

## Classes

**Bard: Hidden Lore:** This has been moved to a base class feature, from being an Advanced skill

**Caller:** Changed their bonus class skills to Knowledge (Nature) and Underwater Combat

**Champion: Minor Rework: Armored Core:** While wielding a shield the character gains additional armor points. These points go above the character maximum and are refit with their normal armor. As long as they are wielding a shield they gain 10 additional points of armor.

**Guardian: Adaptive:** This has moved to a base class feature, from being an Advanced Skill.

**Evoker: Planar Surge-** Added duration of 5 minutes or one Encounter.

**Magus: Channeled Power:** Magus use their weapons as spell casting implements through the use of the *Channel* skill. This skill can be used 3 times each reset at 1<sup>st</sup> level plus an additional time for each 3-character levels after that, (IE. 1st, 4th, 7th, and so on.). Characters can freely Channel their 1st-3rd level Spell Slots, and only expend a use the *Channel* ability for their 4th-9th level Spell Slots. This does not prevent the character from throwing their *Spell Slot* effects. **Spell Pool-** Magus by default cannot throw their Spell Pool, but can deliver it with *Channel* without expending their daily uses.

**Monk: Removed Skill:** Improved Unarmed Combat. Base class feature updated. **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 *Special Attacks* with brawling weapons. Additionally, Monks can use up to Medium length Brawl weapons.

**Paladin: Lay Hands:** This effect has been normalized to always heal 30 points.

**Ranger: Skilled Hunter:** This has moved to a base class feature, from being an Advanced Skill.

**Trickster: Poison Use** This has moved to a base class feature, from being an Advanced Skill, wording has also been updated. **Poison Use:** This skill allows the character to apply Blade Poisons, without need of the *Chemistry* skill, to a weapon so that they can be used later. Up to 1 *Blade Poison* can be stored per base damage of the weapon. In the case of *Vorpal* the weapon gains the effect of the *Blade Poison* for all attacks leading up to a successfully landed attack; for all other *Blade Poisons* it is consumed on the next swing hit or miss. This skill takes a 10 counted action to safely apply each poison to the weapon. If placed on Ranged weapons the effect is only good for a single attack hit or miss.

**Trickster: Skill language modified and updated. Deft Blows:** This ability allows the Trickster to use deception when teaming up on foes in melee. This increases their damage with melee weapons by 1 point when engaging enemies with their allies.

## Skill (Changes)

### Agility (Mastery)

Changed from Utility Special Attack to Mastery Skill

### Assassinate

This skill allows the character to deal a very damaging weapon strike to a target from behind. When used successfully the target will suffer 100 points of *Critical* damage.

### Alter Magic (Ley Magic)

This Ley Magic skill allows the character to convert their unused Combat Slots into raw magic. In addition to the normal 2 Ley Points used to activate this skill the character also expends up to 3 levels of Combat Slots. Each level of Combat Slot spent gives the character 3 levels worth of Spell Slots they can cast, up to 9 total levels. These Spell Slots must be used in the next 5 minutes or Encounter, or they are considered expended and lost.

### Aura Blade (Utility)

Changed from Mastery skill to Utility Special Attack (Advanced)

### Aura Emulation (Ley Magic)

This skill allows the character to funnel their magic outward as a defense in response to a successful melee weapon strike. This is an Active defense, and therefore cannot be used against *Surprise*. Skills or abilities that prevent the strike from making contact, such as *Dodge*, *Parry* or *Magic Shield* will prevent this skill from being used. To use this skill, the character expends 1 *Ley Point*. The call for this defense is "Magic Aura <Flavor>", which will automatically strike the attacker, dealing 30 points and the flavor is based on the characters Spell Pool. This aura can be negated by appropriate defenses.

### Avoid Trap (Utility)

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.

### Blitz (Utility)- Rework from Strike

This skill allows the character to land heavy blows with their weapon. When used, the character gains 4 *Blade* effects that deal +5 damage. These *Blade* effects must be used on all swings following the skill's activation until they are all expended. This is a *Temporary Damage* effect.

### Bending Reed (Mastery)

By focusing the chi in their body, a Monk is able to lessen the impact of weaker blows. This skill grants the character *Threshold 5*, lasting for 5 Minutes or one Encounter.

### **Blitz (Utility)- Rework from Strike**

This skill allows the character to land heavy blows with their weapon. When used, the character gains 4 *Blade* effects that deal +5 *Temporary Weapon Damage*. These *Blade* effects must be used on all swings following the skill's activation, and each of these *Blade* effects lasts until a legal weapon blow is landed.

### **Chi Strike (Mastery)**

Changed from Utility Special Attack to Mastery skill

### **Elemental Strike (Utility)**

When this form is activated the character will gain a 4 <Flavor>*Blade* effects that have +5 *Temporary Weapon Damage* bonus and the <Flavor> choice of Fire/Stone/Water/Wind. These must be used on the attacks following the skills activation, and each of these *Blade* effects lasts until a legal weapon blow is landed. This skill can only be used with *Brawl* weapons.

### **Encore (Mastery)**

This skill 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 *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.

**Energy (Removed)** Replaced with **Combat Slots** This skill allows a character to use their *Special Attacks*. Each time a *Combat Slot* is purchased, a character can use a *Special Attack* of that Tier once each reset. Each time a character purchases a *Combat Slot* they gain a new Basic *Special Attack*. There are a few rules for how to buy slots; first you can never have more slots of a higher level than a lower level, and second each character is limited to a maximum number of Tier 1 *Combat Slots* they can purchase, which can be found in the Class Descriptions.

### **Expose Armor (Utility)**

This skill will reduce the targets physical armor (does not affect spells or *Natural Armor*) to 0 points; though this does not *Breach* the armor. This attack is delivered as "<Target>*Voice Expose Armor*". While not standard, this attack can be negated with the *Weapon Ward* skill.

### **Feint (Offensive)**

This skill allows the character to add the "*Body*" Modifier to their next 2 melee weapon attacks, hit or miss.

### **Instill Rage (Mastery)**

This skill allows the character to incite an ally into battle frenzy; granting them *Immunity* to *Fear* and *Sleep*, +2 *Permanent Weapon Damage*, and +10 Body Points; however, they must continue to engage enemies until there are no enemy targets remaining. If used on oneself the effect is much weaker granting only +2 *Permanent Weapon Damage* and *Immunity* to *Fear*. This effect will last for 5 minutes or an Encounter.

### **Manticore Shot (Offensive)**

This skill allows the characters to unleash toxic ammo that weaken their foes. The characters next 3 ranged attacks become "Poison Weakness". Each of these attacks is one shot hit or miss.

### **Move Silent (Utility)**

This skill allows the character to take brief actions without creating any In Game noise, which can be done in a number of ways: First, the character can move up to 15 steps while in *Hide* and remain *Hidden*. Second, the character can make up to 2 (two) attacks from *Hide*, adding the "Surprise" Modifier and remain *Hidden*. This skill is considered *Passive*.

### **Overpower**

This skill allows the character to deal almost unstoppable damage against his foes for a single encounter. When activated the characters next 4 swings will deal double damage and gain the "Massive" Flavor Carrier. This skill can only be used with Great Weapons.

### **Penetrating Magic (Ley Magic)- Skill Update**

This skill allows a character to add the "Body" Modifier to the next two uses of *Spell Pool*. This does NOT affect the rest of your current pool. This skill costs 1 *LeyPoint* to use.

### **Pierce (Offensive)- Skill Update**

This skill adds the Flavor Carrier "Pierce" to the characters next 4 ranged weapon attacks. This effect causes the attack to function as a normal hit, even if it is blocked by a shield.

### **Power Shot (Offensive)- Skill Update**

This skill allows the character to fire a deadly volley. The characters next 4(four) ranged attacks gain a +10 *Temporary Damage* bonus. Each of these attacks is one shot hit or miss.

### **Recovery- Skill Update**

This skill increases the amount of healing received from Expendable Healing effects by 5 points. If the character additionally has the *Toughen* power the bonus is increased by an additional 5 points (+10 total). This skill can only be purchased once.

### **Rugged (Defensive)**

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 suffering the effect resisted.

### **Shield Wall (Mastery)**

This skill allows the character to take a defensive stance to shrug off damage. While the stance is active, the character will gain *Damage Cap* 5, lasting for an *Encounter* or up to 5 minutes, or

they become *Helpless*. Additionally, the character cannot use *Offensive Special Attacks* until this skill has ended.

### **Snare (Mastery)- Skill Update**

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 greenrope/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.

### **Sneak Attack- Skill Update**

This skill affects the next 2 weapon swings once activated.

### **Song of Fluidity (Mastery)- Skill Update**

This skill allows the character to give a quick performance that affects up to 3 targets within melee weapon range, excluding the performer. This skill unlocks the chains of magic allowing it to flow much easier, for those affected. The targets of the effect gain two distinct benefits for a single spell they cast during the next hour of Module; First they gain a single use of *Hasten Magic*, and second the spell affected consumes a *Spell Slot* two levels lower than normal, to a minimum of 1.

### **Unbound (Defensive)**

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*.

### **War Cry (Utility)**

This skill 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 causes the next *Special Attack* used by target allies to consume a *Combat Slot* 1 level lower than normal. This effect does not stack with itself, does NOT affect the user, and lasts until a *Special Attack* is used, or until the end of combat.

## **Skills (Additions)**

### **Blade Shower (Offensive)**

This skill allows the character to damage all enemies near-by with a quick flash of knives. To use this skill the character announces their normal *Backstab* damage and adds the *Body Burst* Modifiers. Example: "10 Normal Body Burst", this attack will hit all enemies in melee range.

### **Crippling Strike (Offensive)**

This ability allows the character to deliver a blow to a target that has almost instant and lasting effects. This attack is delivered with the call "Crippling Strike" and a single weapon swing hit or miss. This will cause the affected target to be unable to move faster than a walking pace, for the remainder of the encounter

### **Envenom (Mastery)**

This skill allows the character to maximize the effect of their poisoned weapons. When activated the character gains a duplicate of all Blade Poisons currently on the weapon; all stacks of Blade Poison will expire at the end of the Encounter if they are not used. Example, if the character's weapon had 2 Paralysis Blade Poisons on it, it would instead become 4 total; however they all expire at the end of the Encounter.

### **Hunter's Call (Mastery)**

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 can not be used in combat.

### **Ignite Magic (Mastery)**

This skill allows the character to temporarily increase their maximum *Spell Pool*. When used, they will gain 25 *Spell Pool*, and can sacrifice up to 10 levels of *Spell Slots*, gaining 5 *Spell Pool* per level of *Spell Slot* sacrificed. This increase will last for up to 5 minutes or one Encounter and will refresh along with the rest of the character's *Spell Pool* for the duration.

### **Impale (Utility)**

This skill allows the character to add a powerful pull to their ranged attacks. When used the character increases their Base Weapon Damage by 2 points and can add the *Critical* Modifier to their next 10 ranged weapons attacks.

### **Impunity (Defensive)**

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.

### **Paralyzing Strike (Offensive)**

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

### **Shatter Strike (Offensive)**

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.

### **Song of Guidance (Utility)**

This skill allows the character to give a quick performance that affects up to 3 targets within melee weapon range, excluding the performer. The targets will gain 1 Temporary Common Knowledge Point; or grant the target 1 additional success bead on their next bag drag. This effect lasts for the next Hour or Module, or until used.

### **Song of Inspiration (Utility)**

This skill allows the character to give a quick performance that affects up to 3 targets within melee weapon range, excluding the performer. The targets will gain +1 Permanent Weapon Damage or 25 points of Spell Pool for 5 minutes or an Encounter.

### **Deterrence Skills**

These skills will allow the character to avoid potentially hostile encounters, or at least give the party an upper hand, while on Modules or Encounters that Marshals deem appropriate. These skills can only be used prior to the start of combat and cannot be activated once combat starts since they will either negate the encounter in some portion, or will greatly affect the opposing forces and they will need to have their stats adjusted. These can be used once each *Reset* per purchase.

### **Sudden Storm (Deterrence)-**

Pulling on the natural forces around you, you summon up dense fog and high winds giving your party cover as you slip past a potential fight, this allows your party of up to 10 players to move past the encounter without engaging. This skill only works while on Modules set in a natural terrain.

### **Good Will (Deterrence)-**

By channeling your healing power you give of a calming aura that causes potential hostiles to ignore your party as you avoid them, this allows your party of up to 10 players to move past the encounter without engaging. This skill only works when dealing with sentient living creatures.

### **Peaceful Minded (Deterrence) -**

By releasing your positive Chi you can temporarily soothe your would be foes, causing them to drift and ignore your party as you skirt past them, this allows your party of up to 10 players to move past the encounter without engaging. This skill only works when dealing with living creatures.

### **Warning Signs (Deterrence)-**

The signs are everywhere if you are looking for them. You can pick out tracks quick enough to notice a bad situation before you walk into, allowing you to find another route. This allows your party of up to 10 players to move past the encounter without engaging. This skill only works so long as there is another way to proceed.

### **Strike a Chord (Deterrence)-**

Music soothes the savage beast and does not stop there. With a short performance you cause certain target types to drift into an entranced state, this allows your party of up to 10 players

to move past the encounter without engaging. This skill only works when dealing with creatures that are not *Immune to Mental Effects*.

#### **Planar Repulsion (Deterrence)-**

By channeling elemental energy you temporarily push certain creature types back to their home plane. This allows your party of up to 10 people to move past an encounter without engaging. This skill only works when dealing with creatures of the following types: Construct, Elemental, and Outsider.

#### **Guarding Light (Deterrence)-**

By channeling positive energy you create a temporary field that conceals you from certain creature types. This allows your party of up to 10 people to move past an encounter without engaging. This skill only works when dealing with creatures of the following types: Abomination, Deathless, Shadow, and Undead.

#### **Shroud of Night (Deterrence)-**

This skill allows the character to conceal their party and move a short distance without being noticed. This allows your party of up to 10 people to move past an encounter without engaging. This skill requires some amount of cover, shadows, or darkness.

#### **Take Cover (Deterrence)-**

This skill allows the character to change the battlefield by drawing fire. When used it will affect up to 10 target enemies in the next Encounter. This skill will remove up to 2 *Strikes* from the targets.

#### **Elemental Flux (Deterrence)-**

This skill allows the character to change the battlefield by unleashing powerful elemental magic. When used it will affect up to 10 target enemies in the next Encounter. This skill will reduce armor by up to 20 points from the targets.

#### **Bull Rush (Deterrence)-**

This skill allows the character to change the battlefield by charging headlong into the fray. When used it will affect up to 10 target enemies in the next Encounter. This skill will remove up to 1 defense from the targets.

#### **Nature's Ire (Deterrence)-**

This skill allows the character to change the battlefield by channeling the power, when used it will affect all enemies in the next Encounter. This skill will remove up to 1 offensive weapon skill from all hostile targets, up to 10 targets in an Encounter.

## **Powers**

### **Broaden Specialization**



Prerequisite: *Specialization*

This power allows the character to apply their *Specialization* bonus to all weapons they are proficient with.

### **Conduit\***

Prerequisite: None

This power allows the character to use the *Channel* Class Feature 3 additional times each reset.

### **Critical Strike**

Prerequisite: *Blitz*

When the character uses the *Blitz*, *Overpower*, or *Slay Strike* special attacks, they may add the *Critical* Modifier to the damage call.

### **Devotion**

Prerequisite: Must be a member of an Order or Attunement

This power reflects the character's faith or investment into an Order or Attunement and grants them 6 Favor with the selected group. Once chosen the power can NEVER be removed by effects like *Obliterate Mind*.

### **Improved Concentration**

Prerequisite: None

This power improves the characters' ability to stay focused on a task even with outside disturbance. This makes the character *Immune* to *Cheap Shot*, and while using a skill or ability that requires *Concentration* to maintain, taking damage will not interrupt them.

### **Improved Familiar**

Prerequisites: *Create Familiar*

This power allows the character to manifest a more powerful Familiar. Granting them 5 points of *Spell Pool* and a benefit based on the flavor of the familiar.

- Fire- Increases the character's *Spell Pool* by 5 Points.
- Water- Increases the character's *Spell Cap* by 5 points.
- Wind- Grants the character the *Evade* skill once each reset.
- Stone- Increase the character base *Body Points* by 5.

### **Next Best Thing**

Prerequisite: *Specialization*

This Power allows the character to use expired weapon tags as if they were not expired, so long as the weapon has been expired no longer than 2 months.

### **Researcher**

Prerequisites: At least one *Knowledge (Area)* at Rank 4

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. Additionally, characters

with an Advanced Production skill may also research up to two Advanced Recipes at the same time, instead of only one.

### **Shadow Strike**

Prerequisite: Conceal, *Move Silent*

This power doubles the effects of the *Move Silent* skill, allowing up to 30 steps or 2 attacks while remaining *Hidden*.

### **Spell Focus I, Spell Focus II, Element Exclusion**

Added the text: This also increases the characters *Spell Cap* by 5 points.

### **Strong Arm**

Prerequisites: Champion

This power 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* Modifier, 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.

### **Trapper**

Prerequisite: *Hunter's Call*, *Snare*

This Power improves the *Hunter's Call* and *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 *Natural Web*. For *Hunter's Call*, the uses of the skill can be used at NPC Camp to gather Foodstuffs (up to 10 Common Foodstuffs, or 2 Uncommon Foodstuffs).

## **Heroic Powers**

### **Diamond Skin (reworked from Ignore Pain)**

Prerequisite: Monk

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 each reset.

### **Escape Plan**

Prerequisite: Trickster

This Power augments the *Conceal* skill so that it can be used so long as the character is conscious, under their own control, are not bound, in a *Prison*, or *Petrified*. This also makes use of the skill a *Passive* ability. In addition to the normal effect of *Conceal*, if the character stays concealed for the full 10 seconds, all negative effects will be removed from their person that do not have Instant or Permanent duration. This will also not remove *Derangements*.

### **Hardened Training**

Prerequisite: Soldier

Years of service and training have honed your prowess to the point that you can push yourself beyond your own ability. This Power grants the character either two *Tier 1 Combat Slots* or 5 *Spell Pool*. The character must already possess at least the same amount base of the source they choose.

### **Improved Parry**

Prerequisite: *Parry, Knowledge (Warfare) Rank 2*

Through extensive training and study, the character has learned to defend themselves from a larger array of attacks. This Power allows the character to use *Deflect, Parry, and Riposte* against weapon delivered attacks with a Delivery Type, however, they can only do this for attacks that target only themselves.

### **Mana Tap**

Prerequisite: Evoker

This Power allows the character to fully utilize power stored into *Mana Gems*. While normally such items store *Spell Levels*, a character with this Power can refresh their *Spell Pool* by expending only 7 points (*Spell Levels*) of the gem. Additionally, this power reduces the *Knowledge Point* cost for tapping a Ley Line by 1, and reduces the time by 5 minutes.

### **Strike the Wicked**

Prerequisite: *Paladin, Signature Spell II, Turn Outsider*

This Power changes the character's use of *Spell Pool*. When purchased, the character can deliver their *Spell Pool*, and only their *Spell Pool* with the *Magic* Delivery Type via weapon, as an attack. To use their *Spell Pool* in this way, the call is "Magic X Healing" and then swinging their weapon. The *Spell Pool* points are expended regardless of if the attack hits or misses. This follows all the normal spell rules for affecting a target, as well as the *Flurry* rules for weapon swings.

## **Spells and Magic**

### **Spell Pool and Spell Cap**

A Spell Pool grants the character a pool of Magical Healing/Damage. This grants the character a pool that will heal/damage the target and can be used in multiples of 5 points, and is cast with the incant "I Summon X <Flavor>", where X is the amount of damage/healing, and Flavor is Healing for Spirit casters, or Fire/Stone/Water/Wind for Elemental casters. Callers are the exception to this, as their Signature Spell grants them a pool of *Natural* damage called as "Natural X Lightning". Example: A Healer could use 15 points of healing in one cast to generate "I Summon 15 Healing". To recharge their *Spell Pool*, the character must spend 3 minutes *Concentrating*."

### **Spell Cap**

This refers to the most damage and healing that can be done in a single casting. This number by default is 20 points for Caller, Evoker, Healer; and 10 points for Magus and Paladin.

### **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 incantation 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.

### **Life Spell**

Type Change to Healing

### **Cure Poison- Name change to Cure Metabolic**

This change is to clear up the confusion between poison effects and the *Poison Delivery* Type.

## **Production**

**Weapon and Armor durations:** Weapons and armor have a duration of 1 month for each time the component cost is paid (maximum of 1 year), however, this does not increase the time to craft the item. For example, a Rank 2 weapon with the duration of 6 months would require 6 times the listed component cost to create.

**Cooking: Minor Change:** Cooking allows for the creation of food items that can be consumed and give some benefit. Unless otherwise stated the time required to consume a food item is; 2 minutes for Minor, 5 minutes for Standard items, and 10 minutes for Major items. The following entries are the known recipes in game, though others do exist.

## **Forge Item**

### **Major Magic Weapon**

This spell enchants a normal weapon so that it now has the damage *Flavor Magic* added to its call, and will increase the Base Damage of the weapon by 1 point. This replaces weaker damage *Flavors* such as *Normal* and *Silver*. Additionally, once each encounter the character can use a Blade effect that grants +5 *Temporary Damage*.

## **Order/Attunement Abilities**

### **Smite**

This ability allows the character to deliver a heavy blow against their target. It is used by calling "Arcane Smite" and landing a legal weapon blow. This attack deals 100 points of *Spirit* flavored damage to the target. This attack is delivered with a weapon and is one swing, hit or miss.

### **Harm Touch**

This ability is used with the call "Arcane Harm Touch <Fire/Stone/Water/Wind/Iron>". This will deal 75 points of damage to the target and will heal the character for an equal amount, up to their maximum Body Points. This attack is delivered with a weapon and is one swing, hit or miss.

## **Appendix 9: Level 21+ Skill Point Chart**

Base Body will no longer be gained past level 20.

## **Appendix 2: Knowledge Area**

### **Knowledge (Dragons) Rank 5:**

Gain Immunity to (Fire/Wind/Water/Acid/Stone) for 5 minutes or 1 Encounter, and gains *Vulnerable* to the opposing flavor. Can only be used once per hour or Module.

### **Knowledge (Titans) Rank 5:**

Activate Titanic Might for 5 minutes or one Encounter. This sets the characters *Permanent Strength* to +10 for *Feats of Strength*. This also allows the character to *Break* others *Free* from *Binding* effects without sustaining any damage.

## **Glossary of OOG Terms**

**Bag Draws Replaced with: Contested Roll:** Some skills test the player's skill against a set objective, namely Disable Device, Resurrection, and Tracking. To determine the success or failure of such the following steps are taken. First the player adds up all of their bonuses, and then subtracts the negatives set by the Marshal, task, or the item being worked on. If the total modifier is positive the player will add it to their roll, if negative it plays no real effect unless the total is -10, in which case the character will automatically fail the roll. Next the character will roll a D10 and add their modifier, if positive, if the combined total is 10 or better then they succeed on the challenge.

## **Glossary of Effects**

### **Burst**

This effect allows the character to affect all enemy targets in melee weapon range. Any Skill/Ability may be used with Burst. Skills/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*.

### **Compulsions**

These are Mental effects that take away the character's free will and cause them to take actions they would not normally take.

### **Disease- Effect Rename**

The effect has been renamed **Rot**. This change is to keep Disease as the Family type with no confusion on the effects.

### **Metabolic**

This family of effects has been updated and changed on the chart to align with the changes to the Cure Metabolic spell.

### **Silent**

This Modifier goes at the beginning of an attack, instead of the end. Attacks with this Modifier and any defense called against the attack will make no In Game noise.

### **Snare**

This effect causes the target to become unable to move, suffering the effect of a *Natural Pin*.

### **Ward**

This Flavor Carrier will deal double damage to any target that has *Vulnerable:<Flavor>* listed on their card.

## **Miscellaneous**

**Contested Roll-** The skills Track, Disable Device and Resurrection will all be using this system instead of the Bead Draw rules

**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 readjusted 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 can be readjusted with a 1 minute counted action, and has its value reduced to 50% of its maximum, until *Repaired, Rebuilt, or Refitted* (the appropriate time limits for each of these effects still take priority). This is a visible action.