Metal Wright, Wyld Wright, or Engineering

This skill allows the character to field repair damaged items with a 2-minute counted action. For 2 Common Ore this will remove the Breached status from a suit of armor, and for 1 Uncommon Ore this will remove the Broken status from an item. This skill has no component cost if it is used at a Forge.

Resist Element

This ability allows the character to *Resist* attacks that have Fire, Water, Wind or Stone in the verbal call. This skill can be used once each Day per purchase.

Resist Disease

This ability allows the character to resist *Disease* effects. This skill can be used once each Day per purchase.

Resist Metabolic

This ability allows the character to resist *Metabolic* effects. This skill can be used once each reset per purchase.

Resist Mind

This ability allows the character to resist a single Mental attack. The following effects cannot be resisted with this skill: Enslavement, Feeblemind, Forget, Horrify, and Slumber. This skill can be used once each reset per purchase

Resist Poison

This ability allows the character to *Resist* a single Poison Delivery attack. This skill can be used once each Day per purchase.

Resurrection

Prerequisite: Mender, Shaman, or Healing Arts

This skill allows the character to resurrect another character that has died and dissipated. To use this skill, the character must be at a specific In Game location and must perform a minor ritual. Each rank of this skill increases the odds of resurrecting the target.

Ritualism

This skill allows the character to work powerful feats of mysticism, weaving the unseen elemental energies and the arcane. Increased proficiency in the skill will grant higher success when casting rituals. Each rank of the skill will grant 1 Ritual Energy by default. You must have this skill to take part in a ritual as a secondary caster.

- Rank 1- This Rank will allow the character to fully comprehend Ritual scrolls and identify Ritual Components.
- Rank 2- *Hasten Ritual*- This Rank allows the character to expend 1 *Ritual Energy* to reduce the casting time of a Ritual they are a caster in by up to 5 minutes, minimum 1 minute.
- Rank 3- This Rank allows the character to train in a single Rank 1 *Ritual*, into their memory; this allows them to cast that *Ritual* without need of a scroll.
- Rank 4- *Substitution Mastery*- This Rank allows the character to substitute *Universal* components without the normal penalty.

- Rank 5- This Rank allows the character to train in a single *Ritual* (up to Rank 3), into their memory; this allows them to cast that *Ritual* without need of a scroll.

Inscription

This skill allows the character to create magical Scrolls that store the power of spells to be used later. Each time the skill is purchased, what they can produce and the amount they can produce is increased. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Skinning

This skill allows a character to operate a collect *Primal* components monsters and *Nodes*. The amount and type of components that are collected is based on the level of skill the character has purchased.

- Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.
- Rank 2- This skill allows the character to harvest *Rare* components from Creatures.
- Rank 3- Once each module the character can gain 1 additional *Uncommon* component of the appropriate type, so long as the type is present on the Module.
- Rank 4- This skill allows the character to harvest *Exceptional* components from Creatures.
- Rank 5- Once each module the character can gain 1 additional *Rare* component of the appropriate type, so long as the type is present on the Module.

Society

This skill reflects the characters' knowledge of the working of societies, be it their political structures or their cultures. They have the ability to work within the lines of a society even if it is not their own.

- Rank 1- This skill allows the character to *Identify*: A Noble house based on colors and symbols or the political nature of a Community/City.
- Rank 2- This skill allows the character to *Analyze*: a known family line and recall significance and history if any of note or the actual power within a Community/City.
- Rank 3- This skill allows the character to *Identify*: Individuals that could be intimidated by using accurate/false noble name dropping or to gain access to locations that might be limited to the public.
- Rank 4- This skill allows the character to use their *Analyze* ability to gain audience with a Tier 1-2 Noble or to arrange for a lesser punishment to a crime, save for Treason/Murder.
- Rank 5- This skill allows the character to break the normal rules of social decorum. On a success the character can push through red tape and force their way into meeting with the powers that be. The character must be aware of the person or the organization and be in the location where they are present. This could be used on local officials up to Tier 3 Nobility or leader of an organization such as a gang of bandits or secretive society.

Survival

This skill allows the character to make the best of their surroundings. When used, this skill can have different effects chosen at the time of use. Increase the character's death count by 120 seconds (this option can be used while Dead; or to scrounge up loose objects that can be used as crude tools or make-shift weapons for a single encounter; or ignore a Minor negative effect of a

Terrain they are in for a Encounter. This skill can be used once each Day.

Theurgist

This skill allows a character to operate a collect Elemental components monsters and *Nodes*. The amount and type of components that are collected is based on the level of skill the character has purchased.

- Rank 1- Cultivation allows the character to gain additional components at Event Check-In and from Nodes, see Appendix: Harvesting for more information.
- Rank 2- This skill allows the character to harvest *Rare* components from Creatures.
- Rank 3- Once each module the character can gain 1 additional *Uncommon* component of the appropriate type, so long as the type is present on the Module.
- Rank 4- This skill allows the character to harvest *Exceptional* components from Creatures.
- Rank 5- Once each module the character can gain 1 additional *Rare* component of the appropriate type, so long as the type is present on the Module.

Tracking

This skill allows the character to make *Skill Checks* to identify and follow targets. Each rank of this skill will grant the character a new ability as well as add to these checks.

- Rank 1: This rank allows the character to identify the basics of the track, giving them information like: Number of targets, their Speed, Initial direction of travel, Approx. size.
- Rank 2: This rank allows the character to make *Skill Checks* to attempt to follow a trail they have identified. At this rank the trail can be no older than 24 hours.
- Rank 3: This rank allows the character to cover their own tracks. Passively this will set a *Skill Check* of half their Tracking Bonus to follow them. If the character wishes to cover

their trail Actively or even cover their parties trail they can. If only covering themselves the *Check* becomes equal to their Tracking Bonus, and for a party the *Check* is their Tracking Bonus minus 1 for per 4 other targets. At this rank the trail can be no older than 3 Days.

- Rank 4: This rank allows the character to Reduce the effects of *Difficult Terrain* by 1 Tier for a single Encounter once each *Module*. At this rank the trail can be no older than 1 Week.
- Rank 5: This rank allows the character to pick out the most minute of the details in most environments, the way leaves should move, or shadows should be cast. This allows them to single out targets that are *Hidden* or even *Invisible* in an *Encounter*. This ability can be used once each Day. At this rank the trail can be no older than 2 Weeks.

Underwater Combat

This skill allows the character to fight underwater as if they were on land. Only the following mechanics are affected by this skill and anything not listed remains the same: weapons deal full damage, Spells can now be thrown, Bombs can be used (dealing only half damage), Acid Vials can be used (dealing only half damage), and the character can move at a slow walk.

Vocation (Area)

This skill can be taken for any art of crafting the player chooses. Some examples are Glassblower, Brewer, Herbalist, Baker, Etc. At Event Check In, for each purchase of this skill, the character will either receive 10 Royals per rank, or produce appropriate tagged items related to their art of crafting. Any one Vocation (Area) is still limited to 5 Ranks.

Warfare

- Rank 1- *Identify*- known military colors of standing armies, including war-bands; can find weak spots on humanoid foes, and can

assess the relative threat level of a humanoid foe.

- Rank 2- This skill can *Analyze*- to find weak spots on creatures other than humanoids, can assess the relative threat level of a non-humanoid foe, or can stall the effects of a *Shatter* until the end of the *Encounter*.
- Rank 3- This skill can *Identify* weak spots of an encampment/fortress allowing the character to find a path of least resistance. The Marshal will address the outcome.
- Rank 4- This skill can *Analyze* – a suit of *Destroyed/Breeched* armor to find missing links and piece it back together, as *Repair*, or can leave false clues to mislead foes. (Negates any lesser use of Warfare against you or adds 2 Negatives to a tracking roll against you).
- Rank 5- Give battle commands- Once (1) each Day the character can grant the *Heroism* effect to 5 allies.

Wyld Wright

This skill allows the character to create armor and weapons, as well as craft advanced specialty items. Each time the skill is purchased what they can produce and the amount they can produce is increased. For more information, see the Production section.

- Rank 1- Grants 5 Production Points
- Rank 2- Grants 5 Production Points
- Rank 3- Grants 5 Production Points
- Rank 4- Allows creation of Epic Items
- Rank 5- Allows creation of Exceptional Items

Professions

Professions are special skills that have no cost and grow with the character. When chosen the character will automatically gain access to the next ability every 2 levels. This means for their first Profession the character will gain an ability at 2nd, 4th, 6th, 8th, and 10th level.

Bloodhound

Follow the Clues

By spending at least 15 minutes studying a scene, this can allow you to uncover information about the scene. This will be up to the Marshal the degree of the information provided. Typical information gained can be things like how many people were in the scene, was their combat, what looks moved from normal, signs of missing items, etc.

Find the Connection

By spending at least 15 minutes examining an item that is a fragment of a larger item, the character can figure out what the original item likely was, including size; as well as possibly creation information and even the context if it was a written text.

Read Between the Lines

By spending 15 minutes examining information; this could be studying a room or listening to stories of a specific target, or visually studying them, the character can gain a better understanding of their motivations; as well as identify if the target is suffering from any Afflictions or Compulsions.

A Nose for Trouble

Often times the prey can be deceptive, lying and covering their tracks are but a few tools. The Bloodhound can sometimes see through the tricks; the character can negate Charlatan abilities and skills like Disguise. This ability can be used twice each reset.

Piece it Together

This ability requires the character to spend no less than four separate 15-minute sessions listening to other characters discuss their theories on a topic. As the other characters pass ideas back and forth as to the why, who, and how of the situation the gears in the Bloodhounds mind turn, picking out the key facts and putting the puzzle together. After the noted time the character can go to a Plot Marshal and get thumbs up or down on a line of thought about the topic.

Example: For months there has been a rash of midnight bandit attacks as well as the inability to find them; coupled with some shady nobles that have been in and out of the city. After listening to other talk about their encounters and failed attempts to find them, and those characters' theories on what is really going on and the possible connections to the nobles. The Bloodhound could as the marshal something like "So with all this info and knowing that they have to be getting help, following up on the nobles is probably the best course of action, as they are the most logical accomplice". If the player is on the right trail the marshal would give thumbs up, if however, that just makes no sense and that is not a correct path, because players get things wrong sometimes, the marshal will give the thumbs down. This ability can only be used once each event.

Charlatan

Sleight of Hand

Sometimes being a smooth talker is just a diversion from what is really going on. This skill allows the character to perform actions that others won't notice. To use this ability, the character must clip a medium binder clip to the targets pouch/pocket they are using the ability on; if this action is seen in game then it is clear what happened. The player then must go to a Marshal, and the marshal will find the target and retrieve the clip and retrieve a random small item from the pouch; or a specific item, if named and it is located there, and no larger than the binder clip used. This ability can also be used to place an item into a pouch using the same process. This ability can be used twice each reset.

Takes One to Know One

You have learned the tricks of the trade and have practiced all the short cuts. You can burn a use of Sleight of Hand to negate the use of such against you, though you will not know the identity of the culprit. Additionally, given enough time you can break down a Forgery and figure out if it is legit or faked.

Bluff

To sell a con you have to come off as "honest as can be", and this has its perks. This ability allows the character to make a lie believable, granted it has to be feasible, causing those in the conversation with the character to believe it. This ability will fail in the presence of irrefutable proof; such as you cannot convince someone that the water they are drinking is acid, or that something that they are currently reading actually says something completely different. This ability can be used as a defense against skills and abilities that cause the target to give truthful answers to questions. This ability can be used once each encounter.

Forgery

Sometimes running a con need more than just a silver tongue; sometimes you need the right bait. The character can create forgeries so long as they have key details about the item to be copied or the original itself. It takes at least an hour to create a forgery, though it may take longer for complex items. Realize this will not make a perfect forgery, and a person that is very familiar with the real thing may notice. This ability cannot create game items with a Market Value.

Grandstand

Holding the attention of a crowd is by far of key importance when it comes to a con, and this takes everything you have. This ability will allow a character to hold the attention of everyone in the encounter, though those aware the ability was going to be used can choose to ignore it. So long as the character continues to talk and engage the audience they will be distracted and mostly ignore the world around them, so long as no hostile actions are taken against them; this includes the characters' allies surrounding the audience so they can attack. There are some circumstances that the audience's attention may break away, especially combat even if they are not involved. This ability can be used once each reset.

Craftsman

While the average person might be able to learn to forge a sword or brew a potion, it comes to you almost naturally. While you still had to train and learn the arts, they came with ease and your creations are a cut above the rest. In addition to your aptitude for creation, you also can work out some recipes on your own. At each even level when you gain a new profession ability you gain a recipe for your favored crafting skill, of the matching rank. When you gain the first ability you gain a Rank 1 recipe, when you gain the second ability you gain a Rank 2 recipe, and so forth.

Repetition is Key

When you spend day in and day out repeating the same tasks over and over they become second nature. When you dedicate focus to a single task you perfect that art even further. You reduce the Common components needed for basic items crafted with your favored crafting skill by 30%, minimum of 1.

Second Nature

Day in and day out you repeat many tasks in your crafting that make them as easy as breathing. The character can gain the *Speed* effect on a counted action they are performing involving their hands, this will reduce the counted action by 50%. This can be used once (1) each Module.

Always Growing

Your aptitude for working with your hands surpasses most of your peers and you are flexible in learning. You can train a second crafting skill to Master level. All other limits in the Crafting Skills section still apply.

Stretch the Limits

You can make the most of your creations, this allows the character to create twice the normal limit of Advanced Effects each day. The

components for each effect are still paid, and the time must be taken for each.

Perfection

When you create an item, it is a cut above the rest, and that is reflected in the cost, time and outcome. The final effect varies based on the item that is created.

- Weapons/Armor/Worn Gear- Receive a (1) once ever Resist Destruction. This effect is reflexive and will trigger the first time it is applicable.
- Basic Consumables- Once (1) each day at logistics the character can gain a duplication of an item they are making at no cost.
- Advance Effects- The character can choose for one of the following when they craft an Advanced Effect. This can be used once (1) each Day.
 - Reduce creation time by 10 minutes.
 - Reduce the change of *Hazards* by a degree.
 - Add 1 month of duration to a non-consumable item, at the cost of a *Rare* Component.
 - Create 2 Consumable items at once, material cost for both must be paid.

Diplomat

First in Line

While it is not a major thing, your ability to influence others does give you a knack for being first. Unless contested by another with higher Diplomacy you can move yourself to the front of the line when it comes to dealing with others. This skill can be used on player's characters, but only once each encounter.

Silver Tongue

Words come to you as easy as breathing, and you have a way of building trust almost instantly. So long as you have been speaking with a target for 5 minutes, you can use this skill, which is followed by a question that the target must answer truthfully, though the extent of their/ answer could vary from a yes/no to more detail. This skill can be used on player's characters.

Parley

In a situation where the character is faced with a hostile force, but combat has not started the character can attempt to delay combat by having a face to face with the person in charge. Unless countered, the enemy force will delay combat so long as they are not engaged and the character using this skill will be allowed passage alone, to speak. This skill will last for up to 5 minutes, at which time the normal course of actions will resume.

White Flag

Not always is the situation clear as to who is right or wrong; however, you have a way of crossing that line safely, albeit for a short time. You can use this ability to enter a hostile area unharmed, at least immediately, so long as you are not armed and remain non-hostile the enemy force will at least speak with you. This does not give you full access to their area, or special Intel but it gets you close enough to ask questions. Even the most brutal of creatures understands the white flag and respects it as far as they need;

great warriors need not kill the weak and those who are no threat. Though there better be a reason presented as to why the diplomat is not to be attacked.

Peacemaker

Reason is always a tool best used at the right time. This skill can be used to sway those that can hear the character speaking; through the heat of combat will almost assuredly prevent such. The character can prevent a fight from even happening, though in most cases this means they are allowed to leave the area without immediate action by the enemy.

Doctor

You have heard the calls of those in need and chosen a path to aid those you come across on your travels. Perhaps you got your start in the service tending to the wounded or helped the local healers guild treating injured heroes who came to town. Either way you have learned valuable skills along the way.

Each Day you gain 2 Medical Points for each Rank of the Doctor profession you have; these are used to fuel your professional abilities.

Doctors Orders

One of the first lessons you learn when it comes to battlefield medicine is stopping the fallen from bleeding to death. You can spend 1 Medical Point and a 3 Counted Action to *Stabilize* a target.

Delay Poison

While you cannot just stop toxins coursing through your subjects' blood, you have learned techniques to slow down the process. You can expend 1 Medical Point and a 10 counted action to delay a Toxin that is currently affecting another character. This will pause the Toxins effect for up to 1 hour; if the effect is not cured, at the end of the hour the Toxins effect will begin again.

Cling to Life

You have been trained in the mortal coil and its weaknesses. While you cannot fix the dead you can tend to the body and keep their spirit from escaping too soon. You can expend 2 Medical Points and a 10 counted action to pause a dead character's death count. So long as you maintain contact with the target their count is paused.

Quickset

On the field of battle there is little time to waste, and you have learned the short cut of the body. You can spend a 10 counted action and

expend 2 Medical Points to remove a "Maim Limb" effect on another character.

Clear the System

At this point in your skills, you have learned to go far beyond patching someone up, and you can actually remove their ailments. You can expend 3 Medical Points and a 10 counted action to "Cure Metabolic" on another character.

Informant

Contacts

This is a unique resource that the character gains access to with the background. Contacts are specific individuals that will be noted on the character sheet. Contacts must be made in-game by interacting with NPC's, once an interaction has been had the **Player must state to the NPC "Could I call on you as a Contact in the future"** if the NPC is available, they will write it on the character sheet. It should be noted that while there is a near infinite number of NPC's in the world not all of them are easy to lock down as a Contact. Players should keep this mind, that if an NPC does not agree to be a contact that it does not that it is not an option in the future, it just means that they may need to build a relationship over time with more interactions and roleplay. It is also important to note that each Contact has a limited purview of knowledge and access. This means that not every Contact has access to the same information, locations and societies.

A character can only have a limited number of Contacts at any given time; they can 1 plus 1 additional for each rank of Informant. If a player decides they no longer want a contact they can have a marshal remove it from their sheet, allowing them to lock in a new contact.

Each of these abilities can be used once day.

Rumors

Catch local rumors of things going down; sometimes this can even be used to even find an odd job. This means access to a rumor sheet at Check-in.

In the Know

Find out what is going on in a specific organization at the lowest level, meaning what the organization is currently working on or dealing with is. This can also be used to name drop your Contact in the right places, realize that

this may come with good or bad reactions just depends on the who and the where.

Word on the Street

Find or locate a place or person that is not purposely being masked or hidden by detailed means. A guy lying low still has to get some food, this makes him findable. While this can be used during an event it will take a minimum of 12 hours to get an answer, though in some cases it can take longer.

Look it Up

You can have a contact do some research for you; this is equal to a Rank 3 research question. While this can be used during an event it will take a minimum of 12 hours to get an answer, though in some cases it can take longer.

Insider Trading

You know a guy who knows a guy and he can get you info that is on the level. You can call on your Contact to get you information that is within their purview. At this level you are not simply relying on your Contact but also who they know by extension. While this can be used during an event it will take a minimum of 12 hours to get an answer, though in some cases it can take longer.

Merchant

Trading

You can always find a deal no matter where you are. This can only be done at Check in or Logistics, and you are limited in how much product you can move. The trade limit is 200 Royals in Value per Rank of Merchant. You can perform one of the following:

- Swap- You can swap components out for a different type of the same rank.
- Offload- You can sell components at 70% of Market Value for cash.
- Stock Up- You can buy components at Market Value

Nose for Business

You have a knack for finding not only a good deal, but where to get it. By studying an area, you can get the lay of the economy, this will give you insight into where the legitimate businesses are as well as where you might find a back alley deal. You can estimate the strength and value of an area's economy.

- You can also now purchase Common Recipes at 10% below their Market Value during trading, you can purchase up to 1 Rank of Recipe per Rank of Merchant each time.

Friends in other Ports

One of the benefits of being well connected in the merchanting world is that people travel as well as cargo. You can leverage this to get you and up to 8 others transported between common merchanting hubs.

- You can also now purchase Uncommon Recipes at 10% below their Market Value during trading, you can purchase up to 1 Rank of Recipe per Rank of Merchant each time.

Networking

You have a knack for making connections everywhere you go, and not just when it comes to other merchants. Your connection might not even know you directly more like a friend of a friend. Once per Day on a Module where you are in a city of reasonable size you can find a connection who can help you. It might not be free depending on the help needed.

- You can also now purchase Rare Recipes and Ritual Scrolls at 10% below their Market Value during trading, you can purchase up to 1 Rank of Recipe/Scroll per Rank of Merchant each time.

Mogul

You know your way around the system, and your name is known in some circles; the more you trade in an area the more well known you become, this has its benefits but might draw some unwanted attention as well. When you are dealing with NPC merchants there will be goods they will only sell to a Mogul, further with NPC merchants you can buy their goods at 10% lower than their minimum price.

- You can requisition Specialty Crafted goods from contacts in the system, which also are at a 10% discount.

Navigator

On the Move

You have spent your formative years traveling by land, sea, and maybe by more exotic means. In some ways you have never left the road, it is a part of you. When traveling overland you can chart the shortest path between point A and B, reducing the time by half or more. This also allows the character to craft single use maps that can be used by any character to get the effect.

Helmsman

Be it the helm of a ship, or the reigns of caravan carriage, you are at home taking control to ensure a safe journey. This allows the character to effectively drive any type of transport even if it is foreign to them. Additionally, once (1) each Day the character can avoid an *Encounter* on a *Module*, so long as the *Encounter* is outdoors and there is room to avoid.

Avast

Plotting a course is only part of the job and quite often the least important one. The most important part is planning the escape route, as the life of an adventure is rarely devoid of trouble. Once each Day the character can use *Evacuate* to allow their allies to escape from combat.

Trading

You can always find a reasonable price on what you need in any port of city. Within reason you can find a place to buy what you need, and you can get it for 10% cheaper than the Market Value.

Commanding Presence

While not a flashy or showy job by nature there are times when the only way to get a shipment through rough waters is to take command of the crew and keep them focused. This ability allows the character to give orders to get everyone back on task. Once (1) each *Module* the character can use "*Voice Allies Dispel Mental*".

Officer

As a soldier you served loyalty and fully in your duties, and your perseverance and fortitude found you taking the lead and making the tough calls. You have spent years serving as a leader and now it is like a second skin.

Mess Hall

This ability causes characters with *Soldier* background to gain 2 Base Body Points that will last for an hour, (1 Base Body for all others); after spending at least 10 minutes eating a meal with an Officer. This ability can be used twice (2) each Day.

Motivate

Often you are called to lead soldiers to their deaths or worse, and while the faint of heart might falter you know how to push them into the fray. By giving your comrades, a pre-battle pep talk, that must be at least 30 seconds, they gain a single *Resist Fear*; this will last up to 3 encounters and will be lost if not used.

Keep the Peace

While it may be seen as intimidation you know how to bring a heated argument to a halt. Using this ability will cause those engaged in a heated argument to stop speaking for 30 seconds as well as *Pacifying* them, they cannot incite combat, though the effects end if they are attacked in any way. This ability can be used once (1) each day and will last for an *Encounter*.

Basic Training

You have mastered the art of pushing people's limits when training them. When teaching class skills to another player the time is reduced by 50%. This skill is passive and always on.

Countermand

As an Officer you have been trained as a leader, and as such your orders can override enemy influence. This ability will end a Charm/Compulsion effect on one of their allies;

this will also protect them from future effects from the same enemy. Additionally, this ability can negate the use of *Condemn*. This ability can be used once (1) each *Module*.

Priest

Last Rites

Death is not the final stage of existence as many would believe; though once your spirit has passed on the body remains. The ability safeguards the deceased, ensuring that no harm will come to their body after burial, including being raised as Undead. This ability takes 2 minutes to perform.

Atonement

The Talent of prayer has the ability to absolve the mind and bring peace to even the most tormented. This ability takes a number of minutes of concentration and/or RP with the target to remove effects from them. The time needed varies as follows:

- 5 minutes- all non-permanent *Mental* effects will be removed.
- 30 minutes- will end more permanent effects, such as Thrall and Enslavement.
- 2 sessions of 30 minutes- remove a temporary *Affliction*, so long as Priest known's what ails the target.
- 4 sessions of 30 minutes- will remove a permanent *Affliction*, so long as Priest known's what ails the target.

Consecrate

The character can use their faith to grant temporary protection to an area. This takes 5 minutes to perform, and the area must be defined, such as a building or a circle drawn on the ground. So long as no one inside the area is wielding any weapons, though they can be stowed, the area will become peaceful and no aggressive action can be taken by anyone that enters the area, so long as the Priest maintains concentration. This effect will end if anyone inside the area, at any time of the skills use draws a weapon or makes an aggressive action. This effect does not work on mindless targets, such as Constructs, Lesser Undead, and some Elemental Spirits.

Augury

Meditation and faith can often times help guide your course. By spending 1 minute praying the character can seek guidance on whether a particular action will bring good or bad results for their immediate future, around 30 minutes. The only answers they will receive are: Weal (for good), Woe (for bad), and Weal & Woe (for both). This ability can be used twice each day.

Condemn

By faith alone you can judge those you face in combat. By levying their sins and misdeeds against them you can build doubt in your enemy and expedite their departure from this world as they lose hope. When used the target must be declared and they suffer the effect of *Curse of Death*.

Wayfarer

You have studied in the motion of the realms and the metaphysical Weave that binds them all together. As you grow in your training you will be able to control the Weave and find ways to use them to travel. All abilities that use Weave points follow a set of rules. Each Rank of this skill grants the character 2 Weave points to be used to power their abilities.

Open Passage

You can weave a pattern that will open a Passage, allowing those who walk through it to travel to a location up to 10 miles away, on the same Realm, that you have chosen to be the exit point. Once the ability is activated, the effect will only last while you maintain Concentration, up to 5 minutes max, the effect will also end once you pass through to the termination point. Once you have chosen the termination point it is locked in and cannot be moved. These abilities cannot be used to bypass Magical Barriers, like Wizard Lock, Proscribe, ect. This ability costs 2 Weave points to activate and 5 minutes of concentration.

Portal Mastery

You have been trained in ways of Weaving and interacting with Portal Stones, to increase the distances you can travel. Using this ability in the presence of a Portal Stone will allow you to create a doorway with an exit point up to 100 miles away (Plus an additional 25 Miles for each Rank of Cartography) or terminate at a Portal Stone you know of on the same Realm. This ability costs 2 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes.

Realm Walking

Manipulating the Weave you have found ways to stretch the limits of how far you can travel. This training has also taught you how to 'bend' the rules of travel by removing the need for a portal stone, but it is still a powerful

resource. Using this ability in the presence of a Portal Stone will allow you to create a doorway with an exit point up to 200 miles away (Plus an additional 50 Miles for each Rank of Cartography) or without a Portal Stone you can still travel up to half the distance. This ability costs 4 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes.

Waystone

You have mastered almost all forms of travel with Weave, but before your full mastery there is a potent ability that must be learn. You can now craft a Waystone, using Weave you can "store" any of your lesser abilities within the stone allowing the doorway to be opened at a later time. The start and end points are locked in at the time the stone is made and one of the locations must be where your character is when it is created. The stone can only be used once and will expire after 5 hours if not used earlier. Once a character activates the stone at the designated start point the doorway will open in 15 minutes and remain open for 5 minutes. This ability costs 3 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes.

Gateway

You have unlocked full mastery of manipulating the Weave to travel. You can now open a Gate to another Realm; this can only terminate on a Teir 1 or 2 location of a Realm. This ability costs 4 Weave points to activate and 15 minutes of concentration, by expending 1 additional Weave the time can be reduced to 5 minutes. Additionally, your Open Passage ability now only takes 1 minute to activate.

Classes

The following pages give a breakdown of the classes and include a chart of in class skills. Each class chart has different skills, though not all are unique to a single class. The first chart on the following page is labeled *Everyman*. While these skills belong to no single class, they are considered core skills that all characters can learn, with instruction, at the listed cost.

Classes are broken into 4 Categories: Fighters, Devoted, Mystics, Rogues. Each of the categories has some similar traits that are true to each of the classes that are in them.

Fighter Classes

Fighter classes are the quintessential weapon masters; from being a Tank with a shield holding the line to a great weapon wielding menace cleaving their way through the enemy. While each has a different method by which they battle their foes they are normally at the front of the pack.

All fighter classes share a core set of skills and proficiencies, as well as abilities.

Armor Proficiency: All Fighters can wear up to 4 Armor Points, though may have access to more depending on their Class.

Weapon Proficiencies: All Fighters are skill with the following weapons: Short Weapon, Medium Weapon, Spear, and Thrown.

Brutal Strike: You gain a Strike attack, at 1st level; this attack is one swing hit or miss and deals 2 damage (with a 1-Handed Weapon) or 3 damage (with a 2-Handed Weapon). This can be used once (1)/Encounter. This is a *Blitz* Skill.

Guardian

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weapon craft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

Guardians are the classic frontline warriors, clad in heavy armor and shields. They are skilled in almost all forms of melee combat

but tend to play a more defensive role, protecting others from harm.

Armor Proficiency: Guardians can wear up to 8 Armor Points, though often they will quickly learn to wear more, further improving their ability to soak front line damage.

Weapon Proficiencies: Guardians are additionally skilled with the following weapons: Small Shield, Medium Shield, Long Weapon.

Class Features

Sentinel: Guardians do not just hold the line against foes; they also keep guard over their allies. This ability when used will grant their allies *Barrier 3*. This will negate the first 3 points of damage the target takes. This ability can be used 1 time each Day at 1st level and one additional use per Day is gained every 5th level (5th, 10th, 15th, etc).

Guardian: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Brutal Strike Rank 1	5	<i>C</i>	Vanguard Rank 1	5	<i>C</i>
Brutal Strike Rank 2	10	<i>C</i>	Vanguard Rank 2	5	<i>C</i>
Brutal Strike Rank 3	15	<i>U</i>	Vanguard Rank 3	10	<i>U</i>
Brutal Strike Rank 4	20	<i>U</i>	Vanguard Rank 4	10	<i>U</i>
Brutal Strike Rank 5	25	<i>R</i>	Vanguard Rank 5	10	<i>R</i>
Die Hard*	4	<i>R</i>	Patch Job	2	<i>C</i>
Large Shield	7	<i>C</i>	Shield Wall*	5	<i>U</i>
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	<i>C</i>	Novice		
Novice Combat Action Rank 2	3	<i>C</i>	Weapon Ward	--	<i>C</i>
Novice Combat Action Rank 3	6	<i>U</i>	Deflect	--	<i>C</i>
Novice Combat Action Rank 4	6	<i>U</i>	Maim	--	<i>U</i>
Novice Combat Action Rank 5	9	<i>R</i>	Vitality	--	<i>R</i>
Journeyman Combat Action Rank 1	5	<i>C</i>	Journeyman		
Journeyman Combat Action Rank 2	5	<i>C</i>	Parry	--	<i>C</i>
Journeyman Combat Action Rank 3	10	<i>U</i>	Rugged	--	<i>R</i>
Journeyman Combat Action Rank 4	10	<i>U</i>	Knockdown	--	<i>U</i>
Journeyman Combat Action Rank 5	15	<i>R</i>	Demoralize	--	<i>C</i>
Master Combat Action Rank 1	7	<i>C</i>	Master		
Master Combat Action Rank 2	7	<i>C</i>	Riposte	--	<i>C</i>
Master Combat Action Rank 3	14	<i>U</i>	Disrupt	--	<i>R</i>
Master Combat Action Rank 4	14	<i>U</i>	Stun Strike	--	<i>U</i>
Master Combat Action Rank 5	21	<i>R</i>			

Class Skills

Brutal Strike (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	1 Additional use per Encounter (2 Total)
Rank 2	Increase Damage by 1 point
Rank 3	1 Additional use per Encounter (3 Total)
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (4 Total)

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Deflect (Technique)

This skill negates a single physical weapon attack that strikes them, or another within melee weapon reach, that has a numerical damage as part of the call; and does not have a Delivery Type, or the Massive carrier. To use this skill, the character must call "Deflect".

Demoralize (Technique)

This skill allows the character to weaken the foes that they are engaging in combat. This can only be used against targets that are within melee weapon reach and is delivered as "<Target> Voice Weakness."

Die Hard (Daily)

This skill allows the character to survive near death and keep fighting. This can be used

only when a character reaches -1 *Body Points*. When activated, the character can continue to take actions instead of falling down and can continue to act until they reach negative *Body Points* equal to their unadjusted maximum *Body Points*; at which time they will enter the *Dying* state but only have a 60 count *Bleed Out*. This effect will end if the user is healed above 0 *Body Points*.

Disrupt (Technique)

This powerful attack can help overcome the greatest of foes. This effect causes a target's Threshold to be reduced by 3 points, or Damage Cap to be raised by 5 points, and lasts until the end of the encounter. This skill is used by calling "Disrupt Strike" and landing a legal weapon blow. This attack is a single swing hit or miss.

Knockdown (Technique)

This skill allows the character to strike a target, hampering them for 10 seconds, during which time they can use no Active Skills or Abilities, and cannot walk. To use this skill, the character must announce, "Knockdown Massive!". This attack is one swing, hit or miss.

Maim Limb (Technique)

This skill will damage the target's limb making it useless for combat and locomotion until cured. If the target is an arm, that arm cannot be used for anything; in the case of a leg the player can only walk (if both legs are maimed the player cannot move from their current spot). To use this skill, the character must announce "Maim <Limb>", which the attacker chooses which limb is affected, and land a legal weapon blow to that limb or body. If no limb is hit or specified in the case of a blow landed to the body, then it is the defender's choice of limb. However, this cannot be not one that has already been maimed. This attack is a single swing hit or miss and can only be performed with a melee weapon.

Parry (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully lands a legal hit and does not have a Delivery Type, or the *Massive* Modifier. The only exception to this is *Physical* attacks, as they are treated as weapon attacks. This skill can be used on any target within melee weapon reach not just the character. This skill can only be performed with Melee weapons, and the weapon must be in hand to use the skill.

Patch Job (Daily)

This skill allows the character to make a quick recovery in combat by *Repairing* a suit of armor. By performing a 15 second counted action, the target's armor will be set to its full value, removing the *Breached* status, though future *Breaches* will affect the armor normally.

Riposte (Technique)

This skill allows a character to negate a melee weapon attack which strikes them, as per *Parry*. Additionally, the attack is sent back to the originator, who takes full effect, they can then in turn defend against as normal. This skill can only be performed with Melee weapons.

Rugged (Technique)

This skill allows the character to withstand assaults that would stagger a lesser hero. This skill can be used to reset the effects of a spell or "Magic" deliver effect; that is not Binding/Contain. When resisted the character will suffer 5 Body Points of damage and be Slowed for the encounter, instead of suffering the effect resisted.

Shield Wall (Daily) (Encounter)

This skill allows the character to enter a *Stance*, during which time their ability to use their shield is magnified. While active the character gains an additional use of each of the 3 tiers of *Combat Actions* that they have purchased, they gain *Damage Cap 3*, and they cannot be physically moved by effects.

Stun Strike (Technique)

This effect causes a target to be rendered Stunned for 10 minutes. This skill is used by calling "Stun Strike" and landing a legal weapon blow; this attack is a single swing hit or miss.

Vanguard

This skill allows the character to fortify their allies with protection and resilience. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Phalanx</i>
Rank 2	Twice Per Day, <i>Fortification</i>
Rank 3	Once per Module, <i>Reinforced</i>
Rank 4	Three times per Day,
Rank 5	Twice per Module, <i>Armor Patching</i>

- Armor Patching- When used all allies gain *Fast Linked*, allowing them to *Readjust* their armor in half the normal time.
- Phalanx- When used the character grants up to four targets, who are wielding a shield, 1 additional *Base Armor Point*. These points go above the characters' maximum and can be repaired with their normal armor points.
- Fortification- When used up to 4 allies gain *Immunity to Body Modifier*.
- Reinforced- All allies' armor gains protection from damage, the next time their armor would be reduced to 0 it can be *Readjusted* to full value, not gaining the *Breach* status.

Vitality (Technique)

This skill allows the character to recover from wounds in the heat of combat. This skill takes a 30 second counted action to recover up to 10 points of body. Alternatively, this skill can be used immediately after incapacitating a foe in combat. If done in this way, it is instant and negates the counted action.

Class Talents

Level 1	<i>Defend, Recovery</i>
Level 5	<i>Strong-Arm, Hoplite</i>
Level 10	<i>Defender, Battle Tactics</i>
Level 15	<i>Armored Training, Combat Awareness</i>
Level 20	<i>Bodyguard, Battle Ready</i>
Level 25	<i>Shield Reflect, Steadfast</i>
Level 30	<i>Damage Tolerance</i>

Armored Training

While wielding a shield the character gains additional armor points. These points go above the characters maximum and are refit with their normal armor. So long as they are wielding a shield, they gain 2 additional *Base Armor Points*.

Battle Ready

The characters' prowess has reached a level in their training that they can recover some amount of their defenses after using certain skills. After using a Defensive Technique, the character regains 3 Armor Points.

Battle Tactics

You have seen the field of battle more than most and often lead the charge. By reviewing information, you access to about a location (Example- Module to Attack a fortress), you can gain an advantage. You will need to get with a plot marshal OOG, and go over the information you have. Based on the amount of information you have the Marshal will assign an appropriate Advantage; Examples- Skip an encounter, potentially lower enemy count in some encounters, Highlight certain mobs that are high threat.

Bodyguard

This Talent allows the character to safeguard a single target, Non-Fighter Class, a powerful boon. This grants the target *Damage Cap 3* for a Module. This can be used twice each reset and lasts for 1 hour or Module.

Combat Awareness

In the heat of the moment little escapes you. After a combat in which you were directly involved and happened in the last hour, you can recount the events that transpired. You must get with the Marshal involved to ask questions and get the highlights.

Damage Tolerance

Between your armor, your shield and your penchant for taking a beating; you have learned to take hits that might kill a weaker hero. You gain *Damage Cap 4*.

Defend

This skill allows the character to protect others from harm by getting in the way of the attack. To use this skill, the character must be within weapon reach of a target, have a weapon of shield in hand, and call "Defend". When used, this skill will redirect a single attack to the character using the skill, which may then be negated normally with defenses. If the attack had a numeric value, the damage will be reduced by half. This skill can be used once each *Encounter*.

Defender

You have focused your skills at being aware of your allies in combat and are quick to intervene. You can now use the *Defend* ability 2 times each *Encounter*.

Hoplite

In a line fight strength comes from covering your allies on the line and them covering you. Once per Module the character can grant an ally +5 *Temporary Armor*.

Recovery

Rigorous training leads to days of recovery; your body has become hardened by this allowing your body to spring back quickly. You receive 1 additional point of healing from expendable items and 2 points from abilities others use on you. Additionally, when at 0 *Body*

points you will wake from *Unconscious* after 5 minutes instead of the normal 10.

Shield Reflect

With the right timing and a little luck, you can even defend against weak magical attacks. By expending a *Riposte*, the character can "Reflect" an attack with the "Magic" delivery. This can only be used once/encounter.

Steadfast

You have trained for years to be unwavering in holding the line. You gain the ability to Resist a limited number of effects (Push,

Repel, Sweep, Daze, Shun), this can be used 1 Each Encounter.

Strong Arm

This Talent only functions while the character is wielding a shield they are skilled with. While wielding a shield they are skilled with they are not affected by the *Massive and Pierce* Modifiers, treating all such attacks that strike their shield as normal weapon swings. Additionally, while wielding a shield, they can use *Deflect* and *Parry* with their shield, as well as on attacks with the *Massive* Modifier.

Monk

Monks are a specialized melee class focused on honing their body as a balanced weapon. They have mastered the ability to fight and survive with the barest of means. While they are capable of standing the front line in a fight they also have the flexibility to be very mobile taking advantage of an ever-changing battlefield.

While they spend a great deal of time training in what appears to be the ways of combat from an onlooker this is not the case. A monks training is a molding on oneself into a truly centered form.

Armor: Monks rely on speed and dexterity to avoid hits rather than soaking the impact of a strike. While they can wear up to 4 Armor Points, more advanced Monks will wear lighter armor as they become more adapt in their arts.

Weapon Proficiencies: Monks are skilled with the following weapons: Brawl, Short Weapon, Medium Weapon, Staff, and Thrown.

Class Features

Unarmed Combat: Monks are trained in the art of fighting without weapons and therefore do not suffer the drawbacks of not being able to use

Combat Techniques with *Brawling* weapons. Additionally, Monks can use up to Medium length Brawl weapons.

Meditation: Reaching a state of harmony takes years of practice and constant work to maintain. Each day the character will gain a pool of *Chi* points that they can use to power a few abilities. A character begins with 2 *Chi* each Day at 1st level and gains 1 additional *Chi* every 5 character levels after that, (IE. 1st, 5th, 10th, and so on.). They can use their *Chi* for the following:

- 1 Chi- Gain Fast Healing 3 for 1 hour or module, while not in combat.
- 1 Chi- Gain a reflexive *Evade*, this will be triggered on the first attack it would work on and cannot be stacked with itself.
- 2 Chi- Increase *Dexterity Armor* by 2 points, this goes over class maximum, for 5 minutes or 1 Encounter.
- 2 Chi- Increase *Flurry* by an additional 1 for 5 minutes or 1 Encounter.
- 3 Chi- Can *Natural Stabilize* a target with no counted action, within melee reach.

Monk: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Brutal Strike Rank 1	5	<i>C</i>	Fist Weaving Rank 1	5	<i>C</i>
Brutal Strike Rank 2	10	<i>C</i>	Fist Weaving Rank 2	5	<i>C</i>
Brutal Strike Rank 3	15	<i>U</i>	Fist Weaving Rank 3	10	<i>U</i>
Brutal Strike Rank 4	20	<i>U</i>	Fist Weaving Rank 4	10	<i>U</i>
Brutal Strike Rank 5	25	<i>R</i>	Fist Weaving Rank 5	10	<i>R</i>
Abundant Leap	2	<i>C</i>	Iron Body	5	<i>U</i>
Bending Reed	5	<i>R</i>	One with the World	3	<i>C</i>
Chi Strike	3	<i>U</i>			
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	<i>C</i>	Novice		
Novice Combat Action Rank 2	3	<i>C</i>	Bracing Block	--	<i>C</i>
Novice Combat Action Rank 3	6	<i>U</i>	Maim Limb	--	<i>C</i>
Novice Combat Action Rank 4	6	<i>U</i>	Evade	--	<i>U</i>
Novice Combat Action Rank 5	9	<i>R</i>	Sweep	--	<i>R</i>
Journeyman Combat Action Rank 1	5	<i>C</i>	Journeyman		
Journeyman Combat Action Rank 2	5	<i>C</i>	Choke Hold	--	<i>C</i>
Journeyman Combat Action Rank 3	10	<i>U</i>	Ricochet	--	<i>R</i>
Journeyman Combat Action Rank 4	10	<i>U</i>	Clarity	--	<i>U</i>
Journeyman Combat Action Rank 5	15	<i>R</i>	Unbound	--	<i>C</i>
Master Combat Action Rank 1	7	<i>C</i>	Master		
Master Combat Action Rank 2	7	<i>C</i>	Paralyzing Strike	--	<i>C</i>
Master Combat Action Rank 3	14	<i>U</i>	Roundhouse	--	<i>R</i>
Master Combat Action Rank 4	14	<i>U</i>	High Block	--	<i>U</i>
Master Combat Action Rank 5	21	<i>R</i>			

Class Skills

Abundant Leap (Daily)

This skill allows the character to make almost supernatural performances of athletic prowess. When activated the character can perform the *Feat of Strength* (Jump/Climb) as though they had an additional *+4 Strength*. Additionally, this can be used to block an opponent attempting to leave an encounter using Flee.

Bending Reed (Daily)

By focusing the chi within their body, a Monk can lessen the impact of weaker blows. This skill grants the character *Resistance Physical 3*, lasting for 5 Minutes or one Encounter.

Bracing Block (Technique)

This skill duplicates Weapon Ward with the exception that it can only be used to defend Brawl weapons; this will also work as a defense from Maim Limb with Brawl weapons.

Brutal Strike (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	1 Additional use per Encounter (2 Total)
Rank 2	Increase Damage by 1 point
Rank 3	1 Additional use per Encounter (3 Total)
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (4 Total)

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the

maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Chi Strike (Daily)

The skill allows the character to deliver their Brawl damage and effects with packets, for up to 5 minutes or one Encounter. This ability does not function with the Choke Hold skill.

Choke Hold (Technique)

This attack allows the character to attempt to subdue a target with a quick attack. This attack is delivered as “Binding Strike Silence” and follows the normal rules for Binding Strike. This attack requires a 3 count to complete at the end of which the target will become Unconscious. This attack can only be delivered with Brawl weapons.

Clarity (Technique)

This skill allows the character to briefly harden their minds and *Resist* the following effects: *Charm, Command, Sleep, and Terror*.

Evade (Technique)

This skill allows the character to negate any attack with numerical damage as part of the call, excluding attacks with the *Massive*, or *Surprise* Modifiers.

Fist Weaving

This skill allows the character to focus Chi into their fists delivering far more than just power strikes, they can alter the energy those strikes deliver. This skill can be used a number of times each Day based on the characters’ rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once each Day, <i>Spirit Flavor</i>
Rank 2	Twice each Day, <i>Elemental Flavor</i>
Rank 3	Once each Module
Rank 4	Three Times each Day, <i>Destructive</i>
Rank 5	Twice Each Module

High Block (Technique)

This skill will allow the character to defend against a single attack delivered with a melee weapon, regardless of the Delivery Type. This skill can only be used with Brawl weapons.

Iron Body

This skill gives the character 2 points of Dexterity Armor. This skill can be purchased once.

Maim Limb (Technique)

This skill will damage the target's limb making it useless for combat and locomotion until cured. If the target is an arm, that arm cannot be used for anything; in the case of a leg the player can only walk (if both legs are maimed the player cannot move from their current spot). To use this skill, the character must announce "Maim <limb>", in which the attacker chooses which limb is affected, and land a legal weapon blow. This attack is a single swing hit or miss and can only be performed with a melee weapon.

One with the World (Daily)

This skill grants the character the abilities of *Blindsight* and *Immune to Daze* effect for 5 minutes or one Encounter. This skill is Passive once activated.

Paralyzing Strike (Technique)

This attack is delivered with the call "Paralyzing Strike" and a single weapon swing hit or miss. This will cause and affected target to become Paralyzed.

Ricochet (Technique)

This skill allows the character to defend against a single ranged attack by diverting it to a new target in melee weapon range of the character. When used, announce "*Ricochet Voice <Effect>*"

Roundhouse (Technique)

This skill allows the character to use the Cleave ability, allowing the character to duplicate the effect of a legal weapon attack they have landed. When the attack succeeds the character calls "Cleave". They may then make an identical attack which may not target the same individual affected by the first ability. Cleave may not be used in conjunction with Burst or Double Attack.

Sweep (Technique)

This skill allows the character to force aside nearby foes. This can only be used with Great or Brawl weapons, and only when the character is stationary, though they may move immediately after its use. This skill forces all targets within melee weapon range of the user to back away 10 feet and prevent them from approaching the user for 5 seconds. This does not prevent the affected targets from fighting, only from them approaching the character for the 5 seconds.

Unbound (Technique)

This special defense allows the character to escape from all forms of movement impairing effects, including *Binding* and *Contain* effects, currently affecting them, instantly ending their duration; though it does not work on *Petrify*.

Class Talents

Level 1	<i>Unarmored Defense, Marital Style</i>
Level 5	<i>Merciful Strike, Deflect Missiles</i>
Level 10	<i>Extended Martial Training, Center Self</i>
Level 15	<i>Cloud Stride, One Body One Mind</i>
Level 20	<i>Chi Spin, Focus Chi</i>
Level 25	<i>Focus Zen, Diamond Skin</i>

Center Self

Through meditation the monk has learned to relieve their physical form of harm. Using this skill is a 3 counted action, at the end of which the character is healed for 5 Body Points. This can be used twice (2) each Day.

Chi Spin

This Talent allows the character to unleash a powerful attack to all targets near them. When used this ability will add the *Burst* an attack of the characters choice. This ability can be used twice (2) each Day.

Cloud Stride

With training and great focus, you can extend your Chi to alter the physics of your body in the world. By expending 2 Chi points you gain the ability to stride on almost any non-vertical surface, so long as you keep moving. This means the character could run across water, treetops, even across a landslide, so long as they continue moving, the moment they come to a stop the effect ends, and they are subject to normal physics.

Deflect Missles

This Talent reflects the characters almost supernatural reflexes, allowing them to snatch even arrows from the sky. The character can *Catch* a physical ranged attack once (1) each *Encounter*.

Diamond Skin

Through dedication to the arts, you have pushed your body to the edges of control, able to shrug off small amounts of magic. This Power automatically *Resists* the next three spells or effects with the *Magic Delivery* Type that affect the character, beneficial or hostile. This Power can be used twice (2) each reset.

Enlightenment

The character has spent years or even decades meditating and training their body and mind to the point that they are in harmony as one. All uses of *Chi* have their cost reduced by 1, to a minimum of 1.

Extended Martial Training

This Talent allows the character to treat all of their Class Weapon Proficiencies as Brawl weapons.

Focus Chi

This Talent allows the character to extend the power of their *Chi* focusing it into a more powerful connection. The character gains access to additional uses of their Daily *Chi* points.

- 2 Chi- Extend a targets *Death Count* by up to 4 minutes.
- 2 Chi- Gain *Spirit* Flavor for an *Encounter*
- 4 Chi- Character can *Conceal*

Focus Zen

This Power allows the character to channel their inner focus and still mind to other targets. This Power functions as "*Arcane Break Enchantments*" and can be used once each Day.

Martial Style

With extensive training the character has mastered a favored style in which they fight. By specializing in a style, they are granted a static bonus.

- Mantis Style- Grants 1 Additional swing to their Flurry limit.
- Crane Style- Grants 2 points of Dexterity Armor.
- Bull Style- Grants +1 Damage with *Blitz* attacks.

Merciful Strike

This Talent allows the character to call "*Merciful*" when they drop a target leaving them *Unconscious* and *Stabilized* instead of *Bleeding Out*.

One Body, One Mind

This Talent allows the character to balance their fighting prowess. You can use your mind to overcome your body if for but a brief time. Once (1) each *Module* the character can choose to delay any non-Mental negative effect on their person for the current encounter as well as the next. After which the effects and duration will take effect again.

Unarmored Defense

While you are trained in the arts of armor and it has its uses, you are most fluid without any at all. While wearing no armor (not using an Armor Tag) you gain 4 points of Armor, these points stack with *Dexterity Armor* and readjust at the same time. Additionally, your *Dexterity Armor* still has effect while *Helpless*.

Tempest

A blur of motion, blades flashing, the skirmisher weaves through the chaos of battle—striking hard, striking fast, and vanishing before the enemy can strike back.

Tempests are masters of hit-and-run tactics, speed, and battlefield control. Practitioners of the Cyclone fighting style, meant to emulate the swift, powerful winds, they thrive in close-quarters combat, relying on agility, tactical prowess, and precision over brute strength. Whether darting through enemies with deadly finesse or using the environment to outmaneuver their foes, the Tempest turns mobility into a weapon all its own.

Where a rogue might rely on stealth and a fighter on durability, the Tempest dances between the two—never staying still, never lingering in danger, always pressing the advantage and keeping opponents off balance.

Armor Proficiency: Tempest can wear up to 4 Armor Points.

Weapon Proficiencies: Tempests are additionally skilled with Long Weapons. They additionally gain the *Florentine Talent* at level 1.

Class Features

Zephyr Step: As a master of the Cyclone Style art of dueling, you have learned to move like the wind - ever flowing and changing - to go untouched. When struck by an attack that deals damage, a Tempest can activate this ability to *Conceal* for 3 seconds. The attack that struck them, and any riding effects, are completely negated, and the Tempest restores up to 2 Armor Points. This ability can be used 1 time each Day at 1st level and one additional use per Day is gained every 5th level (5th, 10th, 15th, etc).

Twin Blades: Tempest are skilled with the art of using two weapons offensively, far more than their peers. The Player may use a weapon up to 40" in length in both hands for dual wielding.

Tempest: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Brutal Strike Rank 1	5	C	Cyclone Style Rank 1	5	C
Brutal Strike Rank 2	10	C	Cyclone Style Rank 2	5	C
Brutal Strike Rank 3	15	U	Cyclone Style Rank 3	10	U
Brutal Strike Rank 4	20	U	Cyclone Style Rank 4	10	U
Brutal Strike Rank 5	25	R	Cyclone Style Rank 5	10	R
Die Hard	4	U	Patch Job	2	C
			Quickness	2	R
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Weapon Ward</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Disarming Strike</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Deflect</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Garrote</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Parry</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Initiative</i>	--	R
Journeyman Combat Action Rank 4	10	U	<i>Spurning Strike</i>	--	C
Journeyman Combat Action Rank 5	15	R	<i>Knockdown</i>	--	U
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Riposte</i>	--	C
Master Combat Action Rank 3	14	U	<i>Disrupt</i>	--	R
Master Combat Action Rank 4	14	U	<i>Slay Strike</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skills

Brutal Strike (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	1 Additional use per Encounter (2 Total)
Rank 2	Increase Damage by 1 point
Rank 3	1 Additional use per Encounter (3 Total)
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (4 Total)

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Cyclone Style

This skill allows the character to control the battlefield and keep their enemies off balance. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once each Day, <i>Flash of Steel</i>
Rank 2	Twice each Day, <i>Buffeting Winds</i>
Rank 3	Once each Module
Rank 4	Three times each Day
Rank 5	Twice each Module, <i>Storm Dance</i>

- Buffeting Winds- This allows the character to make the call "*Voice All Enemies Difficult Terrain Run*".
- Flash of Steel- The allows the character to distract their foes, they can use "*Weakness Strike*"
- Storm Dance- This allows the character to quickly cause a storm of dust around their allies granting them *Barrier 3*.

Disarming Strike (Technique)

This skill, with a melee weapon Strike as the delivery method, causes a targeted hand-held item to become unusable for 5 seconds. When delivering the Strike, you must call out the item to be affected. While the target does not need to drop the item, they cannot use it offensively nor defensively. Any attack that strikes the item during that time causes the bearer to suffer the effects of the attack. This Strike can either be a legal weapon strike or can hit the item to be affected.

Deflect (Technique)

This skill negates a single physical weapon attack that strikes them, or another within melee weapon reach, that has a numerical damage as part of the call; and does not have a Delivery Type, or the Massive carrier. To use this skill, the character must call "Deflect".

Die Hard (Daily)

This skill allows the character to survive near death and keep fighting. This can be used only when a character reaches -1 *Body Points*. When activated, the character can continue to take actions instead of falling down and can continue to act until they reach negative *Body Points* equal to their unadjusted maximum *Body Points*; at which time they will enter the *Dying* state but only have a 60 count *Bleed Out*. This effect will end if the user is healed above 0 *Body Points*.

Disrupt (Technique)

This powerful attack can help overcome the greatest of foes. The call for this skill is “Disrupt Strike”, which will reduce the target’s Resistance by 2 points. This attack can only be used with a melee weapon and is one swing, hit or miss.

Garrote (Technique)

This skill allows the character to greatly hinder their foe. The call for this skill is “Silence Strike”, which will cause the target to be affected by Silence. This attack can only be used with a melee weapon and is one swing, hit or miss.

Initiative (Technique)

This skill allows the character to make a quick escape from combat. When used, the character will proceed to retreat 10 steps from the nearest combatant in as straight of a line as possible. This does not avoid obstacles like walls which will impede the character's progress. During this time, they are not a valid target for melee strikes and will announce 'Initiative' as a defense and will keep one hand raised above their head like they're asking a question in class. The character is still a valid target for packets and voice effects but may not be engaged in melee for the duration of this skill. In addition, the character may not be followed during their movement.

Knockdown (Technique)

This skill allows the character to strike a target, hampering them for 10 seconds, during which time they can use no Active Skills or Abilities, and cannot walk. Unlike normal weapon strikes, this skill works even if it strikes the targets Handheld items or Costume. To use this skill, the character must announce, “Knockdown Massive!”.

Parry (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully lands a legal hit and does not have a Delivery Type, or the *Massive* Modifier. The only exception to this is *Natural* attacks, as they are treated as weapon attacks. This skill can be used on any target within melee weapon reach not just the character. This skill can only be performed with Melee weapons, and the weapon must be in hand to use the skill.

Patch Job (Daily)

This skill allows the character to make a quick recovery in combat by *Repairing* a suit of armor. By performing a 15 second counted action, the target’s armor will be set to its full value, removing the *Breached* status, though future *Breaches* will affect the armor normally.

Quickness (Daily)

This skill allows the character to reduce counted actions by a degree of time. This cannot be stacked with itself for multiple reductions. This skill is considered a Passive Temporary Reduction.

- Over 60 seconds is reduced by 50%,
- 60 count becomes a 30 count,
- 30 count becomes a 3 count,
- 3 count becomes a 1 count.

Riposte (Technique)

This skill allows a character to negate a melee weapon attack which strikes them, as per *Parry*. Additionally, the attack is sent back to the originator, who takes full effect, they can then in turn defend against as normal. This skill can only be performed with Melee weapons.

Slay Strike (Technique)

This skill allows the character to lash out with a violent attack. This attack is called as “*Slay*”

Strike”, which will deal attack deals 10 points of damage to the target.

Spurning Strike (Technique)

The skill allows the character to force the target to avoid fighting them, giving them an opening to get past the line. This skill is a single weapon swing hit or miss, this is used with the call “*Shun Strike*”.

Weapon Ward (Technique)

This skill will negate any Disarm/Shatter effect that targets a hand-held object in the possession of the character. If an effect hits multiple targets simultaneously, such as an explosive trap, it will protect a single item per use.

Class Talents

Level 1	<i>Movement Mastery, Blade Flurry</i>
Level 5	<i>Leaf on the Wind, Fleetness</i>
Level 10	<i>Bitter Wind, Refreshing Breeze</i>
Level 15	<i>Lag Tempo, Blade Ward</i>
Level 20	<i>Whirlwind, Tireless Dance</i>
Level 25	<i>Thousand Cuts, Squall Strength</i>
Level 30	<i>Sword Saint</i>

Bitter Wind

This Talent reflects the character ability to strike with such speed that it cuts through normal protections. The Character can add the *Modifier Critical* to their *Brutal Strike* attacks once (1) each Encounter.

Blade Flurry

When it comes down to a 1-on-1 fight you are trained to win at any cost. Dirty fighting and quick thinking can beat almost any foe, that and speed. The characters *Flurry* limit is increased by 1.

Blade Ward

This Talent emphasizes that the best defense is a good offense. While wielding two melee weapons, the Tempest increases their Armor value by 1 point, going over their current maximum.

Fleetness

The character has learned to be fast to react not just to avoid attacks but to intercept their foes as well. This Talent allows the character to stop a target from *Fleeing* combat. This is called as “Block Flee” and can be used twice (2) each Day.

Lag Tempo

This Talent allows the character to throw off an enemy trying to read their rhythm, allowing them to recover from unsuccessful attacks. When the character uses a Combat Action to make a *Strike* that either misses or is negated by a defensive call, the character can make it so the Combat Action use is not consumed. This call for this ability is “*Feint*”, and it can be used once (1) each Module.

Leaf on the Wind

This Talent grants the character enhanced agility of body and mind, becoming nothing more than a formless gust to their enemies’ attacks. The character gains a free *Resist* that they can call against any effect. This Talent can be used once (1) each Day.

Movement Mastery

In the training of this path there are many lessons, but none are so keen as the ability to move great distance with grace. This Talent grants the character +2 *Strength* for *Feats of Strength* that deal with movement and doubles the distance they can move during that time.

Refreshing Breeze

This Talent allows the character to compose themselves better when fighting is fierce. When you use your *Zephyr Step* Class Feature, the amount of Armor you recover is up to your Max Armor Points.

Squall Strength

Even the most powerful attacks cannot stand up to the gale that a Tempest can summon, giving them strength to resist mighty blows. The character can use *Deflect* and *Parry* against attacks that have a *Delivery Type* or the *Massive* carrier. This can be used twice (2) each Module.

Sword Saint

The character's mastery of Cyclone Style is complete. They wield two weapons as extensions of their own body, becoming a blur of speed, talent, and tenacity. The character's *Flurry Limit* increases by 1, and when they use their *Zephyr Step* Class Feature, they *Conceal* for 6 second's total.

Thousand Cuts

When speed and fury are combined, the damage is almost unreal. This Talent allows the character to deliver a flurry of powerful attacks in a flash, letting them make double their normal amount of Blitz attacks. These Blitz attacks must be consecutive, and use of any other skill will interrupt them. This can be used once (1) each Module.

Tireless Dance

Tempests spend a lifetime training in the art of battle dance ever building their endurance. This Talent makes the character *Immune to Exhaustion* effects and Reduces all *Difficult Terrain* effects by 2 Tiers. This also doubles the time it takes for *Fatigue* to affect the character.

Whirlwind

The character has learned to do more than simply fight, they dance across the battlefield, spinning and slashing through their foes. This Talent allows the character to add the *Burst* effect to one of their attacks, this can be used once (1) each *Module*.

Titanblade

Titanblades are warriors of unstoppable momentum and terrifying strength, trained to master weapons that would shatter the bones of lesser mortals. Whether brandishing a massive greataxe, swinging a sword taller than a man, or crushing enemies with a maul of stone and steel, Titanblades channel raw physical might into devastating attacks that turn the tide of battle with a single swing.

Born of war and tempered by brutal training, these champions are more than mere brutes. Every strike is calculated to break shields, sunder armor, and flatten foes. Their presence on the battlefield is unmistakable—like a walking siege engine, a Titanblade clears paths through enemy lines and leaves nothing standing in their wake.

It is said that those who train in this path train in ways far beyond the sheer prowess of weapons. Their namesake is tied to some of the most ancient of beings known to our worlds and many masters are said to have tapped into that ancient power to bring the might of these powers to bear. In fact, some of the greatest masters have learned to etch runes of power into their blades to tap further into that power.

Armor: Titanblades can wear up to 8 Armor Points.

Weapon Proficiencies: Titanblades are skilled with the following weapons: Short Weapons, Great Weapon, and Thrown.

Class Features

Titans Grip: This ability gives the character a flawless and unshakeable grip, anything they have in their hand cannot be dropped unwillingly; be that a weapon, torch or reigns of a steed.

Runic Training: Titanblades are a deadly presence on the battlefield, and they are a force to be reckoned with, but their real power is in their ability to tap into the power of the Titans of old. You can temporarily imbue your weapon with power. This ability takes 5 minutes to activate and will last for 1 hour or a module. This ability can be used 1 time each Reset at 1st level and one additional use per Reset is gained every 5th level (5th, 10th, 15th, etc). At the time of use the character can choose from the following effects:

- Your weapon gains *Immune to Shatter and Destroy*.
- Your weapon gains your *Blitz* skill the *Flavor Silver*
- Your weapon Increases your *Blitz* damage by an additional 1 point.

Titanblade: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Brutal Strike Rank 1	5	C	Warding Rank 1	5	C
Brutal Strike Rank 2	10	C	Warding Rank 2	5	C
Brutal Strike Rank 3	15	U	Warding Rank 3	10	C
Brutal Strike Rank 4	20	U	Warding Rank 4	10	U
Brutal Strike Rank 5	25	R	Warding Rank 5	10	R
Die Hard	4	R	<i>Rune of Intimidation</i>	7	C
Etch Rune	2	C	Runic Warding	5	U
Patch Job	2	C			
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Weapon Ward</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Deflect</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Repel Strike</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Vitality</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Parry</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Sweep</i>	--	R
Journeyman Combat Action Rank 4	10	U	<i>Rune Strike</i>	--	U
Journeyman Combat Action Rank 5	15	R	<i>Destroy Strike</i>	--	C
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Overpower</i>	--	C
Master Combat Action Rank 3	14	U	<i>Intensify Runes</i>	--	R
Master Combat Action Rank 4	14	U	<i>Impunity</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skills

Brutal Strike (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	1 Additional use per Encounter (2 Total)
Rank 2	Increase Damage by 1 point
Rank 3	1 Additional use per Encounter (3 Total)
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (4 Total)

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Deflect (Technique)

This skill negates a single physical weapon attack that strikes them, or another within melee weapon reach, that has numerical damage as part of the call; and does not have a Delivery Type, or the *Massive* carrier. To use this skill, the character must call "Deflect".

Destroy Strike (Technique)

This skill, with a melee weapon strike as the delivery method: destroys one weapon, up to a large-sized shield, suit of armor, of other object

which is no larger than a Large Shield; making the item unusable and giving it the Broken status. To use this skill, the player must declare aloud "Destroy<targeted weapon/item> Strike" then must land a legal weapon blow with a melee weapon or make weapon contact with the item to be Destroyed. This skill may NOT target a portion of an otherwise whole object, or ANY natural weaponry (i.e. claws, tails, etc). This skill is one swing, hit or miss.

Die Hard (Daily)

This skill allows the character to survive near death and keep fighting. This can be used only when a character reaches -1 *Body Points*. When activated, the character can continue to take actions instead of falling down and can continue to act until they reach negative *Body Points* equal to their unadjusted maximum *Body Points*; at which time they will enter the *Dying* state but only have a 60 count *Bleed Out*. This effect will end if the user is healed above 0 *Body Points*.

Etch Rune (Daily)

Your training has allowed you to better control of the power of runes, you can now etch Runes on weapons to be wielded by others. Only a single Rune can be placed on a weapon that is not to be wielded by a Titanblade. The effects and mechanics of the skill match that of the Titanblade Class Feature of *Runic Training*.

Impunity (Technique)

This skill allows the character to fend off all physical attacks for a brief time. When activated the character will announce "Impunity", and for the next 10 seconds all physical/natural attacks against the user that can be defended with the Parry skill are considered negated.

Intensify Runes (Technique)

This skill allows the character to push the limits of their runic mastery. When used their weapon will become slightly larger. This increases the damage of their *Blitz* skill by an additional +1 damage, and the character can add an additional *Runic* effect to their weapon. This effect lasts for 5 minutes of 1 encounter.

Overpower (Technique)

This skill allows the character to deal almost unstoppable damage against his foes for a single encounter. When activated the characters next two (2) weapon swings will deal double damage and gain the “*Massive*” Modifier. This skill can only be used with Great Weapons.

Parry (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully lands a legal hit and does not have a Delivery Type, or the *Massive* Modifier. The only exception to this is *Physical* attacks, as they are treated as weapon attacks. This skill can be used on any target within melee weapon reach not just the character. This skill can only be performed with Melee weapons, and the weapon must be in hand to use the skill.

Patch Job (Daily)

This skill allows the character to make a quick recovery in combat by *Repairing* a suit of armor. By performing a 15 second counted action, the target’s armor will be set to its full value, removing the *Breached* status, though future *Breaches* will affect the armor normally.

Repel Strike (Technique)

This skill allows the character to force a target away from them. To use the skill, the character must announce “Repel Strike Massive” and unlike normal weapon strikes, this skill still works even if it strikes the targets handheld

items or costume. The target of this strike will be affected as per the Repel spell, though this effect will be broken if the character becomes unconscious, bound, loses their weapon, or attacks the target. This skill can only be used with Great Weapons and is one swing, hit or miss. The character can have one target repelled at a time, plus one additional target for each +Strength they have.

Rune of Intimidation (Daily)

This skill allows the character to strike fear in their foes. This skill has two uses: First, this can be used against a target within melee weapon reach and is delivered as “<Target> Voice Terror”. Second, this skill can be used against a Conscious and Helpless target to force them to answer a yes or no question, which must be answered truthfully.

Rune Strike (Technique)

This skill allows the character to unleash a blast of raw energy with their weapon. When used this skill will allow for a single weapon swing that is expended on a hit or miss. This adds *Delivery Magic* to their melee weapon attack; this attack can only be a damaging attack and not involve a *Technique* that has an effect.

Runic Warding (Daily)

The runic power that runs through your blade does not simply unleash power against your foes; it can also be channeled to protect you. This skill allows the character to *Negate* a non-*Physical* attack that has a Numerical value in the call.

Shatter Strike (Technique)

This skill, with a melee weapon strike as the delivery method: renders useless one weapon, small-sized shield, or other object, which is no larger than a Small Shield, giving it the Broken status. If used against a suit of armor, it

will breach the armor, reducing it to 0. To use this skill, the player must declare aloud “Shatter <targeted weapon/item> Strike” then must land a legal weapon blow with a melee weapon or make weapon contact with the item to be Destroyed. This skill may NOT target a portion of an otherwise whole object, or ANY natural weaponry (i.e. claws, tails, etc). This skill is one swing, hit or miss.

Sweep (Technique)

This skill allows the character to force aside nearby foes. This can only be used with Great or Brawl weapons, and only when the character is stationary, though they may move immediately after its use. This skill forces all targets within melee weapon range of the user to back away 10 feet and prevent them from approaching the user for 5 seconds. This does not prevent the affected targets from fighting, only from them approaching the character for the 5 seconds.

Vitality (Technique)

This skill allows the character to recover from wounds in the heat of combat. This skill takes a 30 second *Counted Action* to recover up to 5 points of body. Alternatively, this skill can be used immediately after incapacitating a foe in combat. If done in this way, it is instant and negates the counted action.

Warding

This skill allows the character to weave the power of the realms around them to create powerful wardings. This skill can be used a number of times each Day based on the characters’ rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Seal</i>
Rank 2	Twice Per Day, <i>Erode</i>

Rank 3	Once per Module, <i>Mighty</i>
Rank 4	Three times per Day,
Rank 5	Twice per Module, <i>Repulsion</i>

- Seal- This ability will allow the character to cast an “*Arcane Wall*” that will seal a portal/doorway, which will last for up to an hour or can be ended at the character will. The character will need to place a Blue rope/marker across the portal to be sealed.
- Erode- This ability allows the character to erupt a rune on a surface; this will reduce the targets *Resistance* by up to 2 points or 3 points if it is an object.
- Mighty- This ability allows the character to mark a target with a rune with binds their body granting it immense power. You must place a blue band around their right arm. For the duration the target can be healed while at -1 Body.
- Repulsion- When cast the character chooses a creature type, they must then announce “Voice Bane <Creature>”, this is a *Concentration* skill.

Weapon Ward (Technique)

This skill will negate any Disarm/Shatter effect that targets a hand-held object in the possession of the character. If an effect hits multiple targets simultaneously, such as an explosive trap, it will protect a single item per use.

Class Talents

Level 1	Runic Mastery, Recovery
Level 5	<i>Unchecked Brutality, Unseal</i>
Level 10	Overwhelming Power, Titanic Smash
Level 15	<i>Enhanced Runes, Runic Overload</i>
Level 20	<i>War Cry, Momentum</i>
Level 25	<i>Runic Legend, Tolerance</i>
Level 30	<i>Titan Alterations</i>

Enhanced Runes

You have trained further into the arts of etching runes into your weapon and have been able to further increase the capacity of your runes.

- The weapon wielder gains *Immune to Shatter and Destroy* effects this extends to their person, protecting all their possessions.
- The weapon wielder gains *Critical Modifier* useable 1/Encounter.
- The weapon adds *Flavor (Fire/Water/Wind/Stone) Carrier* to *Blitz* skill attacks 1/encounter.

Momentum

This Talent allows the character to press the boundaries of their might overcoming the physical obstacles of the terrain. Once each *Day* and once each *Module* the character can Reduce the effect of *Difficult Terrain* by 2 Tiers for an *Encounter*.

Overwhelming Power

This power grants the character an additional +4 Strength for *Feats of Strength*. Additionally, each *Encounter* the character can add the *Massive* Modifier to their *Blitz* attack twice (2).

Recovery

Rigorous training leads to days of recovery; your body has become hardened by this allowing your body to spring back quickly. You receive 1 additional point of healing from expendable items and 2 points from abilities others use on you. Additionally, when at 0 *Body* points you will wake from *Unconscious* after 5 minutes instead of the normal 10.

Runic Mastery

Your control over the power of your runes allows you to extract more from their usage. When you place a Rune on a weapon that weapon gains a single *Resist Shatter/Destruction* during the duration. Additionally, it now only takes you 1 minute to apply Runes to your weapon, and 2 minutes to etch a Rune into an ally's weapon.

Runic Overload

This Talent allows the character to boost their damage when activating certain runes. When using *Rune Strike* to deal damage the damage of the attack is increased by 2 points.

Titanic Smash

This skill allows the character to tap deep into the ancient power of the Titanic ways, bringing their might to bear. You can deal double your *FoS* modifier in damage, as bonus damage, when attacking an objects *Durability*.

Tolerance

This Talent allows the character to fully channel their destruction power inward infusing their body with runic energy. When activated the character gains *Resistance 4 All*; however, they cannot use *Brutal Strike* in the same *Encounter*. This can be used once (1) each *Module*.

Runic Legend

Legends speak of the Titans as ancient beings that walked the Realms long ago, huge and monstrous beings of immense unchecked power. You have learned to awake but a fraction of that power. You can now Inscription on surfaces that have far more power, this ability takes 1 minute to active during which a symbol should be drawn on the ground or wall. This rune will last for an *Encounter* and will grant all Allies one of the following, of the characters choosing, at the time of skill use.

- Lowers the Difficulty of all Skill Checks by 1.
- Increases Damage of *Cantrips* and *Blitz* skills by 1 point
- Reduces counted actions by 50%

Titan Alterations

You have spent years studying the powers of the Titans and learning to channel that power into a weapon. By intention or proximity to the power you have awoken power within yourself for better or worse. You gain *Altered Metabolism*.

Unchecked Brutality

While being a destructive force is common among adventures you can push the envelope. The damage of your final *Blitz* attack in each encounter has its damage doubled.

Unseal

This Talent expands the characters' knowledge of Runes to include similar enchantments, most commonly *Glyphs*. The character can disable these types of enchantments by touching them and spending a *60 Counted Action*. At the end of the count the target will be *Suppressed* for the remainder of the *Encounter*. This can be used twice (2) each Day.

War Cry

This Talent allows the character to boost the battle prowess of their allies. To use this skill, the character announces, "All allies in the sound of my voice, War Cry", which will allow all allies to use one of their *Module* based *Spells* or *Techniques* without expending it. This does NOT affect the user and lasts for up to 5 minutes or one *Encounter*, or until the skill is used.

Devoted Classes

Fighter classes are the quintessential weapon masters; from being a Tank with a shield holding the line to a great weapon wielding menace cleaving their way through the enemy. While each has a different method by which they battle their foes they are normally at the front of the pack.

Armor Proficiency: All Devoted can use Medium Armor (4 Armor Points) by default some be able to wear more.

Weapon Proficiency: All Devoted can use Short and Medium Weapons, as well as Small Shields.

Devoted Strike: You gain a Strike attack, at 1st level; this attack is one swing hit or miss and deals 2 damage (with a 1-Handed Weapon) or 3 damage (with a 2-Handed Weapon). This can be used once (1)/Encounter. This is a *Blitz skill*.

Champion

The Champion is a warrior of devotion—a mighty defender of the innocent who wields both sword and divine power with equal fervor. Honoring a sacred vow, they combine the discipline of the martial arts with the holy strength granted by their unwavering devotion. With their blade held high, they stand between the weak and the forces that seek to destroy them, a living symbol of their god's wrath and lineage.

To a Champion, combat is not merely a skill to be honed but a sacred calling. They do not fight for glory or riches; they fight for something far greater: to uphold the divine law, to protect the helpless, and to destroy the forces of evil wherever they are found. Their weapons are conduits of divine power, and their resolve is as unshakable as the devotion that guides them. Each swing of their blade is a prayer, each strike is a divine judgment, and each victory is a step closer to the Reverent

Whether inspired by a god of justice, light, or vengeance, the Champion carries the mantle of

their devotion as both a burden and a blessing. They stand as paragons of righteousness, undeterred by the horrors of the battlefield, unyielding in their purpose. When others fall to despair, the Champion rises—never alone, for their faith walks beside them. And when the darkness threatens to overwhelm, they are the light that holds it at bay.

Armor Proficiency: Champions can wear up to 7 Armor Points.

Weapon Proficiencies: Champions are skilled with the following weapons: Short Weapon, Medium Weapon, Long Weapon, Small Shield, and Medium Shield.

Class Features

Lay Hands: This skill allows the character to heal a target for “3 *Body Font*”. To use this skill the character must be within arm’s reach of the target and have a free hand. This skill can be used once each reset at 1st level and once again for each 5-character levels, (IE. 5th, 10th, and so on.)

Champion: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Divine Strike Rank 1	5	C	Channel Divinity Rank 1	5	C
Divine Strike Rank 2	10	C	Channel Divinity Rank 2	5	U
Divine Strike Rank 3	15	U	Channel Divinity Rank 3	10	U
Divine Strike Rank 4	20	U	Channel Divinity Rank 4	10	R
Divine Strike Rank 5	25	R	Channel Divinity Rank 5	10	Ex
Barrier	3		Resuscitate	4	
			Reverent Ward	4	
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Deflect</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Weapon Ward</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Maim Limb</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Brilliance</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Parry</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Divine Protection</i>	--	R
Journeyman Combat Action Rank 4	10	U	<i>Delay Metabolic</i>	--	U
Journeyman Combat Action Rank 5	15	R	<i>Stun Strike</i>	--	C
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Bolster</i>	--	C
Master Combat Action Rank 3	14	U	<i>Divine Shield</i>	--	R
Master Combat Action Rank 4	14	U	<i>Smite</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skills

Divine Strike (Blitz)

Each skill grants the character the *Blitz* skill, with each rank increasing the damage and frequency of use. This attack is one swing hit or miss and deals 2 Damage (with a 1-Handed Weapon).

Rank 1	Increase Damage by 1 point
Rank 2	1 Additional use per Encounter (2 Total)
Rank 3	Can add the Flavor <i>Spirit</i> to attacks.
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (3 Total)

Channel Divinity

This skill allows the character to tap into their divine connection to the Reverent powers. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Voice Stabilize</i>
Rank 2	Twice Per Day, <i>Aura of Protection</i>
Rank 3	Once per Module, <i>Divine Might</i>
Rank 4	Three times per Day,
Rank 5	Twice per Module, <i>Aura of Resistance 3</i>

- Divine Might- This skill allows the character to summon up their divinity to grant them great strength, granting them +4 for *Feats of Strength*.
- Aura of Protection- Grants all allies 2 Armor Points, these stack above their class maximum and can be readjusted.
- Aura of Resistance- Grants all allies *Resistance 3* <Flavor>, (*Fire, Water, Wind, Stone, Shadow*).

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Barrier (Daily)

This skill allows the character to funnel their convictions into damage absorbing *Barrier* on themselves. This grants the character 3 points of damage negation, which cannot be readjusted, does stack with other temporary armor buffs, but are the first points lost.

Bolster (Technique)

This skill allows the character to instill divine power into their allies. When used the character gives a target +3 *Base Body*, these points are healable and remain until the end of the *Encounter*.

Brilliance (Technique)

This skill allows the character to generate a burst of light that can aid them or harm some foes. This can be used as an attack by calling "*Magic Light*" and delivering the attack via a weapon swing. NPC's with the words *Shadowy* or *Indistinct* in their description will suffer 5 points of damage. It can also be used as a standard *Light* effect that will last for the *Encounter*.

Deflect (Technique)

This skill negates a single melee weapon attack that strikes them, or another within melee weapon reach, that has numerical damage as part of the call; and does not have a Delivery Type, or the *Massive* carrier. To use this skill, the character must call "Deflect".

Delay Metabolic (Technique)

This skill allows the character to temporarily stop *Metabolic* effects on a target. This will allow the target to ignore the current *Metabolic* afflicting them until the end of the *Encounter* at which time the effects will become active on the target again. This only *Delays* the effects active at the time of use, effects on the target that are applied after this skill is used will affect the target normally.

Divine Protection (Technique)

This skill allows the character to extend their divine power to an ally for a short period of time, 5 minutes or 1 *Encounter*. During that time the target, whom cannot have *Armor Proficiency Heavy/Battle*, will gain *Physical Resistance 3*.

Divine Shield (Technique)

This technique allows the champion to wrap themselves in divine power for a few moments. When activated all negative effects on their person with duration, not *Instant* or *Permanent*, will end; as well they are *Immune to Damage* for 5 seconds. This technique can be used so long as the character is *Conscious* and is not under the effects of a *Command*.

Maim Limb (Technique)

Maim Strike inflicts the *Maim Limb* effect on a successful melee hit. Limbs can be specified, but if they are not, the choice of afflicted limb goes to the defender.

Parry (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully lands a legal hit and does not have a Delivery Type, or the *Massive* Modifier. The only exception to this is *Natural* attacks, as they are treated as weapon attacks. This skill can be used on any target within melee weapon reach not just the character. This skill can only be performed with Melee weapons, and the weapon must be in hand to use the skill.

Resuscitate (Daily)

This skill when used on a *Dead* target will bring them back from the edge of death. The targets state will change from *Dead* to *Dying* and will be at -1hp and start their 2-minute count. They are now a viable target for healing.

Reverent Ward (Daily)

Their skill allows the character to scribe a warding glyph that will prevent *Reverent* creatures from entering the denoted area. This takes 60 seconds to activate and must be marked with a red circle no greater than 5' in radius. This effect will last up to 1 hour and must be announced for NPC's to be aware.

Smite (Technique)

This skill allows the character to land a divine strike with their weapon. When used this attack is called as "*Arcane 8 Spirit*". This attack is a single swing hit or miss.

Stun Strike (Technique)

This effect causes a target to be rendered Stunned for 10 minutes. This skill is used by calling "Stun Strike" and landing a legal weapon blow; this attack is a single swing hit or miss.

Weapon Ward (Technique)

Weapon Ward counters any effect that would render a Champion's weapon or shield useless, including Shatter, Disarm, and Destroy.

Class Talents

Level 1	<i>Fear Warding, Unshaken</i>
Level 5	<i>Divine Vigor, Improved Protection</i>
Level 10	<i>Sacred Light, Enhanced Barrier</i>
Level 15	<i>Purifying Touch, Desperate Prayer</i>
Level 20	<i>Zeal, Divine Smiting</i>
Level 25	<i>Sacred Watch, Fire Pillar</i>
Level 30	<i>Exalted</i>

Desperate Prayer

The Champions devotion to their cause drives them to even stave off death. When the character would normally be reduced to -1 Body Points, they can choose to instead be only reduced to 1 Body and still be *Conscious*. This ability can be used once (1) each Day.

Divine Smiting

While your normal *Smite* Technique carries a power that can bring great harm to your foes, you now can channel the full wrath of the divine. The damage of *Smite* is increased to 12 points.

Divine Vigor

Your devotion to the divine has infused you with supernatural resilience. You are *Immune* to the effects of *Rot, Plague, and Wither*.

Enhanced Barrier

The character can empower or extend their *Barrier* to create a power defense. This ability increases the amount their *Barrier* negates to 5 points if used on themselves, or they can put

the *Barrier* effect on an ally though it will only negate the normal 3 points.

Exalted

The path of the devoted is a long and arduous one, but for those who are strong enough the rewards are plentiful. The character can have

Fear Warding

With just a few words you can inspire a target with the will to be unwavering when others run. This ability can be used twice (2) each *Module*, and it will make the target *Immune* to the effects of *Terror and Fear*.

Fire Pillar

This Talent allows the character to channel their devotion to great range. The character can now deliver their *Smite Technique* via *Voice Delivery*. This can be used twice (2) each Day.

Improved Protection

This Talent improves the protection that a Champion grants an ally with the *Divine Protection Technique*. The *Resistance* gained is increased by 1 point.

Purifying Touch

While the laying of hands normally restores only wounds, you have been trained how to alter your power. Twice (2) each Day the character can add the *Purify* effect to the use of *Lay Hands*.

Sacred Light

In times of great need, the character can channel their devotion to reach those within sight. This ability can be used twice (2) each Day and gives their *Lay on Hands* the *Voice* delivery type.

Sacred Watch

The character devotion and conviction to their cause drives them to be ever vigilant. The character can choose an ally to be the target of their watch. The target receives *Resistance All 2* and the champion can use any of the expendable skills/abilities that normally require touch via *Voice* delivery instead on that target. This effect lasts for an *Encounter* and can be used twice (2) each Day.

Unshaken

Your devotion fills your body and mind with a resilience to stand the line in the face of danger. The character becomes *Immune* to the effects of *Terror and Fear*, additionally the character can *Reset Charm/Compulsion* once each Day.

Zeal

This Talent allows the character to manifest their devotion into raw force against a foe. This will increase their *Divine Strike* damage by 2 points against a single target. This effect is announced “Zeal <Target>” where <Target> is the name, or a description of their target. This ability can be used once (1) each *Module*.

Lancer

Lancers are skilled melee combatants who have also devoted themselves to the mastery of the elements. This makes them deadly foes in close quarters, as they can unleash powerful elemental power through their weapons with little effort. Splitting up their training time and the addition of heavy armaments makes can make for difficult mastery.

Armor: Lancer skilled in combat they are able to wear up to 6 Armor Points; however, they are not skilled with shields.

Weapon Proficiencies: Lancer are additionally skilled with the following weapons: Great Weapons

Elemental Power: Many of the Lancers skills allow them add a Flavor to their attacks, when

Flavor is refenced for this class it is limited to Fire, Water, Wind, and Stone.

Class Features

Energy Conduit: Lancers have trained in being living conduits for the elemental powers that exist in the world and for that they can harness that energy to alter their attacks. This ability allows them to change the delivery of their weapon attacks to "*Elemental <Effect Name>*". This skill can be used once each reset at 1st level and once again for each 5-character levels, (IE. 5th, 10th, and so on.)

Lancer: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Energy Strike Rank 1	5	C	Invoke Elements Rank 1	5	C
Energy Strike Rank 2	10	C	Invoke Elements Rank 2	5	C
Energy Strike Rank 3	15	U	Invoke Elements Rank 3	10	U
Energy Strike Rank 4	20	U	Invoke Elements Rank 4	10	U
Energy Strike Rank 5	25	R	Invoke Elements Rank 5	10	R
Barrier	3				
Banish Element	6				
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Deflect</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Vacuum</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Repel Strike</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Weapon Ward</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Parry</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Flare</i>	--	R
Journeyman Combat Action Rank 4	10	U	<i>Knockdown</i>	--	U
Journeyman Combat Action Rank 5	15	R	<i>Sweep</i>	--	C
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Riposte</i>	--	C
Master Combat Action Rank 3	14	U	<i>Quake</i>	--	R
Master Combat Action Rank 4	14	U	<i>Spell Rebounding</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skills

Banish Element (Daily)

This skill allows the character to disperse elemental energies and spirits that they might encounter. When used against a creature the call is “*Arcane Banish Elemental*”, this will only effect elemental spirits that have Fire, Water, Wind, or Stone in their description. Or it can be used as a “*Dispel Element*”.

Barrier (Daily)

This skill allows the character to funnel their convictions into damage absorbing *Barrier* on themselves. This grants the character 3 points of damage negation, which cannot be readjusted, does stack with other temporary armor buffs, but are the first points lost.

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Deflect (Technique)

This skill negates a single melee weapon attack that strikes them, or another within melee weapon reach, that has numerical damage as part of the call; and does not have a Delivery Type, or the *Massive* carrier. To use this skill, the character must call “Deflect”.

Elemental Strike (Blitz)

Each skill grants the character the *Blitz* skill, with each rank increasing the damage and frequency of use. This attack is one swing hit or miss and deals 3 Damage (with a 2-Handed Weapon).

Rank 1	Increase Damage by 1 point
Rank 2	1 Additional use per Encounter (2 Total)
Rank 3	Can add Flavor Carrier to swing
Rank 4	Increase Damage by 1 point
Rank 5	1 Additional use per Encounter (3 Total)

Flare (Technique)

This skill allows the character to erupt a torrent of flames from themselves in all directions. The attack is called as “5 Fire Burst”

Invoke Elements

This skill allows the character to tap into their connection to the elemental spirits. Drawing upon the powers of Fire, Water, Wind, and Stone. This skill can be used a number of times each Day based on the characters’ rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Embody</i>
Rank 2	Twice Per Day, <i>Elemental Force</i>
Rank 3	Once per Module, <i>Skate</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Elemental Skin</i>

- Elemental Force- This ability allows the character to channel energy into an object offensively. This effect grants them +4 *Strength* for *Feats of Strength* to move an object other than themselves.
- Elemental Skin- This ability grants the character Resistance 3 <Flavor>.

- Embody- This ability allows the character to embody certain elemental powers, allowing them to overcome some conditions. Options include being able to *Breathe Water*, or exist without breathing at all, being able to withstand extreme heat/cold.
- Skate- The ability allows you to summon the elements to skate along the surface of elementally aligned terrains; lava, landslide, clouds and water are all viable. This ability works so long as the player continues moving.

Knockdown (Technique)

This skill allows the character to strike a target, hampering them for 10 seconds, during which time they can use no Active Skills or Abilities, and cannot walk. Unlike normal weapon strikes, this skill works even if it strikes the targets Handheld items or Costume. To use this skill, the character must announce, "*Knockdown Massive!*". This skill can only be used with 2 handed melee weapons and is one swing, hit or miss.

Parry (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully lands a legal hit and does not have a Delivery Type, or the *Massive* Modifier. The only exception to this is *Physical* attacks, as they are treated as weapon attacks. This skill can be used on any target within melee weapon reach not just the character. This skill can only be performed with Melee weapons, and the weapon must be in hand to use the skill.

Repel Strike (Technique)

This skill allows the character to force a target away from them. To use the skill, the character must announce "*Repel Strike Massive*" and unlike normal weapon strikes, this skill still works even if it strikes the targets handheld items or costume. The target of this strike will be

affected as per the *Repel* spell, though this effect will be broken if the character becomes unconscious, bound, loses their weapon, or attacks the target.

Riposte (Technique)

This skill allows a character to negate a melee weapon attack which strikes them, as per *Parry*. Additionally, the attack is sent back to the originator, who takes full effect, they can then in turn defend against as normal. This skill can only be performed with Melee weapons.

Spell Rebounding (Technique)

This skill allows the character to defend themselves from *Magical and Elemental* attacks and repurpose them. When used the character calls "*Absorb*" and the defended attack is negated, they can then immediately deliver the effect they stopped, with their weapon offensively. This is called as "*Magic <Effect>*".

Sweep (Technique)

This skill allows the character to force aside nearby foes. This can only be used with Great or Brawl weapons, and only when the character is stationary, though they may move immediately after its use. This skill forces all targets within melee weapon range of the user to back away 10 feet and prevent them from approaching the user for 5 seconds. This does not prevent the affected targets from fighting, only from them approaching the character for the 5 seconds.

Quake (Technique)

This skill allows the character channel powerful elemental spirits into the ground, causing it to erupt with fury. When used the character calls "*Elemental Knockdown Burst*" Causing all enemies in weapons reached to be affected.

Vacuum (Technique)

This skill allows the character to control the air in a small location. When this attack is used and strikes a target, that target becomes *Silenced*. This attack is delivered as “*Silence Strike*”.

Weapon Ward (Technique)

This skill will negate any Disarm/Shatter effect that targets a hand-held object in the possession of the character. If an effect hits multiple targets simultaneously, such as an explosive trap, it will protect a single item per use.

Class Talents

Level 1	<i>Flicker, Elemental Insight</i>
Level 5	<i>Wind Kissed, Elemental Exclusion</i>
Level 10	<i>Flowing Power, Backdraft</i>
Level 15	<i>Elemental Control, Flow</i>
Level 20	<i>Cascade, Stone Guard</i>
Level 25	<i>Brand,</i>
Level 30	<i>Alignment</i>

Alignment

The character has spent decades building with alignment to the elemental powers. When the character reaches this point, they choose one of their *Flavors* to align to, this cannot be changed. The character will gain the following benefits.

- Gains *Resistance 4* to chosen Flavor
- Deals 2 Additional damage with effects that have the same Flavor as their chosen

Backdraft

The Talent allows the character to unleash a torrent of fire reflexively in response to being attacked. When struck with a melee weapon the character can unleash an “*Aura 4 Fire*”. This can be used once (1) each *Encounter*.

Brand

This Talent allows the character to leave a mark upon a foe that makes it easier to unleash their *Elemental Strike* on them. Once the character has landed an *Elemental Strike* against a target they can deliver their next *Elemental Strike* on the same target as *Voice*.

Cascade

This Talent allows the character to summon forth enough elemental energy to infuse a small area. When used this ability allows the character to cause their allies to be infused with an *Elemental Flavor*. This allows all characters to add the chosen *Flavor* to their weapon attacks, if they have *Skills/Spells/Abilities* that are aligned with the chosen flavor their damage is increased by 1 point. This ability can be used once (1) each *Module*, this lasts for an *Encounter*.

Elemental Control

This Talent allows the character to not simply wield elemental power; it allows them to control its manifested form. The character gains the ability “*Command Elemental Spirit*”. This can be used twice (2) each Day, the effect follows the rules for the *Command* spell.

Elemental Exclusion

This Talent allows the character to focus on one of their four elements exclusively. The character chooses which *Flavor* will become the only flavor they can use with their *Elemental Strike* skill, for sacrificing the other 3 flavors the characters damage with the skill is increased by 2 points.

Elemental Insight

This Talent opens the characters’ senses to the presence of elemental spirits. This functions to *Identify* if a creature is an Elemental Creature or Spirit. The character can also *Detect*

elemental auras by focusing on an item. This can be used once (1) each *Module*.

Flicker

This Talent is the most basic of connections to the elemental spirits. This allows the character to generate short lived *Light* effects, lasting only a minute. This can also be used as a defense against a *Blind* Effect once each Day.

Flow

The Talent allows the character to briefly embody the power of water becoming fluid in their motion. This allows the character to use the *Escape Technique*, or the Talent can be used to pass through small openings like a crack in a wall or under a door. This can be used once (1) each *Module*.

Flowing Power

This Talent allows the character to double the damage of their *Elemental Strike*, when they expend one of their uses of *Energy Conduit* to make the attack delivery *Elemental*.

Stone Guard

The characters' ability to control the elemental forces in the world allows them to also have some of that power flowing around them. When they use a *Defensive Technique*, their Armor is healed 2 points, to its max.

Wind Kissed

This Talent reflects the characters control of the power of wind, while they cannot create a powerful gale they can call upon its aid to land safely. The character gains the *Glide* ability, this ability functions even if the character is *Helpless* or *Unconscious*.

Shifter

Shifters are devoted to the power of nature and the Wyld. Trained in the ways of channeling the primal energy to make their attacks. Shifters can train

Armor Proficiencies: Shifters can wear up to Medium Armor 4 Armor Points.

Weapon Proficiencies: Shifters can additionally use Great Weapons.

Class Features

Primal Rage: This skill allows the character to unleash the power of the primal world they protect by granting them heightened combat

proWess for a short time. When active, the character gains the following temporary benefits: +2 Body Points, +1 Damage to *Blitz* skills, Immunity to Terror. This skill lasts for 5 minutes or one Encounter. This skill can be used as a defense against Berserk and will negate the attack and activate this skill. This skill can be used once each reset at 1st level and once again for each 5-character levels, (IE. 1st, 5th, 10th, and so on.)

Shifter: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Primal Strike Rank 1	5	C	Shifting Rank 1	5	C
Primal Strike Rank 2	10	C	Shifting Rank 2	5	C
Primal Strike Rank 3	15	U	Shifting Rank 3	10	U
Primal Strike Rank 4	20	U	Shifting Rank 4	10	U
Primal Strike Rank 5	25	R	Shifting Rank 5	10	R
Cyclone	5	U			
Primal Roar	5	R			
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Deflect</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Maim Limb</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Exhaustion Strike</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Rhino Hide</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Pounce</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Venom Strikes</i>	--	R
Journeyman Combat Action Rank 4	10	U	<i>Shell Block</i>	--	U
Journeyman Combat Action Rank 5	15	R	<i>Escape</i>	--	C
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Conceal</i>	--	C
Master Combat Action Rank 3	14	U	<i>Dodge</i>	--	R
Master Combat Action Rank 4	14	U	<i>Eviscerate</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skills

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Conceal (Technique)

A character using this skill instantly becomes Hidden, for a brief time. This skill is activated by calling "Conceal!" Once activated, the character places their hands open palms together over their head and for the next 10 seconds they are hidden and can move. This skill does not remove any effects that are currently on the character.

Cyclone (Daily)

This skill allows the character to wrap their body in fierce winds that shield them from certain attacks. When activated, this skill will last for 10 seconds, during which time the character is not affected by physical ranged attacks; this includes Ranged Weapons, Vials, Bombs, and Natural Attacks, though they can still use skills normally.

Deflect (Technique)

This skill negates a single melee weapon attack that strikes them, or another within melee weapon reach, that has numerical damage as part of the call; and does not have a Delivery Type, or

the *Massive* carrier. To use this skill, the character must call "Deflect".

Dodge (Dodge)

This skill allows the character to avoid a single ranged weapon or packet delivered attack that strikes them. This defense cancels the attack, meaning it does not continue and hit someone behind them.

Escape (Technique)

This special defense allows the character to escape from all forms of movement impairing and Binding effects currently affecting them, instantly ending their duration, though it does not work on Contain effects or Petrify. This skill can also be used on a target other than the character; the character must touch the target and maintain concentration for a 5 counted action.

Eviscerate (Technique)

This skill allows the character to last out with a violent attack. This attack is called as "*Slay Strike*", this attack deals 10 points of damage.

Exhaustion Strike (Technique)

This skill allows the character to deliver a powerful poison attack. This skill is used by calling "*Poison Exhaustion Strike*" and landing a melee attack anywhere on the target; this is one swing, hit or miss.

Maim Limb (Technique)

This skill will damage the target's limb making it useless for combat and locomotion until cured. If the target is an arm, that arm cannot be used for anything; in the case of a leg the player can only walk (if both legs are maimed the player cannot move from their current spot). To use this skill, the character must announce "Maim <Limb>", which the attacker chooses which limb is affected, and land a legal weapon

blow to that limb or body. If no limb is hit or specified in the case of a blow landed to the body, then it is the defender's choice of limb. However, this cannot be not one that has already been maimed. This attack is a single swing hit or miss and can only be performed with a melee weapon.

Pounce (Technique)

This skill allows the character to strike a target, hampering them for 10 seconds, during which time they can use no Active Skills or Abilities, and cannot walk. Unlike normal weapon strikes, this skill works even if it strikes the targets Handheld items or Costume. To use this skill, the character must announce, "*Knockdown Massive!*".

Primal Roar (Daily)

This skill allows the character to let out a roar that will strike fear in their foes. This skill is called as "*Voice Terror Burst*".

Primal Strike (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	Increase Damage by 1 point
Rank 2	1 Additional use per Encounter (2 Total)
Rank 3	Increase Damage by 1 point
Rank 4	1 Additional use per Encounter (3 Total)
Rank 5	Increase Damage by 1 point

Rhino Hide (Technique)

This skill allows the character to harden their skin granting them 2 points of Natural Armor for an *Encounter*.

Shell Block (Technique)

This skill allows a character to negate any melee or ranged weapon attack that successfully

lands a legal hit and does not have a Delivery Type. This skill is called as "*Parry*".

Shifting

This skill delves deeper into the powers of transformation. While their normal attacks briefly transform a portion of their form in the moment of the attack of defense this skill fully changes the character. The player will earn a pool of Shifting Points they can spend to change into different forms; this is a Daily allotment. It takes a 10 *Counted Action* to change forms. While shifted the character cannot use manipulation skills, nor can they speak in the Common tongue. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	2 Shifting Point, Minor
Rank 2	3 Shifting Points,
Rank 3	4 Shifting Points, Standard
Rank 4	5 Shifting Points
Rank 5	6 Shifting Points, Major

- Minor- (Costs 1 Shifting Point) This allows the character to change into a small creature, there is no combat advantage to this form, but it will give the character access to special movement types like burrowing and flight.
- Standard- (Costs 2 Shifting Point) This allows the character to change into a medium sized creature, gaining some advantages. +2 *Strength for FoS*, *Evade* x 1, Gain +1 Damage on *Primal Strike*, Increase Armor by 4 Points.
- Major- (Costs 3 Shifting Point) This allows the character to change into a large creature gaining added benefit. Character gains +4 *Strength for FoS*, 2 *Natural Armor*, *Evade* x 1, and *Resist Magic* x 1, Gain +1 Damage on *Primal Strike*, Increase Armor by 6 Points.

Venom Strike (Technique)

This skill allows the character to deliver a bite attack that on success will inflict *Venom* on the target. This attack is one swing hit or miss.

Class Talents

Level 1	<i>Totem Spirit, Beast Stride</i>
Level 5	<i>Seeing Red, Wyld Tongue</i>
Level 10	<i>Mindless Rage, Diminutive Form</i>
Level 15	<i>Quickened Shift, Totem Spirit</i>
Level 20	<i>Undying Rage, Dire Shifting</i>
Level 25	<i>Totem Spirit, Slashing Rage</i>
Level 30	

Beast Stride

Your characters bond to the power of nature has grown within you. While in Natural Terrains the character Reduces the effects of *Difficult Terrain* by 1 Tier.

Diminutive Form

This Talent allows the character to use their Minor Shift to take on the form of a creature the size of a field mouse.

Dire Shifting

This Talent allows the character to take on an even more powerful form of a large creature. When using the Major Shift, they additionally gain *Resist All 3*.

Mindless Rage

This Talent increases the potency of the characters Primal Rage ability. While active, they gain *Immunity* to the effects of all *Fears and Compulsions*.

Quickened Shift

This Talent allows the character to force their transformation to happen much faster than normal, though it is exhausting. Using this ability

reduces the *Counted Action* for *Shifting* to a 1 count. This ability can be used twice (2) each Day.

Seeing Red

This Talent allows the character to have an instinctual reaction to *Fear and Berserk* effects, this does not make them *Immune* to them; however when affected by one of these type of effects they can choose to reflexively *Shift* (so long as they have the points available) doing so will negate the effect and they will be in their beast form.

Slashing Rage

This Talent increases the potency of the characters Primal Rage ability. While active the damage of *Primal Strike* is increased by 1 point, and it gains the *Critical Modifier*.

Totem Spirit

This Talent allows the character to bond with a beast spirit granting them a new ability. Each time this is taken a different ability can be chosen.

- Quick- Gain a *Flee* once each Day
- Strong- Gain +2 Strength on FoS
- Agile- Gain an *Evade* once each Day
- Hearty- Gain 1 Base Body
- Cunning- Gain *Resist Charms* once each Day
- Stealth- Gains the *Hide* skill

Undying Rage

This Talent allows the character to push past the confines of their normal limits. When an attack would render them *Helpless* in any way they can *Resist* that attack. This can be used once during each use of Primal Fury.

Wyld Tongue

This Talent allows the character to speak with and understand Animals and *Wyld* Spirits.

Mystic Classes

Mystics cover the gambit of magic users in the world of Wraithvale. Ether by weaving powerful forces of the elements to disable and damage their foes or summoning restorative energies to mend their fallen allies, mystics push the line of what is possible.

All Mystics classes share a core set of skills and proficiencies, as well as abilities.

Armor Proficiency: All Mystics can wear 2 Armor Points, though may have access to more depending on their Class.

Weapon Proficiencies: All Mystics are skill with the following weapons: Short Weapon and Staff

Cantrips: This is the most basic type of magic that all casters learn. These spells are easy to cast and can be called on regularly with ease. Cantrips

are an *Encounter* skill whose power and versatility can be grown. While they are easy to cast, they still follow a few rules. First you do not need a Spell Focus on your person to cast them, Second, they do not use a normal incant, instead they are cast using the following: "Magic <Spell Name>". Otherwise, they follow the normal rules for Spell Casting. All Mystics can cast 1 Cantrip per Encounter and begin game knowing 4 Cantrip Spells of their choice.

Spell Casting: When a character learns the 1st Rank of each level of *Circle Magic* (after Character Creation), they will automatically gain a single new spell of that level into their Memory. All other spells will need to be learned by memorizing the spell from a *Scroll, In-Game*. A character can only know a maximum of 4 Spells of each level.

Mender

The Mender is a healer who draws their power from the ancient energies of life itself. Their hands weave through the currents of magic, stitching flesh, soothing minds, and mending spirits. Whether through divine connection, primal forces, or knowledge of forgotten arts, Menders are experts in nurturing, protecting, and revitalizing their allies in the heat of battle. With every spell and gesture, they are a beacon of hope in a world often shrouded in despair.

In the chaos of combat, when wounds tear through bodies and despair threatens to consume hearts, the Mender steps forward to turn the tide. They are neither warriors nor sorcerers in the traditional sense. Instead, they wield a different kind of magic—one of healing, restoration, and preservation. To them, the power of life is the most precious force in the world, and they guard it with unwavering dedication.

A Mender might carry a sacred relic, a forgotten book of remedies, or an ancient staff. They are a gentle presence on the battlefield, but their determination is fierce, for the lives of their comrades depend on their wisdom and skill. Through their power, the weary can stand tall

again, the broken can heal, and even death's cruel hand may be held at bay—if only for a moment.

Armor Proficiency: Menders can wear up to 4 Armor Points.

Weapon Proficiencies: Menders are skilled in the following weapons: Short Weapon and Staff.

Spell Casting: Menders have access to the *Spirit* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Corporal Warding: Their study and channeling of spirit energy and magic has changed them. The character gains the ability to temporarily become immune to all *Carrier Effects* for an *Encounter*. This skill can be used 1 time each reset at 1st level, plus 1 additional time for each 5-character levels they have (IE. 5th, 10th, 15th, and so on).

Shared Light: Through devotion to others, the same fortune is granted to the caster. When touch casting a beneficial spell on another target, the caster also gains the same effect.

Mender: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Cantrip Lore Rank 1	5	<i>C</i>	Spirit Manipulation Rank 1	5	<i>C</i>
Cantrip Lore Rank 2	5	<i>C</i>	Spirit Manipulation Rank 2	5	<i>C</i>
Cantrip Lore Rank 3	10	<i>U</i>	Spirit Manipulation Rank 3	5	<i>U</i>
Cantrip Lore Rank 4	10	<i>U</i>	Spirit Manipulation Rank 4	10	<i>U</i>
Cantrip Lore Rank 5	15	<i>R</i>	Spirit Manipulation Rank 5	10	<i>R</i>
Create Phylactery	4	<i>C</i>	Spell Weaving	5	<i>C</i>
Rebuke	3	<i>C</i>	Spell Weaving	5	<i>U</i>
Signum Lux	3	<i>U</i>	Spell Weaving	5	<i>U</i>
<i>Guardian Spirit</i>	4	<i>R</i>	Spell Weaving	10	<i>R</i>
			Spell Weaving	10	<i>R</i>
Circle Magic Level 1 Rank 1	3	<i>C</i>	Circle Magic Level 3 Rank 1	7	<i>C</i>
Circle Magic Level 1 Rank 2	3	<i>C</i>	Circle Magic Level 3 Rank 2	7	<i>C</i>
Circle Magic Level 1 Rank 3	6	<i>U</i>	Circle Magic Level 3 Rank 3	10	<i>U</i>
Circle Magic Level 1 Rank 4	6	<i>U</i>	Circle Magic Level 3 Rank 4	10	<i>U</i>
Circle Magic Level 1 Rank 5	9	<i>R</i>	Circle Magic Level 3 Rank 5	13	<i>R</i>
Circle Magic Level 2 Rank 1	5	<i>C</i>	Circle Magic Level 4 Rank 1	9	<i>C</i>
Circle Magic Level 2 Rank 2	5	<i>C</i>	Circle Magic Level 4 Rank 2	9	<i>C</i>
Circle Magic Level 2 Rank 3	8	<i>U</i>	Circle Magic Level 4 Rank 3	12	<i>U</i>
Circle Magic Level 2 Rank 4	8	<i>U</i>	Circle Magic Level 4 Rank 4	12	<i>U</i>
Circle Magic Level 2 Rank 5	11	<i>R</i>	Circle Magic Level 4 Rank 5	15	<i>R</i>

Class Skill

Cantrip Lore

Focused study has its advantages. Each rank of this skill will improve the characters abilities with casting Cantrips.

Rank 1	Cast 1 Additional Cantrip per Encounter (2 Total)
Rank 2	Cast 1 Additional Cantrip per Encounter (3 Total)
Rank 3	<i>Hasten Magic</i>
Rank 4	Cast 1 Additional Cantrip per Encounter (4 Total)
Rank 5	<i>Forked Cantrip</i>

- *Hasten Magic*- This skill allows the character to burn one of their Cantrip uses to reduce the *Spell Charge Time* of their next non-offensive spell by 3 Counts, Minimum 1.
- *Forked*- This skill allows the character to *Fork* one of their Cantrips each Encounter, this allows them to immediately cast the same Cantrip at a different target, without expending a second use of Cantrip.

Circle Magic

Each rank of this skill unlocks the magical potential of the character. This skill is purchased separately for each of the four *Circles* (Levels) of magic and determines how many spells of those levels they can cast. The maximum rank of the *Circle 2* through *Circle 4* skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	One Spell Per Day, Learn 1 Spell
Rank 2	Two Spells Per Day
Rank 3	One Spell per Module
Rank 4	Four Spells Per Day
Rank 5	Two Spells per Module

Create Phylactery

This Talent allows the character to manifest some of their raw energy into a physical form, by scribing glyphs upon the air. Once

scribed the glyphs become *Invisible* but hang in the air around the character, granting them the ability to *Resist Shadow or Disease* (Rot, Plague, Wound, Vampiric) once each Day. Additionally, the character will be seen as less of a threat, when interacting with NPCs, meaning they less likely to outright attack them if they are hostile, if they are not already hostile, they may even show a more favorable side toward the character, this can be announced as "Peaceful Aura".

Guardian Spirit (Daily)

This skill creates a safeguard on the target's spirit, binding it to the target's body. The next time the target drops to -1 *Body Points* or the *Dead* status, they will auto-stabilize to 0 *Body Points*. This effect lasts for one hour or Module, or until used. Additionally, the target is protected from being forcibly transformed into another creature subtype for up to one hour, as a separate duration from the auto-stabilize.

Rebuke (Daily)

This skill allows the Mender to deal a violent attack against the vilest of foes. This attack will cause 3 points of damage. This attack is delivered as "Arcane 3 Spirit".

Signum Lux (Daily)

This skill allows the character to extend their protection to another granting the target a 4-point *Barrier* that will negate damage from attacks with the Carriers/Modifiers: *Body/Disease/Shadow*. These points will last for up to 1 hour or Module, or until used up.

Spell Weaving

You have learned through trial and error how to focus your magic into a more potent form, like sharpening a blade. When casting *Healing* spells each Rank of this skill will affect the outcome.

Rank 1	Increases the amount <i>Healed</i> by spells by 1 point
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Rank 2	Increases the amount <i>Healed</i> by spells by 2 points
Rank 3	<i>Healing</i> Spells affect 1 additional target
Rank 4	Increases the amount <i>Healed</i> by spells by 3 points
Rank 5	<i>Curative</i> Spells additionally <i>Heal</i> 1 point of damage

Spirit Manipulation

This skill represents the characters' control over the power of spirits and their energy. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Hearten</i>
Rank 2	Twice Per Day, <i>Wrack Spirit</i>
Rank 3	Once per Module, <i>Hold Spirit</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Transfer Lifeforce</i>

- *Hearten*- This ability allows the user to help a character who has just failed a *Skill Check*, to immediately attempt the check again and take the new result. Melee Weapon Range.
- *Transfer Lifeforce*- This ability allows the character to remove a negative effect from a willing target by moving it to themselves so their power can destroy it. Once the effect has been moved to the caster, they will suffer the effect, and the caster will make a 120 *Counted Action* (this is more of a timer and will happen even if the caster is helpless) at the end of the time the effect will fade from the caster. This can also be used to allow the caster to move a negative effect from themselves to a willing target, so long as they are conscious. The new target will suffer the effect, and the duration is doubled. Range of Touch.
- *Wrack Spirit*- This ability allows the character to *Stun Non-Corporeal*/Spirit Creatures delivered as "*Arcane Stun Spirit*", additionally

if used on a target that is *Possessed* the *Possessing* creature will be *Stunned* and ejected from the target. Packet Delivered.

- *Hold Spirit*- This ability allows the character to strengthen a spirit's ability to cling to life, this will cause a *Dead* characters *Death Count* to be extended by up to 4 minutes. Range Voice.

Class Talents

Level 1	<i>Living Armor, Improve Phylactery</i>
Level 5	<i>Improved Spell Prep, Book Study</i>
Level 10	<i>Inner Light, Improved Spell Prep</i>
Level 15	<i>Shadow Hunter, Spirit Binding</i>
Level 20	<i>Holy Nova, Divine Vigor</i>
Level 25	<i>Purge the Shadows, Guiding Light</i>
Level 30	<i>Damage Tolerance</i>

Book Study

Weaving magic is an art, and when patience is applied the results can be perfected. When casting spells using *Book Casting*, their *Curative* and *Dispel* type spells hit 2 targets instead of the normal 1, and *Healing* spells hit up to 3 targets.

Damage Tolerance

Between your armor, your shield and your pendant for taking a beating; you have learned to take hits that might kill a weaker hero. You can *Resistance All 4*.

Divine Vigor

You can extend your Talent of the flow of life to allies for a short time, granting them renewed health and stamina. During a Module you can grant up to Three (3) allies +2 Max Body Points.

Guiding Light

This Talent causes the character to become tied to and open to the *After*, where spirits go when they die. This allows the character to attempt to *Resurrect* a target without

need of a Temple or other site of power. This does from time to time attract lost spirits.

Holy Nova

You have mastered the Talent of Spirit that courses through you and have learned to channel that energy into a massive burst of healing. Three (3) times each Day you can add the *Burst Font* modifier to a *Healing* spell.

Improved Phylactery

This Talent allows the character to manifest a more Powerful Phylactery. Granting them a benefit based on which glyph was scribed.

- Grace- Reduce the *Spell Charge* time by 1 second for all spells.
- Angelus- +2 Armor Points, these can be readjusted along with armor they wear and go above their maximum.
- Mending- When the character reaches the last 5 seconds of their Bleed Out count, they are instantly healed for 2 points. Once triggered this cannot happen again for 4 hours.

Improved Spell Preparation

This Talent allows the character to access more magical power each day. The character has 1 additional spell of each Circle level (1 First Level, 1 Second Level, 1 Third Level) that they can cast each Day.

Inner Light

This Talent allows the character to tap into their inner power granting additional healing. Three (3) times each Day, as well as twice (2) each *Module* they can generate a "*Magic Heal 3 Body*" effect.

Living Armor

This Talent allows the character to use their *Healing* spells to fix damaged suits of armor. When casting a healing spell they can change the incant from "Heal X Body" to simply "Heal" this will heal Armor points first, if the targets armor is full, it will roll over to heal Body Points with the remaining value.

Purge the Shadow

Beings of Shadow can seek no solace in hiding from your power. This Talent allows the character to retain uses of *Rebuke* that miss a target, regaining them at the end of the *Encounter* in which they are used.

Shadow Hunter

You channel the Talent of spirit in its rawest form, and when you unleash it against the beings of shadow they crumble before you. Your *Rebuke* damage is increased by 2 points.

Spirit Binding

You have mastered the arts of healing the body and can relay that into keeping it all intact. You can Bind a single target at a time this is noted by tying a white band to their right arm. That character can now be healed from -1 without being Stabilized first.

Shaman

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, this primal magic is guarded over by servants of philosophical balance known as Shamans. Allies to beasts and manipulators of nature, these often-misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion, they can command the will of mighty beasts and the power to call upon nature's wrath. The mightiest temper power akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

While some shaman might keep to the fringe of battle, allowing companions to fight while they confound foes with the Talents of nature, others transform into deadly beasts and savagely wade into combat. Shaman worship personifications of elemental forces, natural Talents, or nature itself. Typically, this means devotion to a nature deity, though druids are just as likely to revere vague spirits, animalistic primordial's, or even specific awe-inspiring natural wonders.

Armor: All Shamans can wear up to 3 Armor Points, since heavier armor is too cumbersome.

Weapon Proficiencies: Shaman are skilled with the following weapons: Short Weapon, Staff, Spear, Thrown, and Small Shield.

Spell Casting: Shamans have access to the *Nature* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Nature's Guide: Your bond with nature goes far beyond just physical to almost a spiritual level as the world around you almost speaks to you. This gives the character a few benefits: First, on the *Prime* or *Echisis*, you can always find north and understand roughly where you are in the world. Second, when making *Nature Skill Checks* you reduce the *Difficulty* by 1.

Bond to the Flow: Your bond to nature is far deeper than simply training and practice. You are connected on a spiritual level, and as such you are bonded to its power and voice. You gain the ability to "*Arcane Command Animals/Plants*", this is a packet delivered attack. This skill can be used 1 time each reset at 1st level, plus 1 additional time for each 5-character levels they have (IE. 5th, 10th, 15th, and so on).

Shaman: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Cantrip Lore Rank 1	5	<i>C</i>	Primal Tap Rank 1	5	<i>C</i>
Cantrip Lore Rank 2	5	<i>C</i>	Primal Tap Rank 2	5	<i>C</i>
Cantrip Lore Rank 3	10	<i>U</i>	Primal Tap Rank 3	5	<i>U</i>
Cantrip Lore Rank 4	10	<i>U</i>	Primal Tap Rank 4	10	<i>U</i>
Cantrip Lore Rank 5	15	<i>R</i>	Primal Tap Rank 5	10	<i>R</i>
Nature Companion	4	<i>C</i>	Spell Weaving	5	<i>C</i>
Reincarnate	4	<i>U</i>	Spell Weaving	5	<i>U</i>
Grasping Earth	4	<i>U</i>	Spell Weaving	5	<i>U</i>
Create Grove	5	<i>R</i>	Spell Weaving	10	<i>R</i>
			Spell Weaving	10	<i>R</i>
Circle Magic Level 1 Rank 1	3	<i>C</i>	Circle Magic Level 3 Rank 1	7	<i>C</i>
Circle Magic Level 1 Rank 2	3	<i>C</i>	Circle Magic Level 3 Rank 2	7	<i>C</i>
Circle Magic Level 1 Rank 3	6	<i>U</i>	Circle Magic Level 3 Rank 3	10	<i>U</i>
Circle Magic Level 1 Rank 4	6	<i>U</i>	Circle Magic Level 3 Rank 4	10	<i>U</i>
Circle Magic Level 1 Rank 5	9	<i>R</i>	Circle Magic Level 3 Rank 5	13	<i>R</i>
Circle Magic Level 2 Rank 1	5	<i>C</i>	Circle Magic Level 4 Rank 1	9	<i>C</i>
Circle Magic Level 2 Rank 2	5	<i>C</i>	Circle Magic Level 4 Rank 2	9	<i>C</i>
Circle Magic Level 2 Rank 3	8	<i>U</i>	Circle Magic Level 4 Rank 3	12	<i>U</i>
Circle Magic Level 2 Rank 4	8	<i>U</i>	Circle Magic Level 4 Rank 4	12	<i>U</i>
Circle Magic Level 2 Rank 5	11	<i>R</i>	Circle Magic Level 4 Rank 5	15	<i>R</i>

Class Skills

Cantrip Lore

Focused study has its advantages. Each rank of this skill will improve the characters abilities with casting Cantrips.

Rank 1	Cast 1 Additional Cantrip per Encounter (2 Total)
Rank 2	Cast 1 Additional Cantrip per Encounter (3 Total)
Rank 3	<i>Hasten Magic</i>
Rank 4	Cast 1 Additional Cantrip per Encounter (4 Total)
Rank 5	<i>Forked Cantrip</i>

- *Hasten Magic*- This skill allows the character to burn one of their Cantrip uses to reduce the *Spell Charge Time* of their next non-offensive spell by 3 Counts, Minimum 1.
- *Forked*- This skill allows the character to *Fork* one of their Cantrips each Encounter, this allows them to immediately cast the same Cantrip at a different target, without expending a second use of Cantrip.

Circle Magic

Each rank of this skill unlocks the magical potential of the character. This skill is purchased separately for each of the four *Circles* (Levels) of magic and determines how many spells of those levels they can cast. The maximum rank of the *Circle 2* through *Circle 4* skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	One Spell Per Day
Rank 2	Two Spells Per Day
Rank 3	One Spell per Module
Rank 4	Four Spells Per Day
Rank 5	Two Spells per Module

Create Grove (Daily)

This skill allows the character to imbue an area with the Talent of nature, returning it to a purer state. The character must spend 5 minutes concentrating and role-playing to create the protective barrier on an area or small building. For the next 5 days the area is protected from unnatural creatures; Undead, Golems, Elementals, Fey, and Abominations, as well as a few other types, cannot enter the area. A Phys-Rep of green lights must surround the area, if outside; or around the primary doorway if created on a building. This effect cannot be stacked with a *Wizard Lock*.

Grasping Earth (Daily)

This skill allows the character to call upon the forces of nature to aid them in combat. When used, the player announces, "All enemies in the sound of my voice *Difficult Terrain Run*".

Natures Companion

The character summons an animal to aid them. This is a normal wild beast but is more intelligent than average and can communicate with the character. The companion can be given basic tasks, understanding the intent of its master, it is still limited to whatever the creature is capable of. Additionally, the companion gives the character one of the following advantages:

- Assistant- Grants *Assist Bonus* on *Tracking* and *Alertness*
- Helper- Grants the *Speed Effect*
- Hunter- Once (1) each *Module* can collect a *Primal* component.

Primal Tap

This skill allows the character to further harness the living power of nature's might. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each

time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Control Winds</i>
Rank 2	Twice Per Day, <i>Leaf Shield</i>
Rank 3	Once per Module, <i>Empower Companion</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Beast Infusion</i>

- **Beast Infusion-** This ability allows the caster to channel the power of the wild beasts into an ally. The target gains +1 Damage with their *Blitz or Damage Cantrip*, and 2 Temporary Body Points.
- **Leaf Shield-** This ability allows the caster to summon a torrent of leaves to surround a target granting them *Displacement x2*.
- **Empower Companion-** This ability will bolster the casters companion, granting a few new abilities; gains a *Blitz* attack, the damage is 2+1 for each Rank of *Circle Magic 4* and a single *Resist Elemental*.
- **Control Winds-** This ability allows the caster to take control of the air itself and manipulate it in a limited amount; this duplicates the *Distant Hand* spell.

Reincarnate (Daily)

This skill allows the character to bring back a character who is *Dead* and in need of a *Life* spell. Like much of nature nothing happens instantly. To use this skill, the character must touch the target and make a 3 counted action 'I Reincarnate you 3, I Reincarnate you 2, ...'. After the count the effect takes hold, the target will begin a 2-minute count, at the end of which the target will be restored to life at 1 *Body Point*.

Spell Weaving

You have learned through trial and error how to focus your magic into a more potent form, like sharpening a blade. When casting *Healing* spells each Rank of this skill will affect the outcome.

Rank 1	Increases the amount <i>Healed</i> by spells by 1 point
Rank 2	Increases the amount <i>Healed</i> by spells by 2 points
Rank 3	<i>Healing</i> Spells affect 1 additional target
Rank 4	Increases the amount <i>Healed</i> by spells by 3 points
Rank 5	<i>Curative</i> Spells additionally <i>Heal</i> 1 point of damage

Class Talents

Level 1	<i>Spirit Pact, Storm Caller</i>
Level 5	<i>Aspect Mastery, Verdant Tongue</i>
Level 10	<i>Improved Spell Prep, Book Study</i>
Level 15	<i>Life Bloom, Improved Spirit Pact</i>
Level 20	<i>Verdant Lord, Adaptation</i>
Level 25	<i>Wyld Retreat, Master of the Wyld</i>
Level 30	<i>Plant Stride</i>

Adaptation

The Talent allows the character to adapt to their environment to survive. This allows them to gain some protection and exist. This includes abilities like *Breathe Liquid*, Ignore Extreme Heat, Ignore strong water Currents, Ect.

Aspect Mastery

This Talent reflects the characters intense training in the arts of magic. When the character casts an *Aspect* spell it affects 2 targets instead of just a single target.

Book Study

Weaving magic is an art, and when patience is applied the results can be perfected. When casting spells using *Book Casting*, their *Curative* and *Dispel* type spells hit 2 targets instead of the normal 1, and *Healing* spells hit up to 4 targets.

Improved Spirit Pact

When you make a pact with a *Wyld* spirit, they can grant you a powerful beneficial effect. Once (1) each *Encounter* the character can cast a Spell without having to complete the *Spell Charge* time.

Improved Spell Preparation

This Talent allows the character to access more magical power each day. The character has 1 additional spell of each Circle level (1 First Level, 1 Second Level, 1 Third Level) that they can cast each Day.

Life Bloom

You plant within your ally a powerful seed of magic that constantly surges with the power of Nature. This grants a single target "*Auto-Stabilize*" for a *Module*, you can only effect 1 target at a time, when used you must tie a green ribbon to their right arm to signify the effect is active on them.

Master of the Wyld

This Talent binds the character to the power of nature on a spiritual level. The character gains the ability to *Hide* in natural terrains, and they gain *Affinity Wyld*.

Plant Stride

This Talent allows the character to travel short distances in a matter of seconds. Using this ability takes a 3 *Counted Action* to activate and they must be near some nature vegetation. At the end of the count they will go out of game and can move to another location within line of sight that has vegetation and will return to game there. The player must move quickly and directly to the new location and cannot just hang out out-of-game. This can be used once (1) each *Module*.

Spirit Pact

While *Wyld* Spirits are always around, they are not always responsive. You have learned how to call the *Wyld* and summon a minor spirit to aid you. This can perform very basic tasks, similar to what a trained animal might be capable of or answer questions about the area or topic; no matter what the task will not last past an *Encounter*.

Storm Caller

While most Shamans focus on the mending power of nature you have learned to channel some of its destructive Talent as well. You gain the ability to throw a packet attack of "3 *Lightning*" twice (2) each *Encounter*. This Talent can be taken up to 2 times.

Verdant Lord

Your bind to nature allows you to call upon its aid. You can summon a helpful nature spirit to perform one the following actions: Cast up to 5 Circles worth of Spells on Allies, they can clear an encounter where there is access to some amount of nature, or they can whisk away the character and their allies via the *Evacuate* effect. This Talent can be used Once (1) each *Module*.

Verdant Tongue

Allows the character to speak with the powers of nature, in most cases this covers Plants and Animals; though may work on *Aspects* and *Wyld* spirits.

Wyld Retreat

You have become so attuned with the power of nature that you can almost become part of the ebb and flow of it. Twice (2) per Day you can open a small pocket in the *Wyld*, this space will house up to 5 creatures. Once inside a timer begins, after 15 minutes those inside will gain the following: *Healed* to their Max Body Points, all Negative status effects will be removed (including

Dead so long as they were placed in the Retreat before the end of their 4-minute timer expired), and Temporary Afflictions. A character can only benefit from this effect once a game.

Sorcerer

Beyond the veil of the mundane, hide the secrets of absolute Talent. The Talent of the *Inner Plane* holds not only strength but also rare knowledge, such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the Evoker. These shrewd magic-users have learned to harness the elemental energy of the planes and form it into a weapon. Evokers prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world around them.

While many Sorcerers might study to prepare themselves for any manner of danger, some choose to focus upon a single element that makes them exceptionally skilled within a specific focus. Yet no matter their specialty, all evokers are masters of the impossible and can aid their allies in overcoming almost any danger.

Armor Proficiency: Sorcerers are limited to wearing 2 Armor Points, while it is possible to learn to wear more; many find it hard to weave their magic under more burden.

Weapon Proficiencies: Sorcerers are skilled with the following weapons: Short Weapon and Staff.

Spell Casting: Sorcerers have access to the *Elemental* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Magical Knowledge: Sorcerers have an innate tie to the power of the base elements that exist in the world. When making *Arcane Skill Checks* you reduce the *Difficulty* by 1.

Planar Surge: Sorcerers have mastered *Elemental* magic and can draw upon the raw power of the Elemental Realms to alter their spells. When this is used, the character can change the incant of their Cantrip damage spell to "Elemental X <Flavor>". This skill can be used 2 times each reset at 1st level, plus 1 additional time for each 5 character levels they have (IE. 5th, 10th, 15th, and so on).

Sorcerer Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Cantrip Lore Rank 1	5	<i>C</i>	Transmutation Rank 1	5	<i>C</i>
Cantrip Lore Rank 2	5	<i>C</i>	Transmutation Rank 2	5	<i>U</i>
Cantrip Lore Rank 3	10	<i>U</i>	Transmutation Rank 3	5	<i>U</i>
Cantrip Lore Rank 4	10	<i>U</i>	Transmutation Rank 4	10	<i>R</i>
Cantrip Lore Rank 5	15	<i>R</i>	Transmutation Rank 5	10	<i>R</i>
Fire Shield	3	<i>U</i>	Spell Weaving	5	<i>C</i>
Create Familiar	5	<i>C</i>	Spell Weaving	5	<i>U</i>
Mirror Image	4	<i>U</i>	Spell Weaving	5	<i>U</i>
Create Minor Glyph	3	<i>C</i>	Spell Weaving	10	<i>R</i>
			Spell Weaving	10	<i>R</i>
Circle Magic Level 1 Rank 1	3	<i>C</i>	Circle Magic Level 3 Rank 1	7	<i>C</i>
Circle Magic Level 1 Rank 2	3	<i>C</i>	Circle Magic Level 3 Rank 2	7	<i>C</i>
Circle Magic Level 1 Rank 3	6	<i>U</i>	Circle Magic Level 3 Rank 3	10	<i>U</i>
Circle Magic Level 1 Rank 4	6	<i>U</i>	Circle Magic Level 3 Rank 4	10	<i>U</i>
Circle Magic Level 1 Rank 5	9	<i>R</i>	Circle Magic Level 3 Rank 5	13	<i>R</i>
Circle Magic Level 2 Rank 1	5	<i>C</i>	Circle Magic Level 4 Rank 1	9	<i>C</i>
Circle Magic Level 2 Rank 2	5	<i>C</i>	Circle Magic Level 4 Rank 2	9	<i>C</i>
Circle Magic Level 2 Rank 3	8	<i>U</i>	Circle Magic Level 4 Rank 3	12	<i>U</i>
Circle Magic Level 2 Rank 4	8	<i>U</i>	Circle Magic Level 4 Rank 4	12	<i>U</i>
Circle Magic Level 2 Rank 5	11	<i>R</i>	Circle Magic Level 4 Rank 5	15	<i>R</i>

Class Skills

Cantrip Lore

Focused study has its advantages. Each rank of this skill will improve the characters abilities with casting Cantrips.

Rank 1	Cast 1 Additional Cantrip per Encounter (2 Total)
Rank 2	Cast 1 Additional Cantrip per Encounter (3 Total)
Rank 3	<i>Critical Modifier</i>
Rank 4	Cast 1 Additional Cantrip per Encounter (4 Total)
Rank 5	<i>Forked Cantrip</i>

- *Critical Modifier*- This skill allows the character to add the *Critical Modifier* to a single Cantrip each *Encounter*.
- *Forked*- This skill allows the character to *Fork* one of their Cantrips each *Encounter*, this allows them to immediately cast the same Cantrip at a different target, without expending a second use of Cantrip.

Circle Magic

Each rank of this skill unlocks the magical potential of the character. This skill is purchased separately for each of the four *Circles* (Levels) of magic and determines how many spells of those levels they can cast. The maximum rank of the *Circle 2* through *Circle 4* skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	One Spell Per Day
Rank 2	Two Spells Per Day
Rank 3	One Spell per Module
Rank 4	Four Spells Per Day
Rank 5	Two Spells per Module

Create Familiar

This skill allows the character to manifest some of their raw energy into a physical form, bringing into existence a Quasit. A Quasit is a tiny, mouse sized, but intelligent elemental creature

that will stay with its creator. It remains Invisible unless the creator chooses, at marshal discretion a Quasit can perform simple non-combat tasks. At event check in the character chooses which flavor of creature is summoned, Fire/Water/Wind/Stone. While summoned the character gains a Resist<Flavor> that matches the familiar, usable (1) once each Day.

Create Minor Glyph (Daily)

Creates a glyph that can store a spell for up to 48 hours. The glyph must be Red in color, have 4 lines and 3 dots and must be 6"x6", cannot be moved once created, and must be filled with a spell within 5 seconds of its creation or the glyph is lost. The next spell Touch Cast, that consumes a *Daily* use, on to the glyph (and only effects the Glyph) will be stored. Once stored it can be used by anyone, by simply touching the glyph and stating, "Activate Glyph Magic <Spell Name>". Casting the spell follows all the standard spell casting rules. The tag for the spell should be attached to the glyph rep.

Fire Shield (Daily)

This skill places a magical shield on a target other than the caster, causing the next 2 melee attacks to strike them to harm the attacker. When struck, the character uses this skill with the call "*Aura 3 Fire*". This effect will last up to 5 minutes or one *Encounter*, or until all uses are consumed.

Mirror Image (Daily)

This skill causes the character to be duplicated by shifting images, causing the next 2 melee/ranged weapon attacks to be *Negated*. This is a visible effect; and lasts for 5 minutes or one *Encounter*, or until used, whichever is shorter.

Spell Weaving

You have learned through trial and error how to focus your magic into a more potent form, like sharpening a blade. When casting *Damaging Circle* spells each Rank of this skill will affect the outcome.

Rank 1	Increases the damage of your spells by 1 point
Rank 2	Reduces casting <i>Charge Time</i> by 1 Count for damage spells.
Rank 3	Increases the damage of your spells by 2 points
Rank 4	Reduces casting <i>Charge Time</i> by 1 Count for non-damage spells.
Rank 5	Increases the damage of your spells by 3 points

Transmutation

This skill represents the characters' deep understanding and control over magic in the world. The skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once per Day, <i>Augment</i>
Rank 2	Twice per Day, <i>Suppress</i>
Rank 3	Three Times per Day, <i>Extend</i>
Rank 4	Four Times per Day
Rank 5	<i>Cancel Magic</i>

- Augment- The ability allows the character to alter the power of their magic within limits. This allows them to expend a higher-level *Circle Magic Slot* to generate a lower-level effect.
- Extend- This ability allows the character to change the duration of a Spell by a category. Encounter>Module>Day>Event. This does not change other conditions that might end the effect only the base duration.
- Suppress- This ability allows the character to temporarily *Suppress* a magical effect that they encounter. This takes a 10 *Counted Action* to activate, after that the effect will be *Suppressed* so long as they maintain *Concentration* and are touching the target.

- Cancel- This ability allows the character to fully end the duration of magical effects they encounter. This takes 10 minutes of *Concentration* per Rank of the effect.

Class Talents

Level 1	<i>Improved Familiar, Cantrip Study</i>
Level 5	<i>Tome Study, Elemental Focus</i>
Level 10	<i>Improved Spell Prep, Diviners Sight</i>
Level 15	<i>Arcane Scribe, Steady Caster</i>
Level 20	<i>Unlocking the Planes, Elemental Tolerance</i>
Level 25	<i>Cataclysm, Improved Spell Prep</i>
Level 30	<i>Arcane Proxy</i>

Arcane Scribe

Your mastery of the arcane has opened your mind to the true capabilities of magic. The character can scribe a Glyph Trap, once cast the trap will activate the next time anyone touches the area of the Glyph. When the trap is activated, it will affect all characters within 5' of its epicenter, dealing 10 points of raw damage. This ability can be used 3 times each day.

Arcane Proxy

The power of magic flows through you so much it is like a second blood to you. You can deliver 1 spell each *Encounter* as "*Arcane <Spell>*" instead of the normal incant.

Cantrip Study

Your ability to master magic exceeds your peers. You know all of your classes Cantrips instead of the normal limit of only knowing 4.

Cataclysm

This Talent allows the character to unleash the true Talent of the elements on their foes. Twice each reset the character can inflict *Vulnerability* on their foes in combat. To use this Talent, the character must announce, "All enemies *Voice Vulnerability <Flavor>*", where

<Flavor> is one of these (Fire, Water, Wind, Stone). This can be used once (1) each *Module*.

Diviners Sight

Your senses are highly attuned to the flow of magic and how it is woven. You can sense the presence of Magical Traps, Glyphs and Illusions. This does require some focus, and the character must study the target for a 60 counted action to discern if there is magic woven there.

Elemental Focus

You have focused your study of the elemental powers into a single facet. You can cast 1 additional Damage Cantrip each *Encounter*; however, your Damaging spells can never be of the Flavor that precedes it.
Fire>Stone>Wind>Water>Fire.

Elemental Tolerance

Tapping into the raw energy of the elemental powers you have learned how to manipulate its force. The character gains *Resistance 3* to a chosen Flavor (Fire/Water/Wind/Stone).

Improved Familiar

This Talent allows the character to manifest a more powerful Familiar. Granting them +1 damage on their damaging spells of the same Flavor as the familiar.

- Fire- Grants the character "*Arcane Aura 5 Fire*" once (1) each Day.
- Water- Grants the character +2 for *Feats of Strength*.
- Wind- Grants the character the *Evade* skill once (1) each Day.
- Stone- Increase the character base *Body Points* by 2.

Improved Spell Preparation

This Talent allows the character to access more magical power each day. The character has 1 additional spell of each Circle level (1 First Level, 1 Second Level, 1 Third Level) which they can cast each Day.

Steady Caster

When it comes to casting your focus is unmatched. You never lose a spell for failing to complete the casting, nor from effects that might break concentration.

Summon Familiar

This skill allows the character to manifest some of their raw energy into a physical form, bringing into existence a Quasit. A Quasit is a tiny, mouse sized, but intelligent elemental creature that will stay with its creator. It remains Invisible unless the creator chooses, at marshal discretion a Quasit can perform simple non-combat tasks. At event check in the character chooses which flavor of creature is summoned, Fire/Water/Wind/Stone. While summoned the character gains a Resist<Flavor> that matches the familiar, useable once each reset.

Tome Study

Having your nose buried in a book study diligently has greatly improved your reading comprehension. This allows the character to know 2 additional spells.

Unlocking the Planes

Prerequisite: Evoker

This Talent allows the character to activate their *Planar Surge* Class Feature 2 additional times each reset.

Warlock

Some gain power through study, some through devotion, others through blood, but the warlock gains power from her communion with the unknown. Generally feared and misunderstood, the warlock draws their magic from a pact made with an otherworldly power. Communicating with that source, using her familiar as a conduit, the warlock gains not only a host of spells, but a number of strange abilities known as hexes. As a warlock grows in power, they might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

While many warlocks are recluses, living on the edge of civilization, some live within society, openly or hiding. The blend of warlock spells makes them adept at filling a number of different roles when adventuring, hexes grant them a number of abilities that are useful in a fight. Some warlocks travel about, seeking greater knowledge and better understanding of the mysterious powers that guide them.

Armor: Like all Mystics armor is an inhibitor to the magical arts, limiting you to only 2 Armor Points to start.

Weapon Proficiencies: Warlocks can use Short Weapons, and Medium Edged Weapons.

Spell Casting: Warlocks have access to the *Shadow* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Hexing: Warlocks call upon dark shadowy forces to weave curses upon their victims. This ability allows the character to deliver their *Cantrip* spells with the *Curse* type as “<Target> *Voice Magic* <Effect>”, instead of needing to hit the target with a packet. This ability can be used once each reset at 1st level and once again for each 5-character levels, (IE. 5th, 10th, and so on.)

Warlock: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Cantrip Lore Rank 1	5	<i>C</i>	Shadow Manipulation Rank 1	5	<i>C</i>
Cantrip Lore Rank 2	5	<i>C</i>	Shadow Manipulation Rank 2	5	<i>U</i>
Cantrip Lore Rank 3	10	<i>U</i>	Shadow Manipulation Rank 3	5	<i>U</i>
Cantrip Lore Rank 4	10	<i>U</i>	Shadow Manipulation Rank 4	10	<i>R</i>
Cantrip Lore Rank 5	15	<i>R</i>	Shadow Manipulation Rank 5	10	<i>R</i>
Shadow Meld	5	<i>C</i>	Spell Weaving	5	<i>C</i>
Immolation	2	<i>U</i>	Spell Weaving	5	<i>U</i>
Summon Shadeling	5	<i>U</i>	Spell Weaving	5	<i>U</i>
Bone Telling	4	<i>R</i>	Spell Weaving	10	<i>R</i>
			Spell Weaving	10	<i>R</i>
Circle Magic Level 1 Rank 1	3	<i>C</i>	Circle Magic Level 3 Rank 1	7	<i>C</i>
Circle Magic Level 1 Rank 2	3	<i>C</i>	Circle Magic Level 3 Rank 2	7	<i>C</i>
Circle Magic Level 1 Rank 3	6	<i>U</i>	Circle Magic Level 3 Rank 3	10	<i>U</i>
Circle Magic Level 1 Rank 4	6	<i>U</i>	Circle Magic Level 3 Rank 4	10	<i>U</i>
Circle Magic Level 1 Rank 5	9	<i>R</i>	Circle Magic Level 3 Rank 5	13	<i>R</i>
Circle Magic Level 2 Rank 1	5	<i>C</i>	Circle Magic Level 4 Rank 1	9	<i>C</i>
Circle Magic Level 2 Rank 2	5	<i>C</i>	Circle Magic Level 4 Rank 2	9	<i>C</i>
Circle Magic Level 2 Rank 3	8	<i>U</i>	Circle Magic Level 4 Rank 3	12	<i>U</i>
Circle Magic Level 2 Rank 4	8	<i>U</i>	Circle Magic Level 4 Rank 4	12	<i>U</i>
Circle Magic Level 2 Rank 5	11	<i>R</i>	Circle Magic Level 4 Rank 5	15	<i>R</i>

Class Skill

Bone Telling (Daily)

This skill allows the character to cast a minor ritual by casting bones and rune stones in a bowl and catching a glimpse of what may lie in the future. This skill takes 5 minutes to active and must be role-played out, at the end of the time the target of your reading will gain a single use of *Danger Sense* that can be used to undo/change their last action. This can vary based on the situation, but this could range from having not “Opened that chest!” to “On second thought I don’t play that card”.

Cantrip Lore

Focused study has its advantages. Each rank of this skill will improve the characters abilities with casting Cantrips.

Rank 1	Cast 1 Additional Cantrip per Encounter (2 Total)
Rank 2	Cast 1 Additional Cantrip per Encounter (3 Total)
Rank 3	<i>Critical Modifier</i>
Rank 4	Cast 1 Additional Cantrip per Encounter (4 Total)
Rank 5	<i>Forked Cantrip</i>

- *Critical Modifier*- This skill allows the character to add the *Critical Modifier* to a single Cantrip each *Encounter*.
- *Forked*- This skill allows the character to *Fork* one of their Cantrips each Encounter, this allows them to immediately cast the same Cantrip at a different target, without expending a second use of Cantrip.

Circle Magic

Each rank of this skill unlocks the magical potential of the character. This skill is purchased separately for each of the four *Circles* (Levels) of magic and determines how many spells of those levels they can cast. The maximum rank of the

Circle 2 through *Circle 4* skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	One Spell Per Day
Rank 2	Two Spells Per Day
Rank 3	One Spell per Module
Rank 4	Four Spells Per Day
Rank 5	Two Spells per Module

Immolation (Daily)

This skill allows the character to violently lash out at their attacks. When struck, the character uses this skill with the call “*Aura 4 Shadow*”.

Shadow Manipulation

This skill unlocks the characters’ ability to control and manipulate the power of shadows fully. This skill can be used a number of times each Day based on the characters’ rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Move Silent</i>
Rank 2	Twice Per Day, <i>Shadow Weave</i>
Rank 3	Once per Module, <i>Breach Shadow</i>
Rank 4	Three times per Day
Rank 5	Twice per Module, <i>Shadow Step</i>

- *Move Silent*- This ability allows the character to move up to 15 steps while in Hide and remain Hidden. This is a Passive skill.
- *Shadow Step*- This ability lets the character transport themselves from one shadow to another. This effect may only target the caster and allows the caster to enter a shadow and emerge from another one within range. Upon activating this within a shadow the character will place their hand or weapon on top of their head and may walk up to twenty steps

to any other shadow and immediately reenter the game.

- Breech Shadow- This ability allows the character to breach a surface that is currently covered in shadows. So long as the surface is not thicker than 1 foot the shadow becomes an opening allowing passage.
- Shadow Weave- This ability allows the character to move around the shadows in a location. This makes the area completely covered in "shadows" for the purpose of abilities. This allows *Hide* to be used even without cover.

Shadow Meld

This skill functions like the *Hide* Skill, though it cannot be used in direct light and the character must be in shadows and darkness. This skill allows the character to become *Hidden* from normal view. This skill has several rules that must be followed for its use: First, to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to enter *Hide*, which must be done while no one is actively looking at the character in game. Third, once in *Hide*, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their *Hide* location (other than minor shifting). While in *Hide*, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving *Hide* simply takes a 5 Counted Action.

Spell Weaving

You have learned through trial and error how to focus your magic into a more potent form, like sharpening a blade. When casting *Damaging Circle* spells each Rank of this skill will affect the outcome.

Rank 1	Increases the damage of your spells by 1 point
Rank 2	Reduces casting <i>Charge Time</i> by 1 Count for damage spells.
Rank 3	Increases the damage of your spells by 2 points
Rank 4	Reduces casting <i>Charge Time</i> by 1 Count for non-damage spells.
Rank 5	Increases the damage of your spells by 3 points

Summon Shadeling (Daily)

This skill allows the character to summon a Shadeling to aid them in their workings. The creature stays hidden from sight hiding in the master's shadow. The creature can act as a spy for the character able to follow others and return with small bits of information. This also grants the character the ability to *Resist Damage* once (1) while the Shade is active.

Class Talents

Level 1	<i>Cantrip Study, Watchful Eye</i>
Level 5	<i>Improved Spell Prep, Grave Tongue</i>
Level 10	<i>Improved Shadeling, Dark Sight</i>
Level 15	<i>Shadow Warding, Steady Caster</i>
Level 20	<i>Improved Spell Prep, Dark Bargain</i>
Level 25	<i>Mantel of Night, Mire the Mind</i>
Level 30	<i>Hex Mastery</i>

Cantrip Study

Your ability to master magic exceeds your peers. You know all of your classes Cantrips instead of the normal limit of only knowing 4.

Dark Bargain

This Talent allows the character to summon up a dark spirit from the beyond and

strike a bargain to gain powers. When this is taken the player chooses which power they want from the bargain.

- Hasten- Reduces the *Spell Charge* time for all the characters spells by 2 second.
- Sight- The character gains a Daily use of *Danger Sense* and *True Sight*.
- Knowledge- The character can know 5 spells of each level, instead of the normal restriction of 4.

Dark Sight

This Talent taps into the powers of Shadow and Darkness granting the character some protections. The character gains *Immune to Blind and Darkness*. This may grant them additional information from marshals in dark locations as part of the description.

Improved Shadeling

This Talent allows the character to invest more power into their Shadeling to make it stronger. The character gains additional benefits from their bond. Twice (2) each Day the character can become a shade for a short time. This makes them *Non-Corporeal* and allows them to move through solid barriers. While this is active the character can only speak in whispers, cannot interact with objects and cannot use *Active Skills*.

Improved Spell Preparation

This Talent allows the character to access more magical power each day. The character has 1 additional spell of each Circle level (1 First Level, 1 Second Level, 1 Third Level) that they can cast each Day.

Grave Tongue

This Talent allows the character to work a hex on dead body granting it brief animation. This will allow the character to ask the corpse up to 3 questions which will have a yes or no answer,

after which the body will return to its prior state. The body only knows what it might have known in life. This ability can be used twice (2) each Day.

Mantel of Night

This Talent gives the character the ability to wrap themselves in a gloom of shadow everywhere they travel. The character no longer needs to be in direct shadows for their abilities to work, they simply need to be near them, with 20 feet.

Mire the Mind

This Talent unlocks a new magical power the character can access. The character can place a powerful hex on a target with the call of "*Arcane Slow*", this is a packet attack. This can be used once (1) each *Module*.

Shadow Warding

The shadows have become a part of you, and you can bend them to your will even to the point of making them more solid. You can weave the shadows around you, granting you a *Barrier 5* effect. This can be used once (1) each *Module*.

Steady Caster

When it comes to casting your focus is unmatched. You never lose a spell for failing to complete the casting, nor from effects that might break concentration.

Watchful Eye

This Talent allows the character to scribe a shadow rune on any surface not in full light that will last for eight hours. You will know if any In-Game creature approaches within five feet. If cast in a cabin must be cast inside and must be included on the Marshal Notes.

Hex Mastery

This Talent expands the characters' capabilities with their *Hex* ability. They can now use this ability on their 1st and 2nd Circle *Curse*

Spells. Additionally, this changes the *Delivery* type from *Magic* to *Arcane*.

Rogue Classes

Rogue classes are a mixture of combat and utility support on the battlefield; from being a skilled sniper to a diligent tactician who can manipulate the environment to get the advantage on their foes. While each has a different method by which they battle their foes they are normally at the wings of the combat getting the drop on their targets.

Armor Proficiency: All Rogue can wear 4 Armor Points, though may have access to more depending on their Class.

Weapon Proficiencies: All Rogues are Proficient with the following weapons: Short Weapon, Medium Weapon, and Thrown. Rogues also gain *Florentine* automatically.

Assist Specialist: All Rogue classes are experts in aiding others, based on their individual class each has a list of skills that can give the *Assist* effect to, without having the skill themselves per the normal *Assist* rules.

Alchemist

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing salves and tonics, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with poisons and all manner of self-transformative elixirs.

The alchemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his near magical extracts and potion-like creations, infusing these substances with their experimental stock. Nor is it mollified by the alchemist's almost gleeful passion for building volatile acids and discovering strange new poisons and methods for their use. These traits, while making him a

liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Armor: Alchemist can wear up to 4 Armor Points.

Weapon Proficiencies: Alchemist can gain proficiency in Short Bows.

Assist Specialist: Nature, Persuasion,

Class Features

Chemical Specialist: Where others dabble with the art you perfect it. All Alchemists receive an additional 4 Production Points for each level of the first 3 Ranks of *Chemistry* they have purchased. Additionally, the character can whip up a concoction on the fly, so long as they have the components on hand that can create a *Chemistry* item with a 30 *Counted Action*. This item is short lived and will become useless at the end of the *Encounter* or 5 minutes from creation. This skill can be used once each reset at 1st level and once again for each 5-character levels, (IE. 5th, 10th, and so on.)

Alchemist: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Acid Terror Rank 1	5	C	Mutagen Research Rank 1	5	C
Acid Terror Rank 2	10	C	Mutagen Research Rank 2	5	C
Acid Terror Rank 3	15	U	Mutagen Research Rank 3	10	C
Acid Terror Rank 4	20	U	Mutagen Research Rank 4	10	U
Acid Terror Rank 5	25	R	Mutagen Research Rank 5	10	R
Hide	5	C	Quickness	2	C
Neutralize Poison	2	R	Smoke Screen	4	U
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Roll</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Move Silent</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Feint</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Poison Use 1</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 4	5	U	<i>Catch</i>	--	C
Journeyman Combat Action Rank 2	10	C	<i>Escape</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Blind</i>	--	R
Journeyman Combat Action Rank 5	15	R	<i>Poison Use 2</i>	--	U
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Dodge</i>	--	C
Master Combat Action Rank 3	14	U	<i>Envenom</i>	--	R
Master Combat Action Rank 4	14	U	<i>Inoculate</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skill

Acid Terror (Blitz)

Alchemists are trained in how to handle dangerous elements and deploy them in battle efficiently. Each rank of this skill will improve upon their ability to deploy combat acids. These acids are delivered with ranged packet attacks, with the call of “*Elemental X Acid*” where X is the amount of damage. This skill can be used once per *Encounter* by default once purchased.

Rank 1	Deal 1 point of damage
Rank 2	Can be used twice per Encounter
Rank 3	Deals 2 points of damage
Rank 4	Can be used three times per Encounter
Rank 5	Deals 3 points of damage

Blind (Technique)

This skill causes the affected target to be unable to use any skills, fight, or use Active Abilities for 10 seconds and can only walk. This skill works only on targets that need eyes to see and function, so creatures like oozes, which lack eyes, would be immune to this effect. Blind is delivered with melee weapon and the call for it is “Poison Blind”.

Catch (Technique)

This skill allows the character to defend against a single physical ranged attack (Ranged Weapon Attack, Bomb, Vial, or Natural Delivery attack). This defense ends the attack and does not allow the character the ability to do anything with the negated attack.

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Dodge (Technique)

This skill allows the character to avoid a single ranged weapon or packet delivered attack that strikes them. This defense cancels the attack, meaning it does not continue on and hit someone behind them.

Envenom (Technique)

This skill allows the character to maximize the effect of their poisoned weapons. When activated the character gains 2 Strikes, that are 1 swing hit or miss, each swing is called as “Poison X”, where X is 3 plus the damage value of their *Acid Terror* skill.

Escape (Technique)

This special defense allows the character to escape from all forms of movement impairing and Binding effects currently affecting them, instantly ending their duration, though it does not work on *Contain* effects or *Petrify*. This skill can also be used on a target other than the character; the character must touch the target and maintain concentration for a 5 counted action.

Feint (Technique)

This skill allows the character to add the *Body Modifier* to their next 1 melee weapon swings, hit or miss.

Hide

This skill allows the character to become Hidden from normal view. This skill has several rules that must be followed for its use: First, in order to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to

enter Hide, which must be done while no one is actively looking at the character in game. Third, once in Hide, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their Hide location (other than minor shifting). While in Hide, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving Hide simply takes a 5 Counted Action.

Inoculate (Technique)

This skill allows the character to quickly dose a target with a mixture of volatile herbs that will give them temporary protection against certain effects. This will grant the target *Immunity to Carrier Effects* from claw attacks (Red Weapons). This effect lasts for an *Encounter*.

Move Silent (Technique)

This skill allows the character to take brief action without creating any In Game noise, which can be done in a few ways: First, the character can move up to 15 steps while in Hide and remain Hidden. Second, the character can make one attack from Hide, adding the "Surprise" Modifier and remain Hidden. This skill is considered Passive.

Mutagen Research

Study of Mutagens unlocks the ability for the character to create powerful, though short lived, elixirs to aide themselves and others. Each rank of the skill allows the character to know 1 Mutagen formula.

Rank 1	Can Create 2 Mutagens each Day
Rank 2	Can Create 1 Mutagen each Module
Rank 3	Can Create 1 Mutagens each Day (3 total)
Rank 4	Can Create 2 Mutagens each Module
Rank 5	Can Create 1 Mutagens each Day (4 total)

A character can only be under the effect of a single Mutagen at a time. Mutagens last for 1 Encounter by default but may last longer based on character skill.

Mutagen	Effect
Fortify	Imbiber gains 1 Base body +1 per Odd rank
Monstrosity	Imbiber gains 1 Strike/Encounter (Damage is 2+1 per Even rank)
Mojo	Imbiber gains an additional Cantrip/Encounter
Steel Mind	Imbiber gains Improved Concentration
Focus	Imbiber gains +1 Bonus on Skill Checks
Swiftness	Imbiber reduces their next counted action by 25%
Resistance	Imbiber gains Resistance 3 to a single flavor

Neutralize Poison (Daily)

This skill allows the character to *Dispel Poisons/Toxins* on a target on a 5 Counted Action.

Poison Use I (Technique)

You have gone far beyond the simple understanding of basic poison use and have found ways to make quick concoctions to create short living similar effects. This skill allows the character to generate the following *Blade Poisons* on their weapon at the time of the attack, which is one swing hit or miss.

- *Vorpal 1*- Called "4 Critical"
- *Nausea*- Called "Poison Nausea"

Poison Use II (Technique)

Building on your prior skills you have learned to make more potent poisons, adding more to your arsenal. This skill allows the character to generate the following *Blade Poisons* on their weapon at the time of the attack, which is one swing hit or miss.

- *Vorpal 2*- Called "8 Critical"
- Paralysis- Called "*Poison Paralysis*"

Quickness (Daily)

This skill allows the character to reduce counted actions by a degree of time. This cannot be stacked with itself for multiple reductions. This skill is considered a Passive Temporary Reduction.

- Over 60 seconds is reduced by 50%,
- 60 count becomes a 30 count,
- 30 count becomes a 3 count,
- 3 count becomes a 1 count.

Roll (Technique)

This skill allows the character to negate a portion of an attack. Roll can only be used to defend against attacks that strike the character with a weapon or packet and have a numerical damage value in the call. When used, the defended attack will only deal half the damage (rounded down) and will remove any effect carriers from the attack.

Smoke Screen (Daily)

This skill allows the character to create a field of smoke that breaks Line of Sight for ranged attacks. While activated, the rogue must raise their hands, separated above their head and announce "Smoke Screen" every few seconds for up to 30 seconds. While this skill is active, others within melee weapon reach of the character are protected from ranged attacks from outside melee weapon range, however they can be targeted if an attacker is within melee weapon range of a protected character. Using this skill requires concentration and thus will end early if the character becomes Helpless, puts their hands down or is affected by any effect that prevents the character from taking actions.

Class Talents

Level 1	<i>Acid Overload, Mutagen Mastery</i>
Level 5	<i>Quick Swab, Good to the Last Drop</i>

Level 10	<i>Just a Little, Lasting Concoction</i>
Level 15	<i>Blade Theory, Anti-Venom Blood</i>
Level 20	<i>Scent for Danger, Sling Poison</i>
Level 25	<i>Toxic Nature, Mutagen Opus</i>
Level 30	<i>Liquid Luck</i>

Acid Overload

This Talent expands the characters' skill with the use of Acids, increasing the damage of *Acid Terror* by 1.

Anti-Venom Blood

The character has spent so much time working with and using volatile and dangerous materials that they have built up a small resistance to them. The character gains 2 *Resist Poison/Acid* each Day.

Blade Theory

You have learned to always leave a coating of poison on your weapons edge. The character gains a free use of the *Poison Mastery 1 (Vorpal 1)* each encounter.

Good to the Last Drop

Whenever you use a non-advanced Potion or Elixir you can split the dose, generating a second application that must be used immediately, within the next 10 seconds.

Just a Little

The character has learned how to get the most out of their materials. You can create 2 additional Mutagens each day that only you can use.

Lasting Concoction

This Talent strengthens the Mutagens the character creates. When used these Mutagens will last for a Module, instead of only for an Encounter.

Liquid Luck

At this point in the characters' art, they have learned to bottle even the moments of

perfection. Once (1) each *Day* the character can make a *Liquid Luck*, this will allow the imbiber to Auto-Success on the next *Skill Check* that they make.

Mutagen Mastery

When a character imbibes a Mutagen, they created, the effect lasts for a Module instead of an Encounter.

Mutagen Opus

Along your path had time to break down the ins and out of the power of mutagens and why they do not mix well together. For all of your effort you have learned how to work around that issue, though only for yourself. The character can now be under the effects of 2 mutagens at a time.

Scent for Danger

The characters olfactory senses have become so keen that they can detect the presence of Poisons within arm's reach. This action takes a 5 counted action.

Sling Poison

This Talent allows the character to augment the use of their *Poison Use Techniques*; the character can now use these skills with a packet attack instead of just a melee weapon attack.

Toxic Nature

You have spent years living your life around deadly toxins and received countless burns from random splashes. The character gains *Resistance 4 Acid*.

Quick Swab

This Talent allows the character to quickly apply *Salves*. Instead of the normal 5 counted action they can apply them on a 1 counted action.

Artificer

In a world where the boundary between magic and technology is ever-blurring, the Artificer stands at the forefront of innovation. Master artisans and brilliant scholars, these tinkerers combine the precision of gears and cogs with the mystery of arcane energy. With hands that shape both metal and arcane, they forge devices that harness the powers of the cosmos, imbuing their creations with potent enchantments to bend reality to their will.

Whether crafting intricate mechanical familiars, enchanted weaponry, or pioneer in the fusion of science and sorcery. Their inventions are as diverse as their talents, practical tools that serve as allies in the field, traps to outsmart foes, and powerful machines capable of turning the tide of battle.

Though their work may be misunderstood by some as mere trickery or gadgetry, to those who've seen an Artificer in action, there is no denying the magic that pulses through their creations. With a deft hand and an unquenchable curiosity, these engineers carve their legacy not just as creators, but as the architects of a new era where the arcane and invention are inseparable.

Armor: All Artificers can wear up to 6 Armor Points, as they do not rely on speed quite as much as other rogues.

Weapon Proficiencies: Artificers additionally gain Proficiency Long Weapons and Guns.

Assist Specialist: Artificers can grant the *Assist Bonus* of the following skills: *Arcane, Disable Device, and Warfare*.

Class Features

Utility Belt: Artificers are constantly tweaking and working on their latest creations, which means they must always have the right tools at their disposal. The character always is considered to have access to a set of basic tools including, a ball ping hammer, light spanner, screwdriver, small razor knife, and an inspection mirror. The character can grant themselves a +1 Bonus on a *Skill Checks* that involve tools. This skill can be used once each reset at 1st level and once again for each 5-character levels, (IE. 5th, 10th, and so on.)

Projectile Savant: Artificers have a knack for pushing the limits of their devices, which is no more evident than with their use of firearms. This reduces the time it takes to Reload their Pistol/Cannon to a 5 Counted Action and doubles the Max Load of the weapons they are wielding.

Artificer: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Ba'bombs Rank 1	5	C	Tinker Rank 1	5	C
Ba'bombs Rank 2	10	C	Tinker Rank 2	5	U
Ba'bombs Rank 3	15	U	Tinker Rank 3	10	U
Ba'bombs Rank 4	20	U	Tinker Rank 4	10	R
Ba'bombs Rank 5	25	R	Tinker Rank 5	10	Ex
Hide	5	C	Quickness	2	U
			Smoke Screen	3	U
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	Roll	--	C
Novice Combat Action Rank 3	6	U	Move Silent	--	C
Novice Combat Action Rank 4	6	U	Initiative	--	U
Novice Combat Action Rank 5	9	R	Avoid Trap	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	Goop Gun	--	C
Journeyman Combat Action Rank 3	10	U	Escape	--	C
Journeyman Combat Action Rank 4	10	U	Flash of Genius	--	R
Journeyman Combat Action Rank 5	15	R	Static Charge	--	U
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	Dodge	--	C
Master Combat Action Rank 3	14	U	Conceal	--	R
Master Combat Action Rank 4	14	U	Boom Stick	--	U
Master Combat Action Rank 5	21	R			

Class Skill

Avoid Trap

This skill allows the character to react to traps as they go off and get out of the way just in time. When this skill is used, the effect of a trap, or AOE attack that would have affected the character is negated and they move to the edge of the area of effect.

Ba'Bombs (Blitz)

Alchemists are trained in how to handle dangerous elements and deploy them in battle efficiently. Each rank of this skill will improve upon their ability to deploy combat acids. These acids are delivered with ranged packet attacks, with the call of "*Elemental X Fire*" where X is the amount of damage. This skill can be used once per *Encounter* by default once purchased.

Rank 1	Deal 1 point of damage
Rank 2	Can be used twice per Encounter
Rank 3	Deals 2 points of damage
Rank 4	Can be used three times per Encounter
Rank 5	Deals 3 points of damage

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Boom Stick (Technique)

This skill allows the character to deal an explosive attack with their melee weapons. When activated the character gains 2 Strikes, that are 1 swing hit or miss, each swing is called as "Elemental X Fire", where X is 3 plus the damage value of their *Ba'Bombs* skill.

Conceal (Technique)

Using this skill instantly becomes Hidden, for a brief time. This skill is activated by calling "Conceal!" Once activated, the character places their hands open palms together over their head and for the next 10 seconds they are hidden and can move. This skill does not remove any effects that are currently on the character.

Dodge (Technique)

This skill allows the character to avoid a single packet or bullet delivered attack that strikes them. This defense cancels the attack, meaning it does not continue and hit someone behind them.

Escape (Technique)

This special defense allows the character to escape from all forms of movement impairing and Binding effects currently affecting them, instantly ending their duration, though it does not work on *Contain* effects or *Petrify*. This skill can also be used on a target other than the character; the character must touch the target and maintain concentration for a 5 counted action.

Flash of Genius (Technique)

When you or an ally fail a *Skill Check* you can give them a second chance. When expended the character can attempt the check again.

Goop Gun (Technique)

This skill allows the character to launch a small canister at a target which explodes on impact, impairing the target. This attack is called as “*Elemental Bind*”.

Hide

This skill allows the character to become Hidden from normal view. This skill has several rules that must be followed for its use: First, in order to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to enter Hide, which must be done while no one is actively looking at the character in game. Third, once in Hide, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their Hide location (other than minor shifting). While in Hide, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving Hide simply takes a 5 Counted Action.

Initiative (Technique)

This skill allows the character to make a quick escape from combat. When used, the character will proceed to retreat 10 steps from the nearest combatant in as straight a line as possible. This does not avoid obstacles like walls which will impede the character's progress. During this time, they are not a valid target for melee strikes and will announce 'Initiative' as a defense and will keep one hand raised above their head like they're asking a question in class. The character is still a valid target for packets and voice effects but may not be engaged in melee for the duration of this skill. In addition, the character may not be followed during their movement.

Move Silent (Technique)

This skill allows the character to take brief action without creating any In Game noise, which can be done in a few ways: First, the character can move up to 15 steps while in Hide and remain Hidden. Second, the character can make one attack from Hide, adding the “Surprise” Modifier and remain Hidden. This skill is considered Passive.

Quickness (Daily)

This skill allows the character to reduce counted actions by a degree of time. This cannot be stacked with itself for multiple reductions. This skill is considered a Passive Temporary Reduction.

- Over 60 seconds is reduced by 50%,
- 60 count becomes a 30 count,
- 30 count becomes a 3 count,
- 3 count becomes a 1 count.

Roll (Technique)

This skill allows the character to negate a portion of an attack. Roll can only be used to defend against attacks that strike the character with a weapon or packet and have a numerical damage value in the call. When used, the defended attack will deal only half the damage (rounded down) and will remove any effect carriers, from the attack.

Smoke Screen (Daily)

This skill allows the character to create a field of smoke that breaks Line of Sight for ranged attacks. While activated, the rogue must raise their hands, separated above their head and announce "Smoke Screen" every few seconds for up to 30 seconds. While this skill is active, others within melee weapon reach of the character are protected from ranged attacks from outside melee weapon range, however they can be targeted if an attacker is within melee weapon range of a protected character. Using this skill

requires concentration and thus will end early if the character becomes Helpless, puts their hands down or is affected by any effect that prevents the character from taking actions.

Static Charge (Technique)

This skill allows the character to deliver a violent blast of electrical energy with their weapon. This attack is delivered as *"Knockdown Lightning"*

Tinker

This skill allows the character to create temporary items that have both mundane and enhanced properties. The character must spend 5 minutes to construct the item, once created the item will remain for 1 hour or *Module*. The character can only have 1 Tinker active at a time. Each Rank will give access to new effects that can be worked into an item, and how often the skill can be used. Effects on items can be used once (1) each *Encounter*.

Rank 1	<i>Tools (Grants Item Bonus on Track, Disable, or Knowledge), Light (Creates a Light effect) Once Per Day</i>
Rank 2	<i>Alertness (Grants Item Bonus on Alertness), Speed (Lowers Counted Action time by 25%)</i>
Rank 3	<i>Quick Steps (Grants Initiative), Arcane Focus (Grants and additional use of a Cantrip)</i>
Rank 4	<i>Resistance 3 (Grants the bearer this protection),</i>
Rank 5	

Class Talents

Level 1	<i>Mechanical Mind, Spare Parts</i>
Level 5	<i>Goggles, Blasting Barrel</i>
Level 10	<i>Utility Band Upgrade, Energy Admixture</i>

Level 15	<i>Defibrillator, IGOR</i>
Level 20	<i>Powered Counterweight, Tesla Coil</i>
Level 25	<i>Shield Generator, Mick'iver</i>
Level 30	<i>Personal Creation</i>

Blasting Barrel

Nothing beats good old black powder, save maybe a bunch of water. You never leave home without at least your traveling keg of powder. This allows the characters attacks with Ba'Bombs to deal full damage to *Durability*, instead of suffering the normal penalty.

Defibrillator

This Talent allows the character to make a device that can bring a target back from the brink. This bizarre device can be used by its creator to create a shock a target and bring them back from near death. This can be used once (1) each encounter and is called *"Heal 5 Font"*.

Energy Admixture

This Talent allows the Artificer to change the *Flavor* of their *Bomb* attacks. They can choose one of the following types to have access to: Ice or Lightning,

Goggles

This Talent allows the character to craft a set of goggles which are not only good for protecting their eyes but also have small focusing lenses on them. The character gains *Immunity to Blind* and receive an *Item Bonus +1 Awareness*, while the goggles are worn on/around their head or neck.

IGOR

This Talent allows the character to create a small clockwork creature that can aid them in the crafting of *Rare* and *Unique* items. Reducing the time to craft by 5 minutes.

Mechanical Mind

This Talent reflects how the characters mind is always running and looking for answers to problem. They gain an additional +1 Bonus on *Disable Device* Skill Checks, this bonus is separate from the other 3 bonus types for checks.

Mick'iver

With time and some spare parts, you can build something amazing, while it might fall apart after a single use it will get the job done. This ability takes 5 minutes to setup and should be worked out with the Marshal as to the effect of the device.

Personal Creation

Self made Magic Item

Shield Generator

The Artificer has learned to create a minor device that when activated it grants their party *Armor* spell effect. Called as "Armor Burst". This can be used twice (2) each *Day* and once (1) each *Module*.

Personal Tesla Coil

This Talent allows the character to weave delicate wire into their clothing that carries a minor electrical charge, this charge can be released at the characters will when attacked. When struck with a melee weapon the character can unleash an "*Aura 4 Lightning*". This can be used once (1) each *Encounter*.

Powered Counterweight

The Artificer is not only skills at modifying their personal gear but can also make adjustment to their allies as well. When used the character can either grant a character a once (1) per *Encounter* *Blitz* which deals '3 Normal' damage or give the character a +1-damage modifier to their *Blitz* skill. This can be used once (1) per *Module*.

Spare Parts

When on a *Module* the character can gain a related component when on modules that have Mechanical or Construct Monsters, or mechanical traps/locks that are disabled.

Utility Belt Upgrades

In addition to the normal tools that every Artificers belt contains they can add 3 of the following items they can access: 50' of Rope, 10' Pole, Crowbar, Grappler, Torch, and X. These may grant a +1 Bonus on a Skill Check where such an item would aid the task at hand.

Bard

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and magic, the true strength of bard's lies outside melee, where they can support their companions

and undermine their foes without fear of interruptions to their performances.

Armor Proficiency: All Bards can wear 4 Armor Points.

Weapon Proficiencies: All Bards are additionally Proficient with Instrument Weapons.

Assist Specialist: Bards are experts in aiding others, they can grant *Assist* on the following: *History, Lore, Persuasion, and Society*.

Class Features

Hidden Lore: As a master of the road, the character has learned much about the world; in every town they travel to, they pick up a little more. This allows the character to summon up some small bit of information from a Knowledge (Area) without needing that skill. This allows them to make a *Skill Check*, as though they had 3 Ranks of the Knowledge. This skill can be used once each Day and an additional time for every 5 character levels (5th, 10th, ect.).

Bard: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Chord Strike Rank 1	5	<i>C</i>	Chanting Rank 1	5	<i>C</i>
Chord Strike Rank 2	10	<i>C</i>	Chanting Rank 2	5	<i>U</i>
Chord Strike Rank 3	15	<i>U</i>	Chanting Rank 3	10	<i>U</i>
Chord Strike Rank 4	20	<i>U</i>	Chanting Rank 4	10	<i>R</i>
Chord Strike Rank 5	25	<i>R</i>	Chanting Rank 5	10	<i>Ex</i>
			Quickness	2	<i>R</i>
Hide	5	<i>U</i>	Stash	3	<i>C</i>
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	<i>C</i>	Novice		
Novice Combat Action Rank 2	3	<i>C</i>	<i>Ballads</i>	--	<i>C</i>
Novice Combat Action Rank 3	6	<i>U</i>	<i>Roll</i>	--	<i>C</i>
Novice Combat Action Rank 4	6	<i>U</i>	<i>Dirges</i>	--	<i>U</i>
Novice Combat Action Rank 5	9	<i>R</i>	<i>Garrote</i>	--	<i>R</i>
Journeyman Combat Action Rank 1	5	<i>C</i>	Journeyman		
Journeyman Combat Action Rank 2	5	<i>C</i>	<i>Songs</i>	--	<i>C</i>
Journeyman Combat Action Rank 3	10	<i>U</i>	<i>Sleep Strike</i>	--	<i>R</i>
Journeyman Combat Action Rank 4	10	<i>U</i>	<i>Elegies</i>	--	<i>U</i>
Journeyman Combat Action Rank 5	15	<i>R</i>	<i>Escape</i>	--	<i>C</i>
Master Combat Action Rank 1	7	<i>C</i>	Master		
Master Combat Action Rank 2	7	<i>C</i>	<i>Perform</i>	--	<i>C</i>
Master Combat Action Rank 3	14	<i>U</i>	<i>Slow Strike</i>	--	<i>R</i>
Master Combat Action Rank 4	14	<i>U</i>	<i>Dodge</i>	--	<i>U</i>
Master Combat Action Rank 5	21	<i>R</i>			

Class Skill

Ballads (Technique)

This Technique allows the character to unleash powerful music to aid their allies. When used the player can choose from two options.

- *Barrier*- This effect grants the targeted ally *Barrier 3*, which absorbs the first 3 points of damage.
- *Steadfast*- This effect grants the targeted ally *Immunity to Terror* for the *Encounter*.

Chord Strike (Blitz)

This skill allows the character to generate a powerful *Blitz* attack by unleashing sound waves with their weapon. This attack is dealt as “X Normal” where X is the damage of the skill. This skill can be used once per *Encounter* by default once purchased.

Rank 1	Deal 2 points of damage
Rank 2	Can be used twice per Encounter
Rank 3	Deals 3 points of damage
Rank 4	Can be used three times per Encounter
Rank 5	Deals 4 points of damage

Chanting

Each rank of this skill allows the character to perform powerful chants that can greatly aid their allies. This skill can be used a number of times each Day based on the characters’ rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Heal</i>
Rank 2	Twice Per Day, <i>Awaken</i>
Rank 3	Once per Module, <i>Mental Focus</i>
Rank 4	Four Times Per Day, <i>Purify</i>
Rank 5	Twice per Module, <i>Mind Wipe</i>

- *Heal 3*- This will *Heal* the target for 3 points.

- *Awaken*- This will generate the *Awaken* effect on the target.
- *Purify*- This will *Dispel* all *Metabolic* and *Disease* effects on the target.
- *Mind Wipe*- This effect will remove the last *Encounter* from the target’s memory.
- *Mental Focus*- This grants the target the *Speed* effect.

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Dirges (Technique)

This Technique allows the character to unleash powerful music to aid their allies. Dirges can only be used in melee weapon range and are delivered as “<Target> Voice <Effect.” When used the player can choose from two options.

- *Weakness*- This attack will affect the target with *Weakness*. This will reduce the target’s numerical attacks by 3 points, to a minimum of 1.
- *Terror*- This will cause the target to be unable to move from their current location and only be able to defend themselves for ten seconds. This is a *Fear* effect.

Dodge (Technique)

This skill allows the character to avoid a single ranged weapon or packet delivered attack that strikes them. This defense cancels the attack,

meaning it does not continue on and hit someone behind them.

Elegies (Technique)

This Technique allows the character to unleash powerful music to aid their allies. Elegies can only be used in melee weapon range and are delivered as “<Target> Voice <Effect>”. When used the player can choose from two options.

- *Harm*- This attack deals 3 damage to the target, “*Harm 3 Body*”.
- *Command*- This attack will cause the target to be *Commanded*, and the character can give them a 4-9 work phrase to complete.

Escape (Technique)

This special defense allows the character to escape from all forms of movement impairing and Binding effects currently affecting them, instantly ending their duration, though it does not work on Contain effects or Petrify. This skill can also be used on a target other than the character; the character must touch the target and maintain concentration for a 5 counted action.

Garrote (Technique)

This skill allows the character to greatly hinder their foe. The call for this skill is “Silence Strike”, which will cause the target to be affected by Silence. If used immediately after leaving Hide, the character may add the Surprise Flavor Carrier to the attack, making the call “Surprise Silence Strike”. This attack can only be used with a melee weapon and is one swing, hit or miss.

Hide

This skill allows the character to become Hidden from normal view. This skill has several rules that must be followed for its use: First, in order to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to enter Hide, which must be done while no one is

actively looking at the character in game. Third, once in Hide, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their Hide location (other than minor shifting). While in Hide, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving Hide simply takes a 5 Counted Action.

Perform (Technique)

This skill the character the ability to affect more targets by giving an extended performance. For reasons dealing with combat safety, in combat, this skill can be a 30-count action, so as not to damage actual instruments. While performing, the character must maintain concentration, and being interrupted or stopping before the time is reached will prevent the skill from having an effect. When this skill is used, the player must announce it before the skill to be affected, e.g. Perform Song of Barrier. At the end of the performance the character will announce, in a tone no louder than the noise generated by the performance, “All Allies Voice <Effect>”, expending a use of the appropriate skills.

Quickness (Daily)

This skill allows the character to reduce counted actions by a degree of time. This cannot be stacked with itself for multiple reductions. This skill is considered a Passive Temporary Reduction.

- Over 60 seconds is reduced by 50%,
- 60 count becomes a 30 count,
- 30 count becomes a 3 count,
- 3 count becomes a 1 count.

Roll (Technique)

This skill allows the character to negate a portion of an attack. Roll can only be used to defend against attacks that strike the character with a weapon or packet and have a numerical damage value in the call. When used, the

defended attack will only deal half the damage (rounded down) and will remove any effect carriers from the attack.

Sleep Strike (Technique)

This skill allows the character to deliver a powerful weapon attack announced as, "Sleep Strike" which will Sleep the target. The attack can be delivered with Melee or Ranged weapon and must land a legal weapon blow to affect the target; this is one swing hit or miss.

Slow Strike (Technique)

This skill allows the character to strike a chord of dissonance against their foe. This attack is delivered as "<Target> Voice Slow" against a target in melee weapon range and will cause the target to be affected by Slow.

Songs (Technique)

This Technique allows the character to unleash powerful music to aid their allies. When used the player can choose from two options.

- *Guidance*- This Song grants the target +1 damage on their uses of *Blitz/Cantrips* for an *Encounter*.
- *Stabilize*- This song will *Stabilize* a dying target.

Stash (Daily)

This skill allows the character to hide an object, which may contain other items, for up to 3 hours. The object to be hidden can be no larger than 1 cubic foot in total area. When this skill is used, the character must place a "Stash" tag on the item and write the time the skill was used on the back of the tag. While similar to Secret Box, this item can be found- though not easily. To notice that there is a stash, a character must have at least rank 10 in the Track skill, and even then, must make a Contested Roll that is considered to have 10 levels of counter tracking.

Class Talents

Level 1	<i>Eavesdrop, Is that Yours</i>
Level 5	<i>Encore, Sling Arrow</i>
Level 10	<i>Amp, A Stage Somewhere</i>
Level 15	<i>Power Chord, Weave a Tale</i>
Level 20	<i>Subsonic, Warm Up</i>
Level 25	<i>Reverberate, Bass Line</i>
Level 30	<i>Power Ballad</i>

Amp

This Talent allows the character to really project their voice when performing. This increases the damage caused by their *Chord Strike* by 1 point.

A Stage Somewhere

Always on the road performing in local dives and fairs the character always has a draw for income. While not always coins there are always tips to be made. When in a town/city setting the character can pick up valuable information or aid at the local taverns, clearly someone there owes them from the past.

Bass Line

The Talent allows the character to ramp up the power behind their *Chord Strike*, allowing it to push past defenses. Twice (2) each Encounter the character can change the *Deliver Type* of the skill to *Arcane*.

Eavesdrop

The Talent allows the character to always be mindful of what is going on around them, even while mid performance they can pick up on conversations unnoticed. This allows the character to get *Rumors* per the *Informant* Profession ability.

Encore

This Talent is used at the end of a use of Perform, the character can continue the performance, so long as they maintain concentration. Each 60 count the Ballad/Elegies/Song/Dirge will repeat and the

character can announce the effect again. This will allow the performance to continue for as long as the character maintains Concentration up to a maximum of 15 minutes.

Is that Yours

Being an almost natural performing artist the character can play off almost anything. The character can use the *Charlatan* ability *Sleight of Hand* once (1) each Day.

Power Ballad

The most epic tales of bards tell of performances that affect their audience on an emotional level. This grants all allies the *Speed* effect and allows all spellcasters to cast 1 spell without needing to *Spell Charge*. This ability can be used once (1) each *Module*.

Power Chord

When wielding an instrument weapon, the character can deliver their Dirges at range with the Voice Delivery Type.

Reverberate

This Power allows the Bard to unleash a mighty chord that lingers in the air long after they have finished their song. Twice each Day, they can gain the benefits of *Encore* without needing to continue their performance. Once activated, the performance will last for 5 minutes or one *Encounter*, allowing the Bard to take other actions and still announce the effect every 30 seconds.

Sling Arrow

This Talent allows the character to use a stringed instrument weapon (Lute, Harp, Ect.) as both a melee and a ranged weapon. The rep must be appropriately constructed for the type of combat it will be used for.

Subsonic

The character's mastery over sound has reached a point where they can manipulate it around them, allowing the character to play a subsonic chord. This is used by announcing "Everyone in the sound of my Voice Suppress Verbal", this prevents all those affected from speaking or using any skill or ability that requires them to be able to speak. This effect lasts for 5 minutes or one *Encounter*, or until the character stops maintaining *Concentration* on the performance. This ability can be used twice (2) each Day.

Warm Up

This Talent allows the character to use their *Ballad Technique* once (1) each *Encounter* for Free.

Weave a Tale

This Talent allows the character to weave a lie so believable that almost anyone would fall for it. This will allow the character to make a *Skill Check* to attempt to bluff a target into believing them. This can be used once (1) each *Module*.

Ranger

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarry. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

Rangers are deft skirmishers, capable of skillfully dancing in and out of battle. Their abilities allow them to deal significant harm to their foes, most commonly with a hail of arrows.

Armor Proficiencies: Rangers can wear up to 4 Armor Points.

Weapon Proficiencies: Rangers are additionally skilled in the following weapons: Short bow, Longbow, Gun.

Assist Specialist: Rangers have the ability to aid others in certain tasks. They can give the *Assist Bonus* on the following skills: *Alertness*, *Nature*, and *Track*.

Class Features

Skilled Hunter: As masters of the hunt, Rangers gain a few benefits when using this ability; even without the *Track* skill they can still use the *Track Rank 1* ability to get basic information.

Hunter's Tactics: Rangers have an uncanny sense when it comes to hunting down their targets, be it in the deep woods hunting rare game or even in the city chasing a bandit, they always have an edge. This ability allows them to choose their target, during that *Encounter* uses of *Sharp Arrow* will have their damage increased by 2 points against that target. This skill can be used once (1) each Day and an additional time for every 5 character levels (5th, 10th, ect.).

Projectile Adept: While Rangers prefer Bows for their ease and quietness on the hunt, they are still skill with the use of firearms. This reduces the time it takes to Reload their Pistol/Cannon to a 10 Counted Action.

Ranger: Skills					
Skill	Cost	Rarity	Skill	Cost	Rarity
Sharp Arrow Rank 1	5	C	Fletching Rank 1	5	C
Sharp Arrow Rank 2	10	C	Fletching Rank 2	5	C
Sharp Arrow Rank 3	15	U	Fletching Rank 3	10	U
Sharp Arrow Rank 4	20	U	Fletching Rank 4	10	U
Sharp Arrow Rank 5	25	R	Fletching Rank 5	10	R
Avoidance	6	R	Snare	3	C
Hide	5	C	Hunters Call	3	U
Conceal	4	U			
Combat Actions			Techniques		
Novice Combat Action Rank 1	3	C	Novice		
Novice Combat Action Rank 2	3	C	<i>Roll</i>	--	C
Novice Combat Action Rank 3	6	U	<i>Move Silent</i>	--	C
Novice Combat Action Rank 4	6	U	<i>Piercing Shot</i>	--	U
Novice Combat Action Rank 5	9	R	<i>Initiative</i>	--	R
Journeyman Combat Action Rank 1	5	C	Journeyman		
Journeyman Combat Action Rank 2	5	C	<i>Pinning Shot</i>	--	C
Journeyman Combat Action Rank 3	10	U	<i>Escape</i>	--	C
Journeyman Combat Action Rank 4	10	U	<i>Power Shot</i>	--	R
Journeyman Combat Action Rank 5	15	R	<i>Manticore Shot</i>	--	U
Master Combat Action Rank 1	7	C	Master		
Master Combat Action Rank 2	7	C	<i>Dodge</i>	--	C
Master Combat Action Rank 3	14	U	<i>Impale</i>	--	R
Master Combat Action Rank 4	14	U	<i>Paralyzing Shot</i>	--	U
Master Combat Action Rank 5	21	R			

Class Skill

Avoidance (Daily)

This skill will negate all melee weapon delivered attacks against the character for 10 seconds, calling “No Effect” to such attacks while it is active. While active, the character may still attack with ranged weapons.

Combat Action

This skill allows the character to use their Techniques of the associated tier a number of times based on the maximum Rank of the skill they are purchased. The uses gained at each Rank are cumulative. The maximum rank of the Journeyman and Master skills is equal to the maximum purchased rank of the lesser skill in the tree.

Rank 1	Once Per Day
Rank 2	Once Per Encounter
Rank 3	Once per Day (2 Total)
Rank 4	Once per Module
Rank 5	Once per Encounter (2 Total)

Conceal (Daily)

Using this skill instantly becomes Hidden, for a brief time. This skill is activated by calling “Conceal!” Once activated, the character places their hands open palms together over their head and for the next 10 seconds they are hidden and can move. This skill does not remove any effects that are currently on the character.

Dodge (Technique)

This skill allows the character to avoid a single packet or bullet delivered attack that strikes them. This defense cancels the attack, meaning it does not continue and hit someone behind them.

Escape (Technique)

This special defense allows the character to escape from all forms of movement impairing and Binding effects currently affecting them, instantly ending their duration, though it does

not work on *Contain* effects or *Petrify*. This skill can also be used on a target other than the character; the character must touch the target and maintain concentration for a 5 counted action.

Hide

This skill allows the character to become Hidden from normal view. This skill has several rules that must be followed for its use: First, in order to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to enter Hide, which must be done while no one is actively looking at the character in game. Third, once in Hide, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their Hide location (other than minor shifting). While in Hide, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving Hide simply takes a 5 Counted Action.

Hunter's Call (Daily)

This skill allows the character to summon an animal natural to the terrain that the character is currently in. This animal can be given a command action which it will perform to the best of its abilities for up to 1 hour. The creatures summoned by this skill are above average intelligence for their species, such that they can comprehend complex commands. This skill cannot be used in combat.

Impale (Technique)

This skill allows the character to add a powerful pull to their ranged attacks. When used the character can add the Body Modifier to their next 4 attacks.

Initiative (Technique)

This skill allows the character to make a quick escape from combat. When used, the

character will proceed to retreat 10 steps from the nearest combatant in as straight of a line as possible. This does not avoid obstacles like walls which will impede the character's progress. During this time, they are not a valid target for melee strikes and will announce 'Initiative' as a defense and will keep one hand raised above their head like they're asking a question in class. The character is still a valid target for packets and voice effects but may not be engaged in melee for the duration of this skill. In addition, the character may not be followed during their movement.

Manticore Shot (Technique)

This skill allows the characters to unleash toxic ammo that weakens their foes. The characters next 2 ranged attacks become "3 Weakness". Each of these attacks is one shot hit or miss.

Marksmanship

This skill reflects the characters extensive training in the mastery of ranged combat. This skill can be used a number of times each Day based on the characters' rank, and they may choose which of the gained abilities to use each time. These abilities when activated last for an *Encounter*.

Rank 1	Once Per Day, <i>Elemental Shot</i>
Rank 2	Twice Per Day, <i>Deny Cover</i>
Rank 3	Once per Module, <i>Anti-Venom</i>
Rank 4	Three Times Per Day,
Rank 5	Twice per Module, <i>Seeking Shot</i>

- Anti-Venom- This ability allows the character to "*Dispel Toxin*" on an ally.
- Elemental Shot- This ability grants the character a short burst of Elementally aligned arrows. When used their next 3 attacks gain a *Flavor* (Fire, Water, Wind, and Stone)
- Deny Cover- This ability allows the character to notice abnormalities in the surroundings that might indicate a hidden creature. This is delivered as "*Voice Dispel Hidden*".

- Seeking Shot- This ability allows the character to deliver an attack by "*Voice*" so long as they have seen the target during the current encounter. This attack does not require *Line of Sight* but there must be an unobstructed path to the target.

Move Silent (Technique)

This skill allows the character to take brief action without creating any In Game noise, which can be done in a few ways: First, the character can move up to 15 steps while in Hide and remain Hidden. Second, the character can make one attack from Hide, adding the "Surprise" Modifier and remain Hidden. This skill is considered Passive.

Pierce (Technique)

This skill adds the "*Pierce*" Modifier to the character's next 2 ranged weapon attacks. This effect causes the attack to function as a normal hit, even if it is blocked by a shield.

Pining Shot (Technique)

This skill allows the character to stop their targets in their place. The characters next 2 ranged attacks become "*Pinning Shot*". Each of these attacks is one shot hit or miss.

Paralyzing Shot (Technique)

The target of this effect becomes *Paralyzed* for the duration, 30 minutes by default. During the duration they are still aware of the world around them so long as they are also conscious, but cannot move, speak, or use Active Skills. This effect is *Metabolic*.

Power Shot (Technique)

This skill allows the character to fire a deadly volley. When used the character can add the Critical Modifier to their next 3 attacks.

Quickness (Daily)

This skill allows the character to reduce counted actions by a degree of time. This cannot be stacked with itself for multiple reductions.

This skill is considered a Passive Temporary Reduction.

- Over 60 seconds is reduced by 50%,
- 60 count becomes a 30 count,
- 30 count becomes a 3 count,
- 3 count becomes a 1 count.

Roll (Technique)

This skill allows the character to negate a portion of an attack. Roll can only be used to defend against attacks that strike the character with a weapon or packet and have a numerical damage value in the call. When used, the defended attack will only deal half the damage (rounded down) and will remove any effect carriers, from the attack.

Sharp Arrow (Blitz)

Each Rank of this skill increases the strength and frequency of the characters *Blitz* skill.

Rank 1	Increase Damage by 1 point (+1 Total)
Rank 2	Increase Damage by 1 point (+2 Total)
Rank 3	1 Additional use per Encounter (3 Total)
Rank 4	Increase Damage by 1 point (+3 Total)
Rank 5	1 Additional use per Encounter (4 Total)

Snare (Daily)

This skill allows the character to set up a trap of sorts to ensnare their foes. The outline of this trap must be Phys-Repped in some fashion, by green rope/tape/other means, that is up to 20 feet in length and must have its ends connected. The next 2 targets that step into the area become affected by a *Natural Pin* effect. This skill will last for up to 1 hour or Module, or until 2 targets have been affected. This is considered an AOE Trap effect.

Class Talents

Level 1	<i>Camouflage, Combat Archery</i>
Level 5	<i>Warning Signs, Master Tracker</i>
Level 10	<i>Beast Stride, Weighted Shot</i>
Level 15	<i>Called Shot, Hunter's Mark</i>
Level 20	<i>Beast Companion, Trapper</i>
Level 25	<i>Survivalist, Wild Quiver</i>
Level 30	<i>Arrow Shower</i>

Arrow Shower

Years of training with a bow has led to the culmination of the Rangers skill. While many can fire more than one arrow at a time you have learned to unleash a near storm of arrows in seconds. This ability allows the character to make a single *Sharp Arrow* attack with the call of "*Voice All Enemies <X> <Flavor>*", where X is the damage of the characters *Sharp Arrow* skill. This Talent can be used once (1) each *Module*.

Beast Companion

This Talent allows the character to tap into their bond with the natural world even further. While *Hunter's Call* summons an ally to temporarily aid them this Talent allows the character to have a permanent creature that is always near-by. This companion grants the character *Assist on Tracking and Alertness*; it is of above normal intelligence and can carry out complex tasks with commands. The companion also grants the *Technique: Assisting Attack*. This is a Rank 3 Technique that when activated lasts for an *Encounter*, this increases the characters *Sharp Arrow* by 1 point of damage.

Beast Stride

Your characters bond to the power of nature has grown within you. While in Natural Terrains the character is *Immune to Difficult Terrain*.

Called Shot

The Talent allows the character to deliver ranged attacks with near perfect accuracy. Once

(1) each encounter the character can make a single attack with the “*Voice*” Delivery type.

Camouflage

This Talent allows the character to escape into cover in a way unmatched. When using the *Hide* skill, the character can enter *Hide* on a 2 counted action instead of the normal 5 Counted Action.

Combat Archery

The character has learned to make the most of their skills. The character can now block melee attacks with their bow without loss of its use.

Hunters Mark

This Talent allows the character to *Mark* a target; this is called as “*Voice <Target> Vulnerable*”. This ability can be used once (1) each Module.

Master Tracker

Your character has spent a great deal of time hunting prey in the rural and urban scenes. When tracking a target, you have engaged before the character lowers the difficulty of *Tracking* Skill *Checks* on that target by 1.

Survivalist

This Talent represents the characters attunement with the wilds and their ability to adapt and survive. The character can generate a “*Natural Heal 3 Font*” or “*Natural Clear*” once each *Module*.

Trapper

This Talent improves the *Snare* skills. For Snare, the Phys-Rep color will be changed to red; the trap becomes undetectable by most means and will change the effect to *Physical Web*.

Warning Signs

The signs are everywhere if you are looking for them. You can pick out tracks quickly enough to notice a bad situation before you walk into it, allowing you to find another route. This

allows your party of up to 10 players to move past the encounter without engaging. This Talent only works so long as there is another way to proceed. This ability can be used once (1) each Day.

Weighted Shot

This Talent allows the character to force a target out of the air. This attack is delivered as “*Voice Weighted Shot*”. It forces an immediate safe landing, and the creature may not attempt to fly again for 10 seconds. This can be used once (1) each *Encounter*.

Wild Quiver

This skill allows the character to draw a handful of exotic arrows from their quiver, as the time of use the character will decide what effect they are creating. This ability can be used twice (2) each *Module*.

- Wild Growth- This allows the character to fire an arrow creating a zone of *Difficult Terrain Run* at the location of their choosing.
- Blasting- This allows the character to make an attack with their bow of “*Arcane Push*”

Effects Definitions

Skill Rules

Active skills are those that have a limited reset usage, such as *Masteries /Combat*, or have a constant function, such as *Long Sword*. Active skills can only be used when a character is conscious and able to meet the requirements for completing the action. Only the character using a skill gains the benefits from it unless it specifically states it affects a target.

Whenever you use a skill that requires a *Combat Slot*, the *Combat Slot* is expended and lost as soon as the skill is activated. If a skill does not list special rules for what you must say when the skill is used, then the *Name* of the skill is what you must announce at the time of use.

Blitz

These skills are burst damage combat skills that always *Encounter* based.

Burst

This effect allows the character to affect all enemies or ally targets in melee weapon range. Any Skill/Ability may be used with Burst. Skill/Abilities that have been used with Burst may be defended against normally but must be done so for each affected target. This is a weapon attack *Modifier*.

Font

This effect alters how healing is received. When this effect is added to the call of a spell or ability that heals, it will heal a target that is at -1 Body, circumventing the need to *Stabilize* the target first.

Delay

This effect alters the active status of the named effects on a target, temporarily allowing the target to ignore the effect until the end of combat at which time the effects and duration will start again.

Destructive

This effect when applied to an attack allows it to deal double damage when attacking *Durability*.

Durability

While living creatures might have Body Point, inanimate objects have *Durability*. This effect will most commonly show up in the context of buildings and structures but may be listed on smaller items at marshal discretion. There are two main aspects to interaction with this effect; first any object will with *Durability* will have a *Resistance* value, the value listed will be for *Physical* attacks and be doubled for all other damage types, and second will be the actual *Durability* which is the total value of damage the object can take before it breaks and falls to pieces.

Resistance

This effect is a measure of damage that is passively ignored. It will always be listed with its value and that type of damage it applies to. *Resistance* allows the character/NPC to ignore the listed value worth of damage from any attack of the matching type, effectively lower the damage taken from an attack that has a value higher than the resistance. *Example-* Doug the Guardian currently has Physical Resistance 4, they are then hit by two attacks 3 Normal and 7 Normal. The first attack would deal no damage since the damage was 4 or less, the second attack would deal 3 points of damage as the *Resistance* removed the first 4 points of the attack.

Speed

This effect when noted in a skill or ability will grant a bonus that reduces the time of *Counted Actions*.

Willpower

This is a trait that is only had by NPCs. It measures how resistant they are to coercion and

intimidation by players. There are skills and abilities that allow players to interact with a NPC's *Willpower*. An NPC's *Willpower* sets the

difficulty for any related Skill Check that a player might need to make.

General Talents

Talent	Prerequisite
Ambidexterity	
Arcane Sense	<i>Arcane Rank 3</i>
Armor Efficiency	<i>Improved Armor Capacity</i>
Athletics	
Cleaver	
Combat Medic	<i>Diagnose</i>
Companion	
Criminal Savvy	<i>Society Rank 3</i>
Desdemona Heritage	Character is a native of Desdemona
Eagle Eye	<i>Alertness Rank 4</i>
Florentine	
Hammer Tap	
Hardaway Heritage	Character is a native of Hardaway
Haven	<i>Realms Rank 5</i>
Improved Concentration	
Improved Armor Capacity	
Iron Will	
Keen Edge	
Lightning Reflexes	
Main Gauche	<i>Florentine</i>
Masterful Tactician	<i>Warfare Rank 5</i>
Mithridatism	<i>Nature Rank 4</i>
Mysterium Insight	<i>Mystery Rank 5</i>
Noctis Heritage	Character is a native of Noctis
Researcher	At least one Knowledge (Area) at Rank 3
Second Calling	
Shield Proficiency, Medium	<i>Shield Proficiency, Small</i>
Shield Proficiency, Small	
Shrug it Off	<i>Survival x 2</i>
Skilled Harvester	Rank 3 Harvesting
Snipe	
Spruce Heritage	Character is a native of Spruce
Strangelight Heritage	Character is a native of Strangelight
Talented Assistant	
Terrain Mastery	<i>Cartography Rank 3</i>
Toughen	
Tumble	<i>Athletics</i>
Vicious Mockery	<i>Persuasion Rank 3</i>
Wand Focus	
Weapon Proficiency	

Xaelia Heritage	Character is a native of Xaelia
Xaelian Method	<i>Cartography</i> Rank 5

Talents do not function like skills they are always considered to be in effect. Talents either give characters access to a new ability or change the function of a skill they already have.

If a Talent has prerequisites, then all must be met before the Talent can be purchased. All Talents can only be purchased one time unless noted otherwise. Unless indicated otherwise Talents that have a daily use cannot be used simultaneously.

Ambidexterity

Prerequisite: None

This Talent reflects a character natural skill with both hands, this them to wield a weapon in each hand their flurry limit increases by 1, to 4 swings.

Arcane Sense

Prerequisite: *Arcane* Rank 3

This Talent broadens the characters knowledge with the Arcane granting them heightened insight. This grants 1 additional use of their *Identify and Analyze* abilities.

Armor Efficiency

Prerequisite: Increase Armor Proficiency

This Talent allows the character to get the most out of the armor they wear. This will increase the armor gained from a phys-rep by 1 tier of armor, Example a suit that qualifies as a Medium Armor would be valued as Heavy Armor while worn. The character is still limited to their maximum armor value.

Athletics

Prerequisite: None

You have spent time working out and training your body to go further than the average person. This Talent increases the characters *Base Strength* by +2 for performing *Feats of Strength*.

Cleaver

This Talent allows a character wielding a *Hafted* weapon to add the *Massive* Modifier to a single weapon strike twice each *Module*.

Combat Medic

Prerequisite: *Diagnose*

This Talent allows the character to perform the *First Aid* skill on two targets at the same time, so long as both are within arm's reach.

Companion

Prerequisite: None

This Talent allows the character to have a Tamed pet, so long as the pet is with the character they gain the benefit chosen from the pets list. A character can only have 1 pet at a time and must release their current pet to gain another.

Pet Type	Talent Bonus Options
Arcane	Grants 1 Circle 1 Spell each <i>Day</i> or grants <i>Assist Item Bonus</i> when casting <i>Rituals</i> .
Cunning	Grants <i>Assist Item Bonus</i> to <i>Tracking Skill Checks</i> ; or 1 use of <i>Danger Sense</i> each <i>Day</i> .
Dexterity	<i>Quickness</i> 1/Day or <i>Assist Item Bonus</i> to Disable Device Skill Checks.
Intellect	Grants a 50% Reduction in Non-Combat <i>Counted Actions</i> or <i>Assist Item Bonus</i> on <i>Knowledge Skill Checks</i> .
Might	Grants +2 Strength for FoS or Melee attack <i>Knockdown Massive</i> x 1/Day
Stamina	Grants 1 Base <i>Body</i> or <i>Resist Forced Movement</i> 1/Day

Criminal Savvy

Prerequisite: *Society* Rank 3

This Talent reflects the characters' ability to blend in almost any scene in society. When dealing with organizations outside of the Noble structure you can do so without putting a mark on your head so to speak, while there might not be honor among thieves there is a certain amount of respect or fear.

Desdemona Heritage

Prerequisite: Native of Desdemona

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Desdemona receive the following benefits: Receive a 1 XP discount on Society or Welfare, the character is also hard to influence *Reducing* the duration of *Compulsion/Charm* effect down to 1 minute.

Eagle Eye

Prerequisite: *Alertness* Rank 4

This Talent reflects the characters extraordinary knack for being aware of their surroundings and knowing what to look for. When making *Alertness Skill Checks* you always treat the difficulty as 1 lower.

Florentine

Prerequisite: None

This Talent allows a character to wield any 1-handed weapon in their main hand and up to a medium weapon in their off hand, with which they are skilled.

Hammer Tap

This Talent allows a character wielding a *Blunt* weapon to add the *Daze* Carrier to a single weapon strike once each *Module*.

Hardaway Heritage

Prerequisite: Native of Hardaway

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Hardaway receive the following benefits: Receive a 1 XP discount on Mining, Skinning, or Herbalism;

Haven

Prerequisites: Realms Rank 5

This Talent allows the character to find weak points in the fabric of the realms and use it

to create a temporary safe space. When used this allows up to 2 targets to regain an expended *Module/Daily* ability (in the case of a regained *Daily* the skill will expire if not used within the hour). This takes 5 minutes of Concentration to use, and a character can only benefit from this effect once each Day. This can be used once (1) each *Module*.

Improved Concentration

Prerequisite: None

This Talent improves the characters' ability to stay focused on a task even with outside disturbance. While using a skill or ability that requires *Concentration* to maintain, taking damage will not interrupt them.

Increase Armor Capacity

Prerequisite: None

This Talent allows the character to increase the amount of Armor they can wear, moving up their maximum value by 2 points.

Iron Will

Prerequisite: None

This Talent allows the character to shrug off the following mental attacks: *Berserk, Charm, Command, Fear, Shun, and Terror*. This can be used twice (2) each Day.

Keen Edge

This Talent allows a character wielding an *Edged* weapon to add the *Critical* Modifier to a single weapon strike twice each *Module*.

Lightning Reflexes

Prerequisites: None

This Talent allows the character to react to their surroundings with alarming speed. If the character is affected by an *Area* effect, like a trap, and they are within 1 step of the edge of the affected Area they can choose to move to the edge and not be affected.

Magical Understudy

Prerequisite: Mystic Class

This Talent allows the character to alter their training in the magical arts. The character can replace 2 Spells they know with 2 from another school of magic. These spells must be from Circle 1, 2, or 3, and the 2 spells chosen cannot be of the same level. The character is still limited to their maximum number of spells known at each level.

Main Gauche

Prerequisite: *Florentine*

This Talent gives a character, while fighting with two weapons, an off handed strike whenever they use a skill from a *Defensive Technique*. When they use one of these skills, they gain a single Strike attack of "2 Normal". This ability can only be used while fighting with two weapons.

Masterful Tactician

Prerequisite: *Warfare* Rank 5

This Talent allows the character to assess their foes or a potential combat ahead, looking for an advantage. Once (1) each Module the character can change the battlefield. When used the character needs to tell the Marshal in advance so they can adjust the *Encounter*. This will change the next fight, by either lowering the number of total enemies, or slow NPC recycling time.

Mithridatism

Prerequisite: *Nature* Rank 4

The character has spent years in the wilds exposing themselves to a variety of poisonous and toxic plants and animals, resulting in a limited tolerance to them. Once (1) each Module the character can *Resist* the effect of a *Carrier Attack* they were struck by, this does not negate the damage of the attack.

Mysterium Insight

Prerequisite: *Mystery* Rank 5

This Talent allows the character to enter a trancelike state and open their mind to the powers of the Divine. The character can use their *Mystery* skill to make a *Skill Check* for a *Lore* they do not possess.

Noctis Heritage

Prerequisite: Native of Noctis

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Noctis receive the following benefits: Receive a 1 XP discount on Cartography or Nature; the character Reduces the severity of the *Environment Effects* by up to 3 for themselves.

Quick Hands

Prerequisites: None

This Talent grants the character the *Speed* trait on *Counted Actions* when not in *Combat* and involves the character's hands. This reduces the count by 25% of the base time.

Researcher

Prerequisites: At least one *Knowledge skill* at Rank 3

Bookworm does not quite cover your commitment to knowledge. When doing BGA's (Between Game Action) you can research 2 questions with a single action.

Second Calling

Prerequisite: Character level 12

Having mastered the calling of your beginnings you are able to forge ahead and make a new path. You can choose a 2nd *Profession*, gaining the first Rank immediately, and will gain the remaining ranks every even level thereafter.

Shield Proficiency

This Talent allows a character to use a *Small Shield* and Increases their wearable Armor maximum by 1. If the character already has

proficiency with *Small Shield*, then it allows them to use a *Medium Shield*.

Shrug it Off

Prerequisite: *Survival* x 2

This Talent allows the character to ignore a negative status effect until the end of combat, at which time they will take the full effect with fresh duration. The following effects cannot be ignored with this Talent: *Petrify*, *Prison*, *Kill*, *Killing Blow*, *Implosion*, *Slay*, and *Binding* effects. This cannot be used to ignore damage, only effects. This Talent can be used twice each Day.

Skilled Harvester

Prerequisites: *Harvesting Skill* Rank 2

You have made a living out of making the most out of what you can find and gather. This Talent increases the number of Components gained from *Cultivation* by 50%.

Snipe

This Talent allows a character wielding a *Ranged* weapon to add the *Pierce* Modifier to a single weapon strike twice each *Module*.

Spruce Heritage

Prerequisite: Native of Spruce

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Spruce receive the following benefits: Receive a 1 XP discount on *Mystery*; The character starts each *Module* with 2 Temporary Body Points; and each morning the character wakes up at full Body Points.

Strangelight Heritage

Prerequisite: Native of Strangelight

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Strangelight receive the following benefits: Receive a 1 XP discount on *Arcane* or *Realms*; Gains *Danger Sense vs Anomalies* this can be used

once (1) each Day, and they gain an *Assist Bonus* on *Alertness Skill Checks*.

Talented Assistant

Prerequisites: None

You have spent years working odd jobs in and around craftsmen and while you might have never taken the time to learn the trades, you have the skill at helping others get work done. You can grant other players the *Assist* bonus on *Skill Checks* with only 1 Rank in the appropriate skill.

Terrain Mastery

Prerequisite: *Cartography* Rank 3

This Talent allows a character to become skilled in surviving in specific Terrain Type. When this Talent is taken the player will choose from the following Terrains: *Swamps/Marshlands*, *Desert/Heat*, *Arctic/Cold*, *Mountains/Underground*. When in the chosen Terrain the character will reduce the *Environmental Penalties* by up to 3 levels for themselves only.

Toughen

Prerequisites: None

This Talent increases the characters' *Base Body Points* by 1 points. This Talent can be taken multiple times.

Tumble

Prerequisites: *Athletics*

This Talent reflects the character's advanced training in how to take a fall. The character takes half damage from falls less than 100 feet, and they can jump an additional 10 feet during *Feats of Strength*.

Vicious Mockery

Prerequisite: *Persuasion* Rank 3

This Talent gives the character a keen ability to call out a target's flaws and put them off balance in social interactions. When using the

Persuasion skill, the *Willpower* difficulty is treated as 1 lower.

Wand Focus

This Talent allows the character to use Wands and access their special properties. Wands must be in hand to use and allow the character to throw a number of packet attacks each *Encounter* based on the strength of the Wand.

Weapon Proficiency

Prerequisites: None

This Talent gives the character proficiency and the ability to use a single weapon of their choice, which their class does not already grant them.

Xaelian Heritage

Prerequisite: Native of Xaelian

This Talent reflects the characters' deep ties to the heritages of their homelands. Natives of Xaelian receive the following benefits: Receive a 1 XP discount on a Knowledge of their choice; Receive 1 Rank of Read/Write at no cost; gains the ability to Sway some NPC's, so long as the NPC is not Actively hostile with the character, is not in combat, and has a *Willpower* lower than 3, the characters overly friendly demeanor can get the NPC give them a break or help them.

Xaelian Method

Prerequisite: *Cartography* Rank 5

This Talent reflects the characters study in the ways of the most advanced navigation, gaining the ability to create detailed maps with insightful survival notations. When used the map will grant up to 5 targets the following benefits for a *Module*; a single (1) use of *Adrenaline Rush*, 2 points of *Temporary Armor* and once (1) each *Encounter* +1 Damage on *Blitz/Damage Cantrip*. This can be used once (1) each Day and the map is good for a Day.

Heroic Talents

At 10th, 20th, and 30th level the player can choose a Talent from the Heroic Talents list. Heroic Talents are character defining grant them access to a much wider kit.

Talent	Prerequisite
Armored to the Teeth	Talent- <i>Improved Armor Capacity</i>
Dexterity Armor*	
Energy Resistance	
Favored Enemy	
Fight to the Death	Adrenaline Rush x 1
Heroic Toughness*	
Linguist	5 different <i>Read and Write</i> skills
Multi-Class	
Multi-Class, Advanced	
Ritual Adept	<i>Ritualism</i>
Tolerance	<i>Terrain Mastery</i>
Unyielding	Must have successfully resurrected 3 times.
Waste Not	Master Rank in a Crafting Skill

Armored to the Teeth

Prerequisite: Improved Armor Capacity

This Talent increases the characters proficiency with the armor they wear, stretching its limits. Once (1) each *Module* the character can get more from their armor before it fails. When used this ability will allow the character to readjust their armor on a 10 Counted Action, if not *Breeched*; if the character's armor has been reduced to 0, they can readjust it on a 3 Counted Action but only to half its original value.

Dexterity Armor

Prerequisite: None

This Talent grants the character Dexterity Armor. Each time this Talent is taken, the character gains up to 3 points of Dexterity Armor, though they are still limited by their Class and Talents for maximum armor they can benefit from.

Energy Resistance

Prerequisite: None

By now the character has been exposed to the elementals both natural and planar in origin and has developed a minor resistance to them. The character gains *Resistance 3* to their chosen flavor. The player must choose one of the following: Fire, Water, Wind, or Stone as the flavor that is affected.

Favored Enemy

This Talent reflects the characters' intense training to learn the weaknesses of a specific creature type, and how to exploit them. When fighting creatures of their chosen type the character gains a Blitz attack that can be used once (1) each *Encounter*, this attack can be made with a weapon or packet and is called "5 Daze <Type>". The Player may choose from the following types: *Animal, Undead, Construct, Fae, Elemental, Wyld Spirit*.

Fight to the Death

Prerequisite: Adrenaline Rush x 1

This Talent allows the character to fight off dying, digging deep to rally. Once (1) each *Module* when the character is reduced to -1 Body Points, the character can "Take a Knee" and make a 3 Counted Action at the end of which they will be restored to full *Body Points* and half their Maximum Armor value.

Heroic Toughness

Prerequisite: None

This Talent permanently increases the characters *Base Body Points* by 2.

Linguist

Prerequisites: *Read and Write* Rank 5

By studying a wide range of languages, you have learned to pick out nuances in the written text, with time of course. The character can study written text for a language they do not have and figure out what is written; Common languages take 15 minutes, and Rare languages take 60 minutes. At the end of the time, the character can read the text, as well after studying a text the character could write in the same language.

Multi-Class

Prerequisite: None

You have spent some of your valuable time seeking out training in another calling, while you have picked up a few tricks of the trade there is only so much you can access. A character can only cross train to a class grouping they are not a part of (Fighter, Devoted, Mystic, Rogue). Once chosen the character will gain the following abilities based on the class group.

Fighter

- Gain 1 *Blitz* per *Encounter* (deals "3 Normal") or is the character already has a

Blitz skill instead their damage is increased by 1 point.

- Increases Armor maximum limit by 1 point.

Devoted

- Grants *Barrier* once (1) each *Day*
- The character gains a Level 1 Talent from one of the Devoted Classes.

Mystic

- Gain 1 *Cantrip* per *Encounter* can know 2 *Cantrips* (cannot have both *Damage* and *Stabilize*).
- Gain 1 *Circle 1 Spell* per *Day*, can know 1 *Spell*.

Rogue

- Grants the *Hide* skill (at no cost)
- Grants *Move Silent*, this can be used once (1) each *Module*.
- Grants *Roll* once (1) each *Encounter*.

Ritual Adept

Prerequisite: *Ritualism*

This Talent allows the character to tap into the most ancient of arts when casting Rituals. First the character gains an additional 2 *Ritual Energy* each *Day*; Second casting time is not increased when their ritual is Contested; and finally, they choose one of the component types as their favored, when casting rituals with them as the Primary they lower the Base Difficulty by 1.

Tolerance

Prerequisite: *Terrain Mastery*

This Talent increases the character's resolve when it comes to being overwhelmed by the elements. This lowers the *Environmental Penalties* for all Terrains by 2 and allows the character to hold their breath for up to 10 minutes (even in combat).

Unyielding

Prerequisite: Successfully Resurrected at least 3 times.

This Talent reflects the character resolve to live, having already returned from the brink on more than one occasion. When a character fails on a *Resurrection Skill Check*, they can choose to attempt the check again. This Talent can only be used once each reset.

Waste Not

Prerequisite: Rank 5 in a Crafting Skill

This Talent allows the character to make the most of what they have at their disposal with their favored craft. Once each *Day*, when crafting an *Advanced Recipe*, the character can substitute up to half the required components with those of a different Type so long as they are of equal Rarity.

Magic and Spell Casting

Magic is an important part of any Fantasy style game. It is also more complex than most other aspects of such a game, and this one is no exception. This section should explain Magic and how to use it; in addition to a listing of effects, to help you better understand what spells are.

Spell Casting

To cast spells the player must know the correct spell "Incant". An incant is the combination of words that you must say to properly cast a spell. Incants for Spells are In Game. If you say anything incorrectly, then you have miscast the spell, and it will have no effect, though the skill use for the Spell will still be expended.

There are a few rules that all characters must follow when casting spell. First, to cast spells a character must have a *Spell Focus* item, this is most commonly a *Spell Book* on them. Second, they must have the *Circle Magic* skill unused for the level of Spell they want to cast. Third, they must have a free hand. This means that their hands cannot be tied or bound in any way. Fourth, the character must be able to speak In-Game. Once you have correctly said the Incant you have 3 seconds to throw the spell packet at a target. If you do not throw it within 3 seconds, then the spell becomes a miscast. If you miss, and the packet does not hit anything, the skills use is still expended, but the Spell has no effect. For purposes of determining a hit or miss with spells, the entire body and all possessions are valid targets, though you should never intentionally target the face or groin. Consistent hits to the face or groin of an opponent may cause action to be taken, just like improper weapon hits. In addition, the intended target of a spell should be capable of hearing you in the tone and volume you cast it. This is NOT saying the target must hear you, but that they should have been ABLE to, under the circumstances. During a noisy battle, sometimes

people will not hear spell castings they should have. Do not become angry. Simply inform them of the effect. You may need to call a Hold to do so. Holds will be explained later.

All Spells are cast using **Red** spell packets.

Shields and Spell Casting

Weaving the power of magic is complex and requires the caster to use their hands to manipulate the Arcane forces. While wielding a shield does not make spell casting impossible it does create restrictions.

Small Shield- Does not impair the casting of *Cantrips* or Non-Offensive Spells but does increase *Spell Charge* time by 2 counts for Offensive Spells.

Medium Shield- Will cause *Cantrips* to have a *Spell Charge* count of 5, Non-Offensive Spells to have a *Spell Charge* count of 2, and increases counts for Offensive Spells by 5, with a minimum of a 5 count.

There are 2 ways to cast spells, *Book Casting* and *Battle Casting*. Both types of casting consume the appropriate use of a Daily/Module Spell. Effects that reduce *Counted Action* time do not apply to *Spell Charge* unless explicitly stated, while they can apply to *Book Casting*.

Book Casting

For *Book Casting* you must have your *Spell Focus* in hand. You must then spend a 60 Counted Action to weave the magic; at the end of the time, you can cast the spell using the normal Incant for the spell.

Battle Casting

The second way to cast spells is through *Battle Casting*. To cast a spell in this way the character must perform a 5 counted action, this is referred to as the *Spell Charge* time, this must be announced to start the process. At end of the

Counted Action, they may complete the incant and throw their packet.

Spell Focus

To cast spells, the character is required to carry a *Spell Focus* on them, most commonly a "Spell Book", though there are others that may be found In Game. The Phys-rep for Spell Books must be a minimum of 4"x 6" and 1" thick.

Scroll Casting

A character can use Scrolls for their path of magic; they need not have the Spell in their Memory nor have the Circle Magic available. The player must follow all the normal Spell Casting Rules, and they must have the Scroll in Hand to cast.

Touch Casting

Beneficial spells can be cast by touch. The recipient, if conscious, can allow the casting to pass through their protectives without setting them off. Touch cast spells require the caster to maintain contact with the target during the incant with a packet or free hand. A character can resist touch cast spells by stating, "I do not accept". Protective, Blade, Healing, Summon, and Dispel effects can be touch cast. When casting spells that can affect multiple allies there are a few extra mechanics. First, they must all be within arm's reach of the caster at the time of the spells casting, and second the caster touch each with a packet and announce the effect name for each target.

P-Indicates a spell can be made into a Potion.

Path Incants

Elemental- With Elemental Wrath I...

Nature- I Call Upon Nature to...

Shadow- I Twist the Shadows to....

Spirit- I Channel Spirit to...

Cantrips

These are the most basic type of magic that all casters learn. Due to their simplicity, they have some additional rules that only apply to them. First you do not need a spell book on your person to cast them, Second, they do not use a normal incant, instead they are cast using the following: "Magic <Spell Name>"

Spell Duration Defined

Concentration

This duration requires the user of the effect to focus all their attention upon that effect, exclusive from all other active skills and abilities. *Passive* skills and abilities may be used. See *Passive Skills/Abilities*. Additionally, concentration is lost if the caster takes any damage, or they do not meet any other casting rules, with the exception of being out of *Spell Slots*.

Instant

This duration means that the effect happens as soon as the target is struck with the effect.

Line of Sight

This duration is identified by location of the originator of the effect vs. the location of the target of the effect. It does not require that the originator of the effect actually looks at the target all the time. However, it DOES require that each COULD see the other if they chose to do so. A human barrier is never considered sufficient to break Line of Sight (LOS). It requires a real barrier, such as a building, a wall, a curve in the road, etc... In addition, it is broken if the caster of the effect becomes unconscious or dies. The LOS effect has a maximum duration of 1 hour. Spells with LOS end when the caster dies, or LOS has been broken for 10 seconds.

Until Used

This duration most often applies to protective spells and auras. These effects will stay active until expended or the character is *Dead*.

*No matter the spell's duration, all effects end at the close of an Event.

Additional Spell Rules

Blade Spells

A character can only have 3 total blade spells at any given time. Should they already have 3 blade spells on them, and a new blade spell is cast on them, they can choose to keep the new spell and drop one of the old ones.

Deprive

These spells take something away from the target, be it strength or skills. No target can be under the effects of multiple of the same Deprive effects, the newest casting replaces others. Therefore, the most recent casting of such a spell takes precedence for effects and duration.

Spells

	Elemental	Nature	Shadow	Spirit
Cantrips	Armor Damage Displacement Light Pin Shatter	Armor Delay Toxin Exhaustion Light Shatter Stabilize	Armor Blade Damage Light Terror Weakness	Armor Light Might Pin Repel Stabilize
Circle 1	Bind Elemental Ball Erupt Ignition Knock Seal	Bear Endure Fog Fumble Heal Sapling	False Life Night Remove Curse Shackle Shadow Ball Sync	Bind Spirit Cure Disease Deathwatch Featherfall Heal Secure Door
Circle 2	Create Sigil Distant Hand Destroy Haste Polymorph Repair Item	Breath Liquid Earth Bind Glitterdust Nature Stride River Venom	Awaken Fear Liars Bite Silence Sleep Summon Weapon	Awaken Heroism Regenerate Secret Box Shun Silence
Circle 3	Circle Distant Sight Elemental Blast Fabricate Wall of Force Web	Circle Mending Obscuring Mist Primal Alteration Ruin Stoneskin	Circle Command Drain Fabricate Shadow Blast Terror Mask	Charm Circle Cure Metabolic Mending Protection from Energy Shieldskin
Circle 4	Dispel Magic Implosion Inspiration Rebuild Repulse Wizard Lock	Animal Shapes Banishment Dispel Magic Petrify Storm Whirlwind	Banishment Devastate Dispel Magic Mind Guard Prison Wizard Lock	Dispel Magic Foresight Freedom Life Speak with Spirits Spirit Lance

Path of Elemental Magic

~~~~Elemental Cantrip~~~~

Armor

Duration: Encounter

Type: Protective

This spell grants the target 2 points of Temporary Armor. These points are the first to be lost from damage, cannot be repaired and will fade at the end of the encounter or when removed by damage.

“Magic Armor”

Damage

Duration: Instant

Type: Damage

This spell allows the character to hurl a bolt of energy, which will deal a base of 2 <Flavor> points of damage to the target. The Flavor can be the casters choice from Fire, Water, Wind, or Stone.

“Magic <X> <Flavor>”

Displacement

Duration: Encounter

Type: Pattern

This spell causes the targets image to become slightly off center, making it hard to attack them from ranged. The character takes *Reduced: Half* from ranged effects that have a number in the call, for the next attack that strikes them.

“Magic Displacement”

Light

Duration: 1 Hour

Type: Summon

This spell creates a source of In Game light, which may be Phys-Repped by a glow stick, or muted flashlight.

“Magic Light”

Pin

Duration: Line of Sight

Type: Binding

This spell will hold the target’s right foot in place. The target may not move their right foot from that spot unless *Line of Sight* with the caster is broken for 10 seconds or the effect is dispelled/removed.

“Magic Pin”

Shatter

Duration: Instant

Type: Shatter

This spell renders useless one weapon, small-sized shield, or other object which is no larger than a Small Shield, giving it the *Broken* status. If used against a suit of armor, it will breach the armor, reducing it to 0. This may NOT target a portion of an otherwise whole object, or ANY natural weaponry (i.e. claws, tails, etc).

“Magic Shatter <Item>”

~~~~Elemental Circle 1~~~~

Bind

Duration: Line of Sight

Type: Binding

This spell binds the targets arms to their side. Their arms cannot be used for locomotion, preventing melee or ranged combat, in addition to making them unable to cast spells normally. While bound, the target can still run and walk freely, but any weapon strikes that hit the targets weapons/shield will deal full damage to them.

“With Elemental Wrath I Bind You”

Elemental Ball

Duration: Instant

Type: Damage

This spell allows the caster to create a ball of magical energy to strike their foes. This spell

will deal a base of 4 Damage and has the <Flavor> of the casters choosing (Fire/Water/Wind/Stone). After the incant, the player can throw a single packet with the call “*Elemental X <Flavor>*”.

“With Elemental Wrath I Create an Elemental Ball”

Erupt P

Duration: Encounter

Type: Summon

This spell causes the targeted weapon to become sheathed in *Elemental* energy, granting it the *Flavor* Carrier Fire/Water/Stone/Wind, to be chosen by the caster. This flavor is added to *Blitz* attacks.

“With Elemental Wrath I Erupt Your Weapon with <Flavor>”

Ignition

Duration: Instant

Type: Summon

This spell summons a powerful but brief flame at the caster’s fingertips. This flame lasts for only a moment but will catch alight any flammable material.

“With Elemental Wrath I Create a Flame.”

Knock

Duration: Instant

Type: Damage

This spell will instantly open a sealed object; in the case of a door, it will open it with the force of +4 *Strength*, in the case of a lock it will open any lock with a *Difficulty* 4 or lower. This does not break or damage the door or lock it simply cause them to open.

“With Elemental Wrath I Knock”

Seal

Duration: 1 Hour

Type: Contain

This spell will seal an object that can be opened (Door, Book, Box, etc.) while this does not prevent it from being opened but makes it difficult, requiring a 10 Counted action the next time it is opened.

“With Elemental Wrath I to Create a Seal.”

~~~~**Elemental Circle 2**~~~~

Create Sigil

Duration: 48 Hours

Type: Summon

This spell creates a hidden mark on an object that only the caster can see. This mark will remain for up to 48 hours, and the caster will know the general direction of the Sigil. This will also allow them to give the *Assist Bonus* on Tracking.

“With Elemental Wrath I to Create a Sigil.”

Distant Hand P

Duration: Instant

Type: Summon

This spell summons a telekinetic hand that will last for a single action. The action is chosen by the caster and can be used at a range of Line of Sight to interact or manipulate with an object.

“With Elemental Wrath I Create a Hand.”

Destroy

Duration: Instant

Type: Deprive

This spell destroys one weapon, up to a large-sized shield, suit of armor, of other object which is no larger than a Large Shield; making the item unusable and giving it the *Broken* status. This may NOT target a portion of an otherwise whole object, or ANY natural weaponry (i.e. Claws, tails, etc).

“With Elemental Wrath I Destroy Your <Item>”

Haste P

Duration: Module/Hour

Type: Pattern

This spell grants the target a stored amount of speed that can be unleashed at a time of the targets choosing. When used the character can add the *Critical Modifier* to a single *Blitz* or *Damage Cantrip*.

“With Elemental Wrath I Grant you Haste”

Polymorph

Duration: 10 Minutes

Type: Deprive

This spell forcibly changes the target into a harmless critter that is unable to use any skills or take any actions, other than walking. While under the effects of this spell the target must raise both hands above their head and wave them slightly, so others are aware they are under this effect. This effect will end early if the target takes more than 5 points of damage.

“With Elemental Wrath I Polymorph You”

Repair Item

Duration: Instant

Type: Summon

This spell will repair a single *Broken* item, removing the negative status and making the item useable. This will repair the item but does not restore any special properties.

“With Elemental Wrath to Repair Item.”

~~~~Elemental Circle 3~~~~

### **Circle**

Duration: 1 Hour

Type: Contain

This spell creates a dome of magical energy that cannot be crossed by anything but the caster, however doing so ends the spells duration at that time; additionally, the duration will also end if the caster is reduced to *Dead*.

Before this spell can be cast, there must be a **RED** rep for the circle on the ground around the caster. This can be done with a line in the dirt, flagging tape or even a hula hoop. The rep for the circle is the circle's size and can be no larger than 10' in diameter. This spell is not subject to *Dispel*.

“With Elemental Wrath I Create a Circle”

### **Distant Sight P**

Duration: Encounter

Type: Pattern

This spell allows the caster to observe a location at distance, being able to see and hear the area. The location must be within 50 feet of the caster at the time of casting. After casting the player may go out of game to observe the location, leaving their body vulnerable while they are in a trance like state.

“With Elemental Wrath I Grant Distant Sight.”

### **Elemental Blast**

Duration: Instant

Type: Damage

This spell allows the caster to create 2 balls of magical energy to strike their foes. This spell deals a base of 4 Damage and has the Flavor of the casters choosing (Fire/Water/Wind/Stone). After the incant, the player can throw two (2) packets with the call “*Elemental X <Flavor>*” for each packet.

“With Elemental Wrath I Create an Elemental Blast”

### **Fabricate**

Duration: Module

Type: Summon

This spell will summon a small mundane tool or item. This can include normal weapons, Rope, a Hammer and even *Tool Kits*. None of the summoned items grant any additional bonuses.

“With Elemental Wrath to Create <X>”

### Wall of Force

Duration: 1 Hour

Type: Contain

This spell creates a transparent wall that cannot be passed through, even by non-corporeal creatures, and will stop most effects; however, Delivery Types like Voice will often bypass the wall. The wall will have a maximum length of 10' but may be shorter and will extend vertically up to 10' in height. The wall must be Phys-Repped in some fashion, by **RED** rope/tape/other means. Walls cannot be curved to the extent that they form a circle or cast such that 2 walls can completely surround a person.

“With Elemental Wrath I Create a Wall”

### Web

Duration: Line of Sight

Type: Binding

This immobilizes the target from the neck down, and they can no longer move from that spot nor use their arms or legs for locomotion. The target is considered helpless and is searchable by anyone while under this effect.

“With Elemental Wrath I Web You”

~~~~Elemental Circle 4~~~~

Dispel Magic P

Duration: Instant

Type: Dispel

This spell will end the duration of all magical effects, both beneficial and negative, on a target. It will also end the duration of all non-permanent ritual effects on a target and may even suppress magic that is more powerful for a short duration.

“With Elemental Wrath I Dispel Magic”

Implosion

Duration: Instant

Type: Damage

This spell floods the target with elemental energy; first the spell will instantly *Breach* physical armor and then will deal 20 points of damage to the target; if the target is a Construct or Elemental the spell will reduce it to 0 HP.

“With Elemental Wrath I Implode You”

Inspiration P

Duration: Instant

Type: Pattern

This spell gives the target a burst of insight and focus, refreshing their expended potential. When cast the target will regain a single expended times per *Day Skill*. The target has until the end of the encounter to use skill that was restored, after which it will fade if not used. This spell cannot be cast upon oneself.

“With Elemental Wrath I Inspire You”

Rebuild

Duration: Instant

Type: Pattern

This spell will restore an Item that has been breached, *Broken*, or in any other way rendered unusable, *Repairing* the item. If this spell is cast within 5 minutes of the item's destruction, it will retain any special properties it may have had.

“With Elemental Wrath to Rebuild this <Item>”

Repulse P

Duration: Module

Type: Protective

This spell creates a mystic barrier on a target that can be called on to protect the character from harm. Once (1) during the duration the character can respond to a melee weapon attack that strikes them with “*Riposte*”. This will function as the *Technique* defending the

character from the attack sending it back at the originator.

“With Elemental Wrath I Grant Repulse.”

Wizard Lock

Duration: 7 Days

Type: Summon

This spell will seal a building, stopping the passage of all creatures of any type. In addition to all spells and weapon Strikes or weapon delivered attacks. Only one doorway may still be used to enter or exit and that must be clearly marked with a “W” on both sides; and a phys-rep, of a string of **Red** lights must surround the functioning doorway to the building. If the applicable doorway has been opened, then passage through it is possible until it has been fully closed. When this spell is cast the originator and one other character, chosen by the caster, that is present are considered invested in the lock and can open the door on a 3 counted action, lowering the effect until the door is shut again. It must be noted on the character sheet as well as the *Marshal Notes* who are invested in the lock. This spell cannot be placed on a building that has the *Grove* effect on it.

“With Elemental Wrath to Create a Lock”

Path of Nature Magic

~~~~Nature Cantrips~~~~

Armor

Duration:

Type: Protective

This spell grants the target 2 points of Temporary Armor. These points are the first to be lost from damage, cannot be repaired and will fade at the end of the encounter or when removed by damage.

“Magic Armor”

Delay Toxin

Duration: Encounter

Type: Dispel

This spell will temporarily pause the effects of any *Disease, Nausea, Paralysis, or Venom* effect on the target. The effect and the duration will be paused until the end of the *Encounter* at which time the effects will become active again.

“Magic Delay Toxin”

Exhaustion

Duration: 60 Minutes

Type: Deprive/Curse

This spell overwhelms the target with the extremes of the natural environment causing their bodies to become exhausted. Targets affected by this can only walk and cannot *Flee* combat.

“Magic Exhaustion.”

Light

Duration: 1 Hour

Type: Summon

This spell creates a source of In Game light, which may be Phys-Repped by a glow stick, or muted flashlight.

“Magic Light”

Shatter

Duration: Instant

Type: Shatter

This spell renders useless one weapon, small-sized shield, or other object which is no larger than a Small Shield, giving it the *Broken* status. If used against a suit of armor, it will breach the armor, reducing it to 0. This may NOT target a portion of an otherwise whole object, or ANY natural weaponry (i.e. claws, tails, etc).

“Magic Shatter <Item>”

Stabilize

Duration: Instant

Type: Healing

This spell will cause a *Dying* target to instantly be set to 0 Body Points.

“Magic Stabilize”

~~~~Nature Circle 1~~~~

Bear P

Duration: 1 Module

Type: Summon

This spell grants the target some of the might of a wild bear. This grants the target +2 *Strength*.

“I Call Upon Nature to Grant Aspect of the Bear”

Endure

Duration: 1 Hour

Type: Protective

This spell summons up the energy of the Prime and wraps the targets with an invisible field that protects them from the elements. This will protect them from extreme heat/cold, as well as effects like a sandstorm or infection from being exposed to bogs and such. This effect will lower the severity of the *Environment Effects* by up to 3. This spell will affect up to 5 targets with a single casting.

"I Call Upon Nature to Grant Endure"

Fog

Duration: 10 Minutes

Type: Deprive/Curse

This spell causes the target's vision to become cloudy and blurred making vision past their fingertips difficult. During the duration the target cannot make any ranged attacks.

"I Call Upon Nature to Curse you with Fog."

Fumble

Duration: 10 Seconds

Type: Deprive

This spell causes the target's hands to become overcome by spasms, making it impossible for them to hold anything; this includes weapons, potions, vials, etc., which must be dropped. In the case of a shield, the target can choose not to drop it but will take all attacks that strike it.

"I Call Upon Nature to Curse you with Fumble."

Heal P

Duration: Instant

Type: Healing

This spell will heal the targets missing Body Points. The amount healed by this spell is 2 Points plus any bonuses.

"I Call Upon Nature to to Heal X Body."

Sapling P

Duration: Until Used/Module

Type: Protective/Aspect

This spell grants the target a protective effect that will passively negate the next legal weapon attack that strikes them. They must call "*Sapling*" when this is triggered.

"I Call Upon Nature to Grant You Sapling"

~~~~Nature Circle 2~~~~

### **Breathe Liquid P**

Duration: 1 Hour

Type: Protective

This spell allows the recipient to Breathe water <or other appropriate Liquid, if any> for the next hour, OR until they leave the water entirely, whichever is longer.

"I Call Upon Nature to Grant You Breath Liquid"

### **Earth Bind**

Duration: Encounter

Type: Deprive/Binding

This spell will cause a flying creature to be forced to the ground and be unable to *Fly* for the remainder of the duration.

"I Call Upon Nature to Voice <Target> Earthbind."

### **Glitter Dust**

Duration: Encounter

Type: Summon

This spell fills the area with glowing pollen that makes the use of skills and abilities that cause a target to be *Hidden* to not have an effect. This will even cause *Invisible* targets to be seen. This affects the area for the encounter.

"I Call Upon Nature to Empower Glitter Dust."

### **Nature Stride**

Duration: Module

Type: Protective

This spell will wrap the targets in the power of nature this will have two effects. First the characters will not leave disturbances in natural terrains, this gives increases the *Difficulty* to track the character by 1; Secondly this will prevent wildlife from reacting to the presence of the character so long as they are not being hostile. This spell will affect up to 5 targets for a single casting.

"I Call Upon Nature to Grant Nature's Stride."

### **River P**

Duration: 1 Minute

Type: Dispel

This spell, when cast, will cause the target to be rapidly cleansed of ailments. This effect takes 1 minute to take effect once cast, during which time the target must not sustain any damage, much like readjusting armor. Unlike readjusting, however, the character can still perform non-strenuous actions. After 1 minute the target will be cured of all *Metabolic*, *Disease*, and *Curse* effects. In addition, all *Maimed/Withered* limbs are regenerated. This effect can only be touch cast.

“I Call Upon Nature to Grant Aspect of the River”

### **Venom**

Duration: 1 hour

Type: Deprive/Curse

This spell summons the Talent of a mighty viper; the target of this effect loses the ability to use Skills/Abilities for 1 hour. If this effect is not cured before the end of the hour, the targets status changes to Dead. This is a Metabolic effect.

“I Call Upon Nature to Curse you with Venom.”

### ~~~~Nature Circle 3~~~~

### **Circle**

Duration: 1 Hour

Type: Contain

This spell creates a dome of magical energy that cannot be crossed by anything but the caster, however doing so ends the spells duration at that time; additionally, the duration will also end if the caster is reduced to *Dead*. Before this spell can be cast, there must be a **RED** rep for the circle on the ground around the caster. This can be done with a line in the dirt, flagging tape or even a hula hoop. The rep for the circle is the circle's size and can be no larger than 10' in diameter. This spell is not subject to *Dispel*.

“I Call Upon Nature to Create a Circle”

### **Mending P**

Duration: Instant

Type: Healing

This spell will heal the targets missing Body Points. The amount healed by this spell is 3 Points plus any bonuses, additionally this spell has the *Font* effect.

“I Call Upon Nature to Heal X Body Font.”

### **Obscuring Mist**

Duration: Encounter

Type: Summon

This spell will summon a dense mist into an area, those inside the area will have their vision greatly impaired, creating a great distraction. So long as those affected are not attacked, they will remain distracted.

“I Call Upon Nature to Summon Obscuring Mist”

### **Primal Alteration P**

Duration: Encounter

Type: Aspect

This spell will temporarily grant the target a minor alteration which will grant them a special movement ability. The target will gain either *Fly*, *Burrow*, or *Water Movement*.

“I Call Upon Nature to Alter your Form <Type>”

### **Ruin**

Duration: Instant

Type: Damage

This spell deals a fatal blow to unnatural creatures. This spell will deal 9 points of damage that only affects creatures of the *Aberrant* or *Undead* type.

“I Call Upon Nature to Curse you with Ruin”

### **Stoneskin P**

Duration: Until Used/Module

Type: Protective

This spell will *Negate* the first *Strike*, or non-damage dealing physical, melee or ranged, *Technique* that strikes the character. You must

announce, “*Stoneskin*” when the protective is used.

” I Call Upon Nature to Grant You *Stoneskin*”

#### ~~~~Nature Circle 4~~~~

### **Animal Shapes P**

Duration: Encounter

Type: Summon

This spell will temporarily transform up to 5 targets into a natural animal. This has the same effect as the *Shifting (Minor)* ability.

“I Call Upon Nature to Grant Animal Shapes”

### **Banishment**

Duration: Instant

Type: Deprive

This spell will instantly transport a target back to its Realm of origin. The target will instantly vanish leaving behind anything that did not come with them initially.

“I Call Upon Nature to Banish You.”

### **Dispel Magic P**

Duration: Instant

Type: Dispel

This spell will end the duration of all magical effects, both beneficial and negative on a target. It will also end the duration of all non-permanent ritual effects on a target and may even suppress magic that is more powerful for a short duration.

“I Call Upon Nature to Dispel Magic”

### **Petrify**

Duration: Instant

Type: Summon

This spell turns the target into stone, though *Huge* or *Massive* creatures may reduce this effect. Once turned to stone, the target’s status is paused, meaning if they were under an effect with duration, then it is paused, and the remaining duration will resume when the

petrified state is removed. Bleed out and dissipation counts will be paused. The stone form can be moved but requires +6 *Strength* to do so. A petrified person is a viable target for a *Destroy* effect, which will end the *Petrify* effect and the target would then be considered *Dead*. If this spell is cast upon a target that is already *Petrified*, it will end the effect.

“I Call Upon Nature to Petrify You”

### **Storm**

Duration: 1 Hour/1 Module

Type: Pattern

This spell enchants the caster with the power of the storm. During the duration the character gains a 2/encounter ability, which is packet delivered, “4 *Lightning*”.

“I Call Upon Nature to Empower Storm”

### **Whirlwind**

Duration: Instant

Type: Damage/Curse

This spell summons a powerful gust that will launch the target through the air, away from the caster. The target will suffer 8 points of damage and is *Dazed*. After the incant is complete the target can throw a single packet for “*Arcane 8 Daze*”

“I Call Upon Nature to Curse you with Whirlwind.”

## Path of Shadow Magic

### ~~~~Shadow Cantrip~~~~

#### Armor

Duration: Encounter

Type: Protective

This spell grants the target 2 points of Temporary Armor. These points are the first to be lost from damage, cannot be repaired and will fade at the end of the encounter or when removed by damage.

“Magic Armor”

#### Blade

Duration: Until Used, Encounter

Type: Blade/Protective

This grants the character a *Blitz* attack that when used grants a single weapon attack for “2 *Magic*”.

“Magic Blade”

#### Damage

Duration: Instant

Type: Damage

This spell allows the character to hurl a bolt of energy, which will deal 3 points of Shadow to the target.

“Magic 3 Shadow”

#### Light

School: Conjuration

Type: Summon

This spell creates a source of In Game light, which may be Phys-Repped by a glow stick, or muted flashlight. This effect will last for 1 hour, whichever occurs first.

“Magic Light”

#### Terror

Duration: Line of Sight

Type: Charm, Curse

This spell will cause the target to be unable to move from their current location and only able to defend themselves for ten seconds. This is a *Fear* effect.

“Magic Terror”

#### Weakness

Duration: 30 Minutes

Type: Deprive, Curse

This spell will reduce the target’s numerical attacks by 3 points, to a minimum of 1. This is a *Curse* effect.

“Magic Weakness”

### ~~~~Shadow Circle 1~~~~

#### False Life P

Duration: Module

Type: Protective

This spell allows the caster to weave magical power into a barrier to protect the targets body from harm. This grants the target 2 *Temporary Body Points*; these cannot be healed.

“I Twist the Shadows to Grant False Life”

#### Night P

Duration: 10 Minutes

Type: Summon

This spell wraps the target in shadows, causing them to become hidden. This effect is the same as the *Hide* skill, and players must follow all of the same rules to use it.

“I Twist the Shadows to Call the Night”

#### Remove Curse P

Duration: Instant

Type: Dispel

This spell will instantly remove the effects of any *Curse* that is on the target at the time of casting.

" I Twist the Shadows to Remove Curse."

### **Shackle P**

Duration: Hour

Type: Binding

This spell binds a *Helpless* target's hands and feet, which requires +6 *Strength* to break free from. In addition to being bound the spell also neutralizes *Magic, Elemental, Poison, and Natural* abilities.

"I Twist the Shadows to Shackle You"

### **Shadow Ball**

Duration: Instant

Type: Damage

This spell allows the caster to create a ball of magical energy to strike their foes. After the incant, the player can throw one (1) packet with the call "*Elemental X Shadow*" for each packet, where X is 6 Base Damage plus any bonuses.

"I Twist the Shadows to Create a Shadow Ball"

### **Sync**

Duration: Hour

Type: Summon

This spell creates a magical glyph on a surface that will flash at a set time. This allows the player to use a stopwatch for the glyph to alert its expiration.

"I Twist the Shadows to Sync Time"

~~~~Shadow Circle 2~~~~

Awaken P

Duration: Instant

Type: Dispel

This spell will end the duration of *Silence* and all *Mental* effects on the target save for: *Enslavement, Feeblemind, Horrify, Nightmare, Thrall and Slumber.*

"I Twist the Shadows to Awaken You"

Fear

Duration: 1 Minute

Type: Charm/Fear

This spell strikes the target with overwhelming horror, causing them to flee from the caster's presence. An affected target must attempt to break *Line of Sight* with the caster for the duration. *This is a Mental/Fear Effect.*

" I Twist the Shadows I Create Fear."

Liars Bite P

Duration: Encounter

Type: Protective/Damage

This spell places a reflexive curse on a target. The next time someone lies in the presence of the character under this effect the hex will be triggered. When triggered the lair will suffer 3 points of damage as the hex lashes out.

" I Twist the Shadows I Create a Lairs Hex."

Silence

Duration: 30 Minutes

Type: Deprive, Curse

This spell will prevent the target from speaking, or in any way vocalizing for the Duration. This will prevent Spell Casting, the use of Songs/Dirges, as well as other skills. This does NOT affect OOG speech and will not prevent weapon calls. This is not a Mental effect.

"I Twist the Shadows to Silence You."

Sleep

Duration: 30 Minutes

Type: Charm

This spell will cause the affected character to fall unconscious, slipping into a coma like sleep. This is a Mental effect.

"I Twist the Shadows to Sleep You"

Summon Weapon P

Duration: Encounter

Type: Summon

This spell summons a weapon. This weapon may be any weapon the caster has a

phys-rep for. This weapon is not *Shatterable*. Additionally, if the weapon leaves the targets hand, or the character dies the spell ends.

” I Twist the Shadows to Summon a Weapon”

~~~~Shadow Circle 3~~~~

Circle

Duration: 1 Hour

Type: Contain

This spell creates a dome of magical energy that cannot be crossed by anything but the caster, however doing so ends the spells duration at that time; additionally, the duration will also end if the caster is reduced to *Dead*. Before this spell can be cast, there must be a **RED** rep for the circle on the ground around the caster. This can be done with a line in the dirt, flagging tape or even a hula hoop. The rep for the circle is the circle's size and can be no larger than 10' in diameter. This spell is not subject to *Dispel*.

“I Twist the Shadows to Create a Circle”

Command

Duration: Encounter

Type: Charm

This spell will cause the target to become bent to the caster will. The target will follow the next command of the caster, a 4-9-word phrase, to the best intent; however, the target will not cause direct harm to themselves; for example, you could command a bandit to “go to the town guard and turn yourself in”, but you could not tell him to “jump from a very high bridge”.

“I Twist the Shadows to Command You”

Drain

Duration: Instant

Type: Deprive, Curse

This spell saps the target's power and leaves them weakened. The target loses 2 Single Use/Daily skills, if they do not have 2 to lose then they take 5 points of *Body Damage*.

“I Twist the Shadows to Drain You”

Fabricate

Duration: Module

Type: Summon

This spell will summon a small mundane tool or item. This can include normal weapons, Rope, a Hammer and even *Tool Kits*. None of the summoned items grant any additional bonuses.

“I Twist the Shadows to Create <X>”

Shadow Blast

Duration: Instant

Type: Damage

This spell allows the caster to create 2 balls of magical energy to strike their foes. After the incant, the player can throw two (2) packets with the call “*Elemental X Shadow*” for each packet, where X is 6 Base Damage plus any bonuses.

“I Twist the Shadows to Create a Shadow Blast”

Terror Mask P

Duration: Module

Type: Charm/Protective

This spell will create a ghostly mask on the target that can be used to lash out in their defense. Once (1) during the duration of the spell the character can respond to an attack with “*Aura Fear*”.

“I Twist the Shadows to Grant you a Mask”

~~~~Shadow Circle 4~~~~

Banishment

Duration: Instant

Type: Deprive

This spell will instantly transport a target back to its Realm of origin. The target will instantly vanish leaving behind anything that did not come with them initially.

“I Twist the Shadows to Banish You.”

Devastate

Duration: Encounter

Type: Curse

This spell will inflict a powerful curse on the target, causing them to suffer double damage from all *Basic Attacks* and all attacks with a Numerical value as a part of their call.

“I Twist the Shadows to Devastate You”

Dispel Magic P

Duration: Instant

Type: Dispel

This spell will end the duration of all magical effects, both beneficial and negative on a target. It will also end the duration of all non-permanent ritual effects on a target and may even suppress magic that is more powerful for a short duration.

“I Twist the Shadows to Dispel Magic.”

Mind Guard P

Duration: 10 Minutes

Type: Protective

This spell wraps the recipient’s mind in a protective field. During the duration the target is immune to the following effects: *Charm, Fear, Shun, Sleep, and Terror*.

“I Twist the Shadows to Guard Your Mind”

Prison

Duration: 1 hour

Type: Contain

This spell immobilizes the target by containing their entire body in a magical field, though the *Prison* can be moved with no special strength necessary. *Prison* cannot normally be broken free from, though creatures with +10 *Base Strength* or higher can break free with a 3 counted action, at the end of which they will suffer 20 points *Body* damage. The caster can search the target, and can issue a Killing Blow, though doing so ends the prison effect, even if it had no effect. The caster can end a *Prison* effect

they created by touching it and calling “*Prison Down*”. This spell may be used to restrain most targets that are not of massive size.

“I Twist the Shadows to Create a Prison”

Wizard Lock

Duration: 7 Days

Type: Summon

This spell will seal a building, stopping the passage of all creatures of any type. In addition to all spells and weapon Strikes or weapon delivered attacks. Only one doorway may still be used to enter or exit and that must be clearly marked with a “W” on both sides; and a phys-rep, of a string of *Red* lights must surround the functioning doorway to the building. If the applicable doorway has been opened, then passage through it is possible until it has been fully closed. When this spell is cast the originator and one other character, chosen by the caster, that is present are considered invested in the lock and can open the door on a 3 counted action, lowering the effect until the door is shut again. It must be noted on the character sheet as well as the *Marshal Notes* who are invested in the lock. This spell cannot be placed on a building that has the *Grove* effect on it.

“I Twist the Shadows to Create a Lock”

Path of Spirit Magic

~~~~Spirit Cantrip~~~~

Armor

Duration: Encounter

Type: Protective

This spell grants the target 2 points of Temporary Armor. These points are the first to be lost from damage, cannot be repaired and will fade at the end of the encounter or when removed by damage.

“Magic Armor”

Light

Duration: 24 Hours

Type: Summon

This spell creates a source of In Game light, which may be Phys-Repped by a glow stick, or muted flashlight. This effect will last until the next sunrise, OR 24 hours whichever occurs first.

“Magic Light”

Might

Duration: Until Used/Module

Type: Blade/Protective

This spell gives the recipient super human strength that they can call on at need. Once activated by the target, this spell lasts for 10 seconds, granting them +4 *Strength*.

“Magic Might”

Pin

Duration: Line of Sight

Type: Binding

This spell will hold the target’s right foot in place. The target may not move their right foot from that spot unless *Line of Sight* with the caster is broken for 10 seconds, the effect is dispelled/removed, or the NPC rips free.

“Magic Pin”

Repel

Duration: Line of Sight

Type: Binding

This spell will prevent the target from approaching within 10’ of the originator of the effect. If the originator of the effect approaches within 10’ of the target, the target does not have to move away. If the effect begins with the target closer than 10’ to the originator of the effect, they must back off to a distance of 10’ if there is such room. If the target can physically attack the originator of the effect from their current distance, then they may do so.

“Magic Repel”

Stabilize

Duration: Instant

Type: Healing

This spell will cause a *Dying* target to instantly be set to 0 Body Points.

“Magic Stabilize”

~~~~Spirit Circle 1~~~~

Bind Spirit

Duration: Hour

Type: Summon

This spell has two uses, First when cast on a Non-Corporeal creature they will become more solid and lose the ability to move through surfaces and remove their *Immune to Basic Attacks* ability; Second if cast on a target that is *Dead* it will keep the spirit with the body preventing them from dissipating, making *Resurrection* easier.

“I Channel Spirit to Bind Spirit”

Cure Disease P

Duration: Instant

Type: Dispel

This spell will end the duration of all normal Diseases on a living target. Some rare diseases will require a specific level caster to remove.

“I Channel Spirit to Cure Disease”

Deathwatch

Duration: Instant

Type: Detect

This spell allows the caster to sense targets that are on the brink of death. Once the incant is complete the caster will announce “*Are there any Dead within the sound of my voice.*”

“I Channel Spirit to see Death”

Featherfall P

Duration: Until Used/Module

Type: Protective

This spell will allow the character to call, “*Slow Fall!*” as a defense on the next occasion they fall. They cannot choose when to call it. The spell will go off at the first opportunity, or not at all. This will not prevent the recipient from ending up wherever the fall would have dropped them. The spell will not slow their descent but will negate any ill effects they would have received from the fall.

“I Channel Spirit to Grant You Featherfall”

Heal P

Duration: Instant

Type: Healing

This spell will heal the targets missing Body Points. The amount healed by this spell is 2 Points plus any bonuses.

“I Channel Spirit to Heal You X Body.”

Secure Door

Duration: 1 Hour

Type: Binding

This spell will strengthen one door to near physical invulnerability. It will further bar the door from being opened from one side;

marked by a red “S” on the side that may not be opened. The target door must have the ability to open and close, or this spell will not work. It will otherwise last 1 hour or until it is opened. Additionally, a creature with +10 *Strength* can open a door that is being held, and this ends the spells duration.

“I Channel Spirit to Secure this Door”

~~~~**Spirit Circle 2**~~~~

### **Awaken P**

Duration: Instant

Type: Dispel

This spell will end the duration of *Silence* and all *Mental* effects on the target save for: *Enslavement, Feeblemind, Horrify, Nightmare, Thrall and Slumber.*

“I Channel Spirit to Awaken You”

### **Heroism P**

Duration: 5 Minutes

Type: Pattern

This spell fills the target with great prowess and valor. For an encounter or up to 5 minutes, the target gains the following effects: +1 to *Blitz or Cantrip Damage, Immunity to Fear.*

“I Channel Spirit to Grant You Heroism”

### **Regenerate P**

Duration: Instant

Type: Healing

This spell will cause the target to regrow all missing or damaged limbs; this includes limbs lost to maim and sever effects.

“I Channel Spirit to Regenerate You”

### **Secret Box**

Duration: 5 Days

Type: Summon

This spell creates a mystical box that, when closed, becomes invisible as it slips into the

Abyss. The phys-rep for the box can be no larger than 1 cubic foot and must be clearly marked as a secret box; this is done by placing a red "S" on the top. Once cast the box cannot be moved and can only be accessed by the caster, or someone who is also invested in the spell; however, doing so takes some time, 5 minutes of concentration. While the box is open, it is visible to everyone, but once closed it vanishes until the caster retrieves it. Living creatures cannot be placed inside the box. While the box is not detectable by most means, Detect Magic cast while near the box will feel the presence of the magic but it will not give any insight that the box is there. However, there are some Talents that could allow the box to be found and opened by someone other than the caster. At the end of the duration the box will remain where it is, meaning if the box is left 'hidden' at the end of the 5 days the box slips away and is lost. This spell may be used in conjunction with the Chain Spell skill, allowing one additional target that can be invested per level of the skill. It must be noted on the character sheet as well as the Marshal Notes who is invested in the Secret Box.

"I Channel Spirit to Create a Secret Box"

### **Shun**

Duration: 10 Minutes

Type: Deprive

This spell causes a target not be able to approach within 10' of the caster, nor may they attack the caster in any way. This effect will cause the target to avoid the caster for the duration, meaning if the caster moves toward them they must move away. This however does not force them into a corner, in such a case if the only way to move away from the caster is to walk past them to get out into the open they can. The creature may still attack people other than the caster. This is a Mental effect.

"I Channel Spirit to Shun You"

### **Silence**

Duration: 30 Minutes

Type: Deprive, Curse

This spell will prevent the target from speaking, or in any way vocalizing for the Duration. This will prevent Spell Casting, the use of Songs/Dirges, as well as other skills. This does NOT affect OOG speech and will not prevent weapon calls. This is not a Mental effect.

"I Channel Spirit to Silence You."

~~~~**Spirit Circle 3**~~~~

Charm

Duration: 1 Hour

Type: Charm

This spell will cause the target to become fixated on the caster. They will be unable to use skills and will take no actions other than to follow the caster for the duration. This does not give grounds for crowding. However, the affected character must stop all actions, move close to the caster, and follow them. This is a Mental effect.

"I Channel Spirit to Charm You"

Circle

Duration: 1 Hour

Type: Contain

This spell creates a dome of magical energy that cannot be crossed by anything but the caster, however doing so ends the spells duration at that time; additionally, the duration will also end if the caster is reduced to *Dead*. Before this spell can be cast, there must be a **RED** rep for the circle on the ground around the caster. This can be done with a line in the dirt, flagging tape or even a hula hoop. The rep for the circle is the circle's size and can be no larger than 10' in diameter. This spell is not subject to *Dispel*.

"I Channel Spirit to Create a Circle"

Cure Metabolic P

Duration: Instant

Type: Dispel

This spell will end the duration of any normal *Metabolic* effect upon a single target. Some strong effects will require a specific level caster to remove.

“I Channel Spirit to Cure Metabolic”

Mending P

Duration: Instant

Type: Healing

This spell will heal the targets missing Body Points. The amount healed by this spell is 3 Points plus any bonuses, additionally this spell has the *Font* effect.

“I Channel Spirit to Heal You X Font.”

Protection from Energy P

Duration: Instant

Type: Protective

This spell wraps the target in a shield that will prevent damage from a specific <Flavor> chosen at the time of casting. This will *Negate* the first 6 points of the type chosen by the caster, they may choose from; Fire, Water, Wind, Stone and Shadow. These points will fade at the end of the same *Encounter* the spell is cast.

“I Channel Spirit to Protect you from <Flavor>.”

Shieldskin P

Duration: Encounter

Type: Protective

This spell will wrap the character in a protective field making them *Immune* to all melee weapon attacks. While the spell is active the character must maintain *Concentration* by keeping their arms crossed with hands up toward their shoulders. The character can still use *Passive Skills* and touch cast on themselves while maintaining the spell.

“I Channel Spirit to Grant Shieldskin.”

~~~~Spirit Circle 4~~~~

### **Dispel Magic P**

Duration: Instant

Type: Dispel

This spell will end the duration of all magical effects, both beneficial and negative on a target. It will also end the duration of all non-permanent ritual effects on a target and may even suppress magic that is more powerful for a short duration.

“I Channel Spirit to Dispel Magic.”

### **Foresight P**

Duration: Until Used/Module

Type: Protective

This spell gives the target a small glimpse into their future allowing them heightened protection. “Foresight” can be called as a defense against any single attack, that would cause you to become *Helpless*, this includes an attack that reduces you to -1.

“I Channel Spirit to Grant Foresight”

### **Freedom P**

Duration: Instant

Type: Dispel

This spell will instantly release a target from all *Binding*, *Compulsion*, and *Contain* effects. Any persons or creatures holding them will be affected as though disarmed.

“I Channel Spirit to Grant You Freedom”

### **Life P**

Duration: Instant

Type: Healing

This spell will return a creature to life at 1 *Body Point*. It will also remove any negative physical effects that were on the body at the time of death such as missing limbs. This spell will only work on a target that is in their 4-minute dissipation count.

“I Channel Spirit to Grant You Life”

### **Speak with Spirits**

Duration: Encounter

Type: Summon

This spell will allow the character to make a connection with a spirit in their presence. This will allow the character to ask the spirit up to 3 questions, which will be answered truthfully in a short response.

“I Channel Spirit to Speak with Spirits”

### **Spirit Lance**

Duration: Instant

Type: Summon

This spell will unleash a power bolt of Spirit energy at the characters foes. Once the

incant is completed the character can make packet attacks that deal “Magic X Spirit”, where X equals 4 plus the Healing Bonus from *Spell Weaving*, and they can throw 1 packet base and gain an additional packet for Rank 3 and 5 of the same skill.

“I Channel Spirit to Create a Lance”

## Item Crafting

This section covers how the skills for item creation function. Each of the production skills shares similarities in how to make both Common Items as well as more Advanced items.

Each of the Crafting Skills has 5 Ranks: Novice, Journeyman, Adept, Expert and Master, these classifications are important as they determine what can be crafted. Learning to create items becomes more difficult and complex the more skilled one becomes, due to this there are limitations on how skilled a character can become at the skills. A character can have 1 Crafting skill at Master, 1 Crafting skill at Expert and all others are capped at Adept.

Each of the first 3 Ranks of each Crafting skill will grant the character 5 Production Points each Day, these can be used to make Common, Uncommon and Rare Items. The top 2 Ranks of each Crafting skill allow the character to create Epic and Exceptional items; these items are created In Game following the Advanced Crafting rules.

Crafting an item that is Rank 1 to 3, requires a number of Production Points equal to the items rank, as well as the components listed on the Recipe for the item. Players can create these types of items at Event Check in and at Logistics on Saturday.

### Advanced Crafting Rules

There are several rules' players must follow to create Advanced Items. There are also limitations.

A character can only create a limited number of Epic and Exceptional effects each Day, and the crafting of some items may require more

so it may take more than one crafter to complete an item. Characters with the Master Rank can create 2 Advanced Effects each Day, while those with the Expert Rank can create 1 Advanced Effect each Day.

In Game the creation of Advance Effects requires more than just a normal workshop, in fact they require a rare location known as a Great Forge, a feature of the world of Wraithvale. Great Forges are few and far between, most continents have only one and a few rare might have two. For this reason, great cities have grown around their locations, as it is a hub point for trade and those who would travel to have a superior item created. These forges have been around for centuries of recorded history, though much of their history is not well known.

When a character is creating an Advanced Effect, it pulls immense power from the forge to work it into the item. This power while controlled is still dangerous and there is a chance that during the crafting a *Hazard* may occur.

### Recipe Copying

Copying a Recipe requires a specific Rank of the appropriate Crafting Skill depending on the recipe to be copied, as well as a Copyable Recipe, the Components of the Recipe they are copying and an additional cost.

**Rank 1-3 Recipes-** Requires Rank 4 and 2 Crowns for the inks to make the copy.

**Rank 4-5 Recipes-** Requires Rank 5 and 2 Dukes for the inks to make the copy.

## Brew Potion

Brew Potion allows the character to store non-offensive spells into potions to be used later. Potions can be used by any player that is free to make a drinking motion, which takes a 5 counted action. All potions have duration of 1 year, after which they expire and become no longer useable.

To make a potion, the character must have: the recipe, the corresponding components, and have the appropriate Rank of Brew Potion. Ranks 1-3 can create Potions each day with their Production Points, Ranks 4-5 make Advanced Items.

### Advanced Production

Advanced Potions can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

### Draught of Mind

This powerful potion alters the character having lasting affect for up to 1 year. This will grant the character a 25% reduction in *Counted Action* count times, this is considered a *Speed* effect. The character can only benefit from 1 Draught at a time and consuming a new one will override the existing one.

### Draught of Power

This powerful potion alters the character having lasting affect for up to 1 year. This will grant the character 1 additional *Cantrip* they can cast each *Encounter*. The character can only benefit from 1 Draught at a time and consuming a new one will override the existing one.

### Freedom of Movement

This potion will make the imbiber *Immune* to the effects of *Binding*, *Difficult Terrain*, additionally it allows them at freely underwater. This potion will last for up to a *Module*

| Item                     |
|--------------------------|
| <b>Novice</b>            |
| Level 1 Potions          |
| <b>Journeyman</b>        |
| Level 2 Potions          |
| <b>Adept</b>             |
| Level 3 Potions          |
| <b>Expert</b>            |
| Potion of <X> Protection |
| Freedom of movement      |
| Potion of Leaping        |
| Wyrms Breath             |
| Preservation Jar         |
|                          |
| <b>Master</b>            |
| Potion of Res            |
| Hovering Potion          |
| Wyrms Breath Greater     |
| Draught of Power         |
|                          |
|                          |
|                          |
|                          |

### Hovering Potion

This potion will fill the character with the power of wind, making them lighter. For up to *Encounter* the character will hover approx. an inch off the ground. This will make the character *Immune to Difficult Terrain* as well they can move freely across almost any, at least mostly horizontal, surface without touching it.

### Potion of <Flavor > Protection

This potion when consumed will *Negate* the next 10 points of the designated <Flavor> damage that affects the character. This potion will last until all points are expended or up to 1 hour/Module.

### Potion of Leaping

This potion will allow the imbiber to make jumps that almost qualify as superhuman. Once consumed, for the next *Encounter* the character can jump up to 5 times their normal distance based on *Feats of Strength*, additionally this removes the penalty for jumping vertically.

### Potion of Resistance

This potion will grant the character limited resistance to a designated <Flavor> based on the recipe. When consumed the character will gain *Resistance 3* to the <Flavor>, this will last for up to a *Module*.

**Worm Breath Potion**

This potion will infuse the character with the energy of draconic creatures. Each *Encounter* character will be able to throw a single (1) "Arcane 4 <Flavor>" packet. This potion lasts for up to a *Module*.

**Worm Breath Potion, Greater**

This potion will infuse the character with the energy of draconic creatures. Each *Encounter* character will be able to throw two (2) "Arcane 3 <Flavor>" packets. This potion lasts for up to a *Module*.

## Cooking

Cooking allows for the creation of food items that can be consumed and give some benefit. Cooking, while considered a production skill, follows its own set of rules.

effect the player cannot choose which attacks to stop. These will last for 1 hour or Module, or until used.

**Item Use:** It does not take any special skill to consume a food item and receive the benefits of it; however it does take some time. Unless otherwise stated the time required to consume a food item is 3 minutes, this is not a standard counted action and things that reduce *Counted Actions* do not apply. During this time the character cannot use Active Skills, Cast Spells, or be in Combat, but could be walking and carry on a conversation. The following entries are the known recipes in the game, though others do exist. A character can only be under the effect of 2 ongoing effects of a food item or a single *Feast*. You may not benefit a second time from effects that last for one hour or module until the hour or module expires. All food will heal 3 Body Points per Rank in addition to the effects listed; if healing is part of the effect the greater of the 2 numbers takes precedence.

### Barley Stew

This item when consumed will cause them to rapidly heal causing them to *Regenerate* damaged limbs.

### Black Coffee

This item when consumed will grant the character 1 non-selective *Resist Sleep*; this will be the next three attacks with such

### Chicken Soup

This item when consumed will remove all *Diseases* that currently infect the character.

### Enriched Bread

This item takes 1 minute to consume and will *Heal* the character for 3 *Body Points* and remove any effects that are lowering their maximum *Base Body points*.

### Firewater

This item when consumed will increase the character's *Damage Cantrip* by 1. This will last for one hour or Module.

### Gumbo

When consumed this item will grant the character +3 *Base Body Points*, these points can be healed and will last for 1 hour or Module.

### Herbal Tea

When this item is consumed before going to sleep it will grant a peaceful night's rest. During this rest *Afflictions* are suppressed.

### Liver Pie

This item, when consumed will grant the character the *Speed* effect, reducing their counted actions by 25%, to a minimum of 1 minute. This effect will last for 1 hour or Module.

### Mash Whiskey

| Cooking          |
|------------------|
| Novice           |
| Herbal Tea       |
| Mash Whiskey     |
| Spiced Bread     |
| Pepper Jerky     |
| Black Coffee     |
| Journeyman       |
| Peach Pie        |
| Strong Ale       |
| Enriched Bread   |
| Chicken Soup     |
|                  |
|                  |
| Adept            |
| Gumbo            |
| Firewater        |
| Barley Stew      |
| Liver Pie        |
|                  |
|                  |
| Expert           |
| Butter Tea       |
|                  |
| Tart Wafer       |
|                  |
|                  |
| Master           |
| Stonemenders Mud |
| Hot Onion Soup   |
|                  |
|                  |
|                  |
|                  |

This item when consumed will cause the player to be slightly intoxicated but will also cause their *Bleed Out* count to be increased to 3 minutes, this effect will last for 1 hour or Module. This can be consumed in a 10 Count.

### **Pepper Jerky**

This item when consumed will allow the character to *Resist Disease* once (1) during the next hour or Module.

### **Peach Pie**

When consumed this item will grant the character +2 *Base Body Points*, these points can be healed and will last for 1 hour or Module.

### **Spiced Bread**

When consumed this item will grant the character +1 *Base Body Points*, these points can be healed and will last for 1 hour or module.

### **Strong Ale**

This item only takes a 10 count to consume and will bolster the characters' resolve; they will become *Immune* to *Fear* effects from the next target that generates such effects. This effect will last for 1 hour or Module.

## **Advanced Production**

Advanced Foods can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

### **Butter Tea**

This item when consumed will cure the target of all negative effects on their person, no matter the source, so long as the duration is not *Instant* or *Permanent*. Additionally, while this will not remove an *Afflictions*, it will suppress it for 4 hours.

### **Hot Onion Soup**

This item, when consumed will allow the character the use of one (1) *Daily Skill*, which they have training in and cost 74SP or less, without expending their purchased skill. They must be used in the next hour or Module, or they are lost.

### **Stonemenders Mud**

This item when consumed will grant the character +2 *Base Body points* for the rest of the *Day*. Additionally, once (1) during that same *Day* the character can use *Auto-Stabilize* when they are *Dying*.

### **Tart Water**

This item, when consumed, will remove all *Toxins* and *Metabolic* effects from the character but will not undo any damage they might have already done.

# Chemistry

Chemistry is the mastery of mixing the natural elements of the world and creating a useful and sometimes deadly product. Chemistry creates Elixirs, which can be imbibed similar to potions to have an effect on the drinker, Salves, which can be applied to a target for some effect, and finally Concoctions which are useless tools.

*Salves*- Requires a 5 count to apply to a target or surface.

*Elixirs*- Requires a 5 counted action to drink; doing so requires no special skill. Adding the Elixir to food or drink requires a 5 counted and must be done in front of a Marshal; the first person to imbibe the food/drink will take the effect.

### Alchemical Solvent

**Type:** Salve  
**Duration:** Immediate

This substance will eat away and weaken the surface it is applied to. If it is applied to a surface that has a chemical salve already present it will neutralize it. If placed on an item or surface that is not Indestructible, the item becomes weak and reduces its Durability Resistance by 1 point. 1 Dose of this salve will affect up to 1 square foot of surface, 1 inch thick.

### Antidote

**Type:** Elixir  
**Duration:** Immediate

This elixir will cure the imbiber of any *Metabolic* effects that currently affect their person.

### Antitoxin

|                        |
|------------------------|
| <b>Chemicals</b>       |
| <b>Novice</b>          |
| Intoxicant             |
| Light                  |
| Oil of Slipperiness    |
| Minor Catalyst         |
|                        |
| <b>Journeyman</b>      |
| Clotting Salve         |
| Paste of Stickiness    |
| Antitoxin              |
| Smelling Salts         |
| Matches                |
| <b>Adept</b>           |
| Healing Salve          |
| Antidote               |
| Alchemical Solvent     |
| Glow Rod               |
| Forget 15              |
| <b>Expert</b>          |
| Silver Salve           |
| Cats Eye Elixir        |
| Night Eyes Powder      |
| Alchemical Fire        |
| Trollsblood            |
|                        |
|                        |
| <b>Master</b>          |
| Hardening Agent        |
| Flask                  |
| Elixir of Constitution |
| Elixir of Force        |
|                        |
|                        |
|                        |

**Type:** Elixir

**Duration:** Module

This elixir will allow the imbiber to *Resist* the next *Poison* attack that affects them.

### Catalyst, Minor

**Type:** Elixir

**Duration:** Instant

This chemical has no effect on its own, however when mixed with a *Heal* potion it will increase the amount healed by 2 points. It takes 1 minute to mix the elixir with the potion, after which the 2 tags must be clipped together, also once mixed they cannot be separated.

### Clotting Salve

**Type:** Salve

**Duration:** Instant

This chemical is a powder that can be applied to a target that is *Dying/Bleeding Out*, to *Stabilize* them. This takes a 5 *Counted Action* to apply and will stop the targets count.

### Forget

**Type:** Elixir

**Duration:** Instant

This effect will cause a character to forget the 15 minutes prior to imbibing the elixir. All they will remember for the time frame is a blank spot and nothing else from that time. This must be Role-played.

### Glow Rod

**Type:** Concoction

**Duration:** 1 Module

This 12" long rod can be struck against a hard surface to activate it. When used the rod will

generate a *Light* effect that will last for up to a *Module*

### **Hardening Agent**

**Type:** *Salve*

**Duration:** *1 hour*

Applying this chemical to an item will increase its durability, allowing the item to resist *Shatter/Destroy* effect once, after which the effects will fade.

### **Healing Salve**

**Type:** *Salve*

**Duration:** *Immediate*

Applying this to a target will heal them for *2 Body Points*. Will not work on a *Dying* target. This is non-magical healing.

### **Intoxicant**

**Type:** *Elixir*

**Duration:** *Extended*

An intoxicant is the equivalent to a strong alcoholic drink and will affect all Lineages. While under the effect, which lasts 15 minutes per dose, the target cannot *Run*, further at 5 doses the character loses the ability to use skills.

### **Liquid Light**

**Type:** *Salve*

**Duration:** *1 Encounter*

This creates a salve that when applied to an item will generate a *Light* effect allowing the player to use a diffused light source for the *Encounter*.

### **Matches**

**Type:** *Concoction*

**Duration:** *Instant*

These small sticks are capped with a mixture of chemicals that when struck will create a small flame that will last for 5 seconds, this can be used to catch flammable materials alight.

### **Oil of Slipperiness**

**Type:** *Salve*

**Duration:** *Extended*

One dose of this oil covers up to one square foot and makes an area or item extremely slick. It can be used in a Counted Action to free a character from a *Physical Binding* Effect. If placed on an object, it will make that object impossible to pick up (for 10 seconds from the first time it is touched). If on an area of ground or floor, anyone stepping into that area should roleplay sliding through or falling. An Oil of Slipperiness may also be used to dissolve a Paste of Stickiness (negating both).

### **Paste of Stickiness**

**Type:** *Salve*

**Duration:** *1 Hour*

This paste is a strong glue, and a single application will cover up to one square inch. If the item treated touches another item for three seconds, the two stick together. This can be used to glue an item into a character's hand and this will automatically *Resist* the next Disarm/Fumble Effect against that item with the call, "Paste of Stickiness." A Paste of Stickiness may also be used to dissolve an Oil of Slipperiness (negating both). A Disarm Effect targeting any item stuck to another item with Paste of Stickiness will remedy the effect of the Paste of Stickiness.

### **Smelling Salts**

**Type:** *Salve*

**Duration:** *Instant*

This chemical will remove the following effects from the target: *Mental* effects and *Unconsciousness*.

### **Advanced Production**

Advanced Potions can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

### **Silver Salve**

**Type:** *Salve*

**Duration:** *1 Module*

Applying this salve to an edged weapon will grant is the *Silver Flavor* for the duration. This call is added to non-basic weapon swings.

### **Cats Eye Elixir**

**Type:** Elixir

**Duration:** 1 Module

This thick oil when imbibed will temporarily alter the character vision. This effect removes any detriments of *Low-Light* as well grants the character an Item Bonus on Alertness. This will have for up to 1 Module.

### **Night Eyes Powder**

**Type:** Salve

**Duration:** 1 Module

This purple salve when applied to a character eyes will alter what they can see. First, they will be able to see normally even in complete darkness. Second, they will be *Immune to Surprise* effects on attacks from *Hidden* creatures allowing them to defend them normally.

### **Alchemical Fire**

**Type:** Concoction

**Duration:** Instant

This concoction is a small pouch filled with reactive material that ruptures on impact.

### **Trollsblood**

**Type:** Elixir

**Duration:** 1 Module

This deep red elixir will thicken the character blood when consumed, giving them the ability to put themselves back together so to

speaking. This allows the character to use the *Regeneration* ability three (3) times during the duration.

### **Hardening Agent**

**Type:** Salve

**Duration:** 1 Module

This item is a sack of fast drying gel that once exposed to air sets up quickly. This will cover up to a Medium Shield sized object and render it *Unshatterable* for 1 Hour or Module.

### **Flask**

### **Draught of Constitution**

**Type:** Elixir

**Duration:** 1 Year

This powerful elixir alters the character having lasting affect for up to 1 year. This will grant the character 2 additional Maximum Body Point. The character can only benefit from 1 Draught at a time and consuming a new one will override the existing one.

### **Draught of Force**

**Type:** Elixir

**Duration:** 1 Year

This powerful elixir alters the character having lasting affect for up to 1 year. This will grant the character 1 additional *Blitz* attack each *Encounter*. The character can only benefit from 1 Draught at a time and consuming a new one will override the existing one.

## Engineering

Engineering allows a character to create locks, traps, and other technological devices.

complete a 2 minute Counted Action to arm the trap. (The actual set-up of the props can be done

*Traps*-An Engineer may construct traps which can be set or disarmed by anyone with *Disable Device*; though engineers can arm traps, so long as it is a trap they can construct, which takes 2 minutes. All traps must contain three elements (a trigger, a mechanism, and a device) and those elements must be connected to one another by wires or strings. The trigger is the means by which the trap is set off, and includes such things as pressure switches, tripwires, and electrical contacts. The mechanism is the means by which a Marshal (or players) knows the trap was triggered, and includes such things as buzzers, mousetraps, and light bulbs. The device is the part of the trap that actually inflicts the Effect on the victims and is the point from which any distances are measured; unless otherwise stated traps have a 5-foot effect radius. A trap should not be set without Marshal Approval of the design of the trap. Traps cannot be set Out-of-Game by players without direct approval of a Marshal and should never be set Out-of-Game (by a player or Marshal) in such a way that a character could not have set them. Setting a trap In-Game requires that the player actually set up the props for the trigger, mechanism, and device, as well as

during the Counted Action, or before, or any combination thereof, but the set-up should not include arming the trap until the Counted Action is taken.) If this Counted Action is aborted, the setting character takes any effect during the Counted Action, or the mechanism of the trap is set off during the Counted Action, then the trap is set off by the person arming it. A character with *Disable Device* may attempt to disarm a trap by any action which prevents the trigger from triggering, prevents the mechanism from indicating the trap has gone off, or severs the connection between the mechanism and the device. This should not be done in such a way as to permanently damage the prop for the trap. If using a *Skill Check* to disable the trap the *Difficulty* is 2x the rank of the Trap. A trap that is armed is dangerous and can be set off by the slightest of actions including being touched by a character without the *Disable Device* skill or being moved more than 5 feet from the initial arming location.

|                         |
|-------------------------|
| <b>Engineering</b>      |
| <b>Novice</b>           |
| Alarm Trap              |
| Compass                 |
| Fire Trap               |
| Smoke Bomb Trap         |
| Tool Kit                |
| <b>Journeyman</b>       |
| Acid Trap               |
| Pistol                  |
| REB                     |
| Simple Lock             |
| Timekeeper              |
| Weapon Trap             |
| <b>Adept</b>            |
| Cannon                  |
| Expert Tool Kit         |
| Grappler                |
| Magnetized Plates       |
| Masterful Lock          |
| Pocket Glider           |
| <b>Expert</b>           |
| Collapsible Rope        |
| Everburning Torch       |
| Massive Mechanical Trap |
|                         |
|                         |
|                         |
| <b>Master</b>           |
| Epic Lock               |
| Folding Boat            |
| HALO                    |
| Immovable Rod           |
|                         |

### Acid Trap

This recipe allows the character to create a trap that will explode in fire when triggered. The device for this trap is a container prop which must have a volume of at least 8 cubic inches and be at least one-half inch in its

smallest dimension. Any character within five feet of the device when the trap goes off takes damage delivered as “Elemental 3 Acid”. This trap is destroyed when it goes off. The damage of this trap can be increased, though expensive. At time of creation the character can spend a number of components equal to the base cost of the item times the number of increases and the cost is cumulative. EI: The first increase is double the base cost, the Second increase is triple the base cost, Etc. Damage can be increased up to 4 times, adding 2 points of damage each time.

### **Alarm Trap**

This recipe allows a character with the Engineering skill to create an Alarm trap. The device for this trap is something capable of producing loud noise or bright lights. For this type of trap the mechanism and the device can be the same item. The device should be made as appropriate to the game environment as possible. A Shatter or Destroy effect on the device of an Alarm Trap will destroy it without setting it off. An Alarm Trap is not destroyed by use and can be reset or recovered to be re-used (unless damaged or otherwise destroyed.)

### **Cannon**

This recipe allows a character with the Engineering Skill to create a Cannon. This weapon is 2-handed multi-shot ranged weapon, with a Max Load of 12 shots, and a *Flurry* of 4. This can be repped by a Nerf style gun that fires foam darts. This weapon requires the Gun skill to use and 2 hands to operate. This weapon requires a 30 *Counted Action* to reload.

### **Compass**

This recipe will allow the character to create a small compass that is fairly accurate in most locations. This item grants an Item Bonus on *Cartography and Navigation* when making checks to determine travel direction, mapping, and navigating.

### **Expert Tool Kit**

This recipe allows a character to create a more advanced Tool Kit. Tool Kits are necessary to perform *Disable Device Skill Checks* as well the kit has a few items that have everyday use, like an inspection mirror, scissors, and catspaw crowbar. Additionally, this grants the character an Item Bonus on *Disable Skill Checks*.

### **Explosive Trap**

This recipe allows a character to create an Explosive Trap. The device for this trap is a container prop which must have a volume of at least sixty-four cubic inches and be at least 4 inch in its smallest dimension. Any character within five feet of the device when the trap goes off takes 10 points of damage. Anyone who takes this Damage Effect also has all valid items suffer a Shatter effect. Items within the area but not on person are similarly affected.

### **Fire Trap**

This recipe allows the character to create a trap that will explode in fire when triggered. The device for this trap is a container prop which must have a volume of at least 8 cubic inches and be at least one-half inch in its smallest dimension. Any character within five feet of the device when the trap goes off takes damage delivered as “Elemental 2 Fire”. Anyone who takes this Damage Effect also suffers a Shatter effect on any exposed items not made of metal, bone, wood, or other hard materials. (Marshal judgment should include potions, pouches, cloth, components, scrolls, maps, vials, etc.) An item inside a hardened container protects such items; items inside a non-hardened container (such as a leather pouch) protects the item if they are completely within, but not if any part of them is exposed. (The non-hardened container is destroyed either way.) Items within the area but not on persons are similarly affected. This trap is destroyed when it goes off. The damage of this trap can be increased, though expensive. At time of creation the character can spend a number of components equal to the base cost of the item

times the number of increases and the cost is cumulative. EI: The first increase is double the base cost, the Second increase is triple the base cost, Etc. Damage can be increased up to 4 times, adding 2 points of damage each time.

### **Grappler**

This recipe creates a spring-loaded grappling hook that will latch on to almost any surface upon impact when deployed. Getting it back is not so easy as it has to be manually removed from the surface on a 1 minute *Counted Action*.

### **Simple Lock**

This recipe allows Simple Lock. This item has a *Difficulty 3 to Disable*. When a Lock is created, it includes 2 Keys for that Lock; additional Keys can be made so long as the character making the new Key has one of the originals. The cost to make a Key is 1 Common Mineral Component. All Locks are crafted as either a Padlock or Container style. Padlock style can be used and moved over and over as they are not permanently attached to an item; however, Container style must be attached to a door, chest, or similar object, once attached it becomes a part of that object. A Lock that has been attached can never be removed; however, it also is no longer a valid target for Shatter and Destroy effects, since it is part of a larger whole.

### **Masterful Lock**

This recipe allows Simple Lock. This item has a *Difficulty 5 to Disable and* can have up to 1 Tinker worked into it. When a Lock is created, it includes 2 Keys for that Lock; additional Keys can be made so long as the character making the new Key has one of the originals. The cost to make a Key is 1 Uncommon Mineral Component. All Locks are crafted as either a Padlock or Container style. Padlock style can be used and moved over and over as they are not permanently attached to an item; however, Container style must be attached to a door, chest, or similar object, once attached it becomes a part of that object. A Lock

that has been attached can never be removed; however, it also is no longer a valid target for Shatter and Destroy effects, since it is part of a larger whole.

### **Magnetized Plating**

This item can be applied to a metal object, granting it the ability to *Resist* the next *Shatter* or destruction type of effect. After an hour the magnets lose their potency and are expended if the *Resist* was not triggered.

### **Minor Tinker**

This recipe allows a character to create a Minor Tinker. Minor Tinkers are small improvements on existing mechanical items. If used on a trap, the time to arm the trap is reduced by 30 seconds. If used on a Bomb, the damage is increased by 5 points of damage. If used on a lock, an extra 2 failures are added when Disable Device is used to pick the lock.

### **Pistol**

This recipe allows a character to create a Pistol. This item is 1-handed multi-shot ranged weapon, with a Max Load of 6 shots, and a *Flurry* of 2. This can be repped by a Nerf style gun that fires foam darts. This weapon requires the Gun skill to use. This weapon requires a 30 *Counted Action* to reload.

### **Pocket Glider**

This recipe creates a single use collapsible glider. When use it will allow the user to *Glide* and land at a destination up to a mile away so long as it is lower than their start point and there are no obstructions.

### **R.E.B**

This recipe allows the character to create a Rapidly Expanding Barricade. This item takes a 10 *Counted Action* to deploy and will prevent passage through an opening up to 21 sq.ft. in size. The barricade has *Durability (Resistance 3, HP 10)* and will remain until it is destroyed or for up to 1 hour.

### **Smoke Bomb Trap**

This recipe allows a character with the Engineering skill to create a Smoke Bomb Trap. The device for this trap is a container prop which must have a volume of at least 48 cubic inches and be at least 2 inches in its smallest dimension. When triggered, this trap releases a large cloud of smoke that clears quickly. Any character within five feet of the device when the trap goes will suffer the Blind effect for 10 seconds, this effect ends if the target is attacked. This trap is destroyed when it goes off.

### **Timekeeper**

This recipe will allow the character to create an item that can be used to tell time In-Game (Allows the use of a watch to track time).

### **Tool Kit**

This recipe allows a character to create a Tool Kit. Tool Kits are necessary to perform *Disable Device Skill Checks* as well the kit has a few items that have everyday use, like an inspection mirror, scissors, and catspaw crowbar.

### **Weapon Trap**

This recipe allows a character to create a basic trap. The device for this trap is a boffer prop which must be at least 6 inches in its smallest dimension. Any character struck by the device takes 4 *Piercing* points of damage, delivered as a physical weapon attack. The device for a Basic Weapon Trap is a Marshal approved packet, boffer, or similar prop that must be rigged to fall, launch, or be mechanically thrown when the mechanism is activated. (In the case of a trap under direct Marshal Supervision, it is permissible for the Marshal to throw the device, but it must be done with the idea of mechanical launching in an indirect manner, or a direct manner at a pre-determined point, not aimed fire at a particular character. The first character struck by the device takes the Damage, as if the device were a normally swung/thrown weapon. (So the device may be blocked, parried, is considered a Physical delivered effect, etc...) A

*Shatter* or *Destroy* effect on the device of a Weapon Trap will destroy it. A Weapon Trap is not destroyed by use and can be reset or recovered to be re-used (unless the device was damaged, destroyed, or removed).

### **Advanced Production**

Advanced Engineering items can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item. For information about the advanced recipes and the required components download the Advanced Production Book from the website.

### **Collapsible Rope**

This recipe allows the character to create a retractable rope. This allows a character to carry a 6" long phys-rep for rope, that can be deployed and used as 50' of rope.

### **Epic Lock**

This recipe allows the character to create an Epic Lock. This item has a *Difficulty* 7 to *Disable* and can have up to 2 Tinkers worked into it. Additionally, it requires an *Expert Tool Kit* to attempt to *Disable* it. When a Lock is created, it includes 2 Keys for that Lock; additional Keys can be made so long as the character making the new Key has one of the originals. The cost to make a Key is 1 Uncommon Mineral Component. All Locks are crafted as either a Padlock or Container style. Padlock style can be used and moved over and over as they are not permanently attached to an item; however, Container style must be attached to a door, chest, or similar object, once attached it becomes a part of that object. A Lock that has been attached can never be removed; however, it also is no longer a valid target for *Shatter* and *Destroy* effects, since it is part of a larger whole

### **Everburning Torch**

This recipe allows the character to create a flameless torch that can be used to create light. This allows the character to use a light source In-

Game. When activated the torch will produce light for 1 hour and then fall dormant; but can be reactivated at any time.

### **Folding Boat**

This recipe creates a single use boat that can hold up to 8 people when used. The item starts as what appears to be a small package (2"x4"x4") but can be unfolded to create the vessel in 1 minute.

### **H.A.L.O**

This recipe allows the character to create an emergency fall arrester, possibly saving the wear from harm. When a character with this item falls it will trigger a *Featherfall* effect on them passively, so this will happen even if they are *Helpless*. This item can be reset after use by a skilled Engineer.

### **Immovable Rod**

This recipe creates a steel rod that is 12" in length, 1" in diameter and has a depressible button on one end. When the button is pressed, the rod will instantly stop moving, becoming frozen wherever it is at the time, even airborne. The rod will remain activated for up to 1 hour, or until the button is pushed again.

### **Instant Bridge**

### **Massive Mechanical Trap**

This recipe allows a character to create a dangerous trap. The device for this trap is a

boffer prop which must be at least 12 inches in its smallest dimension but can be as large as 10 sq.ft. Any character struck by the device takes "3 Massive" points of damage, delivered as a physical weapon attack. The device for this trap is a Marshal approved packet, boffer, or similar prop that must be rigged to fall, launch, or be mechanically thrown when the mechanism is activated. (In the case of a trap under direct Marshal Supervision, it is permissible for the Marshal to throw the device, but it must be done with the idea of mechanical launching in an indirect manner, or a direct manner at a pre-determined point, not aimed fire at a particular character. The first character struck by the device takes the Damage, as if the device were a normally swung/thrown weapon. (So the device may be blocked, parried, is considered a Physical delivered effect, etc...) A Shatter or Destroy effect on the device of a Weapon Trap will destroy it. A Weapon Trap is not destroyed by use and can be reset or recovered to be re-used (unless the device was damaged, destroyed, or removed). Once installed this trap cannot be moved. The damage of this trap can be increased, though expensive. At time of creation the character can spend a number of components equal to the base cost of the item times the number of increases and the cost is cumulative. EI: The first increase is double the base cost, the Second increase is triple the base cost, Etc. Damage can be increased up to 4 times, adding 2 points of damage each time.

## Inscription

Inscription allows a character to store a spell into a vellum so that it can be cast later, with higher skill level the character can also make enchanted items. To make a Scroll, the character must have: the Recipe, the corresponding Components, and have the appropriate rank of Inscription. Ranks 1-3 can create Scrolls each day with their Production Points, Ranks 4-5 make Advanced Items.

A character can use scrolls for spells that are from their School of Magic.

### Spell & Memory Scrolls

These recipes will allow the character to create scrolls of the type noted on the individual recipe. By default, the scrolls created are used for casting, not for allowing a character to learn a spell into their memory. When creating a scroll, the character chooses which type they are making, in the case of Memory Scrolls there are additional components needed then what is on the recipe. Circle 1 Spells- 1 Common Spiritual, Circle 2 Spells- 2 Common Spiritual, Circle 3 Spells- 3 Common Spiritual. Circle 4 Spells can only be crafted for Memorization so the cost on the Recipe is the total. Memory Scrolls will have an (M) after the spell name on the tag.

### Advanced Production

Advanced items can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

|                             |
|-----------------------------|
| <b>Inscription</b>          |
| <b>Novice</b>               |
| Circle 1 Spell Scroll       |
| Circle 1 Memory Scroll      |
| <b>Journeyman</b>           |
| Circle 2 Spell Scrolls      |
| Circle 2 Memory Scroll      |
| <b>Adept</b>                |
| Circle 3 Spell Scrolls      |
| Circle 3 Memory Scroll      |
| Inscribe Wand               |
| <b>Expert</b>               |
| Lesser Spell Charm          |
| Ring of Resistance, Lesser  |
| Ring of Wizardry I          |
| Gloves of Storing           |
| Ring of Mind Shielding      |
| Circle 4 Memory Scroll      |
| Inscribe Greater Wand       |
|                             |
| <b>Master</b>               |
| Greater Spell Charm         |
| Ring of Resistance, Greater |
| Ring of Wizardry II         |
| Spell Rod- Hasten           |
| Inscribe Master Wand        |
|                             |
|                             |
|                             |

### Inscribe Wand

This recipe creates an enchanted wand that can be used by a character with the *Wand Focus* Talent. The wand must be in hand to use and allows the character to make 3 Packet attacks each *Encounter* which deal “2 <Flavor>” damage.

### Inscribe Greater Wand

This recipe creates an enchanted wand that can be used by a character with the *Wand Focus* Talent. The wand must be in hand to use and allows the character to make 3 Packet attacks each *Encounter* which deal “3 <Flavor>” damage, and once (1) each Day “Elemental 5 <Flavor>”.

### Inscribe Master Wand

This recipe creates an enchanted wand that can be used by a character with the *Wand Focus* Talent. The wand must be in hand to use and allows the character to make 4 Packet attacks each *Encounter* which deal “3 <Flavor>” damage and once (1) each Module “Elemental 5 <Flavor>”.

### Lesser Spell Charm

This recipe creates a charm that stores a single Level 1 Spell within it. This allows a spell caster who has the stored spell on their *Spell List*

to cast the spell using their skills as though they knew the spell. A character can only be attuned to a single Lesser Spell Charm at a time, a player can attune to a Charm if they are not currently attuned to one, otherwise they can only change this at Check-in and Logistics.

### **Gloves of Storing**

This recipe creates an enchanted glove that can store an item up to the size of a Great Weapon or Medium Shield. The item can be retrieved and stored with a snap. The item stored needs to have a green ribbon tied to the handle.

### **Greater Spell Charm**

This recipe creates a charm that stores a single Level 2 Spell within it. This allows a spell caster who has the stored spell on their *Spell List* to cast the spell using their skills as though they knew the spell. A character can only be attuned to a single Greater Spell Charm at a time, a player can attune to a Charm if they are not currently attuned to one, otherwise they can only change this at Check-in and Logistics.

### **Ring of Mind Shielding**

This recipe creates a ring that when worn will protect the character from certain attacks. Once (1) each *Day* the character can *Resist Mind*.

### **Ring of Resistance, Lesser**

This recipe creates a ring that when worn will protect the character from a specific *Flavor* of damage. When crafted the character will set the *Flavor* choosing from Fire, Water, Wind, and Stone. This will grant the wearer *Resistance 2 <Flavor>*.

### **Ring of Resistance, Greater**

This recipe creates a ring that when worn will protect the character from a specific *Flavor* of damage. When crafted the character will set the *Flavor* choosing from Fire, Water, Wind, and

Stone. This will grant the wearer *Resistance 3 <Flavor>*.

### **Ring of Wizardry I**

This recipe creates an enchanted ring that binds to a character's magical powers. Once (1) each *Day* the character can expend the power of the ring instead of the *Daily* use of one of the spells they have cast.

### **Ring of Wizardry II**

This recipe creates an enchanted ring that binds to a character's magical powers. Twice (2) each *Day* the character can expend the power of the ring instead of the *Daily* use of one of the spells they have cast.

### **Spell Rod- Hasten**

This recipe creates a rune engraved metal rod that allows a spell caster to unleash their magic more rapidly. Once (1) each *Module* the character can cast a spell without the normal *Spell Charge* time. By announcing "Hasten" they trigger this item and then can complete their normal Incant.

## Metal Wright

Metal Wright allows a character to create weapons, suits of armor, and shields. With higher skill the character can learn to modify those items to have additional effects to improve their use in combat.

### Armor (Battle)

This recipe allows the character to create suits of Battle Armor, based on the recipe the character is using.

### Armor (Heavy)

This recipe allows the character to create suits of Heavy Armor, based on the recipe the character is using.

### Basic Quiver

While characters do not need ammunition to fire a ranged weapon normally, these quivers contain higher quality arrows. This quiver contains 10 arrows that increase the Base Weapon damage of the characters weapon by 1; these are consumed when used, hit or miss.

### Hardened

This effect can be worked into weapons and armor to make them more resistant to damage. This effect will let the item *Resist* a *Shatter* or destruction effect once (1) each *Module*.

### Patch Kit

This item can be applied by anyone to a suit of armor. This will *Repair* a suit of armor that has been *Breached*, restoring it to its maximum value.

A patch kit can be applied while readjusting a suit of armor; otherwise, it takes one minute to apply this to an item.

|                     |
|---------------------|
| <b>Metal Wright</b> |
| <b>Novice</b>       |
| Patch Kits          |
| Short Edged         |
| Short Hafted        |
| Small Shield        |
| Thrown              |
| <b>Journeyman</b>   |
| Heavy Armor         |
| Long Edged          |
| Long Hafted         |
| Medium Edged        |
| Medium Hafted       |
| Medium Shield       |
| <b>Adept</b>        |
| Battle Armor        |
| Great Edged         |
| Great Hafted        |
| Hardened            |
| Large Shield        |
| <b>Expert</b>       |
| Arrow Catching      |
| Cold Iron           |
| Resistance, Lesser  |
| Silver              |
| Unshatterable       |
| Polished            |
| Iron Stronghold     |
| <b>Master</b>       |
| Bracers of Flash    |
| Indestructible      |
| Master Crafted      |
| Razors Edge         |
| Resistance, Greater |
|                     |
|                     |
|                     |

### Shield (Medium/Large)

This recipe allows the character to create shields, based on the recipe the character is using.

### Thrown

This recipe allows the character to create thrown weapons, this includes darts, javelins and any other thrown weapon.

### Weapon (Edged)

This recipe allows the character to create Edged Weapons, based on the recipe the character is using. Edged weapons include Swords of all lengths.

### Weapon (Hafted)

This recipe allows the character to create Hafted Weapons, based on the recipe the character is using. Hafted weapons include Axes, Spears, and Polearms of all lengths.

### Advanced Production

Advanced Metal Wright items can only be crafted in game, at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

### Arrow Catching

This effect can be worked into a Shield and allows the bearer to use the *Catch* skill once (1) each

*Module*. This defense can be used on any target in weapons reach.

### **Bracers of Flash**

These polished bracers can give their wearer the advantage in melee. Once (1) each *Module* when the character uses a *Defensive Technique*, they may gain 2 points of *Temporary Armor*.

### **Cold Iron**

This effect can be added to metal weapons. Weapons crafted with this effect can add the *Iron Flavor* to their non-basic weapon attacks.

### **Indestructible**

This recipe will allow the character to forge an item with such resilience that it is no longer subject to Shatter and Destruction effect.

### **Iron Stronghold**

This recipe will create a heavy chest that is extremely resilient, *Durability (6R/50hp)* and has the ability to secure far more than its size appears. This chest will act similar to a *Secret Box* with a few exceptions; the chest itself does not vanish when closed. Instead, the chest remains and can be used to store items as normal, however when the key is placed in the chest a separate 'pocket' can be accessed that will vanish when the key is removed. Items inside the 'pocket' are not accessible without the key being placed in the chest, and the chest cannot be moved without the key. The physical chest must be at minimum 3 cuft, and at maximum 6 cuft in volume.

### **Master Crafted**

This effect can be worked into a suit of armor to make it lighter and less restricting. The armor is treated as 2 points lower for its type when determining the type of armor phys-rep needed to be worn.

### **Polished**

This effect can be added to metal shields of any size. Once (1) each *Module* the character can respond to a melee weapon attack with "*Aura Blind*".

### **Razors Edge**

This effect can be worked into Edged weapons granting them the ability to dole deep cuts. Once (1) each *Encounter* the character can add the *Critical Modifier* to one of the *Blitz* attacks.

### **Resistance, Lesser**

This effect can be worked into a suit of armor or shield to grant the bearer protection for a specific <Flavor>. While the item is worn or being wielded, they will have *Resistance 2* <Flavor>.

### **Resistance, Greater**

This effect can be worked into a suit of armor or shield to grant the bearer protection for a specific <Flavor>. While the item is worn or being wielded, they will have *Resistance 3* <Flavor>. Additionally, once (1) each day the item can be activated to grant the character 6 points of *Negate* matching the <Flavor> of the item.

### **Silver**

This effect can be added to metal weapons. Weapons crafted with this effect can add the *Silver Flavor* to their non-basic weapon attacks.

### **Unshatterable**

This effect can be worked into weapons and armor to make them very resistant to damage. This effect will let the item *Resist* a *Shatter* or destruction effect once (1) each *Encounter*.

## Wyld Wright

Wyld Wrights can craft an assortment of Cloth, Leather and Wooden items. With higher ranks the skill can also create special items.

### Armor (Light)

This recipe allows the character to create suits of Light Armor, based on the recipe the character is using.

### Armor (Medium)

This recipe allows the character to create suits of Medium Armor, based on the recipe the character is using.

### Armor Kit

This recipe allows the character to create an item that can be applied by anyone. When applied to a suit of armor it will increase its value by 2 points. These points are the first to be lost and cannot be repaired. It takes 1 minute to apply the kit.

### Bag of Many Pockets

This recipe will create a bag that has more space than it appears. This container can carry an additional 10 *Ghost Tags*.

### Weapon (Bow)

This recipe allows the character to create Bow Weapons, based on the recipe the character is using. Bow weapons include Bows and Crossbows of the listed size.

### Hardened

This effect can be worked into weapons and armor to make

them more resistant to damage. This effect will

let the item *Resist a Shatter* or destruction effect once (1) each *Module*.

### Small Shield

This recipe allows the character to create Non-Metal Small Shields.

### Weapon (Blunt)

This recipe allows the character to create Hafted Weapons, based on the recipe the character is using. Blunt weapons include Maces and all lengths.

### Weapon (Hafted)

This recipe allows the character to create Hafted Weapons, based on the recipe the character is using. Hafted weapons include Axes, Spears, and Polearms of all lengths.

### Thrown

This recipe allows the character to create thrown weapons like javelins.

### Advanced Production

Advanced Wyld Wright items can only be crafted in game at a Great Forge. Each Recipe will have the required materials and the time needed to craft the item.

### Bag of Holding

This recipe will create a magical bag that has more space than it appears. This container can carry an additional 20 *Ghost Tags*.

### Belt of Might

| Wyld Wright         |
|---------------------|
| Novice              |
| Short Blunt         |
| Short Bow           |
| Short Hafted        |
| Small Shield        |
| Thrown              |
| Journeyman          |
| Armor Kit           |
| Light Armor         |
| Long Blunt          |
| Long Bow            |
| Long Hafted         |
| Medium Blunt        |
| Medium Hafted       |
| Adept               |
| Bag of Many Pockets |
| Great Blunt         |
| Great Hafted        |
| Hardened            |
| Medium Armor        |
| Staff               |
| Expert              |
| Resistance, Lesser  |
| Bag of Holding      |
| Belt of Might       |
| Cloak of the Wyld   |
| Clock of Night      |
| Iron Wood           |
| Shifters Vestments  |
| Unshatterable       |
| Master              |
| Resistance, Greater |
| Bottomless Bag      |
| Cloak of Spider     |
| Cloak of the Ray    |
| Destructive         |
| Robe of Casting     |
|                     |
|                     |

This recipe creates a heavy leather belt that strengthens the character. While worn the character gains +2 Strength for *Feats of Strength*.

### **Bottomless Bag**

This recipe will create a magical bag that has more space than it appears. This container can carry an additional 50 *Ghost Tags*.

### **Clock of Night**

This recipe creates a cloak with many folds of dark material. While worn the *Hide* skill has its *Counted Action* reduced to 3 from 5, additionally when using *Move Silent* the character can take an additional 5 steps.

### **Cloak of the Ray**

This recipe makes an enchanted cloak that flows like the ocean waves. While worn the character gains full movement while underwater, this removes any restrictions on their skills.

### **Cloak of Spider**

This recipe creates a dense cloak made from the finest of spider silk and venom. While worn the character can make a packet attack of "*Poison Web*" once (1) each *Module*. Additionally while not in combat the character can move at a walk along nearly any surface.

### **Cloak of the Wyld**

This recipe creates a cloak that is woven with different furs, skins and sinews of wyld beasts. While worn the character gains the effects of *Beast Stride* and once (1) each *Day* they can use the *Camouflage* ability.

### **Destructive**

This effect can be added to *Blunt* weapons making them more powerful against objects. The weapon gains the *Destructive* effect and can use the advantage twice (2) each *Encounter* when they use their *Blitz* skill.

### **Iron Wood**

This effect can be used to craft weapons of rare wood that shares properties with metal. Weapons crafted with this effect can add the *Iron Flavor* to their non-basic weapon attacks.

### **Resistance, Lesser**

This effect can be worked into a suit of armor or shield to grant the bearer protection for a specific <Flavor>. While the item is worn or being wielded, they will have *Resistance 2* <Flavor>.

### **Resistance, Greater**

This effect can be worked into a suit of armor or shield to grant the bearer protection for a specific <Flavor>. While the item is worn or being wielded, they will have *Resistance 3* <Flavor>. Additionally, once (1) each day the item can be activated to grant the character 6 points of *Negate* matching the <Flavor> of the item.

### **Robe of Casting**

This recipe crafts an exquisite, enchanted robe that makes spell casting easier. While worn the character's *Spell Charge* time for casting spells is reduced by 1 second. Additionally, once (1) each *Day* the effect can be increased from 1 second to a 2 second reduction, when active the effect will last for a *Module*.

### **Shifters Vestments**

This recipe creates an enchanted vestment that can protect its wearer when they change forms. When using the *Shifting* skill the character gains 2 points of *Armor* in their form.

### **Unshatterable**

This effect can be worked into weapons and armor to make them very resistant to damage. This effect will let the item *Resist* a *Shatter* or destruction effect once (1) each *Encounter*.

# Death, Resurrection and Conditions

## Death

When a character receives damage In Game, they lose *Body Points*. When *Body Points* reach 0, the character falls unconscious. This unconscious state will last undisturbed for 10 minutes, at which point the character will gain 1 Body Point and regain consciousness. When *Body Points* reach -1, they can go no lower, and the character begins to die. This is referred to as “*Bleeding Out*”. It will take 120 seconds (2 minute) for a character to bleed out and become *Dead*; during this time, they can be *Stabilized* but cannot receive healing normally. Once a character is dead, they begin to make their Death Count of 240 seconds (4 minutes). During this time period, they are eligible to receive a Life spell, bringing them back to life. Once a character is Dead, they are no long viable targets for Effects that do not specifically work on a Dead target or on an Item. In addition, when a character dies, all Effects end with the exception of the following: effects with duration instant, permanent, Ritual Magic, and High Magic. Once this Death Count is completed, the character can no longer receive a Revive spell, and should go to attempt resurrection. When this occurs, you must leave all IG possession the character had on them at the spot they died.

At the time that a character is no longer eligible for a Life Spell, the character’s body “dissipates”, unless another player has possession of it. This means that the body simply stops existing. This will not happen in instances where a creature or effect is still affecting the body at that time. In such an instance, the portion of the body so affected will remain. For example, if a body was partially eaten, a head was taken as a Trophy, or some

other effect remains. This is referred to as the Trophy Rules.

## Resurrection

The process of Resurrection, In-Game, is that any characters with the *Resurrection* skill, can attempt to resurrect a character. Resurrection is most commonly performed at a specific type of Temple or other place of Divine power. Once begun, the process takes 10 minutes. At the 5-minute mark, the dead character’s body forms. Once begun, a resurrection may be interrupted by the character performing it, but not by the Spirit. If interrupted, it only causes the time to restart when the resurrection is restarted. There is no other penalty to the character.

Whenever a character dies and must be resurrected, there is a heavy toll that must be paid by the characters’ spirit. This toll varies on the skill of the person performing the resurrection, the more ranks of *Resurrect* they have the easier they can bring back the dead.

Additionally, there is a 10% chance each death the character will develop an *Affliction*, set by a Plot Marshal.

## Resurrection Draw

For a character to be resurrected a Bag Pick must be done, and the player must draw a White bead. The base Bag Pick is 2 White, 1 Black, 1 Red, then additional beads are added to the bag based on the chart above. For results: Drawing the

| Resurrection Modifiers |                 |
|------------------------|-----------------|
| Knowledge Mystery      | Varies          |
| Spirit Bond Item       | +1 Bonus        |
| Ranks of Resurrection  | +1 Bonus/Rank   |
| Lack of Body           | +2 Negative     |
| Number of Dissipations | +1 Negative per |
| Greater than 90 days   | +1 Neg          |
| Death Location         | +1 Neg          |

White bead means the character successfully resurrects, Drawing Black means the character failed and is lost forever, and Drawing Red means

the resurrection failed and the character's spirit is trapped in the *In Between*.

Players have the option at any time to retire their character and receive 50% of their characters earned SP onto a new starting character. If a character is dead, this decision can only be made prior to the *Resurrection Bag Pick*.

### Conditions

In Addition to dying and resurrecting, there is a great deal of effects in the game that will leave you in a large array of conditions. The following are conditions that characters may be in based upon the effects they are suffering, and how to fix them.

| Effect  | Condition          | Cure                                           |
|---------|--------------------|------------------------------------------------|
| Dead    | Dead               | <i>Life</i> effect within 4 minutes            |
| -1 Body | Bleeding Out/Dying | First Aid/ <i>Stabilize</i>                    |
| 0 Body  | Stable             | Healing                                        |
| Stun    | Stunned            | Shaking for 1 minute/<br><i>Smelling Salts</i> |
| Sleep   | Unconscious        | <i>Awaken</i> Effect                           |

## Combat

### Weapon combat

Weapon combat is a significant part of any Live Action Fantasy based game. As such, it is important to understand how it works. First, to engage in ANY weapon combat, you must have a safety approved and tagged weapon. This is to ensure that the weapons you are using, as well as those being used on you, are not likely to cause an injury. Proper weapon construction rules will be detailed in the next section.

In this game there is no call for normal weapon swings, this is done to greatly reduce the amount of noise on the battlefield as well it keeps numbers lower and more manageable. For this reason, any attack with a weapon will deal the following *Basic Attack* damage based on type on a successful hit.

| Type           | Non-Called Damage |
|----------------|-------------------|
| 1 Handed Melee | 1 Damage          |
| 2 Handed Melee | 2 Damage          |
| Thrown Weapon  | 2 Damage          |
| Packet Attack  | 2 Damage          |
| Bullet/Dart    | 1 Damage          |

Uncalled weapon swings are considered to unflavored raw normal damage. Attacks that are not just the silent swing will have either some form of effect like *Stun or* will deal damage. These attacks can have several calls added to them: a *Delivery Type, Carriers, Flavors and Modifiers*.

#### Delivery Types

There are many ways that attacks can be delivered, and each has a very specific call which denotes the kind of defense that might apply. If an attack has one of the following *Deliveries* at the start of a call the attacks if considered to be an "Energy" attack, the main difference is that these attacks cannot be blocked by weapons or shields. More importantly the attack counts if it contacts

any part of the character and their possession. Any attack that does not begin with one of the following key words is considered to be a Physical attack as those it were from a normal weapon. No matter how the effect is delivered, once a target is affected said effect can be remedied by their normal rules.

*Magic*- Most commonly weak spells and monster abilities. *Resist Magic* could be used.

*Elemental*- Most commonly these are pure energy flavored attacks, *Resist Elemental* could be used.

*Arcane*- These attacks are those that do not necessarily have an energy to them so much as they are just raw power or force of will.

*Poison*- Most commonly these are globules or spray of ichor, *Resist Poison* could be used.

*Voice*-These attacks are normally delivered by the call "<Target>Voice Effect". These attacks will affect the target so long as the caster has line of sight to the target, and the target is in the immediate combat area. These attacks are stopped by defenses that apply to the effect. Some types of these attacks will have an additional *Delivery Type* such as "<Target> Voice Magic Sleep"; in such a case the target would have more options for defenses. Example "NPC in blue, Voice, Magic Sleep"

#### Carriers

Carriers represent toxic or poison substances that drip from a monster's claws, or even poison that might drip from an assassin's blade. These will always be effects, and if the deal damage to a target, then the character will suffer the effects of the attack be it damage or something else as well as the *Carriers* effect. This most commonly will be seen in attacks with calls like "4 *Venom*" when if the target takes any non-temporary damage from the attack, they will additionally suffer the *Venom* effect.

## Flavor

These are added to the end of a call and change how the attack affects the target. Flavors include calls like Fire, Silver, Divine; these only really matter when fighting a creature that might be *Vulnerable* to that flavor or has a *Resistance* to it.

## Modifiers

Finally, modifiers, these are a final effect that can alter how the attack is taken or how it may interact with the target. Examples of Modifiers are *Body*, *Burst*, *Critical*, *Massive*, *Pierce*, and *Surprise*.

All calls must be clear and understandable, meaning all syllables in the call must be used. Weapon calls that do not have the call made clearly will not have an effect.

When a player takes damage, it is dealt in the following order: *Barrer*, *Temporary Armor Points* Physical Armor Points/Natural Armor Points> Base Body Points, until reduced to -1. Once a character is reduced to -1 they do not continue to take damage, they instead begin dying.

## Two-Weapon Fighting

While fighting with two weapons, a character is limited to up to a medium weapon in their main hand and a short weapon in their off hand. This limit is only for manufactured weapons; brawl and claw weapons have their own rules. The *Florentine* Talent allows characters to alter these rules, wielding up to one long weapon in their main hand and up to one medium weapon in their off hand.

## Flurry

As with many combat games melee can become hurried and machine gunning will occur to help control this Wraithvale has a flurry rule. By default, a player cannot take more than 3

melee swings without a short (2 second) pause. This allows players to make short bursts of rapid attacks and then take a pause, the purpose is to break the combat momentum and keep things in balance. There are a few ways in the rules that a players Flurry limit can be raised, but they must always pause when they reach their limit. For characters with a Flurry limit other than 3, they must announce "Flurry X" when engaging in combat.

## Blocking

When fighting with weapons, you may use your weapons to block incoming melee weapon blows. Shields can also be used to block melee attacks as well as block ranged Physical attacks from Bows, Guns, and Thrown. Neither weapons nor shields may be used to block attacks with a *Delivery Type*, meaning that these will take effect if blocked by weapon or shield. Further, due to safety concerns, shields may not be used to attack with.

Bows cannot be used to block. If you are wielding a bow and it is struck by a weapon you take the damage, and the bow becomes unstrung and cannot be fired again until it is restrung which is a 3 counted action.

Several other concerns during weapon combats are Turtling, Charging, and head/groin shots.

## Turtling

For purposes of this game, Turtling will be defined as any use of a shield, which leaves less than 2 possible legal targets available for an opponent to strike with their weapon. Examples of valid targets available to be struck would be either leg, arm, or torso.

## Charging

For purposes of this game, charging will be defined as approaching a target at such a speed that you could not stop on command without taking more than 1 additional step.

### **Other Safety**

This combat system is lightest touch meaning that weapon swings should be dealt to make contact but not be hard enough to hurt or leave bruises. While the weapons are light and padded, they can still hurt or cause injury if they swung too hard. There is no rule as the distance a weapon can be swung, however there are limitations to the amount of force that should be applied on said swing.

Head/groin/hand shots are another safety concern. The head, groin, and hand areas are never legal targets for weapons shots. While occasionally even the best players will accidentally make such a hit, repeatedly doing so

may be taken as a violation of the rules, and as such be actionable.

### **Readjusting& Breaching**

As armor takes damage from combat, it loses effectiveness. If a suit takes some damage but not enough to reduce it to 0, it can be *Refitted* with a 30 counted action returning it to its maximum value; however, if the armor does take enough damage to reduce it to 0, it is considered *Breached*. Armor that has been *Breached*, is considered *Broken*, it can be *Refitted* with a 1 minute counted action, but its value is reduced to 50% of its maximum, until *Repaired or Rebuilt*, (the appropriate time limits for each of these effects still take priority). This is a visible action.

## Weapon Construction & Armor Rules

| Weapon Type   | Striking Surface |     | Max Grip | Total Length |     |
|---------------|------------------|-----|----------|--------------|-----|
|               | Min              | Max |          | Min          | Max |
| Short Weapon  | 6"               | 18" | 6"       | 12"          | 24" |
| Medium Weapon | 18"              | 28" | 8"       | 24"          | 36" |
| Long Weapon   | 26"              | 34" | 12"      | 34"          | 46" |
| Spear         | 10"              | 15" | 20"      | 40"          | 55" |
| Great Weapon  | 36"              | 54" | 20"      | 50"          | 72" |
| Staff         | 48"              | 60" | 24"      | 60"          | 72" |
| Short Bow     | NA               | NA  | 12"      | 26"          | 36" |
| Long Bow      | NA               | NA  | 12"      | 36"          | 48" |
| Crossbow      | NA               | NA  | 6"       | 18"          | 24" |
| Thrown        | 5"               | 24" | NA       | 5"           | 24" |
| Gun: Pistol   | NA               | NA  | NA       | NA           | 14" |
| Gun: Cannon   | NA               | NA  | NA       | 15"          | NA  |

| Shield Size | Max Area | Max Dimension | Max Radius | Max Perimeter |
|-------------|----------|---------------|------------|---------------|
| Small       | 320      | 26            | 10         | 72            |
| Medium      | 520      | 36            | 13         | 93            |
| Large       | 610      | 40            | 14         | 105           |

Weapons may be constructed from any materials previously approved for use. If you choose to use new materials, you must have them approved prior to construction. You may run the risk that the finished weapons will fail approval, due to those materials. Examples of properly constructed weapons will be available at any event.

All weapons must have padding for their entire length, except for the Grip lengths in the chart. Listed Grip Lengths are maximums and

may not exceed that maximum. However, Grips may be less than those lengths. Placement of Bow Grips must be in the center of the weapon, and the weapons should have curves in the shape of a bow. Staves <staff> must have the Grips toward the center of the weapon and must have at least 18" from the ends. Spears must have open cell foam pieces on the striking end to make it appear spear-like.

Hilts and Cross guards can have no dimension greater than 6".

Weapons made of solid pipe foam must have a minimum of 5/8-inch-thick Closed Cell foam on all striking surfaces. Weapons made of flat foam, IE Flat Blades, must have 1 inch of closed cell on striking surfaces, and 1/2 inch on non-striking surfaces. The foam padding of the weapon must extend 1" past the end of the weapon core; this is to prevent the core from stabbing through the end of the weapon.

All weapons must have a 2" Thrusting tip made of open cell foam (Such as a couch cushion). Weapons that do not have stabbing tips, such as the molded Latex weapons must all be approved before use. While the butt end of the weapon does not need to be padded with foam (since it is not legal to strike players with the end of the weapon), it must be covered and built up with foam tape or the like so that the core is well covered, and the end of the pipe cannot stab anyone.

Weapons built of hollow cores must have that hollow core sealed in some way on each end, such as with strapping tape and padding. Weapons are built in such a way that the entire length of the weapon is not secured to the core, and it must include an anchor point, examples of which can be seen at an event. Colors are also an important aspect, Red and Orange is reserved for claws, and Yellow for *Brawlers*.

Thrown weapons must be comprised of only foam (open or closed). They cannot have any kind of solid core and can be covered with tape. The thrown weapons should also have no points, and narrow ridges should be covered with 1/2 open cell foam. Simple 'Darts' would be a foam rep of 6" in length, while something more like a 'Javelin' would be a foam rep 30" in length with an open-cell foam tip.

Packets are used for spell casting, as well as other skills. Packets should be made of cloth, and be filled with birdseed, roughly 2 tablespoons. Packets that are for any kind of

attack that is not Physical MUST be RED in color; this includes for all Spell Casting, Non-Red packets are considered to be Physical attacks.

Bows must be covered with at least 3/8" foam; this is to protect weapons that might strike them. Bows by default cannot be used to block weapon attacks. And if they are struck, they cannot be used to fire arrows until the bow is restrung, which is a 3 counted action.

Crossbows have 2 dimensions that matter, the stock and the prod. The Stock is the body of the rep and must be at least 24" long, and the Prod which must be at least 18" wide.

All weapons must receive a safety tag, signed by a marshal, or they will be subject to removal from Game when their use is discovered, regardless of safety.

Shields have several restrictions on their size as shown on the above chart: In the case of a round shield ignore the Max perimeter as the radius will place it much smaller. The Maximum dimension for a shield is the distance between the two furthest points, not the longest edge. Additionally, Small shields only require a handle, while Medium and Large shields must have a handle and arm strap, and both must be used for proper shield use. Shields may not be used to strike targets and may only be used to block. All shields must have Closed Cell foam around the outer edge; this is preventing damage to weapons in combat.

### **Guns**

Guns can be almost any style of foam dart gun; however, they must be modified to look antiqued and as fantasy as possible (Excluding the orange muzzle which must be present by state law). At present, no performance-enhancing modifications are permitted, only cosmetic alterations are allowed. Automatic weapons are not permitted. This includes flywheel blasters and rapid-fire air-Talented blasters. To be legal, a

gun must have some form of single-action, lever action, or priming handle that must be pulled back for the gun to fire, for each shot. Guns also cannot have over 80 FPS; this means bullets would travel around 25-30 ft before they started dropping in altitude.

All guns have a "Max Load" which refers to the maximum number of darts that may be loaded into a given magazine. Clips may not be loaded beyond the Max Load of the weapon.

Guns cannot be used in conjunction with Medium or Large Shields. Nor can Guns ever be used to block attacks.

Add-ons are modifications to an existing gun and once installed they cannot be removed. Add-ons stack with other add-ons but not with themselves; and no Gun can have more than 2 Add-ons.

### **Common Weapon Material**

Weapon Cores must be a hollow cored non-metal tube, which must be a continuous piece for the length of the weapon. Common cores are: PVC; for weapons shorter than 36", the suggested pipe diameter is the 1/2" OD; for Spears and 2 Handed Weapons suggested pipe diameter is the 3/4"-1.0" OD; or Fiberglass Kite Spar; for weapons shorter than 46", the suggested pipe diameter is the 0.370" OD; for Spears and 2 Handed Weapons suggested pipe diameter is the 0.745" OD. While Graphite Golf Clubs can be used it is suggested they only be used for flat weapons. This is because it is difficult to have the pipe foam fit the tapered core.

*Fiberglass Kite Spar Cores*

<https://goodwinds.com/fiberglass/filament-wound-epoxy-tubing.html>

Weapon Foam is the majority of the weapon's construction, and the most crucial for safety reasons. For pipe foam the type that should be used is Closed Cell, Polypropylene Pipe Foam, with a minimum of a 5/8" wall thickness. This product can be difficult to find, though your local

chapter should be able to help, since the only places that sell it are Plumbing Supply stores and you normally need to buy a case of it at a time. For flat weapons the recommended foam is the blue camping pads, which can be found at Wal-Mart and Sporting Goods Stores.

*Blue Foam Mat*

<http://www.walmart.com/ip/Ozark-Trial-Camping-Pad-Blue/16783660>

Weapon coverings must be on weapons to help protect the foam from harm and increase its durability, there are a large number of ways this can be achieved. The most common types of coverings are: Duct Tape, which you can get at Wal-Mart and any Hardware store; Nylon Tape, which is often called Sail Repair tape or Kite Tape. Weapons can also be covered by a fitted cloth sock-like covering, and even Plasti-Dip, which can be found at Pep-Boys or online.

*Kite Tape*

[http://intothewind.com/shop/Repair and Kiting/Tape for making and repairing kites/Nylon Repair Tape](http://intothewind.com/shop/Repair%20and%20Kiting/Tape%20for%20making%20and%20repairing%20kites/Nylon%20Repair%20Tape)

*Plasti-Dip*

<http://www.plastidip.com/>

## Armor

Armor plays a very important part in the game; it allows the characters to take much more damage in combat and protects them from some attacks. Armor is broken into categories for determining how much a suit is worth and what it takes to rep the armor. This game is more about appearances than if your armor would really stop a weapon, atmosphere is the most important part of the game. Listed below is a list of the categories and what types of armor falls into each, now since looks are key there are many things that may fall into different categories based on what it looks like; it is very possible to have Battle armor with a rep that is not metal but looks very much like black steel plates.

In addition to needing proficiency to wear armor, and the rep you also need an item tag for the armor you are wearing to receive the benefit of it.

Armor Phys-Reps are broken into a few sections, each of these can be put together to build a kit to achieve the desired Value.

- Primary- This is the torso of the player, and the rep should cover at least 50% of the torso.
- Secondary- This covers arms and legs, having 40-50% of these areas covered grants points.
- Shields- While wielding a shield it contributes points to the armor total.

### Light Armor

Light armors are made of Heavy Padded Cloths and Light Leathers. Armors of this type of grant 2 points.

### Medium Armor

Medium armors are made of Thick Leathers with Studs or Plates, and even Light Chain. Armors of this type of grant 4 points.

### Heavy Armor

Heavy armors are made of Heavy Chain and Brigandine. Armors of this type of grant 6 points.

### Battle Armor

Battle armor is made of plates or scales of metal. Armors of this type of grant 8 points.

### Shields

Small and Medium Shields grant 1 point of Armor, and Large Shields grant 2 points.

# **Cosmology and World Mechanics**

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## Appendix: Harvesting

In Wraithvale there are many types of treasure that players will interact with; however, the most common of them will be Components. There are handful of ways characters can gain Components, killing monsters or finding a treasure hoard are the most common ways. Though there are skills that allow for the collection of additional Components or even more rare ones from monsters, and finally there is Cultivation.

### Types of Components

There are 5 main types of Components in the game, and each is gathered with a different skill. While you do not need Harvesting skills to get the most basic of Components off of monsters you will need them to get the higher-level ones.

- Mineral (Red)- Gathered with the *Mining* Skill
- Creation (Green)- Gathered with the *Herbalism* Skill
- Elemental (Yellow)- Gathered with the *Theurgy* Skill
- Primal (Orange)- Gathered with the *Skinning* Skill
- Spiritual (Blue)- Gathered with the *Fettering* Skill

### Cultivation

This ability allows the character to gather components from the world around them. This grants the character a few Components at Event Check In and access special *Nodes* during game to harvest material. A character can only Cultivate from 1 *Node* once each game and the amount they will gather will depend on the Rank of the skill being used.

### Nodes

These are a resource for Harvesters to gain additional Components during the game. Nodes can normally be used by 1-3 different skill, and they have a limited number of uses before they are depleted. The numbers on the chart are the upper limits; not all Nodes may contain Rare/Exceptional Components. Each time a node is harvested the remaining number of pulls is reduced by a number equal to the number of ranks used to gather. Each time a node is harvested, after the first time during an event, the number of pulls is reduced by an additional 2 per pulls, stacking. Meaning 2<sup>nd</sup> harvest 2 pull penalty, 3<sup>rd</sup> harvest 4 pull penalty and so forth.

| Harvesting Skill Level | Check In | Common | Uncommon | Rare | Exceptional |
|------------------------|----------|--------|----------|------|-------------|
| Rank 1                 | 2 Common | 4      | 0        | 0    | 0           |
| Rank 2                 | 3 Common | 6      | 1        | 0    | 0           |
| Rank 3                 | 4 Common | 8      | 2        | 0    | 0           |
| Rank 4                 | 5 Common | 10     | 3        | 1    | 0           |
| Rank 5                 | 6 Common | 12     | 5        | 2    | 1           |

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## Appendix: Rituals

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Rituals are a type of magic that goes outside the normal rules of cast spells. While there are some rituals that can benefit characters in combat, the majority of them are designed as tools for advancing stories and engaging with the world.

The following are the rules for casting rituals. Advanced notice should be given to plot before casting rituals, so that information needed from plot can be gathered. The cost of Ritual Energy must be expended to start the ritual, with the primary caster contributing a minimum of 1. Rituals require a specialized scroll for the effect being cast, which will list the Cost, Casting Time and any other requirements. A ritual cannot begin without 100% of all the required items, scrolls, components, etc. present in the circle. Rituals must be performed inside of a ritual circle, this can be a simple circle phys-repped by markings, candles or such, or inside of a *Circle of Glyphs*. Finally, Rituals cannot target other players without their Out of Game Consent.

To cast any ritual the character must have the appropriate Rank skill and needed items list above. Once all items are present the character must perform the Counted Action time as listed, at the end of which they will make the *Skill Test*, with a Marshal, as required.

### Terms

- *Primary Caster*- This refers to the character that will start and lead the ritual. The Primary Caster is who sets the Ritual that will be cast, the target and who is a Secondary Caster.
- *Secondary Caster*- These are additional casters that can assist in the casting of Rituals. Secondary Casters must have a rank of Ritualism no more than 2 lower than the

rank of the ritual to assist. These casters can contribute *Ritual Energy* to the cost and can contribute the key Skill to aid the ritual.

- *Rank*- This is the skill rank of *Ritualism* required to Primary a ritual
- *Casting Time*- This is the standard casting time required to cast the ritual, when it is uncontested. If the ritual is targeting a sentient creature or effect and it is opposing the ritual, then it is 'contested' and the time it doubled.
- *Ritual Energy*- This is the base amount of RE that must be expended to cast the ritual, the Primary cast must provide a minimum of 1 point the rest could come from Secondary Casters or other sources.
- *Base Difficulty*- This is the default Difficulty for the *Skill Test*; this is assuming ideal conditions where the characters are not under duress or suffering negative effects from the environment they are in. This number can change at the direction of a Plot Marshal based on the setting.
- *Cost*- Each ritual will have a set number of components required to cast it. The first in the Cost entry is the Primary, then Secondary and Tertiary as they appear in the list. Universal Components can be used in place of Second and Tertiary components, however doing so increases the Base Difficulty by 1.
- *Skills*- The listed skills are ones that can grant an *Assist Bonus* to the Primary Caster in the Ritualism Skill Check, so long as any of the casters has the skill the bonus will be gained.

### **Ritual Process and Outcome**

1. The Primary Caster must designate the Ritual Circle, have all the required items to perform the ritual and assign Secondary Caster.
2. Ritual Energy is expended and the Primary Caster states "Beginning Ritual"
3. All casters must maintain *Concentration* and must interact with each other and the ritual materials during the duration.
4. At the end of the Casting Time, the Primary Caster will make a *Skill Check* with a Marshal to determine the outcome of the ritual. The players total for their *Skill Check* is equal to their characters Rank in Ritualism, they can receive 1 Bonus if any caster in the ritual as the associated skill, 1 bonus from Talents, and 1 bonus from Items.
  - a. Success-The Ritual is completed and all Energy and Components are consumed, the expected outcome of the ritual is as stated on the Ritual Scroll
  - b. Failure- The Ritual is completed and all Energy and Components are

consumed; there is no outcome and the intended effect does not happen. If a Ritual Fails and the ritual was being *Contested*, this causes a *Backlash*, all casters in the ritual take body damage equal to the Rituals Rank, and the Primary Caster loses all remaining Ritual Energy for the Day.

5. A ritual can also Fail without a *Skill Check*, causing a *Backlash*, if any of the following happens
  - a. Any of the casters suffer any damage or become *Helpless*
  - b. Any of the casters leaves the Ritual Circle
  - c. The Ritual Circle is destroyed or the Scroll or any of the components leave the circle

### **Ritual Components**

Rituals use a unique set of components that are separate from *Production Components*. These components are divided into 5 categories: Force, Matter, Prime, Spirit, Time; are rated 1-3 in power level. Rituals require a set number of components of a set type and power level.

| Ritual               | Rank | Casting Time | Ritual Energy | Base Difficulty |
|----------------------|------|--------------|---------------|-----------------|
|                      |      |              |               |                 |
| Blessing of Creation | 3    | 15 min       | 3             | 5               |
| Commune              | 4    | 15 min       | 2             | 5               |
| Contact Ancient Dead | 4    | 30 min       | 3             | 6               |
| Contact Departed     | 3    | 10 min       | 1             | 4               |
| Create Glyph Circle  | 4    | 15 min       | 6             | 7               |
| Create Spell Glyph   | 2    | 10 min       | 2             | 2x Spell Level  |
| Death Ward           | 3    | 5 min        | 2             | 6               |
| Delve History        | 3    | 15 min       | 2             | 6               |
| Discern Location     | 3    | 15 min       | 2             | 4               |
| Fair Winds           | 1    | 5 min        | 1             | 3               |
| High Horoscope       | 2    | 10 min       | 2             | 4               |
| Illusionary Form     | 2    | 5 min        | 1             | 3               |
| Legend Lore          | 2    | 15 Min       | 3             | 4               |
| Locate Item          | 3    | 15 min       | 2             | 4               |
| Locate Portal Stone  | 1    | 5 min        | 1             | 2               |
| Nights Watch         | 1    | 10 min       | 1             | 3               |
| Open Passage         | 1    | 5 min        | 1             | 2               |
| Purge                | 1    | 5 Min        | 2             | 3               |
| Sanctify             | 4    | 15 min       | 6             | 6               |
| Scrying              | 3    | 10 min       | 2             | 3 or Willpower  |
| Sea Legs             | 2    | 5 min        | 1             | 3               |
| Sharded Strength     | 2    | 5 min        | 2 or 1/Rank   | 3               |
| Summon (Creature)    | 2    | 10 Min       | 2/Rank        | Rank +1         |
| Summons Spirits      | 2    | 15 min       | 2             | 4               |
| Unweave Enchantment  | 1    | 10 Min       | Varies        | Varies          |
| Whispering Winds     | 1    | 5 min        | 1             | 2               |

### **Blessings of Creation**

**Rank:** 3

**Ritual Energy Cost:** 3

**Casting Time:** 15 Minutes

**Base Difficulty:** 4

**Components:** (1)Spirit 3, (2)Force 2, (4)Matter 1

**Skills:** Mystery

This ritual allows the primary caster to call upon their devotion in the Old to invoke their blessing. Before this ritual can be cast it must be set out of game to whom the characters' true devotion lies, and when cast, they can only grant that blessing. This Ritual will effect up to 3 Targets when cast and power of the ritual is based on the Ranks of Ritualism present. A single person cannot be the target of this ritual more than once each month, and blessings last for 12 hours.

### **Commune**

**Rank:** 4

**Ritual Energy Cost:** 2

**Casting Time:** 15 Minutes

**Base Difficulty:** 5

**Components:** (2)Prime 3, (2)Spirit 2, (6)Time 1

**Skills:** Nature

This ritual causes the caster to enter a trance in which they cannot be woken from outside sources. During the effect the caster drifts in a state of conscience that allows him to speak with the spirits of the natural world. They can ask two questions that can be answered with yes, no, or up to 3 words at the *Marshals* discretion; that will be answered by plot at the time of the ritual. They can then attempt to seek more answers by expending 1 additional Ritual Energy per question, though these must be related to the original inquiry.

### **Contact Ancient Dead**

**Rank:** 4

**Ritual Energy Cost:** 3

**Casting Time:** 30 Minutes

**Base Difficulty:** 6

**Components:** (2)Spirit 3, (2)Matter 2, (6)Force 1

**Skills:** Resurrection

This ritual will summon to the ritual caster the spirit of a long dead creature, who is currently in The After, so long as the caster knows their true name or has a valued possession of targets, in some cases beings that have been dead too long will require both. The spirit summoned will be the remaining consciousness of the deceased target and will know what it knew in life. The only interaction that can be had with the summoned spirit is verbal communication as it cannot see into this world. Also, there is nothing to force the summoned creature to converse or answer questions; so, summoning a long dead enemy may not guarantee anything but spite from the dead.

The age of the target is limited by a single ritual caster's knowledge, for each rank of *Mystery* the caster possesses they can attempt to reach back 500 years. Should the caster attempt to contact a target that has been dead longer than 2,000 years they would also need a possession of the target or be in a place that held significance to the target. Once summoned, the spirit may stay present for up to 1 hour or until the caster leaves the circle.

### **Contact Departed**

**Rank:** 3

**Ritual Energy Cost:** 1

**Casting Time:** 10 Minutes

**Base Difficulty:** 4

**Components:** (1)Spirit 3, (2)Time 2, (4)Force 1

**Skills:** Resurrection

This ritual will summon to the ritual caster the spirit of a dead creature, who is currently trapped in the In Between, so long as the caster knows their name in life or is at a location important to the targets life or death. The spirit summoned will be the remaining consciousness of the target and will know what it knew in life. While the caster can ask questions of the spirit the spirit can only respond in written words, this means there would need to be some sort of writing implement or other way the spirit could create words, even something like letter

tiles would function. Spirits trapped in The Inbetween slowly fade and lose memory of their past life; this means the older the spirit results will vary on what they can recall. Once summoned, the spirit may stay present for up to 1 hour or until the caster leaves the circle.

### **Create Glyph Circle**

**Rank:** 4

**Ritual Energy Cost:** 6

**Casting Time:** 15 Minutes

**Base Difficulty:** 7

**Components:** (2)Matter 3, (2)Force 2, (6)Prime 1

**Skills:** Arcane

This powerful ritual is often used by Master Ritualist, and for good reasons. Once created the circle becomes sealed and will last for up to 2 years. Future rituals cast inside this circle will receive certain benefits; Casting Time is *Reduced* by up to 5 mins, on a *Skill Check* failure the Primary caster does not lose the Ritual Energy for the ritual.

During the casting of this ritual the caster must inscribe glyphs along the edge of the circle, at the close of the ritual they will burn into the surface they are on, which must be stationary. All casters that participate in the creation of the circle are considered attuned to the circle. Additional casters can be attuned to the circle after creation; this takes 10 minutes and costs 1 Ritual Energy.

### **Create Spell Glyph**

**Rank:** 2

**Ritual Energy Cost:** 2

**Casting Time:** 10 Minutes

**Base Difficulty:** 2 times the Spell Level

**Components:** (1)Prime 2, (4)Time 1, (2) Matter 1

**Skills:** Inscription

This ritual creates a powerful glyph that is infused with magic and functions in many ways like a trap. At the end of the ritual the first spell to be cast upon the glyph will be stored into it and the trap will arm. If cast on a solid surface the glyph will be triggered by any sentient creature

that touches any portion of the glyph area, up to a 5ft x 5ft area; this will cause the glyph to activate and affect all targets within a 5-foot radius of the center of the glyph. If cast upon a doorway, it will be triggered by a sentient creature breaking the plane of the doorway and will only affect targets in that plane. Once triggered the glyph will take 5 minutes to rearm itself, during this recharge time the glyph is dormant and does nothing. A *Dispel Magic* effect on the glyph will cause it to ignore the next time it would be triggered. A target can never gain a beneficial effect from a glyph. Additionally, the effect area of glyphs cannot overlap, nor can more than one glyph be placed on a single doorway. These are always considered to be Expert *Rank Trap* and have a Difficulty equal to 4 plus the level of the Spell stored inside. *Cancel Magic* can also be used to disable this trap, which takes 5 minutes; either method will neutralize the trap for 1 hour. This glyph will last for 1 year. Caster of the Glyph will not trigger it.

### **Death Ward**

**Rank:** 3

**Ritual Energy Cost:** 2

**Casting Time:** 5 Minutes

**Base Difficulty:** 6

**Components:** (1)Prime 3, (2)Matter 2, (4)Spirit 1

**Skills:** Healing Arts

This ritual summons spiritual energy which the ritualist uses to bind up to 5 targets spirits, making it more difficult for it to flee a dying character. The next time, during the duration, that the target would have their status changed to *Dead* they are instead set to *Unconscious* with 0 Body Points. This effect will last for up to 1 Module or until used.

### **Delve History**

**Rank:** 3

**Ritual Energy Cost:** 2

**Casting Time:** 15 Minutes

**Base Difficulty:** 6

**Components:** (1)Time 3, (2)Force 2, (4)Prime 1

**Skills:** History

This ritual allows the character to delve into the past of an item or location and unearth the history of said target. In order to use this ritual, it is best to give plot as much warning as possible so that they can have the information ready, a minimum of 1 hour.

The information about the targeted item or location will come to the casters as either a mental vision or even as a projection that any onlooker can see. Higher ranks of *History* may be required for artifacts and such that are being actively concealed by powerful and old magic.

### **Discern Location**

**Rank:** 3

**Ritual Energy Cost:** 2

**Casting Time:** 15 Minutes

**Base Difficulty:** 4

**Components:** (1)Time 3, (2)Spirit 2, (4)Force 1

**Skills:** Bloodhound

This ritual allows the caster to determine the rough direction and distance to a known person. The caster must have studied the person for at least 5 hours, this includes having conversations and getting to know the person, additionally sufficient pictures and written text about and by the target may also work (at plots discretion).

To cast this ritual, there must be a map and a compass present in the circle, as well as a crystal hung from a chain or string. During the casting of the ritual the caster hangs the crystal over the map, and it will be slowly guided to the map. After which the compass can be placed upon the map enchanting it. For the next 12 hours the compass will point in the direction of the target, up until it comes within 1 mile at which time will spin erratically.

### **Fair Winds**

**Rank:** 1

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 3

**Components:** (2)Prime 1, (1)Force 1, (1)Spirit 1

**Skills:** Navigation

This ritual will enchant a sail driven vessel to have wind filled with sails and calmer waters. This will typically allow players to travel to modules that are several hundred miles away without delay. This ritual will also lower the Difficulty of navigating a vessel in adverse conditions. If used to travel to a module location the ritual will last round trip.

### **High Horoscope**

**Rank:** 2

**Ritual Energy Cost:** 2

**Casting Time:** 10 Minutes

**Base Difficulty:** 4

**Components:** (1)Force 2, (4)Spirit 1, (2)Matter 1

**Skills:** Alertness

This powerful ritual allows the caster to divine answers to even the most obscure question. Before casting this ritual, the question should be given to plot with at least 1 week notice, some limited exceptions may be made. The answer to the question may come in the form of a vision or even may form as written words upon a surface. No matter what the form the answer is often cryptic. Since the ritual is drawing on the forces and concepts of the cosmos it can often be difficult to understand the message.

### **Illusionary Form**

**Rank:** 2

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 3

**Components:** (1)Matter 2, (4)Time 1, (2)Force 1

**Skills:** Hide

This ritual will change the targets' appearance into that of the desired species. The target species is limited by the caster's knowledge and understanding of the intended. This ritual will last for up to 2 hours or until the character is dead.

While the magic is powerful there are some Skills and Abilities that might allow a

character to see through the disguise, Fae will see the character as having a faint shimmer though that may not blow the disguise, for example.

### **Legend Lore**

**Rank:** 2

**Ritual Energy Cost:** 3

**Casting Time:** 15 Minutes

**Base Difficulty:** 4

**Components:** (1)Time 2, (4)Force 1, (2)Prime 1

**Skills:** Hidden Lore

This ritual taps into the power of rumors and stories, to unlock the history as it is known about a place, person, or item; it can reveal legends tied to a certain place, person, or item. This ritual can also confirm the validity of legends about the same and may even unlock some truths to prophecies.

### **Locate Item**

**Rank:** 3

**Ritual Energy Cost:** 2

**Casting Time:** 15 Minutes

**Base Difficulty:** 4

**Components:** (1)Matter 3, (2)Time 2, (4)Spirit 1

**Skills:** Tracking

This ritual functions much like Discern Location though it works on objects not people. In order to Locate an item, the caster must have handled the item in the past and had time to study the item, or have extensive knowledge of the item, including but not limited to well-made likenesses or drawings, information about the items past.

To cast this ritual there must be a map and a compass present in the circle, as well as a crystal hung from a chain or string, and a small likeness of the item. During the casting of the ritual the caster hangs the crystal over the map, and it will be slowly guided to the map. After which the compass can be placed upon the map enchanting it. For the next 12 hours the compass will point in the direction of the target, up until it comes within 1 mile at which time will spin erratically.

### **Locate Portal Stone**

**Rank:** 1

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 2

**Components:** (2)Time 1, (1)Prime 1, (1)Force 1

**Skills:** Wayfarer

This ritual will allow the caster to determine the approx. direction and distance to the closest Portal Stone. Once the ritual is complete the caster will be given a rough direction and distance, if they have *Cartography* 3 or higher they can make a *Skill Check* to pin its exact location.

### **Nights Watch**

**Rank:** 1

**Ritual Energy Cost:** 1

**Casting Time:** 10 Minutes

**Base Difficulty:** 3

**Components:** (1)Prime 1, (1)Matter 1, (1)Time 1

**Skills:** Survival

This ritual protects a structure by creating an invisible barrier that will sound if it is crossed from the exterior. This effect must be noted on the Marshals Notes. At the time this effect is triggered the Marshal must announce loudly "Alarm" 10 times.

### **Open Passage**

**Rank:** 1

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 2

**Components:** (2)Matter 1, (1)Force 1, (1)Prime 1

**Skills:** Engineering

This ritual will create a temporary breach in a solid object. At the end of the casting the targeted portion of the object will be magically removed for 1 hour. During that time anyone can pass through the breach in either direction without harm; additionally, the breach does not harm, damage, or weaken the structure in any way. This ritual will not work on magically enchanted or protected structures. While casting this ritual the caster must draw the passage upon

the wall to be affected, which can be up to 32 sq.ft. This ritual will fail to work on a surface thicker than 30”.

### **Purge**

**Rank:** 1

**Ritual Energy Cost:** 2

**Casting Time:** 5 Minutes

**Base Difficulty:** 3

**Components:** (2)Spirit 1, (1)Time 1, (1)Prime 1

**Skills:** Practitioner

This ritual will end all effects upon a living target, including Afflictions and effects that are Permanent or might last through Resurrection.

### **Sanctify**

**Rank:** 4

**Ritual Energy Cost:** 6

**Casting Time:** 15 Minutes

**Base Difficulty:** 6

**Components:** (2)Time 3, (2)Prime 2, (6)Spirit 1

**Skills:** Priest

This ritual, when cast on a site devoted to the Creators, will cause the location to become consecrated with divine energy. This has a few benefits; first creatures that are beyond the faiths are fearful to tread unto such places and in fact just setting foot in such a place can leave them shaken and uneasy; second, *Reverent* creatures that are being of energy tied to an opposing Creator are shunned from the area, as they have no power in such places.

### **Scrying**

**Rank:** 3

**Ritual Energy Cost:** 2

**Casting Time:** 10 Minutes

**Base Difficulty:** 3 or the highest *Willpower* at the location

**Components:** (1)Force 3, (2)Prime 2, (4)Matter 1

**Skills:** Perception

This ritual allows the caster to pierce the veil of the world and observe a distant location. When the ritual is cast, the caster must choose to see or hear at the location. They can additionally pay double the Ritual Energy cost to gain both

benefits at the same time. When the ritual is cast the caster must place a small stone on a map of the target location. The ritual will stay in effect for up to 1 hour or until the caster leaves the circle. Plot should be given at least 1 hour notice before casting this ritual.

### **Sea Legs**

**Rank:** 2

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 3

**Components:** (1)Force 2, (4)Prime 1, (2)Spirit 1

**Skills:** Underwater Combat

This ritual grants the caster and up to 5 targets the balance and grace to survive the roughest seas. This effect will last for up to an hour or *Module*, during which time the targets cannot fail physical challenges that are based on balance, and do not have their movement hindered in any way while in the water.

### **Shared Strength**

**Rank:** 2

**Ritual Energy Cost:** 2 or 1/Rank

**Casting Time:** 5 Minutes

**Base Difficulty:** 3

**Components:** (1)Matter 2, (4)Spirit 1, (2)Time 1

**Skills:** Warfare

This ritual allows one of the casters to share a Skill or Ability with up to 5 targets for 1 hour or *Module*. When cast, the primary caster can choose a skill they have to lend by paying the normal *Ritual Energy* cost. During the duration the caster will lose access to the lent skill, however the caster can spend double the *Ritual Energy* cost to still have access to the skill.

### **Summon Spirits**

**Rank:** 2

**Ritual Energy Cost:** 2

**Casting Time:** 15 Minutes

**Base Difficulty:** 4

**Components:** (1)Spirit 2, (4)Matter 1, (2)Time 1

**Skills:**

This ritual Allows the caster to summon forth a willing spirit, from The After, that has been dead no longer than 50 years per Rank of the *Mystery* skill. When the ritual starts one target in the ritual must be designated as the vessel, in which the spirit will temporarily reside. During the duration of the ritual the vessel will be in a trance-like state and the spirit will be able to speak through them. This ritual will allow those present at the ritual to converse with the summoned spirit, for up to 1 hour.

### **Summon Creature**

**Rank:** Varies

**Ritual Energy Cost:** 2 per Rank

**Casting Time:** 10 Minutes

**Base Difficulty:** Ritual Rank +1

**Components:**

**Skills:**

This ritual summons a creature to the aid of the caster. The creature summoned will be determined by the Ritual Scroll. Once summoned, the creature will last for up to 1 hour, one module, or until slain. The summoned creature must be repped by a non-NPC and cannot be the caster of the ritual. Summoned creatures are above average intelligence and can be given complex orders which they will follow to the best of their ability. This rituals cost is varied based on the power of the creature summoned.

The summoned creature will be based on the ritual learned, as each creature requires its own individual ritual. The caster must have 4 ranks in the appropriate knowledge skill based on the type of creature being summoned.

### **Unweave Enchantment**

**Rank:** 1

**Ritual Energy Cost:** Varies

**Casting Time:** 10 Minutes

**Base Difficulty:** 3 plus 1/Rank of target

**Components:** (2)Force 1, (1)Matter 1, (1)Time 1

**Skills:** Cancel Magic

This ritual allows the caster to break apart the worked fabrics of an item, destroying the power and magic locked within. When casting this ritual, the Difficulty cost is determined by the Rank of the item, for example an Expert Rank suit of Armor would have a Difficulty of 7. The Ritual Energy cost is based on the target: Unweaving a Rank 4 or lower item is 1 Energy, Unweaving a Rank 5 item or a Ritual Effect is 2 Energy, anything else is 3 Energy.

### **Whispering Winds**

**Rank:** 1

**Ritual Energy Cost:** 1

**Casting Time:** 5 Minutes

**Base Difficulty:** 2

**Components:** (2)Force 1, (1)Prime 1, (1) Spirit 1

**Skills:** Create Familiar/Nature's Companion/Companion

This ritual allows the caster to send a short message, 30 words, to a distant target, with whom they must be familiar with and at least met face to face once in the past. The caster must have met the target in person and have a name which they refer to themselves by, though this does not have to be their true name.

## Appendix: Afflictions

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Afflictions are severe psychological conditions that manifest from extremely stressful or traumatizing situations, especially resurrection. These conditions will always be applied by a Plot Marshal, who will include any specifics about the conditions, such as triggers and whether it is a temporary or permanent condition. The following are the common Afflictions, though others may be added for specific situations, at Plots discretion.

**Volatile** - Since you have returned from The In-Between you find yourself quick to anger. Even polite “good mornings” can send you over the edge to begin raging at the people daring to speak with you. Can they not tell you’re having a bad day?

**Haunted** - While you have returned to the world of the living you have not entirely escaped the lost souls trapped in The In-Between. Whispers follow you, breath brushes the back of your neck, unseen hands rest upon your shoulder randomly. Sometimes you see shadows no one else can, though they are simply unnerving, not hostile.

**Spirit Attraction** - You have been followed back from death. Perhaps there were spirits in The In-Between angry that you were able to return, perhaps they are simply malevolent in nature. Either way, you now find yourself randomly assailed by spirits as they attempt to wrest you from your body so that they may claim it while your soul and corporeal form are still reuniting.

**Shared Return** - Another spirit has managed to attach itself to yours at the final moments of the resurrection ritual, being drawn into your body beside your actual soul. This may go unnoticed at first as things are usually a blur when a resurrection occurs, but slowly this second spirit will make itself known as it begins trying to wrest control of your body from you so that it may live again.

## Appendix: Novice Rules

As a game which often times has families attending we try to accommodate. Children between the ages of 10-13 are not able to participate in standard combat, though this gives them ability to still join in on the fun. They cannot use melee weapons, though they can use some ranged attacks. Additionally, they are very susceptible to attacks; they treat packets attacks as normal and melee attackers need only to be within melee weapon range and state "I Slay You". This is considered a weapon attack and can be defended by full player characters.

Novices are only allowed to pick up treasure via Novice find skills, Novice Craft Skills, or tips and RP with other characters. As they are not allowed in combat they are not allowed to loot from NPCs defeated in combat. This is to help keep kids off the battle area.

Novices begin game with 30SP to purchase skills, and gain 2SP each event they attend. These points transfer onto a standard character when the player reaches 13.

| Novice Skills  |      |              |                 |      |              |
|----------------|------|--------------|-----------------|------|--------------|
| Skill          | Cost | Prerequisite | Skill           | Cost | Prerequisite |
| Daily Toil     | 3    |              | Novice Chemist  | 5    |              |
| Find a Flower  | 4    |              | Novice Cook     | 5    |              |
| Find a Rock    | 4    |              | Novice Engineer | 5    |              |
| Find a Shiny   | 4    |              | Novice Smith    | 5    |              |
| Improved Aid   | 3    |              | Trained Helper  | 3    |              |
| Novice Brewing | 5    |              | Well Educated   | 3    |              |
| Pet Taming     | 4    |              |                 |      |              |

### Improved Aid

This skill allows a character to stabilize a dying creature with a 60-second counted action. While performing this count, the target's bleeding out count stops, but they are not stabilized until the 60-second count is completed without interruption.

This skill will allow the character to determine the condition of the creature, by asking the following questions: "Are you- (Dying, Dead, Conscious, Unconscious, Diseased, Stunned, Sleeping, How much Body are you down)?" The character may also be able to receive other information at the marshal's discretion. You must be within arm's reach of the target though you do not have to touch them.

### Novice Brewing

Allows the character to craft up to Rank 2 Items, following the normal crafting rules; however, crafting time is only 5 minutes. They do not require recipes, but still need components, and access to a Novie-shop.

### Novice Chemist

Allows the character to craft up to Rank 2 Items, following the normal crafting rules; however, crafting time is only 5 minutes. They do not require recipes for the items listed in the book under production, but still need components, and access to a Novie-shop.

### Novice Smith

Allows the character to craft up to Rank 2 Items, following the normal crafting rules; however, crafting time is only 5 minutes. They do not require recipes for the items listed in the

book under production, but still need components, and access to a Novie-shop.

### Novice Engineer

Allows the character to craft up to Rank 2 Items, following the normal crafting rules; however, crafting time is only 5 minutes. They do not require recipes for the items listed in the book under production, but still need components, and access to a Novie-shop.

### Daily Toil

Allows the character to carry up to 30 extra Ghost Tags, following the normal Ghost Tag rules.

### Novice Cook

Allows the character to craft up to Rank 2 Items, following the normal crafting rules; however, crafting time is only 5 minutes. They do not require recipes for the items listed in the book under production, but still need components, and access to a Novie-shop.

### Find a Rock

Functions like Mining, but is only useful on modules and encounters, allowing them to find minor Ore Components

### Pick a Flower

Function like Farming, but is only useful on modules and encounters, allowing them to find minor Herb Components

### Find a Shiny

Functions like Theurgist, but is only useful on modules and encounters, allowing them to find minor Residuum Components

### Trained Helper

Lowers the craft time of another player by up to 4 minutes, when they help them with their crafting.

### Pet Taming

This skill allows the character to capture and tame wild animals to be used as companion pets in conjunction with the *Talent: Companion*. The character can tame 1 pet at a time, once the taming card is completed the pets can be traded to a player with the appropriate Talent, or the character can keep the pet to be traded later, but cannot be taming a new pet while they are housing a current one; unless they release the current pet. This skill can be purchased multiple times.

### Well Educated

Functions as a Rank 2 Common Knowledge, for marshal information, allowing them to get information and ask simple questions.

| Pet Type  | Novice                                                                                                        | Talent Bonus Options                                                                                                                                                     |
|-----------|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Stamina   | <i>Escape from Binding</i> once per reset                                                                     | Fast Healing 2; or allows the character to <i>Break from Pin</i> on a 3 Counted action.                                                                                  |
| Intellect | Once each reset can cast a spell as " <i>Magic</i> <Spell Name>", from any Path, up to 3 <sup>rd</sup> level. | 1 free Spell Slot of up to 3 <sup>rd</sup> level from the characters path of magic each reset; or 3 free Common Knowledge points useable for KA skills the character has |
| Dexterity | Can use <i>Flee</i> once each reset                                                                           | <i>Quickness</i> once each reset, or +2 Bonus to Disable Device <i>Contested Roll</i> .                                                                                  |
| Cunning   | Can use <i>Play Dead</i> once each reset                                                                      | +2 Bonus to <i>Tracking Contested Roll</i> ; or 1 use of the <i>Talent: Warning Signs</i> each reset.                                                                    |

## Appendix: BGA (Between Game Actions)

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Each character can take up to 4 actions between games (representing the roughly 4 weeks between games), this limitation is placed #1 to represent the free time each character may have during the month, and #2 they must be submitted no later than 7 days after the event. This can be submitted using the BGA button found on the Contacts page of the website. The following are the types of actions that can be taken and the requirements.

**Research-** This action requires an actual question and must be noted which skills you are using to do said research as well as any specific location you are doing the work. Researching takes time therefore there is only so much you can look up at once. The *Researcher* Talent allows 2 research questions to be asked for each action; these do not have to be on the same topic.

**Recipe Research-** Characters with Ritualism or Crafting Skills (Rank 4/5), can attempt to research new formals and recipes with a BGA. Doing so consumes an action every month until completed and has a Component Cost of 5 Uncommon of the appropriate type.

**Training-** Characters can spend their downtime learning skills that require an instructor from a prearranged teacher, be it an NPC that you set up before the close of game or another player. In the case of another player they will need to submit a BGA as well to validate the training.

**Duty-** If your character has a set role in the game, be it a noble title that requires your efforts and attention, holding a guild position or other important role in game, it takes time from your

life to do so. This automatically uses up one of your BGA actions.

**Upkeep-** This action is for general maintenance actions, be them minor story/world interaction in the game setting or character actions that involve development and growth.

**Investigation-** This action is for short travel to a specific location, that you have the means to travel to, for the purpose of info collection on said location, to meet with an NPC for the same reason, or even locate an NPC that may be able to train them in certain skills. This action requires the following to be submitted (single sentence responses),

- Location and how you are getting there,
- What you are looking for or what the goal of going there is,
- Specific location or NPC name if you know it that you are trying to meet or learn about.

## Glossary of Terms

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**+ Strength:** This ability increases the characters' prowess when it comes to Feats of Strength. Some specific actions may call for a certain amount of Strength to be performed.

**Affinity<Type>:** This effect causes creatures of the listed type to see the character as one of similar type and will cause it to be fairly neutral so long as no provocation occurs. This effect will end if offensive actions are taken towards the affected creature. Creatures that are being commanded or controlled may also ignore this effect.

**Aberrant:** A creature with this Type exists outside of normal body functions of living creatures. Examples include Oozes and altered humanoids. Due to their unnatural state, they are Vulnerable: Lightning.

**Altered Metabolism:** A character with this descriptor suffers the following downsides- They die at zero body and have no bleed out, they are healed by specific magical effects. They gain the following advantages- *Immunity to Sleep, Stun, and Paralysis*.

**Animal:** A creature with this Type is encompassed by all non-humanoid naturally occurring creatures with no special powers. They are non-sentient for the purpose of magical spells. They do not speak or understand any humanoid language. Examples include wolves, bears, and fish.

**Aura:** This effect is a defense that is triggered by melee weapon attacks. When used the character announces "<Delivery Type> Aura<Flavor>, or <Delivery Type> Aura <Effect>" and the target must then take or defend against the Aura. This is an *Active* ability. If this defense renders the attacker *Helpless*, then the defender does not suffer the attack that triggered this ability.

**Aquatic:** A creature with this Sub-Type is treated as if they had *Underwater Combat* and *Breathe Liquid* passively.

**Bane:** This effect creates a field around the target forcing creatures away. This will cause *Lesser* creatures to not be able to enter within 10 feet of the user, *Greater* creatures suffer the *Weakness* effect, more powerful creatures are not affected.

**Banish:** This effect sends the target back to its Realm of origin. When a target is banished all items, it acquired on the current Realm are left behind.

**Barrier:** This effect acts as a damage shield negating a set amount of damage before being exhausted. These points do not stack with itself and are the first points lost.

**Berserk:** This effect causes the target to attack the closest target friend or foe. They will continue to attack all targets until the effect is cured or until thirty minutes have passed. The character will actively seek out new targets during the duration of the effect. This is a Metabolic effect.

**Bind Spirit:** This spell has two uses, First when cast on a Non-Corporeal creature they will become more solid and lose the ability to move through surfaces and remove their Immune to Basic Attacks ability; Second if cast on a target that is Dead it will keep the spirit with the body preventing them from dissipating, making Resurrection easier.

**Binding Strike:** This attack must be a legal weapon strike; should the attack land and not be defended the attacker begins a *Counted Action*. The count begins from the top and the effect is announced once the count ends. While

the *Counted Action* is taking place the target cannot voluntarily move but may use Skills/Abilities that do not require the characters appendages for locomotion Binding Strike's counted action is not subject to interruption with damage.

**Blind:** This effect causes the affected target to be unable to use any skills, fight, or use Active Abilities for 10 seconds; additionally, they can only walk. This skill works only on targets that need eyes to see and function, so creatures like Oozes, which lack eyes, would be Immune to this effect.

**Blindsight:** Characters with this effect use all of their senses to see. This allows the character to detect *Hidden* and *Invisible* targets as well as attack them, which removes them from the *Hidden* or *Invisible* state.

**Break Enchantments:** This effect *Dispels* and removes all negative Mental and Magical effects on the target. This includes *Enslavement*, as well as *Silence* generated by any ability.

**Break Free from Binding:** Some creatures have the ability to end *Binding* effects on their person. This is always a 3 *Counted Action*.

**Broken:** An item with this status is rendered unusable until fixed. After an item has been broken for longer than 5 minutes, all special properties that are not from *Advanced Smithing/Engineering* are lost, even after it has been *Repaired*. Broken weapons and shields may not be used for combat, broken armor has its maximum value reduced to 0 and cannot be readjusted, and special properties on items cannot be used. Items that are broken at the end of an event are removed from game and the tag must be turned in to a Marshal.

**Burst:** This effect allows the character to affect all enemy targets in melee weapon range. Any Skill/Ability may be used with Burst. Skill/Abilities that have been used with Burst may be defended against normally, but must be done so for each affected target. This is a weapon attack *Modifier*.

**Burrow:** This effect allows the character to Burrow underneath the ground. No Skills/Abilities may be used while under the effects of Burrow. Burrow is visually demonstrated by making a circling motion towards the ground continuously with either hand or boffer. The Burrow effect makes the character un-targetable while they maintain the appropriate gesture. It takes a 5 *Counted Action* to enter and leave Burrow during which the character is vulnerable to attack. Unlike most Counted Actions, taking damage while leaving Burrow does not interrupt the count. Burrow can only be used in natural terrains.

**Claws:** Many creatures have claws which are natural weapons that are effectively "built into" the monster. These are considered both Passive and Active skill. Passively they do not fall off if you are denied the use of skills and abilities and can still be used to block but not attack or make Active/Offensive actions. Claws qualify as weapons for the use of *Techniques*. They cannot be *Disarmed* but can be *Maimed*.

**Cleave:** This effect allows the character to duplicate the effect of a legal weapon attack they have landed. When the attack succeeds the character calls Cleave. They may then make an identical attack which may not target the same individual affected by the first ability. Cleave may not be used in conjunction with the *Burst* or *Double Attack* Modifiers.

**Cocoon:** This effect has several outcomes. First, it acts as a "Natural Prison". Second, it renders

the target to *Unconscious* at 0Body Points. These effects persist permanently unless ended by cutting the victim free on a 10 counted action, or by use of the *Freedom* effect.

**Compulsions:** These are Mental effects that take away the character's free will and cause them to take actions they would not normally take.

**Construct:** This Type applies commonly to golems, but not exclusively. The advantages of Construct are: No Metabolism, Immune to Spirit/Shadow Damage, and Immune to Mental Effects. The disadvantages are: they have no Body Point total, instead having only an Armor total. This creature usually follows a set of instructions, or the orders of its creator.

**Contain:** This effect creates a transparent barrier that cannot be passed through, even by non-corporeal creatures, and will stop most effects; however, Delivery Types like Voice will often bypass.

**Critical:** This Modifier, when added to an attack, will cause that attack to ignore passive reductions to damage, such as *Resistance* and *Damage Cap*.

**Cross the Barrier:** This effect allows the character to travel across Realms by circumventing the normal mechanics of travel. They do not open gates, portals, or rifts that others can move through, nor can they carry a dead creature with a spirit across Realms.

**Curse of Death:** This effect will not cause the target immediate harm, instead the next time the target receives a *Killing Blow* effect they will immediately go to resurrect.

**Danger Sense:** This effect allows the creature to change what just happened to them, as they foresaw it and changed their action at the last moment. This can be called as the defense

*Foresight* or they can call it to undo/change their last action. This can vary based on the situation, but this could range from having not "Opened that chest!" to "On second thought I don't play that card".

**Daze:** This effect causes the target to be unable to take any action, while not *Helpless*, they cannot use any skills or abilities, nor can they move from their current location.

**Despair:** This effect causes the target to double the cost of all *Skills* to generate a single use. This is a Mental effect that lasts until cured.

**Deprive<Skill>:** This effect strips the named skill from the target for twenty-four hours.

**Dexterity Armor-** This type of armor functions in many ways as physical armor a character could wear, with the following differences. Dexterity Armor does not stack with *Physical Armor Points*, these points are suppressed if the character is wielding a medium or larger shield, the character does not need to wear any special phys-rep to receive the armor points, and while *Helpless* the armor points do not provide protection. Unless otherwise stated in the specific description the character is still limited by their Class and Talents for the maximum value of armor they can benefit from. These armor points may be healed if a character is at full Body

**Difficult Terrain:** This effect causes those in the area or those affected to have their movement restricted based on the Tag attached to the call. This effect is negated by *Non-Corporeal*, <Flavor>*Aligned*, or *Terrain Adaptation*<Type>.

- *Run-* Targets are unable to Run.
- *Walk-* Targets are unable to move faster than a walk.

- *Move*- Targets need +Str to move and movement requires a 3 Counted Action each step.

**Diminutive Size:** Creatures of this size are those around the size of a house cat or large bird. Their monster stats are one-quarter that of the base creature.

**Disarm:** This effect causes a targeted hand-held item to become unusable for five seconds. While the target does not need to drop the weapon, they cannot use it offensively nor defensively. Any attack that strikes the item during that time causes the bearer to suffer the effects of the attack. This attack can either be a legal weapon strike or can hit the item to be affected.

**Double Attack:** This effect may be used when a character has successfully made a weapon attack upon a target and the target defended against it in any fashion. The character may then call "*Double Attack*" and force the target to defend again or suffer the effect of the attack.

**<Effect> Strike:** These types of attacks are weapon delivered attacks, which are one swing hit or miss. The <Effect> in the call is what the target will suffer should the attack land and not be defended; the Strike portion of the call is to make it clear it is a weapon attack and only good for a single swing.

**Engulf:** This effect allows a creature to swallow a target whole. Each creature has its own count to use this effect. Once engulfed, a target immediately drops to -1 *Body Points*, and they may not be targeted with Skills/Abilities; until they are extracted.

**Environment Effects:** All harsh environments will cause difficulties for those not fully accustomed to living in the area. A Marshal will inform players if they are affected by a hostile

Environment, including the Level of the Environment. All hostile environments cause the *Fatigue* effect, the base time is for *Fatigue* to set in is 60 minutes, each level above level 1 will reduce the time by 5 minutes. The following list is the base penalties for environments though specific environments may have additional negatives.

| Environmental Penalties |                                               |
|-------------------------|-----------------------------------------------|
| Rank                    | Effect                                        |
| 1                       |                                               |
| 2                       | Difficult Terrain Run                         |
| 3                       | Encounter Damage- 1 Body/3 Physical           |
| 4                       | Distraction- 50% Increase Counted Action      |
| 5                       | Reduce Flurry by 1                            |
| 6                       | Difficult Terrain Walk                        |
| 7                       | Encounter Damage- 2 Body/5 Physical           |
| 8                       | Distraction- Cannot use Concentration actions |
| 9                       | Max Body Reduced by 2 points                  |
| 10                      | Difficult Terrain Move                        |

**Expendable Healing/Effect:** This refers to any effect that can only be used in limited amounts in a given time frame. This primarily includes *Signature Spell*, Potions, and times per reset skills/abilities; skills that do not affect this are one that have no limit on usage like *Healing Arts*.

**Evade:** This skill allows the character to *Negate* any attack with numerical damage as part of the call, excluding attacks with the *Massive* or *Surprise* Modifiers.

**Evacuate:** This skill allows the character to escape combat, with their allies, as per *Flee*. When used this is called as “*All Allies Flee*”.

**Fatigue:** This effect causes the character to be reduced to -1 *Body Points*. A fatigued character cannot be healed by any means. They may receive a *Lifespell* when appropriate but become immediately Fatigued. This effect is Metabolic.

**Fear:** This effect has a duration of 1 minute and causes the target to flee from the character who originated the effect. Once they have broken *Line of Sight* they may stop fleeing and act normally, but if they see the character who originated the effect before the duration expires, they must flee again. This is a Mental Effect.

**<Flavor Carrier> to Hit:** This effect makes a character invulnerable to weapon damage from all but a single source. Common “to Hit” requirements are: Silver, Magic, Fire, etc.

**Flee:** This effect allows a character to escape combat by running away, so long as escape is not physically blocked. This effect may also be used to Resist or Dispel any effect that would prevent running, such as Rot or Slow. Once a *Flee* had been used it takes the user 5 minutes to reenter the encounter they left.

**Fly:** This effect allows the character to fly through the air. No *Active Skills/Abilities* may be used while flying. Flying is represented by making the gesture of a circular motion over the character’s head with hand or boffer. It is a 5 count to take off or land from flying, during which the character may be targeted with attacks, this count may not be interrupted with damage, and leaves the user Helpless. While flying outdoors the character may not be the target of any effect that does not specifically

target flying targets, Such as *Voice Delivery* and *Gaze Attacks*.

**Fog:** This effect limits the vision of a character. While under this effect, the character is unable to make ranged attacks of any kind. This effect lasts 10 minutes.

**Forget:** This effect will cause a character to forget a certain period of time. All the character will remember from the frame of time is a blank spot in their memory.

**Formless:** Creatures will this Type have no solid features to them, and gain following Immunities: *Binding, Blind, Fog, Maim, Stun, and Slay*. Additionally, they can fit through any opening, though items they carry might not.

**Fumble:** A character under this effect will be unable to hold any physical objects in their hands or handle physical objects for ten seconds.

**Gaze Attack:** This effect is used to deliver an attack to a target with the character’s gaze alone. In order to use this effect, the character must maintain eye contact with the target for three full seconds, or may deliver this effect with a packet. At the end of the time or when the packet gets delivered the call is “Target Arcane Gaze<Effect>”.

**Glide:** This ability functions much like *Featherfall* with the difference that they can choose where to land so long as the location is lower than where they started and within 100 yards.

**Helpless:** This condition can be caused by a number of different sources and each may have some special rules that apply. While *Helpless* a target is susceptible to a killing blow, and often times cannot take any active actions.

**Hide:** This skill allows the character to become Hidden from normal view. This skill has several rules that must be followed for its use: First, in order to use this skill, the character must be next to an object that is stationary or cannot be easily moved, and the object must be larger than the player. Second, it takes a 5 Counted Action to enter Hide, which must be done while no one is actively looking at the character in game. Third, once in Hide, the character must place their hands in front of their chest (closed, with knuckles touching), and can stay there for up to an hour, though the character cannot move from their Hide location (other than minor shifting). While in Hide, they are aware of the world around them and can see and hear anything they would normally be able to. Leaving Hide simply takes a 5 Counted Action.

**Invisibility:** This effect is similar to the *Conceal* effect, with the major differences that it has a variable duration, and it does not end when the user moves or attacks. This effect can make the character a deadly foe as they are not able to be attacked but can still engage targets. While Invisible the character wears a **Green** headband to signify the effect.

**Kill:** This effect instantly sets the target to dead. Their four-minute death count begins immediately.

**Knockdown:** This effect does not render the target *Helpless*, but does prevent the use of Active Skills/Abilities as well as the target cannot walk during the duration, which by default is 10 seconds.

**Massive:** Massive damage affects the target if they are contacted in any way. This may not be blocked by a shield or a weapon. If used in conjunction with a Skill/Ability that allows multiple strikes, then all such strikes are Massive.

**Massive Size:** Creatures with this descriptor are very large and unusually strong. Creatures with this descriptor receive an additional +8 *Permanent Strength* for the purposes of *Breaking Free from Binding* or *Feats of Strength*, but not for purposes of damage calls.

**Natural Armor:** This effect gives the character armor points without the use of a Phys-Rep. These points will stack with all other forms of armor, but will not allow a character to exceed their maximum armor total. These armor points may be healed if a character is at full Body, in addition to all other rules that allow a character to refit armor.

**Nausea:** This effect causes the target to become sick and unable to use Active Skills/Abilities for thirty minutes. The target may move at a slow walk and may speak, but the condition of sickness should be role-played. If the condition is not role-played they target may not speak. This effect is Metabolic.

**Negate:** This effect allows the character to cancel an attack as it affects them, most commonly this defense is against a type of numerical damage.

**No Metabolism:** Characters with this descriptor have the following disadvantages: they die at zero body and may only be healed by specific noted effects; additionally, they may not use Potions or Elixirs. They also gain the following advantages: *Immune to Toxins (except Acid), Stun, Daze, Paralyze, Sleep, Unconscious, and Kill*.

**Non-Sentient:** Creatures with this descriptor are immune to Mental effects that are not type specific.

**Ooze:** Creatures with this descriptor have the following advantages: Immunity to Mental

effects, Metabolic effects, Unconscious, Shadow, Daze.

**Outsider:** Characters with this descriptor are from planes other than the prime, or have very close ties to them. These creatures are subject to the *Banish* ability.

**Pacify:** This effect will cause the player to be unable to incite or engage in combat.

**Paralysis-** The target of this effect becomes *Paralyzed* for the duration, 30 minutes by default. During the duration they are still aware of the world around them so long as they are also conscious, but cannot move, speak, or use *Active Skills*. This effect is Metabolic.

**Phase:** This effect allows a character to momentarily shift partially to another Realm, allowing them to negate a single attack of any type.

**Plague:** This is a Disease effect. The target of this effect may not be affected by any Restoration effect except Cure Disease. Additionally, if not cured, 2 hours after they are affected they will die and dissipate. This effect is Metabolic.

**Plant Sub-Type Affected,** creatures with this descriptor have the following advantages: immune to Mental effects, Toxins (except Acid), Stun, Unconscious, and suffer half damage from Fire effects. However, they also do not have a dying stage, and are dead when reduced to 0 *Body Points*.

**Possession:** Creatures with this ability can bond with a host, granting them some amount of control over the host and gaining the hosts body as a defense from attack. The process by which the creature can possess a target varies

and will be noted on the card, as well as how much control of the target they have.

**Purify:** This effect will remove all *Metabolic* and *Disease* effects from the target, no matter how they were generated.

**Reduced Effect:** This effect allows a creature to take lessened effects from damage or Skills/Abilities. When this appears on a character card it will be followed immediately by what the reduction is. For example, a character card may read "Reduced Effect: Mental/3 damage." This would denote that such effects are reduced to 3 points of damage.

**Reflect:** This effect will rebound an effect back onto the originator of said effect, making them the new target. This does not change the originator of the effect. The type of effects that can be defended with this ability will be noted on the card.

**Renew:** This effect allows the character to refresh Skills/Abilities of a target by touch. The effect will list specifically what Skills/Abilities are restored to the target.

**Resist:** This ability will be specifically noted what the character may use it against. *Resists* are considered a Passive Ability, and may be used so long as the character is Conscious. Common Resists include: Specific Effect, Delivery Type, or Family (Such as Binding or Mental).

**Reverent:** Creatures of this type are either of or have a strong connection to Deific power. This includes Gods, Demi-Gods, Ascendant, and the Devoted; all being greater deific power and any those that tied to them. Depending on the power they are tied to they will be *Vulnerable* to one of the energy powers of the game.

**Revive:** This effect allows the character to return to life from the Dead condition at its full Body total. Revive will have conditions listed to which it applies. First, the number of times per day the effect may be used. Second, are effects that can prevent the character from using this ability. Example: a troll may have Revive/Fire. Which means it will continue to revive until it is affected by a Killing Blow with the Fire Carrier.

**Rot:** This effect causes the target to move no faster than a walk. If not cured within six hours the target dies and dissipates. This effect is Metabolic.

**Scent:** This ability allows the creature to gather information based on the smells in the area. This also grants *Assist* for Tracking.

**Sentient:** This descriptor denotes the ability to understand the common game language under normal circumstance, and allows them to communicate. Most sentient characters are subject to Mental effects.

**Shun:** This effect cause a target not be able to approach within 10' of the caster, nor may they attack the caster in any way. This effect will cause the target to avoid the caster for the duration, meaning if the caster moves toward them they must move away. This however does not force them into a corner, in such a case if the only way to move away from the caster is to walk past them to get out into the open they can. The creature may still attack people other than the caster. This effect is on the target and not the caster. Dispelling the target will rid them of the effect. This effect is both a Mental effect.

**Slay:** This effect deals 10 points of damage to the target.

**Slow:** This effect slows the characters actions; reducing them to a 3 seconds delay between attacks, this includes Melee and Ranged weapons, as well as Bomb, Vials, Spells, and activated special abilities; additionally they cannot run. This has a duration of 1 hour, and the cure is based on the delivery method.

**Slumber:** This effect causes the target to fall unconscious. This affects targets that are immune to the Sleep effect. This effect may be ended by shaking the target vigorously for five minutes, or Break Enchantments; otherwise, the effect has duration of permanent.

**Small Size:** Creatures of this size are those around the size of a large dog. Their monster stats are one-half that of the base creature.

**Snare:** This effect causes the target to become unable to move, suffering the effect of a *Natural Pin*.

**Soar:** This ability is grants the creature the *Fly* ability, with the alteration of they can take off and land instantly, negating the normal 5 counted action.

**Soul Jar:** The ability is a powerful effect that traps some portion of the targets *Spirit* within an object. This has a number of effects, first the character has their effective *Death* total increased for the purposes of *Resurrection*; as well add 5 *Negatives* to the roll if the object is not present.

**Stun:** This effect renders the target helpless and unable to use Skills/Abilities for 10 minutes, though they can still hear what is going on around them. This effect may be removed by *Smelling Salts*, or shaking the target vigorously for one minute. This effect is Metabolic.

**Subtype<Flavor>:** This effect denotes a creature's tie to a certain elemental property. Creatures with this are healed by the subtypes flavor and Vulnerable to another flavor.

| Subtype | Vulnerable |
|---------|------------|
| Fire    | Water      |
| Water   | Wind       |
| Wind    | Stone      |
| Stone   | Fire       |
| Spirit  | Shadow     |
| Shadow  | Spirit     |

**Summon/Create Creature<Type>:** This effect will summon or create a creature of the listed type. These effects are at plot discretion. The character generating this effect must supply the player to Phys-Rep the Summon/Created creature. If the creature leaves Line of Sight from the character who Summoned or Created it for ten seconds, or the caster dies the effect ends immediately. Summoned/Created creatures are under control of the character who generated the effect. A character may only have one Summoned/Created creature at a time.

**Summon Weapon<Type>:** This effect creates a weapon of the listed <Type>. This weapon causes only damage of the <Type>. The weapon created may take any for there is an appropriate Phys-Rep for.

**Surprise:** This effect makes an attack difficult to defend against. Only Passive Skills/Abilities, such as *Resist*, may be used to defend against an attack with this effect.

**Swarm:** This descriptor denotes a creature is made up of many smaller monsters or separate parts. This causes all attacks to only harm a single part of the whole. Monsters with this ability often have a *Damage Cap* but addition

any attack that has an Effect instead deals a single point of damage.

**Terror:** This effect causes the target to be unable to move from their current location and only defend themselves for 10 seconds. This effect is a *Fear* effect and Mental.

**Thrall:** This effect functions an Enslavement effect with a permanent duration. This effect may only be removed by *Break Enchantments*, *Dream Eater*, or Resurrection. The character who generated the Thrall effect may issue Psionic effects to the target that may not be resisted. This effect is both a Mental effect.

**Toxins:** This term refers to *Disease* and *Poisons* that are either attacks or effects upon a character.

**Trackless Step:** This effect makes the character untraceable. They do not leave footprints of any kind unless they choose to. This makes tracking the character extremely difficult.

**True Sight:** This effect allows the character to see things as they truly are. This effect sees through *Invisibility*, *Disguise*, and *Illusions*, and other magical effects at plot discretion.

**Undead:** Creatures with this Type are created from corpses of the living. They have the advantages: *No Metabolism*, *Immune to Mental*, and *Immune to the Slay effect*. Their disadvantages are that they crumble at zero *Body Points*, *Vulnerable: Lightning*, *Vulnerable: Healing*, and *Life* effects reduce them to 0 Body.

**Unshatterable-** These items are *Immune to Shatter* effects, and *Destroy* effects only give the item the *Broken* status instead of the normal effect. Additionally, these items cannot be broken by a normal Feat of Strength but can still be broken by a creature with +10 *Strength*.

Other methods may exist to destroy them. This is added to a weapon or armor that has already been created.

**Venom:** The target of this effect loses the ability to use Skills/Abilities for 1 hour, if this effect is not cured before the end of that time the targets status changes to *Dead*. This is a Metabolic effect.

**Vermin:** These characters are commonly insects or insect-like. They have advantages of immunity to Mental effects and Toxins (except Acid).

**Voice Control<Type>:** This effect allows the character to announce "Voice Control <Type><#>" where <Type> denotes what they may control and <#> is the maximum level of the target allowed. All characters who hear the effect may be affected. Non-Sentient characters affected are enslaved by the character. Sentient characters must be affected by this effect each time they are given a command. This may also be delivered as a single target ability.

**Vulnerable:<Flavor>:** This effect causes the creature to take double damage from the listed <Flavor>. A target who is *Vulnerable* to a flavor will always be affected by these attacks, even if they have *To Hit* on their card.

**Weakness:** This effect will reduce the target's damaging by 3, to a minimum of 1. This is a *Curse* effect.

**Wound:** This effect reduces the targets maximum *Base Body Points* by up to 3 points, cannot reduce a target below 1 *Base Body Points*. This effect will stack with itself and other effects that reduce *Base Body Points*. This effect lasts until cured. This effect is Metabolic and a Disease.

**Water Combat:** Combat underwater has several rules that differ from the norm. Each step underwater requires a three count, though this does not need to be vocalized. All weapons, Fire Traps, and Massive Mechanical Traps deal half damage underwater. Spells may only be touch-cast and require both hands to be free. Physical Ranged Attacks and Guns do not function under water. A character may hold their breath for two minutes if they are not in combat, but combat reduces this time to a single minute. If a character runs out of breath, they are unconscious and begin to drown, becoming dead after a minute.

**Water Movement:** This ability allows the character to suffer no movement or combat restrictions while in or underwater, this does not grant the ability to breath underwater.

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## Information Charts

| Effect Families   |                      |             |           |
|-------------------|----------------------|-------------|-----------|
| Binding           | Diseases             | Mental      | Metabolic |
| Pin               | Rot                  | Sleep       | Berserk   |
| Bind              | Plague               | Charm       | Paralysis |
| Repel             | Wither               | Command     | Stun      |
| Shackle           | Vampiric             | Fear        | Nausea    |
| Web               | Wound                | Terror      | Venom     |
| Entangle          |                      | Horrify     | Daze      |
| Push              |                      | Dragon Fear | Fatigue   |
| Entangling Strike |                      | Dragon Rage |           |
| Binding Strike    |                      | Despair     |           |
|                   | <b>Extraordinary</b> | Enslavement |           |
|                   | Slow                 | Feeblemind  |           |
|                   | Nightmare            | Psionics    |           |
|                   | Weakness             | Shun        |           |
|                   | Silence              | Thrall      |           |
|                   | Spinneret            | Slumber     |           |
|                   |                      |             |           |