Fallen Empires

Core Rules Handbook v6.2.2

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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 Unicorn. 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 Athgar the Mage when you wear jeans and a Lakers sweatshirt. Changing into your costume helps you get into the Role of the character you are playing.

Costuming does not need not to be expensive. It might be as simple as a plain t-shirt and similar color sweat pants, 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 looking, will detract from your game experience. Please keep your expected activity level in mind when you design your costume.

One important aspect of costuming is making sure you look like your character's race. If you are playing an Elf, you will wear ear tips. If you are a Male Dwarf, you will have a very definite beard.

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 to 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 Races, 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 races, 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 understanding. For clarity and brevity, though, the remainder of this rulebook uses "you" and "your character" interchangeably.

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 spell caster. Once you have a concept in mind, choose a race, 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 Race. Each race has its own unique role-play opportunities and In Game history. Once you have selected your character's race, you can find more information about them in the race 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 thirteen 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 SP cost of buying the skill and any prerequisites that may be. All characters can learn Basic skills that appear on their class chart and from the Everyman Chart, by simply spending the listed number of skill 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 opportunities to grow your character in ways beyond what is available at creation. A mage 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.

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 Kristoff of Hillsborough, 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 five extra SP for new characters.

Skill Resets

Several skills and abilities have a limited number of uses each reset, 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, as well as a clip of tags. The character sheet will have blocks of dots, labeled reset1,reset 2, and so on for daily abilities and the tags will be for. At game start, all players begin using the reset 1 block. At any time during the event, a player can spend 10 minutes concentrating to change to the next reset block of dots. When this is done, all unused skills from the previous set are considered used. This feature is in place to allow players to control when they need to reset their skills to fit better into their event activity. Since the game cannot always have everyone using up their skills at the same time like clockwork, this gives the players more flexibility.

Beginning a New Character

When you start a new character, you will start with the following, unless your race or background says otherwise:

- 30Skill Points (SP) to spend on Basic skills from your Class chart and the Everyman chart.
- 1 Power.
- Read/Write Common.
- 1 Rank of Knowledge of your Race.
- 5 silver pieces.
- 1 Recipe for each level of *a* Production skill purchased.
- Weapon tags for up to 2 weapons
- 1tag for a suit of armor up to the character's starting maximum armor points.
- A Standard Spellbook with 1 spell for each Spell Slot purchased.

You will also receive 1 day's production for any production skills you have, but only items crafted of base production materials, meaning no advanced items.

New Character Rewrites

Sometimes a race 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 Skill Points (SP)	Base Body Points (BP)			
		Champion Gladiator Monk	Guardian Paladin Magus	Trickster Ranger Bard	Artisan Caller Evoker Healer
1	0-10	8	5	4	2
2	11-20	9	6	5	2
3	21-30	11	7	5	3
4	31-40	12	8	6	3
5	41-50	14	9	7	4
6	51-60	15	10	7	4
7	61-70	17	11	8	5
8	71-80	18	12	9	5
9	81-90	20	13	9	6
10	91-100	21	14	10	6
11	101-110	23	15	11	7
12	111-120	24	16	11	7
13	121-130	26	17	12	8
14	131-140	27	18	13	8
15	141-150	29	19	13	9
16	151-160	30	20	14	9
17	161-170	32	21	15	10
18	171-180	33	22	15	10
19	181-190	35	23	16	11
20	191-200	36	24	17	11
21+ (Cap 40)	+10/per	--	--	--	--

Earning Skill Points

There are three ways a character can earn Skill Points. Each time a character attends a game they will earn a set number of Skill Points (SP), at the end of the event based, on their character level at check-in:

- Levels 1-5earn 4 SP each game
- Levels6-10 earn 2 SP each game
- Levels 11+ earn 1 SP each game

Each game a player can pay an additional $10 when they pay their normal game fees to earn one (1) extra SP.

A character can gain extra SP at the close of an event by using Crowns and In Game money. The cost for this is five(5)Silver/Crowns times their current level per extra SP. These additional SP are purchased 1 by 1, at the point that enough are purchased to push the SP total into a new level then the cost of each SP will increase as well. With Crowns only 2 SP can be purchased this way each month, though there is no limit to SP purchased with Silver. SP is added in this order: Crowns>Silver>Event SP.

Under normal circumstances players can only receive SP 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 SP for that event. However, they do not gain Production Points or Favor for that event.

What follows are common races of the game world. While there are many other game races, these starting races are ones that have very large populations and settlements stretched out across the globe. Each race has its own set of racial abilities that help keep them unique. In addition to the advantages listed, all characters begin with a level of Knowledge (Area) for their race. This is to reflect your upbringing with your own kind. Players can of course choose to not gain this benefit for their own role play reasons.

Deep Elves

"*Like shadows in the night they move as the darkness. I could not be certain, but I am almost sure that I saw one step from the shadows themselves. To say they will give you chills and nightmares might be too little. "*

-Kias the Sage

Advantages

- Resist Magic- Deep Elves receive 1 resist at 1st level and every 10th level for free, and may purchase more.

Disadvantages

- Make-up of Elf Ears, and White Skin
- By 10th Level must purchase at least or 2 *Craftsman* or *Knowledge* skills.

Role Play

From deep within the world's mountains this race of nearly unknown elves emerges. While they are technically elves, the only similarity they have with their distant cousins the High Elves is the pointed ears. Until 500 years ago no one on the surface even knew of their existence, and even the dwarves of the mountains thought them but myths and tales of the boogie man. But they are as real as the sun in the sky.

Hailing from a very strict society of clans and houses, they are bred to have little to no fear and to follow under their leaders with blind devotion. Even in death the glory of the empire is all that drives them. Those that have set out from the homelands have done so with set purpose no doubt, always calculating their next move like a chess game. While many would whisper they seek to overtake the surface, which is but a fear for the surface has light which is very discomforting to them; however, the knowledge that the surface holds is what they value most.

Dwarves

"Beware of the smith. I cannot tell you how many times I have heard that statement and ignored it, well until the day I met the Hill Dwarves. Guess it is true that the man who can craft the item knows how to break it down. Known the world over and even on other planes, as some of the greatest smiths to ever forge; they are truly the cut above."

-King Lodar's Master Scribe

Advantages

- Resist Toxin-Dwarves receive 1 resist at 1st level and every 10th level for free, and may purchase more.
- Armor training- Dwarves receive the *Armor Proficiency* power for free.

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.
- By 10th Level must purchase at least 1 *Production* skill or 2 *Craftsman* skills.

Role Play

It is said that as the land was cut by the creators of old, the Dwarves were cut from the purest of stones and blessed with its strength and vigor. This would seem to be true as the Dwarves can be traced as one of the oldest races, and as such their will and virtue are rarely shaken.

While mining is often an important part of their lifestyle, they are not all skilled miners; but

Smithing is in their blood. Most dwarves, from day one, train in some degree of Smithing whether it is armor or weapons. Along with forging they are skilled merchants, though this not their strongest area.

Ents

"*After a long journey I found myself among the most perfect grove. Every tree and plant seemed to be soothing and gentle. Imagine my shock when they began to move and speak"*

Advantages

- Being of the Woodlands- Ents receive the skill *Tongue of the Land* at no SP cost, regardless of class.
- Camouflage- Ents receive 1 Camouflage at 1st level and every 10th level for free, and may purchase more. This ability functions like the *Conceal* skill with the following changes; first the player must be touching a tree larger than the player in width or must be surrounded by bushes and plants. Secondly, the player cannot move while under this effect, and lastly the duration of this effect is 1 minute.

Disadvantages

- Make-up or mask of leaves and bark as well as leafy head coverage.

Role Play

Given life by the whims of nature and the Fey, the Ents have ever been the guardians of the natural world. However, over the passing of time they have become shadows of their former selves as their link to the Fey lands have weakened.

Many of the other races can find them difficult to deal with as they are not hasty in their decision making. Though their lack of haste is not due to a lack of intelligence but a vast almost shared wisdom that they consult before they speak or take action.

Felis

"*If honor was the bar by which all kinds were judged, then the Felis would be the jury at all mankind's trial. The only thing more binding than blood is their honor and their word. If you ever are threatened by a Felis, you can take it as a promise."*

-Sir Cavin of Gerivin

Advantages

- Resist Toxin- Felis receive 1 resist at 1st level and every 10th level for free, and may purchase more.
- Can use 2 Short Length Claws.

Disadvantages

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

Role Play

The Felis race is a lineage of cat people, so to speak. While they appear to be a human with feline features, they are in fact not some half-breed, but a natural occurrence.

Felis form clans together by their species, or family in Dens. The Den might spread for 50-100 miles of terrain, and is considered the homelands of each clan. As Felis reach the age of maturity, they leave their homelands in search of their path. Nevertheless, they make a journey to the Den yearly to gather with their family.

Gnomes

"*Like a wonder, these bizarre creatures are truly a sight to see. I have heard many tales of the odd and marvelous city of the Gnomes, though words have never done it justice."*

Advantages

- Resist Enchantment - Gnomes receives 1 resist at 1st level and every 10th level for free, and may purchase more.
- Receive a 2 Skill Point discount on *Engineering*.

Disadvantages

- Pointed ear tips, and brightly colored hair.
- By 10th Level must purchase at least 1 level of *Engineering* or 2 *Craftsman* skills.

Role Play

Almost like a creature of myth the, Gnome stands out among the races. Gnomes are, in actuality, a type of lesser Fey. While many Fey would not treat them as such, their heritage remains true. Eons ago a colony of wildlings became trapped, unable to return to the Fey world. As the years passed, and one generation led to another, their link to the Fey realm diminished; eventually devolving the Gnomes into what they are today.

Full of wonder and curiosity, Gnomes tend to have a very easygoing personality and are always looking for new fun things to do. This also leads to their love of engineering as it gives them a way to create the wondrous things for their amusement.

Half-Trolls

"*Of brutes and savages I know none keener. Do not be fooled by their savage ways, for in your moment of doubt the beast will swallow you whole. Even further still their savagery is but the top layer to their kind's ways.*"

-Loremaster Simon

Advantages

- Regeneration-Half-Trolls receive 1 Regeneration at 1st level and every 10th level for free, and may purchase more.
- Can use 2 Short Length Claws.

Disadvantages

- Uneducated- Does not start with a Read/Write.
- Cannot have Scholar Background.
- Make-up of brown and green scaly skin.

Role Play

Born from the murk of the Great Swamp, the Trolls have evolved from a once primal animal into a killing machine. They are known for their short tempers, and their lack of any social skills with those outside their own race. To many, their barbaric ways are uncouth, and seem random. Nevertheless, there is much more to this simple race than meets the eye.

Their actions, while they may seem animalistic, are rigorously practiced. The Half-Trolls adhere to a sometimes strangely ritualistic clan based society. On the surface, they are like many animals, in that they raise their young amongst family to teach them to hunt and survive in the wild. The deeper layers of the Half-Troll society, however, are much more complex. At the head of each tribe stand a small number of elders. The oldest, and wisest, of spell casters is often the clan shaman, whose duty it is to advise the clan and guide the young. A War Chief, often the strongest of the tribe, is duty bound to secure his lands from intruders and to train the young Half-Trolls in combat so that they may continue to protect the Great Swamp.

To those not of the blood, the Half-Troll may appear a simple-minded savage, but in truth they are cunning and deadly predators. While they may lack the intelligence to carry on long discussions of past wars, they know what is truly important to them. People will often let their guard down around the Half-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 Half-Troll.

High Elves

"*For I've seen the grandest of things, and they are mere grains of sand that lie at the foot of an Elven city. There are words I am sure to describe the beauty and nobility of their grand palaces but they escape me.*"

-Kias the Sage

Advantages

- Resist Mind- Elves receive 1 resist at 1st level and every 10th level for free, and

may purchase more.
- Arcane Lineage- This ability allows the character to spend time studying an item to reveal its magical properties. By spending 1 minute concentrating they can generate a *Detect Magic* effect; if they spend 10 minutes concentrating they can generate a *Define Magic* effect.

Disadvantages

- Make-up of Elf Ears
- By 10th level they must purchase 2 *Read/Write* or *Knowledge Area* Skills.

RolePlay

If Deep Elves were the darkness, then the High Elves would be the light of the Elven nations. Kept in their grand mountain castles and cities, they have little love for the filth of nature. Though they appreciate the beauty and grace that is abundant in nature, they prefer it off to the side of their exquisitely built cities.

The High Elves dwell in their great cities located in the high mountains, far to the north. Though high in altitude, the weather near the cities is very mild; the denizens account this to their mastery over magic and nature. They excel at the arts of both magic and crafting, mostly of extravagant and unnecessary things. They hold great pride in all their works, seeing it as their mark upon the world so that all ages shall know their name.

As they left behind their somewhat primitive ways like their kin of the forest, they sought out a better life one of softer things. Viewing nature as a tool not a master, they saw that it was their place to craft the world as they saw fit; manipulating the stone of the mountains into perfect works of architecture, likes of which could never be found in human lands. Education and etiquette are paramount in their society; being civilized is a way of life.

Human

"Giants among the mortal races, through civil war and conflict, their survivor spirit seems to overcome all. I have seen wonders from deep within all the great kingdoms, yet those of the humans seem to be unmatched. Perhaps the fates do have a greater plan for them.

-High Magister E'rilin

Advantages

- Burst of Knowledge- Humans receive a free skill that they meet the requirements for and that has a cost no greater than 3 Skill points. They gain this at 1stand every 10th level.

Disadvantages

- None

Role Play

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

Rok'shen

"*Like a tsunami crashing against the unexpected shore line, so is the fury of the Rok'Shen in battle. A heritage of warrior breeding has hardened even the tamest of their ilk to be battle ready at a moment's notice."*

-Minstrel Vardish

Advantages

- Resist Impairment- Rok'Shen receives 1 resist at 1st level and 10th level for free, and may purchase more.
- Can use 2 Short Length Claws.

Disadvantages

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

Role Play

The Rok'Shen is a descendent race of a clan of ancient shape changers. It is said by those outside the clans that long ago the elders of the race had the power to change shape at will, but as the bloodline weakened, they lost this power. When Rok'Shen are born they appear like human babies but are covered in a light fur that constantly changes colors, but as they approach their first year of life their bodies choose a form to take and are forever that way.

The Rok'Shen take many forms, but they are always humanoid versions of naturally occurring creatures, such as birds, rodents, medium sized mammals (not cats).

Rok'Shen are very tribal people while they do not group by their appearance, they hold strong ties to their tribal families.

Backgrounds

At character creation you will choose a background for your character. While this might not be all there is to your character, it is where you came from; and the trait in life that you carry great skill in. Once chosen, your background will not change for the life of the character.

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 SP discount on common Read & Write skills.
- Receive rank 1 of a single common Knowledge (Area) at no SP cost.
- Receive a 1 SP discount to *Knowledge (Nobility*).
- When dealing with NPC guilds and Merchants you receive a discount on goods and services, lowering costs to the Guild member level.

Craftsman

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, the player can choose from the following skills: *Brew Potion, Scribe Rune, Smithing, Engineering, or Chemistry*. When crafting items from their favored skill they reduce the creation time by 1 minute per level of the item being created.
- Receives a free *Craftsman* skill that fits with their favored craft skill for each purchase of the *Production Skill*.

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 5 points.
- Receive a 1 SP discount on Knowledge (Cycle).

Merchant

Small time or big time doesn't matter. You know the system inside and out and where to get a good deal. You have done well for yourself so far, and your skills in trading are unmatched; more so, you are a member of the esteemed merchant's guild, so long as you are in good standings with the law, and your dues are paid on time.

- Receive the *Estimate Value* skill at no cost.
- Can purchase the *Merchant* skill for 4 SP/level, instead of the normal 8SP/level.
- Can make an additional trade each time this skill is used.
- Begins game with an additional 10 silver.

Nomad

Your home is the road and the thought of being stuck in one place forever almost makes your skin crawl. You have spent your time traveling far and wide and have done almost every odd job there is to get your meals. To many this life would seem empty but you know that the world was meant to be seen.

- Receive a 1 SP discount on the Track skill.
- Can *Resist Rot* once each reset
- Receive rank 1 of Knowledge (Geography) at no SP cost.

- Receive Power: Weapon Proficiency, in a weapon of your choice.

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 SP discount on the Disable Device skill.
- Fence- While you might not always get the best prices you know where to unload a haul. You can spend 1 hour out of game to 'Fence' loot. Doing so will allow you to sell off almost anything. The amount is 90% of the Creation Cost; the amount is reduced by 10% for each month that has passed on the duration.
- Contacts- Even though you are out of the game you still know a few guys who are in the know. This allows the character to use abilities from the *Informant* profession, once each logistical day.

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 rank 1 of Knowledge (Astronomy) and Knowledge (Nautical) at no SP cost.
- You can hold your breath under water 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.
- Receive Power: *Weapon Proficiency: Spear*

Scholar

Books, books, and more books; yes, you are what many call a bookworm; however, you have taken that love of knowledge to a far higher level. It is no longer about just knowing but about discovery as well.

- Receive a common *Read and Write* skill at no SP cost.
- Receive a 1 SP discount on six common *Knowledge (Area)* skills of your choice.
- Due to your extensive training and natural knack you may spend a maximum of 3 times your current rank in the associated Knowledge skill from you pool of Knowledge points each reset, instead of the normal 2.

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 their class.
- Receive a 1 SP discount on Knowledge (Warfare).
- Receive Power: Athletics.

Woodsman

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

- Receive a 1 SP discount on Knowledge (Geography) and Knowledge (Nature).
- Receive 1 use of the Survival skill at no SP cost.

- Receive Power: *Weapon Proficiency: Short Bow* or *Long Bow*.

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.

Learning New Skills

Any character can learn any *Basic* skill that is on their class chart without need of an instructor. Advanced Skills, all *Everyman* 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 Basic Skill/Technique takes 20 minutes, while Advanced Skills/Technique takes 45 minutes. Instruction time can be broken up into several shorter sessions over the course of an Event. The goal is to encourage player interaction and enrichment so training can take on many forms, not just a long discussion. One example might be; when teaching a crafting skill having the student 'aid' you during your crafting time; so that you can explain how it all works and walk through recipes and process. The goal is to be interactive, so long as you are working with the student in a manner that is reflective of the skill being taught there is a lot of workable room.

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 build 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 SP for the skill will be refunded. Only one skill can be unlearned at a time.

Everyman Skills

Everyman: Basic Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Adrenaline Rush	3		Healing Arts	6	*First Aid & Diagnose*
Brawl	6		Knowledge (Area)	3	
Brew Potion	6	*Read and Write*	Merchant	8	*Estimate Value*
Chemistry	6	*Read and Write*	Miner, Minor	3	
Cook, Minor	3		Miner, Standard	4	*Miner, Minor*
Cook, Standard	4	*Cook, Minor*	Read and Write	3	
Craftsman	2		Resurrection	2	*Knowledge (Cycle) or Spirit Magic*
Diagnose	3	*First Aid*	Scribe Rune	6	*Read and Write*
Disable Device	3		Smithing	6	*Read and Write*
Engineering	6	*Read and Write*	Survival	3	
Estimate Value	4		Theurgist, Minor	3	
Farmer, Minor	3		Theurgist, Standard	4	*Theurgist, Minor*
Farmer, Standard	4	*Farmer, Minor*	Track	3	
First Aid	3		Underwater Combat	5	
Improved Instruct	2	*Read and Write*			
Everyman: Advanced Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Brew Potion, Advanced	10	*Brew Potion Rank 4*	Practitioner	8	*Healing Arts*
Chemistry, Advanced	10	*Chemistry Rank 4*	Profession- 1st	3	
Cook, Major	5	*Cook, Standard*	Profession- 2nd	5	
Evasion	0	*Disable 10*	Profession- 3rd	7	
Engineering, Advanced	10	*Engineering Rank 4*	Ritualism	5	*Knowledge Area* Rank 4
Farmer, Major	5	*Farmer Standard*	Repair Item	0	*Smithing* or *Engineering* Rank 3
Knowledge Area, Rare	3	See Skill Description	Scribe Rune, Advanced	10	*Scribe Rune Rank 4*
Memorize Ritual	2	*Ritualism*	Smithing, Advanced	10	*Smithing Rank 4*
Miner, Major	5	*Miner, Standard*	Theurgist, Major	5	*Theurgist, Standard*
Racial Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Resist Impairment	3	Rok'Shen	Resist Enchantment	3	Gnome
Resist Magic	6	Deep Elf	Camouflage	4	Ent
Resist Toxin	4	Felis or Dwarf	Resist Mind	3	High-Elf
Regeneration	3	Half-Troll			

Artisan

While the world is filled with heroes and monsters, the real world continues to due to efforts of the common man. While many have learned a trade or a craft to survive it is those who have pushed themselves in mastering the arts. They are those who have chosen to not hide when trouble comes, but instead have taken their skills to the front line, to aid those who would rush into the fray.

Artisans, while not your traditional adventuring hero play a crucial role. While they have spent no time training in the ways of magic or martial expertise, they have spent plenty of time learning and being adaptive. And for this they are truly gifted in many ways.

Armor: Due to their vacancy of martial training Artisans can only wear Costume Armor.

Weapon Proficiencies: Artisans are skilled with Short Weapon only.

Class Features

Time Well Spent: When you put your time into something you get out more than you put in. The items that the Artisan crafts have 3 additional months of duration (maximum of 15 months); in the case of weapons and armor, these 3 months do not consume additional components. Additionally, counted actions from using a skill are reduced by up to 1 minute, but will not reduce counts to below 1 minute

***Will to Survive*:** While you are not hardened by the rigors of training for combat, your effort is not lost. Your drive and ambition to save this world grants your grip on life, extending your *Bleed Out Count* by 1 minute.

***Adaptive Learner*:** When you get in a rut it is not always a bad thing, all that time not wasted on practicing for combat has made it far easier for you to pick up on new things. Learning a skill takes 50% less time than normal.

Artisan: Basic Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Brew Potion	5	*Read and Write*	Healing Arts	5	*First Aid & Diagnose*
Chemistry	5	*Read and Write*	Knowledge (Area)	2	
Cook, Minor	2		Miner, Minor	2	
Cook, Standard	3	*Cook, Minor*	Miner, Standard	3	*Miner, Minor*
Craftsman	2		Profession- 1st	3	
Diagnose	2	*First Aid*	Read and Write	2	
Engineering	5	*Read and Write*	Scribe Rune	5	*Read and Write*
Estimate Value	3		Smithing	5	*Read and Write*
Farmer, Minor	2		Theurgist, Minor	2	
Farmer, Standard	3	*Farmer, Minor*	Theurgist, Standard	3	*Theurgist, Minor*
First Aid	2				
Improved Instruct	1	*Read and Write*			

Artisan: Advanced Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Brew Potion, Advanced	8	*Brew Potion Rank 4*	Miner, Major	4	*Miner, Standard*
Chemistry, Advanced	8	*Chemistry Rank 4*	Repair Item	0	*Smithing* or *Engineering* Rank 3
Cook, Major	4	*Cook, Standard*	Scribe Rune, Advanced	8	*Scribe Rune Rank 4*
Engineering, Advanced	8	*Engineering Rank 4*	Smithing, Advanced	8	*Smithing Rank 4*
Farmer, Major	4	*Farmer, Standard*	Theurgist, Major	4	*Theurgist, Standard*

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: Due to the difficulty heavy armors can imposing on singing and playing most instruments; Bards can only wear up to Light Armor.

Weapon Proficiencies: Bards are skilled with the following weapons: Short Weapon, Medium Weapon, Bow, Thrown, and gain the *Florentine* Power for free. As well can use instrument based/shaped weapons or the correct sizes.

Combat Slots: Bards have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 6, 1st Tier *Combat Slots.*

Additional Note:

The first 2 *Knowledge (Area)* skills the characters purchases are considered Basic Class skills, and do not require an instructor. These cannot be *Rare Knowledge (Area)*'s.

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 need of having that skill, and the information that can be garnered is equivalent to rank 4 in that Knowledge (Area). This skill can be used once each reset.

Perform: This gives 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 counted action, so as not to damage actual instruments. While performing the character must maintain concentration and interruption or stopping before the time is reached will prevent the skill from having affect and will waste the *Combat Slot* for the skill. When this skill is used the player must announce it before the skill to be affected, IE *Perform Song of Healing*. 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 the *Combat Slot* cost only once but still affecting many targets. If this skill is used with *Dirges,* then the attack becomes delivered as *"<Target> Voice <Effect>",* this will only affect a single target but greatly improves the range at which it can be used. This skill can be used 3 times each reset, and an additional time for each 5 character levels (5th, 10th, 15, etc.). Using this skill in conjunction with a performance art outside of combat; instrument, singing, prose, etc; will waive the times per day usage.

Bard: Basic Skills		
Skill	**Cost**	**Prerequisite**
Precision +2	20	
Precision +4	20	*Precision +2*
Precision +6	20	*Precision +4*
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Knowledge (Common)	3	1st Choice
Knowledge (Common)	3	2nd Choice
Bard: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Encore	4	
Stash	3	
Dirge of Wipe Mind	3	
Song of Mental Focus	3	
Song of Fluidity	7	
Strike a Chord	8	
Combat Techniques		
Tier 1 Techniques	Mobility	
	Silence Strike	
	Song of Healing	
	Song of Guidance*	
Tier 2 Techniques	Charm Strike	
	Roll	
	Song of Purity	
	Dirge of Harm*	
Tier 3 Techniques	Dirge of Command	
	Escape	
	Sleep Strike	
	Song of Inspiration*	
Tier 4 Techniques	Dodge	
	Song of Resistance	
	Dirge of Slow*	
	War Cry*	

Caller

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 callers. 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 with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

While some callers might keep to the fringe of battle, allowing companions to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Callers worship personifications of elemental forces, natural powers, 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 callers can wear up to Light Armor, since many find heavier armor too cumbersome when they shapechange.

Weapon Proficiencies: Callers are skilled with the following weapons: Short Weapon, Staff, Spear, Thrown, and Small Shield.

Spell Casting: Callers have access to the *Nature* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

***Shifter*:** This skill allows the *Caller* to change forms into that of an animal on a 5 second counted action. While shifted, the character cannot speak, save for with animals of similar type, and they can use no active skills, abilities, or magic items that require speech. All non-self-generated protectives, blade spells, and *Aspect* effects are suppressed. See Appendix 1 for information on forms and their abilities.

***Empowered Shift**:* While the very basic ability to change shape is innate to all callers, they also have the ability to give themselves over to the beast. In doing so, they gain more powerful stats based on the *Empower Shifting* skill; even without the skill they gain a small number of boosted stats while active. These are outlined in Appendix 1. This ability can be used once each reset at 1st level and once again for each 5-character levels, (IE. 1st, 5th, 10th, and so on.). When activated they improved stats will last for a single encounter, or up to 5 minutes, and the character to shape change one a 1 counted action.

***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 *Essence*, you can always find north and understand roughly where in the world you are. Second, you may spend a maximum of 3 times your current rank in *Knowledge (Nature)* from your pool of Knowledge points each reset, instead of the normal 2.

Caller: Basic Skills		
Skill	**Cost**	**Prerequisite**
Chain Spell	6	
One Hand Block	5	
Tongue of the Land	3	
Knowledge (Nature)	3	
Underwater Combat	5	
Spell Slot Level 1	1	
Spell Slot Level 2	1	
Spell Slot Level 3	2	
Spell Slot Level 4	2	
Spell Slot Level 5	3	
Spell Slot Level 6	3	
Spell Slot Level 7	4	
Spell Slot Level 8	4	
Signature Spell I (Natural Atk.)	Free	
Signature Spell II (Natural Atk.)	6	*Signature Spell I*
Signature Spell III (Natural Atk.)	8	*Signature Spell II*
Boost Shifting- Defensive	15	
Boost Shifting- Offensive	15	
Boost Shifting- Utility	15	
Caller: Advanced Skill		
Cancel Magic	10	
Create Grove	5	
Grasping Earth	4	
Sudden Storm	8	
Open Portal	5	
Reincarnate	4	
Enhance Shifting - Defensive	20	Boost *Shifting- Defensive*
Enhance Shifting - Offensive	20	Boost *Shifting- Offensive*
Enhance Shifting - Utility	20	Boost *Shifting- Utility*
Minor Ley Magic		
Hasten Magic	2	*Power: Ley Study*
Overload	2	*Power: Ley Study*
Aura Emulation	2	*Power: Ley Study*
Penetrating Magic	2	*Power: Ley Study*
Standard Ley Magic		
Forked Spell	3	2 Minor Ley Magic Skills
Spell Turning	3	2 Minor Ley Magic Skills
Natural Spell	3	2 Minor Ley Magic Skills
Major Ley Magic		
Arcane Spell	4	2 Standard Ley Magic Skills

Champion

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.

Champions excel at combat—defeating their enemies, controlling the f low of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

Champions are the classic frontline warrior, 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 other from harm.

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

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

Combat Slots: Champions have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 12, 1st Tier *Combat Slots.*

Class Features

***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*.

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.

Champion: Basic Skills		
Skill	**Cost**	**Prerequisite**
Focus +1	15	
Focus +2	15	*Focus +1*
Focus +3	15	*Focus +2*
Focus +4	20	*Focus +3*
Focus +5	20	*Focus +4*
Focus +6	20	*Focus +5*
Large Shield	7	
Knowledge (Warfare)	3	
Underwater Combat	5	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Champion: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Shield Wall	6	
Recovery	4	
Die Hard	7	
Phalanx	3	
Patch Job	2	
Take Cover	8	

Combat Techniques	
Tier 1 Techniques	Deflect
	Shatter Strike
	Weapon Ward
	Demoralize*
	Execute*
Tier 2 Techniques	Blitz
	Maim Limb
	Parry
	Intimidate*
	Vitality*
Tier 3 Techniques	Aura Blade
	Riposte
	Stun Strike
	Destructive Blow*
Tier 4 Techniques	Disrupt
	Impunity
	Slay Strike
	Rugged*

Evoker

Beyond the veil of the mundane, hide the secrets of absolute power. The power 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 Evokers 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: Evokers are limited to wearing Costume Armor, while it is possible to learn to wear more; many find it hard to weave their magic under more burden.

Weapon Proficiencies: Evokers are skilled with the following weapons: Short Weapon and Staff.

Spell Casting: Evokers have access to the *Elemental* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Arcane Mastery: This skill allows the character to tap into the raw power of their magic. The character can cast 1 *Evocation* spell of each level, up to the highest level *Spell Slot* they have purchased, each reset. This means the character gains up to 9 free spells if they have purchased a 9th level *Spell Slot*.

Magical Knowledge: Evokers can cast *Evocation* spells without need of the *Spell Page* in their *Spell Book*, though they must still have a *Spell Book* in their possession.

***Planar Surge*:** Evokers have mastered *Elemental* magic and can draw upon the raw power of the *Inner Plane* to give their spells more power. When this is used, the character can change the incant of their *Spell Pool* to "Elemental X <Flavor>", this works in all ways as the normal usage of *Spell Pool*; but, changes the DeliveryType for 5 minutes or 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).

Evoker: Basic Skills		
Skill	**Cost**	**Prerequisite**
Create Familiar	4	
Chain Spell	6	
One Hand Block	5	
Knowledge (Planes)	3	
Knowledge (Magic)	3	
Spell Slot Level 1	1	
Spell Slot Level 2	1	
Spell Slot Level 3	1	
Spell Slot Level 4	2	
Spell Slot Level 5	2	
Spell Slot Level 6	3	
Spell Slot Level 7	3	
Spell Slot Level 8	4	
Spell Slot Level 9	4	
Signature Spell I (Damage)	Free	
Signature Spell II (Damage)	6	Signature Spell I (Damage)
Signature Spell III (Damage)	8	Signature Spell II (Damage)
Signature Spell IV (Damage)	11	Signature Spell III (Damage)
Evoker: Advanced Skill		
Cancel Magic	10	
Open Portal	5	
Elemental Flux	8	
Mirror Image	5	
Create Minor Glyph	3	
Fire Shield	3	
Minor Ley Magic		
Penetrating Magic	2	*Power: Ley Study*
Hasten Magic	2	*Power: Ley Study*
Overload	2	*Power: Ley Study*
Aura Emulation	2	*Power: Ley Study*
Standard Ley Magic		
Forked Spell	3	2 Minor Ley Magic Skills
Natural Spell	3	2 Minor Ley Magic Skills
Spell Turning	3	2 Minor Ley Magic Skills
Major Ley Magic		
Arcane Spell	4	2 Standard Ley Magic Skills
Storm	4	2 Standard Ley Magic Skills

Gladiator

Gladiators are strong warriors that stride through a blood-soaked battlefield, wielding that which was too big to be called a sword, massive, thick, heavy, and far too rough. Indeed, they wield a heap of raw iron that can cleave through even the most stalwart of foes. Despite a commander's best efforts, both magic and blade often fail to stop the overwhelming force of an indomitable goliath that has broken the line and ravages their troops.

While the class name is often confused with those who might fight in the great pit of an arena, they are far from so limited. Gladiators are known by many names filling the roles of Lancers and Pikemen. They serve as a powerful second line behind a shield wall using openings to unleash devastating onslaughts to break the enemy lines.

Armor Proficiency: Gladiators can wear up to Heavy Armor.

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

Combat Slots: Gladiators have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 12, 1st Tier *Combat Slots.*

Class Features

***Great Might*:** This skill allows the character to increase their *Base Strength* by 1 point and doubles their *Strength* for *Feats of Strength.*

***Stalwart**:* Gladiators are a deadly presence on the battlefield and they are a force to be reckoned with. Effects that target the Gladiator's weapons are reduced by 1 tier; *Destroy* is reduced to *Shatter, Shatter* is reduced to *Disarm*, and *Disarm* is no effect.

Gladiator: Basic Skills		
Skill	**Cost**	**Prerequisite**
Focus +1	15	
Focus +2	15	*Focus +1*
Focus +3	15	*Focus +2*
Focus +4	20	*Focus +3*
Focus +5	20	*Focus +4*
Focus +6	20	*Focus +5*
One Hand Block	3	
Adrenaline Rush	3	
Knowledge (Warfare)	3	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Gladiator: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Die Hard	7	
Instill Rage	5	
Patch Job	2	
Recovery	4	
Stare Down	3	
Bull Rush	8	
Combat Techniques		
Tier 1 Techniques	Deflect	
	Repel Strike	
	Weapon Ward	
	Demoralize*	
	Execute*	
Tier 2 Techniques	Blitz	
	Knockdown	
	Parry	
	Intimidate*	
	Vitality*	
Tier 3 Techniques	Aura Blade	
	Riposte	
	Sweep	
	Destructive Blow*	
Tier 4 Techniques	Disrupt	
	Impunity	
	Overpower	
	Rugged*	

Guardian

Guardians are the primal warriors of the natural world. They form strong bonds with the beasts of the wild and channel their prowess as a weapon. Often seen as nature's defender due to their bond.

Often their strong bond to the natural world calls them to its martial champion, though this is not always carried out with good action. Just as a hurricane gives little care for what it will destroy in its wake, a guardian can channel the skills into acts of destruction.

Armor: Guardians can wear up to Medium Armor at character creation and tend to wear armors that are less manufactured.

Weapon Proficiencies: Guardians are skilled with the following weapons: Short Weapon, Medium Weapon, Great Weapon, Spear, and Thrown. Additionally, they gain the *Florentine Power* free.

Combat Slots: Guardians have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 9, 1st Tier *Combat Slots.*

Class Features

***Heart of the Wild*:** While wielding either Two Weapons or a Great Weapon they can use their *Defensive Techniques* as *Passive* skills. This means that when under an effect that would prevent them from using *Active* skills/abilities (but does not deny all skills/abilities) they can still use their *Defensive Combat Techniques.* A few examples would be while performing any task that requires *Concentration* or is a Counted Action (not *Bleeding Out/Dying).*

Adaptive: While they do not weave the magic's of nature the character can train themselves to understand its denizens. This skill allows the character to speak with natural animals, though it must be done in simple short statements and questions.

Primal Fury: This skill allows the character to unleash the power of the primal world they protect granting them heightened combat prowess for a short time. When active, the character gains the following temporary benefits: +10 *Body Points*, +2*Permanent Weapon Damage*, *Immunity* to *Charm, Shun, Sleep,* and *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 active this skill. This skill can be used once each reset at 1st level and once again for each 8 character levels, (IE. 1st, 8th, 16th, and so on.)

Guardian: Basic Skills		
Skill	**Cost**	**Prerequisite**
Focus +1	15	
Focus +2	15	*Focus +1*
Focus +3	20	*Focus +2*
Precision +2	15	
Precision +4	15	*Precision +2*
Hide	6	
Survival	3	
Knowledge (Nature)	3	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Guardian: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Aerial Totem	6	
Aquatic Totem	6	
Earthen Totem	6	
Grasping Earth	5	
Nature's Ire	8	

Combat Techniques	
Tier 1 Techniques	Deflect
	Move Silent
	Shatter Strike
	Exhaustion Strike*
Tier 2 Techniques	Maim Limb
	Parry
	Roll
	Entangling Strike*
Tier 3 Techniques	Escape
	Stun Strike
	Riposte
	Ambush*
Tier 4 Techniques	Conceal
	Dodge
	Slay Strike
	Cyclone*

Healer

Healers have mastery over the restoration of the living form; while they have the ability to learn a wide variety of magic, they specialize in the healing of allies.

Armor Proficiency: Healers can wear up to Light Armor.

Weapon Proficiencies: Healers are skilled in the following weapons: Short Weapon and Staff.

Spell Casting: Healers have access to the *Spirit* path of magic, as defined in the *Magic and Spells* chapter.

Class Features

Font of Light: When casting Restoration *Spell Pool Charges* that heal *Body Points*, the caster adds "Font" to the end of their spell incant. When used on a target that is at 0 or -1 *Body Points*, the target receives double the normal value of healing. As well, they can use their *Spell Pool* in conjunction with *Chain Spell*. Additionally, the character receives +1 Bonus on their *Contested Roll* for performing *Resurrections.*

Magical Knowledge: Healers can cast *Restoration* spells without need of the *Spell Page* in their *Spell Book*, though they must still have a *Spell Book* in their possession.

Shadow Warding: Their study and channeling of the *Cycle* and *Spirit* magic has changed them. They have a 20-point*Barrier* versus damaging attacks with *Body, Disease, or Shadow* in the call. Once lost these points can be restored after 1 minute of concentration.

***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.

Healer: Basic Skills		
Skill	**Cost**	**Prerequisite**
Chain Spell	6	
Create Phylactery	4	
One Hand Block	5	
Knowledge (Cycle)	3	
Resurrection	2	
Spell Slot Level 1	1	
Spell Slot Level 2	1	
Spell Slot Level 3	1	
Spell Slot Level 4	2	
Spell Slot Level 5	2	
Spell Slot Level 6	3	
Spell Slot Level 7	3	
Spell Slot Level 8	4	
Spell Slot Level 9	4	
Signature Spell I (Healing)	Free	
Signature Spell II (Healing)	6	*Signature Spell I (Healing)*
Signature Spell III (Healing)	8	*Signature Spell II (Healing)*
Signature Spell IV (Healing)	11	*Signature Spell III (Healing)*
Healer: Advanced Skill		
Open Portal	5	
Cancel Magic	10	
Good Will	8	
Rebuke	3	
Signum Lux	3	
Guardian Spirit	4	
Minor Ley Magic		
Penetrating Magic	2	*Power: Ley Study*
Hasten Magic	2	*Power: Ley Study*
Overload	2	*Power: Ley Study*
Aura Emulation	2	*Power: Ley Study*
Standard Ley Magic		
Forked Spell	3	2 Minor Ley Magic Skills
Natural Spell	3	2 Minor Ley Magic Skills
Spell Turning	3	2 Minor Ley Magic Skills
Major Ley Magic		
Arcane Spell	4	2 Standard Ley Magic Skills
Storm	4	2 Standard Ley Magic Skills

Magus

Magus are skilled melee combatants who have also devoted themselves to the mastery of the arcane arts. This makes them deadly foes in close quarters, as they can unleash powerful spells through their weapons with little effort. While they practice the ways of Elemental Magic they are not as proficient as an Evoker with it. Splitting up their training time and the addition of heavy armaments makes can make for difficult mastery.

Armor: Magus skilled in combat they are able to wear up to Medium Armor; however, they are not skilled with shields, as such bulky gear gets in the way of their magic.

Weapon Proficiencies: Magus are skilled with the following weapons: Short Weapon, Medium Weapon, and Great Weapon.

Spell Casting: Magus have access to the *Elemental* path of magic, as defined in the *Magic and Spells* chapter. They are limited to a maximum number of 1st level *Spell Slots,* they can only purchase 6.

Combat Slots: Magus have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 6, 1st Tier *Combat Slots.*

Class Features

***Elemental Negation*:** Magus have mastered the art of mixing their martial prowess and magical aptitude allowing them to *Negate* damaging attacks with the *Magic* or *Elemental* delivery, by expending an equal amount from their *Spell Pool*. For example, the character is struck by Elemental 20 Fire, they could expend 20 points of their *Spell Pool* to *Negate* the attack and they would suffer no damage; but, they are down those points until they refresh their pool.

Channeled Power: Magus use their weapons as spell casting implements through the use of the *Channel* Class Feature. This skill can be used 3 times each reset at 1st 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 per reset uses.

***Channel*:** This skill changes how the character delivers their spells. Instead of throwing spells with packets, they deliver a spell with their melee weapon. To use this skill, the call is “Magic<Spell Name><Damage and Flavor/Effect>” and then swinging their weapon. The *Spell Slot/Spell Pool* points are expended regardless of if the attack hits or misses. This skill follows all the normal spell rules for affecting a target, as well as the *Flurry* rules for weapon swings.

Magus: Basic Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Focus +1	15		Spell Slot Level 1	1	
Focus +2	15	*Focus +1*	Spell Slot Level 2	1	
Focus +3	15	*Focus +2*	Spell Slot Level 3	1	
			Spell Slot Level 4	2	
One Hand Block	5		Spell Slot Level 5	2	
Chain Spell	6		Spell Slot Level 6	3	
			Spell Slot Level 7	3	
Knowledge (Magic)	3		Spell Slot Level 8	4	
Knowledge (Planes or Warfare)	3		Spell Slot Level 9	4	
Combat Slot Tier 1	2		Signature Spell (Damage) I	6	
Combat Slot Tier 2	3		Signature Spell (Damage) II	8	Signature Spell (Damage) I
Combat Slot Tier 3	6				
Combat Slot Tier 4	7				

Magus: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Barrier	3	
Ignite Magic	4	
Planar Repulsion	8	
Turn Outsider	3	
Minor Ley Magic		
Penetrating Magic	2	*Power: Ley Study*
Overload	2	*Power: Ley Study*
Aura Emulation	2	*Power: Ley Study*
Standard Ley Magic		
Forked Spell	3	2 Minor Ley Magic Skills
Alter Magic	3	2 Minor Ley Magic Skills

Combat Techniques	
Tier 1 Techniques	Deflect
	Repel Strike
	Weapon Ward
Tier 2 Techniques	Blitz
	Knockdown
	Parry
Tier 3 Techniques	Riposte
	Sweep
	Aura Blade*
Tier 4 Techniques	Overpower
	Disrupt*
	Impunity*

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 battle field.

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 Medium Armor, 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.

Combat Slots: Monks have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 9, 1st Tier *Combat Slots.*

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 reset 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 reset at 1st level and gain 1 additional *Chi* every 3 character levels after that, (IE. 1st, 4th, 7th, and so on.). They can use their Chi for the following:

- 1 Chi- Gain Fast Healing 5 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 10 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.

Perfect Harmony: Monks spend countless hours practicing both combat and meditation. With this effort comes a level of unmatched focus, allowing them to quickly enter a focused combat stance. This grants the character a +1 to their *Flurry* limit with *Brawl* weapons, and *Immunity* to *Berserk.*

Monk: Basic Skills		
Skill	**Cost**	**Prerequisite**
Focus +1	20	
Focus +2	20	*Focus +1*
Focus +3	20	*Focus +2*
Knowledge (History)	3	
Survival	3	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Monk: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Abundant Leap	2	
Bending Reed	6	
Chi Strike	4	
Iron Body	5	
One Body, One Mind	15	*Focus +1*
One With the World	3	
Peaceful Minded	8	
Combat Techniques		
Tier 1 Techniques	Bracing Block	
	Clarity	
	Disarm	
	Center Self*	
Tier 2 Techniques	Elemental Strike	
	Evade	
	Maim Limb	
	Roundhouse*	
Tier 3 Techniques	Catch	
	Choke Hold	
	Sweep	
	Paralyzing Strike*	
Tier 4 Techniques	High Block	
	True Strike	
	Unbound	
	Ricochet*	

Paladin

Paladins are on the most durable, survivable, and self-sufficient class in the game. As such, they make very well rounded character. In a party, they can serve as a Defender, Healer, or Striker.

Paladins are extremely versatile and can survive a long hard day of adventuring, but due to their split focus of skills they must carefully balance how they build themselves. They have a strong list of class features, that changes how they interact with the game.

Armor Proficiency: Paladins can wear up to Medium Armor.

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

Spell Casting: Paladins have access to the *Spirit* path of magic, as defined in the *Magic and Spells* chapter. They are limited to a maximum number of 1st level *Spell Slots,* they can only purchase 6.

Combat Slots: Paladins have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 6, 1st Tier *Combat Slots.*

Class Features

***Lay Hands*:** This skill allows the character to heal a target for up to 30 *Body Points*. To use this skill the character must be and touching the target with a free hand. This skill can be used once each reset at 1st level and once again for each 8-character levels, (IE. 1st, 8th, 16th, and so on.)

Grace: Paladins have mastered the art of mixing their martial prowess and magical aptitude; their weapons become an extension of themselves and they can use their weapon to touch cast spells, this count as their "free hand" for casting.

Paladin: Basic Skills					
Skill	**Cost**	**Prerequisite**	**Skill**	**Cost**	**Prerequisite**
Focus +1	15		Spell Slot Level 1	1	
Focus +2	15	*Focus +1*	Spell Slot Level 2	1	
Focus +3	15	*Focus +2*	Spell Slot Level 3	1	
			Spell Slot Level 4	2	
Chain Spell	6		Spell Slot Level 5	2	
First Aid	3		Spell Slot Level 6	3	
Knowledge (Cycle or Warfare)	3		Spell Slot Level 7	3	
Resurrection	2		Spell Slot Level 8	4	
			Spell Slot Level 9	4	
Combat Slot Tier 1	2				
Combat Slot Tier 2	3		Signature Spell (Healing) I	6	
Combat Slot Tier 3	6		Signature Spell (Healing) II	8	Signature Spell (Healing) I
Combat Slot Tier 4	7				

Paladin: Advanced Skill		
Barrier	3	
Guarding Light	8	
Turn Outsider	3	
Unburden	4	
Minor Ley Magic		
Aura Emulation	2	*Power: Ley Study*
Hasten Magic	2	*Power: Ley Study*
Overload	2	*Power: Ley Study*
Standard Ley Magic		
Alter Magic	3	2 Minor Ley Magic Skills
Natural Spell	3	2 Minor Ley Magic Skills

Combat Techniques	
Tier 1 Techniques	Deflect
	Shatter Strike
	Weapon Ward
Tier 2 Techniques	Blitz
	Maim Limb
	Parry
Tier 3 Techniques	Riposte
	Stun Strike
	Aura Blade*
Tier 4 Techniques	Slay Strike
	Disrupt*
	Impunity*

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 quarries. 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 Light Armor.

Weapon Proficiencies: Rangers are skilled in the following weapons: Short Weapon, Medium Weapon, Short bow, Longbow, Gun, Spear, and Thrown.

Combat Slots: Rangers have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 12, 1st Tier *Combat Slots.*

Class Features

***Hunters Mark*:** This skill allows the *Ranger* to mark their target with unerring accuracy. This attack automatically hits a target within Line of Sight. To use this skill, the player must make the following call; "<Target> Voice <Skill Name/Effect>". The target of the attack may use any defense that would normally apply to a *Ranged Weapon* attack. If the skill is used to deal only damage, the attack gains a +5 *Permanent Weapon Damage* bonus for the attack. This skill may be used 3 times each reset plus an additional time for each 5 character levels (1st, 5th, 10th, etc.).

***Skilled Hunter*:** As masters of the hunt, Rangers gain a few benefits when using this ability; even without the *Track* skill they can gain the benefits of the "Observation" without making a *Contested Roll*; they only need to study the area for 2 minutes instead of the normal 5 needed for observation, and they receive a +1 Bonus if they do so before tracking.

Hunter's Tactics: Chasing down your prey requires you to not only be able to follow their trail, but you also must get inside their head. Whenever you successfully use *Skilled Hunter* to identify a foe, your first *Hunters Mark* attack does not consume one of your daily uses.

Ranger: Basic Skills		
Skill	**Cost**	**Prerequisite**
Precision +2	15	
Precision +4	15	*Precision +2*
Precision +6	15	*Precision +4*
Precision +8	20	*Precision +6*
Precision +10	20	*Precision +8*
Precision +12	20	*Precision +10*
Track	3	
Knowledge (Geography)	3	
Hide	6	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	
Ranger: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Agility	6	
Hunter's Call	3	
Sap	2	
Snare	3	
Quickness	2	
Warning Signs	8	
Combat Techniques		
Tier 1 Techniques	Mobility	
	Move Silent	
	Pierce	
	Initiative*	
	Mob Scene*	
Tier 2 Techniques	Manticore Shot	
	Pin Down	
	Roll	
	Crippling Strike*	
	Expose Armor*	
Tier 3 Techniques	Escape	
	Freezing Shot	
	Power Shot	
	Smoke Screen*	
Tier 4 Techniques	Conceal	
	Dodge	
	Impale	
	Avoidance*	

Trickster

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered tricksters, as well as countless other professions that rely upon wits, prowess, or luck. Although many tricksters favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called a trickster.

Tricksters excel at moving about unseen and catching foes unaware and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing between different rogues. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

Armor Proficiency: Tricksters can wear up to Light Armor.

Weapon Proficiencies: Tricksters are skilled with the following weapons: Short Weapon, Medium Weapon, Gun, Short Bow, Spear, Thrown. Additionally, they gain the *Florentine* Power for free.

Combat Slots: Tricksters have access to a limited amount of martial skill and *Combat Techniques*. They are limited to a maximum purchase of 12, 1st Tier *Combat Slots.*

Class Features

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. Normally up to 1 *Blade Poison* can be stored on Short Weapons/Thrown/Ammo, 2 on Medium/Long Weapons, and 3 on Great Weapons. Tricksters can stack 1 additional *Blade Poison* on their weapons. In the case of *Vorpal t*he 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.

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.

Cat-Like Grace: Grace and finesse are a way of life and as such ample training has paid off. The character can perform movement and dexterity related *Feats of Strength*/physical challenges as though they had an additional +2 *Permanent Strength*.

Trickster: Basic Skills		
Skill	**Cost**	**Prerequisite**
Precision +2	15	
Precision +4	15	*Precision +2*
Precision +6	15	*Precision +4*
Precision +8	20	*Precision +6*
Precision +10	20	*Precision +8*
Precision +12	20	*Precision +10*
Disable Device	3	
Estimate Value	4	
Hide	6	
Combat Slot Tier 1	2	
Combat Slot Tier 2	3	
Combat Slot Tier 3	6	
Combat Slot Tier 4	7	

Trickster: Advanced Skill		
Skill	**Cost**	**Prerequisite**
Agility	6	
Disguise	4	
Stash	3	
Sap	2	
Envenom	3	
Quickness	2	
Shroud of Night	8	

Combat Techniques	
Tier 1 Techniques	Garrote
	Mobility
	Move Silent
	Feint*
	Mob Scene*
Tier 2 Techniques	Avoid Trap
	Roll
	Sneak Attack
	Cheap Shot*
	Crippling Strike*
Tier 3 Techniques	Ambush
	Blind
	Escape
	Smoke Screen*
Tier 4 Techniques	Assassinate
	Conceal
	Dodge
	Blade Shower*

Skill Definitions

Skill Rules

Active skills are those that have a limited reset usage, such as *Parry*, 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.

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.

Mastery Skills

Are special skills that a character can use once each *Reset* for each time they purchase this skill. These skills must have an instructor that have a higher number of purchases, until the character reaches 3 purchases of an individual Mastery, after which the character no longer needs an instructor for that skill.

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.

Ley Magic Skills

These skills allow the character to augment their *Spells*. Each *Ley Magic* costs a set number of *Ley Points* to use, in addition some require *Combat Slots*, *Spell Slots*, or *Spell Pool points*. Minor *Ley Magic* costs one *Ley Point*, Standard costs two, and Major costs three. Additionally, each time a *Ley Magic* skill is purchased; the character gains one additional *Ley Point. Ley Magic* skills cannot be used in conjunction with each other.

Abundant Leap (Mastery)

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

Aerial Totem (Mastery)

This skill allows the character to summon a totem of an aerial creature to grant them one of the following buffs: Immunity to *Blind* and can attack *Hidden* and *Concealed* targets, or Character gains 3 uses, hit or miss, of "Natural Venom Strike" with their melee weapons, or up to +2 *Permanent Strength* and allows the character to *Break* from *Pin* and *Bind*. This skill lasts for up to 1 hour or Module. A character can have 1 Totem active at a time.

Adrenaline Rush

This skill allows the character to call upon a surge of might to overcome the odds. When used the character gains one of the following benefits: Gain +4*Permanent Strength* for *Feats of Strength* for up to 10 seconds, can *Break Free From* a single *Pin/Bind* 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 each reset.

Agility (Mastery)

This skill becomes active by announcing "Agility!" Once activated, it lasts for 5 minutes or 1 Encounter, whichever is longer. While this skill is in use, the character will take *Reduced: Half Damage*, rounded up, from all numerical damaging effects, such as weapon damage. This ability does not reduce effects, such as *Nausea* or *Sleep*, or any other effect that does not deal 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.

Arcane Spell (Ley Magic)

This skill allows the character to cast a spell in its rawest form. When used, the character substitutes the normal spell casting incant with "Arcane <Spell Name>" for a single spell; or if used with *Spell Pool points*, it changes the Delivery Type for the current Pool. Example: Instead of the incant "I force the will to Charm You", the call would become "Arcane Charm". This skill costs 3 *Ley Points.*

Aquatic Totem (Mastery)

This skill allows the character to summon a totem of an aquatic creature to grant them one of the following buffs: Gains *Underwater Combat* and *Breathe Liquid* with no restriction, or Character gains 6 uses of the "*Massive*" Modifier, or Character gains 10 *Natural Armor* that stack above class maximum. This skill lasts for up to 1-hour or Module. A character can have 1 Totem active at a time.

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. 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* for Magus/Evoker, *Lighting* for Caller, and *Spirit* for Healer/Paladin. This aura can be negated by appropriate defenses, and costs 1 *Ley Point* to use.

Barrier (Mastery)

This skill allows the character to funnel their magic into damage absorbing barrier on themselves. This grants the character 20 points of damage negation, which cannot be readjusted, does not stack with other armor buffs, and are the first points lost.

Bending Reed (Mastery)

By focusing the chi in their body, a Monk can lessen the impact of weaker blows. This skill grants the character*Threshold5*, lasting for 5 Minutes or one Encounter.

Boost Shifting

This skill is broken into 3 different categories, Defensive, Offensive, and Utility; and must be purchased separately for each. Once purchased the characters' stats when shifted will change, as outlined in Appendix 1.

Brawl

Allows a character to use Short Weapons as fists (one in each hand), for melee combat. These weapons must be Yellow in color, cannot have a cross guard, and deal 1 points of base damage. Characters can apply *Focus* and *Precision* damage to their attacks made with this skill; however, they cannot use any *Class Features* or *Combat Techniques.* 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 of the book.

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.

Cancel Magic

This skill allows the character to end the duration of any spell that they encounter. The time it takes to cancel the spell depends on the spells duration: if the spell's duration is in minutes, it takes 1 minute of concentration; if the spell's duration is in hours, it takes 10 minutes of concentration; and if the spell's duration is in days, or is a lasting effect, it takes 1 hour of concentration.

Chain Spell

This skill allows a character to maximize the efficiency of their *Spell Slots* when casting certain spells. Each time this skill is purchased, the character can affect an additional target with touch cast spells. This skill can only be used in conjunction with the following spell Types: Protective, Blade, Healing, Summon, and Dispel effects. To use this ability, the caster must complete the normal spell incant and add "Chain Spell" to the end of the incant. They must then plant their foot and can then touch each recipient with a packet and call "Magic<Effect>". This must be done immediately after casting the spell roughly within 5 to 10 seconds. The caster only spends a single *Spell Slot* for the spell being cast once. This skill can be purchased a maximum of four times.

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 of the book.

Chi Strike (Mastery)

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

Combat Slots

This skill allows a character to use their *Combat Techniques*. Each time a *Combat Slot* is purchased, a character can use a *Technique* of that Tier once each reset. Each time a character purchases a *Combat Slot* they gain a new Basic *Technique*. There are a few rules for how to buy slots; first each class is limited to a maximum number of Tier 1 *Combat Slots* they can purchase, which can be found in the Class descriptions, second a character can never have more slots of a higher level than a lower level. See *Combat Slots and Techniques* for more info.

Cook, Minor/Standard/Major

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 of ailments, granting them temporary defense, or even restoring expended resources. Each cooking recipe will have the cost, time to prepare, and effect listed on it. If taken at character creation, the character will begin with 2 Minor recipes.

Craftsman

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 Copper per rank, or produce appropriate tagged items related to their art of crafting. This skill has a max of 20 Ranks.

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, about mouse sized, but intelligent elemental creature that will stay with its creator. It remains *Invisible* unless the creator so 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/Stone/Water/Wind. While summoned the character gains a *Resist<Flavor>* that matches the familiar, useable once each reset.

Create Grove (Mastery)

This skill allows the character to imbue an area with the power 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 into 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.*

Create Minor Glyph (Mastery)

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 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.

Create Phylactery

This power 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 reset. 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".

Diagnose

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.

Die Hard (Mastery)

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*.

Dirge of Wipe Mind (Mastery)

This skill allows the character to remove part of a targets recent memory, acting as a *Forget (1 Hour)*. This skill takes 5 minutes of performance, and if the target is conscious they can choose to ignore the effect.

Disable Device

This skill allows the character to use and understand both simple and complex locks, traps, physical puzzles, tools, and even mechanical devices. The use of this skill requires a *Contested Roll (see page 218)*, must be role-played, and takes 2 minutes of concentration to attempt. This skill can also be used to arm traps which also take 2 minutes of concentration. Some traps or puzzles may have physical components that can be disarmed without a *Contested Roll*, and the player has the option to still make the *Contested Roll* or can choose to physically try and disable the trap/puzzle and once the choice is made you cannot go with the other option. A large advantage to physically disabling the trap is that there is no time restriction and you can disable as fast as you physically can. A player can spend 30 seconds to analyze the object to be disabled

Disable Device Modifier Table	
Effect	**Modifier**
Rank of Disable	+1 Bonus/Rank
Master Tools	+2 Bonus vs. Basic Locks and Devices
Grand Master Tools	+5 Bonus vs. Master/ Basic Locks, and Devices
Device Analyzed	+2 Bonus
Level of Trap/Lock	+1 Negative
Prior Failure	+2 Negative
In Combat	+5 Negative

at the end of which the marshal will tell them the level of the item as well as how well-crafted it is. Trap/Lock level is equal to the production cost of the item. This skill has a max of 20 Ranks, and each Rank adds 1 Bonus to the characters *Contested Rolls*.

Disguise (Mastery)

This skill allows the character to hide who they truly are. The character can give a false answer to "*What do I see*", changing their race or other minor features such as glowing hands; or for the same cost they can leave false information for *Tracking*. Or the character can change their appearance for an entire encounter, or until they engage in combat. This can be used at any time, so long as they are not currently engaged in combat. For example, this feature could be used to change their appearance to that of a Gnoll, causing such NPCs to not attack them and move on to other targets. This skill can be used once each reset.

Earthen Totem (Mastery)

This skill allows the character to summon a totem of an earthen creature to grant them one of the following buffs: During a hold the player can move up to 20 steps or, Character gains 3 uses of "*Binding Strike-Slay*" (6 Count) with their melee weapons, or 5*Permanent Body Points* and *Endure*. This skill lasts for up to 1 hour of Module. A character can have 1 Totem active at a time.

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.

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.

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.

Enhance Shifting

This skill is broken into 3 different categories, Defensive, Offensive, and Utility; and must be purchased separately for each. Once purchased the characters' stats when shifted will change, as outlined in Appendix 1.

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 characters weapon had 2 Paralysis Blade Poisons on it, it would instead become 4 totals; however they all expire at the end of the Encounter. This skill does not stack with itself.

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.

Farmer, Minor/Standard/Major

This skill allows a character to operate a *Node* and collect Herb/Food components from it. The amount and type of components that are collected is based on the level of skill the character has purchased. Additionally, the character can *Refine* and *Extract* components. For more information, see Appendix 3.

Fire Shield (Mastery)

This skill places a magical shield on a target other than the caster, causing the next 3 melee attacks to strike them to harm the attacker. When struck, the character uses this skill with the call "Magic Aura Fire". This effect will last up to 5 minutes or one Encounter, or until all uses are consumed. Like other *Auras*, this deals 30 points of damage.

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 counts stops, but they are not stabilized until the 60-second count is completed without interruption.

Focus +

When purchased, the character must designate which hand this skill is being purchased for, and from then on, the character will deal increased damage with all weapons they are skilled in while using that hand.

Forked Spell (Ley Magic)

This skill allows the character to split their spell, so it can hit more targets. When using this skill, the player adds "Forked "to the end of their normal spell incant, and then can throw "Magic <Spell Name>" twice in succession, and only expend a single *Spell Slot*. This skill costs 2 *Ley Points* to use.

Grasping Earth (Mastery)

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*".

Great Weapon

This skill makes the character proficient with all 2-handed weapons; Polearm, Mace, and Sword are the most common types.

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.

Guardian Spirit (Mastery)

This skill creates a safeguard on the targets spirit, binding it 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.

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.

Gun

This skill makes the character proficient with all Gun weapons. Guns are a ranged weapon. See weapon construction for specific rules. Guns only benefit from *Precision and* gain no benefit from *Focus* or *Strength*.

Hasten Magic (Ley Magic)

This skill allows the character to cast spells faster than normal, using the *Magic* Delivery Type. When used, the character substitutes the normal spell incant with "Magic <Spell Name>", or if used with *Spell Pool*, it changes the Delivery Type for the current pool. Example: the spell incant "I force the will to Charm You" would instead become "*Magic Charm*". This skill costs 1 *Ley Point* to use.

Healing Arts

This skill allows the character to treat a targets wounds and injuries. This skill takes 20 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 10 minutes, but will generate only one of the effects instead of all 3.

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

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.

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.

Improved Instruct

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 far quicker, taking only 5 minutes to teach a Basic skill and only 15 minutes to teach an Advanced skill.

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 one Encounter.

Iron Body

This skill gives the character 5 points of *Dexterity Armor*. This skill can be purchased a maximum of 4 times.

Knowledge (Area)

This will allow the characters to access knowledge that they have trained in. How much information may be garnered is based on the character's rank in that area. Knowledges are ranked from 1 to 5, with 1 being just above basic education and 5 being a versed scholar in the field. You may ask questions to a Marshal or Plot member during a game; however, they may or may not have an answer for you at that time. Reasonable answers will be given immediately. Each time a rank of *Knowledge (Area)* is purchased, the character will gain 1 knowledge point. Purchasing the 5th rank will award 2 points instead of 1. All knowledge points are in a shared pool and can be used as the character needs with any *Knowledge (Area)* that they have. Appendix 2 has a list of what each knowledge area can do and the point cost to generate said effects. The highest effect that can be generated is capped by the rank in that *Knowledge (Area)* the player has purchased. Each reset a player can spend a limited number of the *Knowledge* points in a given *Knowledge*; they can spend a maximum of 2 times their current rank in the associated skill from their pool of points. The following is a list of Common *Knowledge (Area)* skills; others would need to be approved by the local plot team: Astronomy, Cycle, Deep Elf, Dwarf, Ent, Felis, Geography, Gnome, Half Troll, High Elf, History, Human, Magic, Nature, Nautical, Nobility, Planes, Rok'Shen, and Warfare.

Knowledge (Area), Rare

This skill functions like the normal *Knowledge (Area)* skill for its uses and effects; however, the knowledge points are a separate pool. In addition, these skills are difficult to learn and require extensive knowledge to learn; for each Rare Knowledge Area the character wishes to learn, they must already have a Rank 5 Common *Knowledge (Area)*. The following is a list of *Rare Knowledge (Area)* skills; others would need to be approved by the local plot team: Acheron, Dragons, Old Gods, and Titans.

Long Bow

This skill makes the character proficient with all Long Bows and Crossbows. Bows only benefit from *Precision* and +2 *Strength but* gain no benefit from *Focus*. This weapon class are 1-Handed weapons; however, they always require two hands to fire.

Long Weapon

This skill makes the character proficient with all long one-handed weapons Axe, Mace, and Sword are the most common types.

Medium Weapon

This skill makes the character proficient with all medium one-handed weapons; Axe, Mace, and Sword are the most common types.

Memorize Ritual

This skill allows a character to memorize a Ritual Scroll into their memory and allows them to cast the Ritual without need of a physical scroll when casting that Ritual. They must meet all the prerequisites to cast the Ritual in order to memorize it. This skill does not require an instructor, and destroys the Ritual Scroll when it is memorized.

Merchant

This skill allows the character access to an In Game feature where they can trade In Game items. During an event, the character can go to the guild house to 'trade', this takes 1 hour of game time, during which the character is out of game. This allows for set number of trades, and the amounts gained from each trade can be found in Appendix 4.This can be done once each reset. Additionally, a between-game trade can be done, so long as it is submitted along with event pre-reg at least 1 week before the game. This skill can be purchased up to 10 times.

Miner, Minor/Standard/Major

This skill allows a character to operate a *Node* and collect Ore components from it. The amount and type of components that are collected is based on the level of skill the character has purchased. Additionally, the character can *Refine* and *Extract* components. For more information, see Appendix 3.

Mirror Image (Mastery)

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.

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.

Natural Spell (Ley Magic)

This skill allows the character to deliver a spell as a *Natural* attack instead of the normal incant. When used, the call of the spell is "Natural <Spell Name>" or if used with *Spell Pool*, it changes the Delivery Type for the current pool. This changes the spell in several ways: it becomes no longer resist-able with *Resist Magic*; it can be blocked by shields and skills like *Parry* since it is *Natural,* and this ability can be used while shape changed. This skill costs 2 *Ley Points* to use.

One Body, One Mind

This skill allows the character to balance their fighting prowess with *Brawl* weapons; this allows their *Focus* bonus damage to apply to both hands equally.

One Hand Block

This skill allows the character to block with a Staff or Great Weapon while holding it in

only one hand, even though it normally requires two hands. Attacking still requires two hands on the weapon.

One with the World (Mastery)

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

Open Portal

This skill allows the character to interact with *Portal Stones* and *Obelisks*. These mystical passageways are bound to the power of the Ley Lines that wrap around the world. To use this skill, the character must be at the device to be opened and then must spend 1 hour concentrating on the task of tuning the energy to create a safe passage. Each stone has its own unique energy signature that can be learned by studying the stone for 1 hour. Once the skill has been used and a portal has been opened between two locations, it will remain open and stable for 10 minutes, after which time it will close. See *Open Portal Breakdown* for more information.

Overload (Ley Magic)

This skill allows the character to add the *Critical* Modifier to a single spell or can be used with the character's *Spell Pool* to add the *Critical* Modifier to their current pool. This skill costs 1 *Ley Point* to use.

Patch Job (Mastery)

This skill allows the character to make a quick recovery in combat by *Repairing* a suit of armor. By performing a 10 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.

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.

Penetrating Magic (Ley Magic)

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 *Ley Point* to use.

Phalanx (Mastery)

This skill allows the character to raise another character's armor value while they are wielding a shield. When used the character grants up to four targets, who are wielding a shield, 10 points of armor, these points go above the characters' maximum and can be repaired with their normal armor points. These points will last for a single encounter or up to 5 minutes.

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.

Practitioner

This skill improves upon the character's ability in *Healing Arts*. The time to treat a target is reduced to 15 minutes and can now be applied to 3 targets at once and will additionally remove *Curses* afflicting them. Similar to *Healing Arts* the user can choose to spend only 10 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 *Derangements* for up to 6 hours.

Precision

When purchased, the character must designate which hand this skill is being purchased for, and from then on, the character will deal increased damage with all weapons they are skilled in with that hand. *Precision* functions in 2 ways: First, when used with melee weapons, the full bonus damage is applied only while striking a target from behind; and second, when used with any ranged weapon, only half the bonus damage is applied but affects all of their attacks no matter if they are in front of or

behind the target.

Professions

Professions are a set of skills that reflect a character's study in that field. Each profession consists of 5 ranks each having a different ability, the ranks much be purchased in order. Each profession also functions under its own set of rules; this is because different abilities have different usages and limits of use. The cost for each rank is based on the number of Professions you have meaning, your 1st Profession all ranks are the same cost. Your 2nd Profession all ranks are at the cost noted on the table, and so on. See Appendix VII: Professions for more details.

Quickness (Mastery)

This skill allows the character to reduce a counted action 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.

Read and Write

This skill allows you to read and write in the designated language and must be purchased once for each language. The following common languages can be purchased without a specific instructor: Common, Deep Elf, Dwarf, Felis, Gnome, High Elf, and Rok'Shen. Any other languages must have a specific instructor.

Rebuke (Mastery)

This skill allows the Healer to deal a violent attack against the vilest of foes. This attack will deal 30 points of raw damage to an Undead/Deathless/Subtype:Shadow creature, and has no effect on any other creature type. This attack is delivered as "Arcane Rebuke".

Recovery

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.

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 10, 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. At 10th level the *Heal 10* effect becomes *Heal 20.* This skill can be used once each reset.

Reincarnate (Mastery)

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 continue their death count and when they hit the 4-minute count where they would normally dissipate; they instead begin a 1-minute count, at the end of which the target will be restored to life at full *Body Points*.

Repair Item

This skill allows the character to field repair damaged items with a2 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 will not restore special properties of an item that are not from *Advanced Smithing/Engineering*. This skill has no component cost if it is used at a *Forge*.

Resist Enchantment

This skill allows the character to Resist spells and effects from the Enchantment School of Magic. This skill can be used once each reset per purchase.

Resist Impairment

This skill allows the character to resist a single impairing attack. The following are the most common types of effects, though others may be added: *Slow, Pin, Bind, Web, Repel, and Stun.* This skill can be used once each reset per purchase.

Resist Magic

This skill allows the character to resist a single magical effect that is a Spell cast by Incant or with the *Magic* Delivery Type. 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 Toxin

This ability allows the character to resist a single *Poison* Delivery or *Disease* Family attack. This skill can be used once each reset per purchase.

Resurrection

This skill allows the character to resurrect another character that has died and dissipated. To use this skill, the character must be at a Life Well and must perform a *Contested Roll*. It takes 15 minutes to resurrect a target, and the end effect varies on how skilled the person performing the resurrection is. For further information, see the chapter on Death and Dying. This skill has a max of 10 Ranks; each Rank adds +1 Bonus to the *Contested Roll*.

Ritualism

This skill allows the character to access hidden power within the depths of their knowledge. A character with this skill can use Ritual Scrolls to cast rituals, so long as they have at least four ranks of the appropriate *Knowledge (Area)*. You must have this skill to take part in a ritual as a secondary caster.

Sap (Mastery)

This skill allows the character to incapacitate a target for a brief time. *Sap* can only be used from *Hide* or *Conceal* and causes the target to become unaware of their surroundings until the status is broken or 5 minutes passes. This status will break if the target is subjected to any offensive interaction, including damage, spells, or being physically restrained; however, they can be searched slowly with a 30counted action, or carried away at a slow walk. If the character is in *Hide* when they use this skill, they can move up to 10 steps from their starting point, to within arm's reach of the target, calling "Sap Surprise" to deliver the attack. This attack will not remove them from *Hide*, unless this skill fails, or they choose to remove themselves. A character can only have 1 target *Sapped* at a time.

Scribe Rune

This skill allows the character to create magical *Runes* that store the power of their spells to be used at a later time. 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

Shield, Small

This skill allows a character to wield a properly constructed Small Shield for blocking purposes.

Shield, Medium

This skill allows a character to wield a properly constructed Medium Shield for blocking purposes. While wielding a shield of this size, the character can only touch cast spells, and cannot use *Bombs* or *Vials*.

Shield, Large

This skill allows a character to wield a properly constructed Large Shield for blocking purposes. While wielding a shield of this size, the character can only touch cast spells, and cannot use *Bombs* or *Vials*.

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 Combat Techniques* until this skill has ended.

Short Bow

This skill makes the character proficient with all Short Bows and Crossbows. Bows only benefit from *Precision* and +2 *Strength but* gain

no benefit from *Focus*. This weapon class are 1-Handed weapons; however, they always require two hands to fire.

Short Weapon

This skill makes the character proficient with all short one-handed weapons; Axe, Mace, and Dagger are the most common types.

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.

Signature Spell I, II, III, & IV

This skill gives the character access to *Spell Pool* as outlined in the *Magic and Spell* section. Each Rank of this skill increases the characters pool by 25 points. Healers and Paladins gain Magical Healing, Evokers and Magus gain Magical Damage, and Callers gain Natural Attack.

Signum Lux (Mastery)

This skill allows the character to extend their protection to another granting the target a 20-point *Barrier* that will negate damage from attacks with the Carriers/Modifiers: Body/Disease/Shadow/Void. These points will last for up to 1 hour or Module, or until used up.

Sling Arrow

When using a Stringed Instrument weapon, it can be used as a Bow as well as a Melee weapon. The weapon rep must be legally padded for both uses.

Smithing

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 of the book.

Snare (Mastery)

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.

Song of Fluidity (Mastery)

This skill allows the character to give a quick performance that affects up to 3 targets, within melee weapon range, excluding the performer. During the next 1 hour or Module, the targets can cast a spell that consumes a *Spell* Slot up to two levels lower (minimum 1st level), and that spell additionally has its Delivery Type changed to Magic.

Song of Mental Focus (Mastery)

This skill allows the character to give a quick performance that affects up to 3 targets, within melee weapon range, excluding the performer. This allows the character to reduce a targets next counted action, which must be used within the next 5 minutes. The time for the counted action is reduced by 50%, additionally the target gains the benefits of the *Improved Concentration* power during the action. This cannot be stacked with itself or other *Temporary Reduction* effects.

Spear

This skill makes the character proficient with all 1-handed Spears.

Spell Slots

This skill allows a character to cast their spells. Each time a *Spell Slot* is purchased a character can cast a spell of that level once each reset. 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 you can never have more than a 2-slot difference between levels. This means a character could have 4 first level slots and 2 second level slots; but not 4 first and 1 second level slots. See *Magic and Casting* for more information.

Spell Turning (Ley Magic)

This skill allows the character to call "*Reflect*" as a defense when struck by a spell or

attack with the *Magic* Delivery Type, which rebounds the spell back on to the original caster, making them the new target. This skill costs 2 *Ley Points* to use and can only be used against Spells and effects with the *Magic* Delivery Type for spells that appear on the *Elemental, Nature, or Spirit Path of Magic* Spell List in the *Magic and Spell Casting* section.

Staff

This skill makes the character proficient with all Staff weapons.

Stare Down (Mastery)

This skill allows the character to strike fear in their foes. This can only be used against targets that are within melee weapon reach and is delivered as "<Target>*Voice Arcane Fear*".

Stash (Mastery)

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 cu.ft. 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.

Storm (Ley Magic)

This skill allows the character to enter a stance by planting their right foot and announcing, “Spell Storm”. This effect will last until the player falls unconscious, moves their foot, or uses any other *Active Skills.* While active, the player can throw an infinite number of packet attacks called as “Magic 10<Flavor>”, with the flavor based on the character's paths (Evokers choose Fire, Stone, Water, or Wind, and Healers throw *Spirit*). This skill costs 3*LeyPoints* to use.

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 Im*mune to Mental Effects.*

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.

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 combat. This skill can be used once each reset.

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.

Theurgist, Minor/Standard/Major

This skill allows a character to operate a *Node* and collect Residuum components from it. The amount and type of components that are collected is based on the level of skill the character has purchased. Additionally, the character can *Refine* and *Extract* components. For more information, see Appendix 3.

Thrown

This skill makes the character proficient with all thrown weapons.

Tongue of the Land

The character gains the ability to speak with natural plants and rock formations. While most of the time such are not too smart, and communication can be difficult, the character

can ask 2 questions that will be answered with a yes or no, of a given creature.

Track

This skill allows the character to detect and follow the marks a target's passage leaves on the environment it passes through, or to conceal the user's trail from others. It can also be used to gain information about the target creature, or creatures being tracked. To track, you must have a Marshal to perform a *Contested Roll*. Unless tracking conditions change drastically, only *Contested Roll* pick should ever be needed to determine success or failure. Once you have failed a C*ontested Roll* you are considered to have lost the trail and may not try again. At the time you wish to *Track*, you may choose to first make what is called an "Observation", where the character spends 5 minutes studying the area. This *Contested Roll*, if successful, will allow you to learn information about the target being tracked, though if you fail this pick you cannot make a normal *Track Contested Roll*. The advantage of the "Observation" is that you do not incur as many of the normal negatives since they do not yet apply. This skill has a max of 20 Ranks, and each Rank adds 1 Bonus to the characters *Contested Rolls*.

Tracking Chart

Modifier	Bonus/Negative Gained
Light Source	+1 Bonus
Tracks made in Moist/Wet Terrain	+2 Bonus
Multiple people being tracked	+1 Bonus
Rank of Track	+1 Bonus/Rank
Great Size	+2 Bonus
Massive Size	+4 Bonus
Each day since the tracks were made	+2 Negative
Tracks lead though town	+5 Negative
Night/Darkness	+2 Negative
Rain After Tracks were made (Each Hour)	+2 Negative
Hours since Tracks were made	+1 Negative per/Hr
Change in Terrain	+5 Negative
Tracks left by Incorporeal Creature	+10 Negative
The path makes multiple splits	+2 Negative

Turn Outsider (Mastery)

This skill allows the character to deliver the effect "*Arcane Turn Shadow/Elemental*", with their weapon or a packet. This will cause an effected target to move away from the user as per the *Fear* effect for 30 seconds. This effect will break if the target suffers any damage. *Paladins* use *Turn Shadow and Magus* use *Turn Elemental.*

Unburden (Mastery)

This skill allows the character to temporarily overcome the touch cast limitation of Medium and Large Shields for 5 minutes or one combat, as well as the *Bomb and Vial* restriction.

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. For the rules for *Water Combat* see page 245.

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.

Techniques

These skills are used in conjunction with *Combat Slots*, and are separated into Basic and Advanced (noted by "*" on the class charts). Each time a character purchases a *Combat Slot* they gain a new Basic *Technique* of that Tier, In-Game they can also be instructed in more. To gain Advanced *Techniques* the character must have at least 2 *Combat Slots* of the appropriate Tier, in addition to a teacher.

In order to use a Technique a character must have the following, an unused *Combat Slot* of the appropriate Tier, the *Technique* on their character sheet they want to use, be wielding the required weapon type; and must not be under an effect/condition that would prohibit the use of skills. If the character meets all of the requirements listed they can use the skill. When a *Technique* is used the character will announce the name of the skill (unless the skill provides a specific call when used), thus activating it; and then follow the specific rules for that skill. Some *Techniques* are instantaneous, while others have a number of uses or duration. Once the *Technique* has been called the *Combat Slot* is expended for the reset. In the case of most *Offensive* and some *Utility Techniques*, they allow for a limited number of attacks which are expended hit or miss.

Combat Techniques

Ambush
Offensive
Tier 3

With this skill the character unleashes a powerful blow that will knock out most opponents. When used, the player must call "Ambush". This skill can be used from the front; however, if used from behind the target the call is "Ambush Surprise" making the attack very difficult to avoid. This skill can only be delivered with a melee boffer attack. A target that is affected by this attack is unconscious for 10 minutes. This attack is metabolic.

Assassinate
Offensive
Tier 4

This skill allows the character to deal a very damaging weapon strike to a target from behind. When used successfully the target will suffer 120 points of *Critical* damage.

Aura Blade
Utility
Tier 3

This skill adds the Flavor Carrier *Magic* to the character's weapon damage calls and increases the weapon's Base Damage by 1 for 5 minutes or one Encounter. This Flavor overrides any other Flavor that the weapon normally has.

Avoidance
Defensive
Tier 4

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.

Avoid Trap
Utility
Tier 2

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.

Blade Shower
Offensive
Tier 4

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 *Precision* damage and adds the *Body Burst* Modifiers. Example: "10 Normal Body Burst", this attack will hit all enemies in melee range.

Blind
Offensive
Tier 3

This skill 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. *Blind* can only be used against targets within melee weapon range and the call for it is "<Target> Voice Poison Blind".

Blitz
Utility
Tier 2

This skill allows the character to land heavy blows with their weapon. When used, the character gains +5 *Temporary Weapon Damage*, on their next 4 weapon swings. These effects must be used on all swings following the skill's activation and are 1 swing hit or miss.

Bracing Block
Defensive
Tier 1

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.

Catch
Defensive
Tier 3

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. This skill can only be used with *Brawl* weapons.

Center Self
Utility
Tier 1

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 10 *Body Points*.

Charm Strike
Offensive
Tier 2

This skill allows the character to deliver a powerful weapon attack as, *Charm Strike* which will *Charm* 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.

Cheap Shot
Utility
Tier 2

This skill allows the character to make the most out of an opportunity when they are working with others. This skill acts as a minor interrupt and *Negates* the last active skill/ability their opponent used, though the effect is not expended and can be used again. This can only be used on attacks that target/affect someone other than the character using the *Cheap Shot* skill, this includes the opponent.

Choke Hold
Offensive
Tier 3

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
Defensive
Tier 1

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

Conceal
Defensive
Tier 4

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.

Crippling Strike
Offensive
Tier 2

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.

Cyclone
Defensive
Tier 4

This skill allows the character to wrap their body in fierce winds that shield him 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
Defensive
Tier 1

This skill negates a single Physical 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* modifier. To use this skill, the character must call "Deflect".

Demoralize
Offensive
Tier 1

This skill allows the character to weaken a single target 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."

Destructive Blow
Offensive
Tier 3

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.

Dirge of Command
Offensive
Tier 3

This skill allows the character to strike a chord of dissonance against their foe. This attack is delivered as "<*Target*> *Voice Command*" against a target in melee weapon range and will cause the target to be affected by *Command*.

Dirge of Harm
Offensive
Tier 2

This skill allows the character to strike a chord of dissonance against their foe. This attack is delivered as "<*Target*> *Voice 10 Body*" against a target in melee weapon range and will cause the target to take 10 points of Body damage. This is a *Metabolic* effect.

Dirge of Slow
Offensive
Tier 4

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*.

Disarm
Utility
Tier 1

This skill 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. This skill can only be used with *Brawl* weapons.

Disrupt
Utility
Tier 4

This powerful attack can help overcome the greatest of foes. This effect causes a targets *Threshold* to be reduced by 3 points, or *Damage Cap* to be raised by 5 points, and lasts until the target dies or 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.

Dodge
Defensive
Tier 4

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.

Elemental Strike
Utility
Tier 2

When this skill 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.

Entangling Strike
Offensive
Tier 2

This skill is used by calling "Entangling Strike" and landing a legal weapon blow; this is one swing, hit or miss. This effect causes the target to become bound by vines, rendering them *Helpless* and unable to move as the vines slowly crush them. After 30 seconds, the target will be reduced to 0 *Body Points*. The target can be cut free on a 10 count or break free with +6 *Temporary Strength*. This is a binding effect.

Escape
Defensive
Tier 3

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.

Evade
Defensive
Tier 2

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

Execute
Utility
Tier 1

This skill causes a target that is *Helpless* to become *Dead* and they begin their death count. This is a weapon delivered attack that must be a legal weapon blow and is one swing hit or miss.

Exhaustion Strike
Utility
Tier 1

This skill duplicates the spell effect by the same name but is delivered with a weapon swing. This skill is used by calling "Exhaustion Strike" and landing a legal weapon blow; this is one swing, hit or miss.

Expose Armor
Utility
Tier 2

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.

Freezing Shot
Offensive
Tier 3

This effect causes the target to become *Frozen,* causing them to become rigid and unable to move or take actions for up to 10 minutes, but may use Passive abilities. A 10 counted action can break a target free; as well a creature with +6 *Permanent Strength* can break free on its own. This effect is physical in nature and is one attack, hit or miss.

Garrote
Offensive
Tier 1

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* Modifier to the attack, making the call "Silence Strike Surprise". This attack can only be used with a melee weapon and is one swing, hit or miss.

Feint
Offensive
Tier 1

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

High Block
Defensive
Tier 4

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.

Impale
Utility
Tier 4

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
Tier 4

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.

Initiative
Utility
Tier 1

This skill allows the character to make a quick escape from combat. When used, a minor hold occurs that only involves other players engaged with the character. The character may then move up to 10 steps away, after which normal game play will resume.

Intimidate
Offensive
Tier 2

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 Arcane 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.

Knockdown
Offensive
Tier 2

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; but are not *Helpless*. 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.

Maim Limb
Offensive
Tier 2

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. This attack is a single swing hit or miss and can only be performed with a melee weapon.

Manticore Shot
Offensive
Tier 2

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.

Mob Scene
Utility
Tier 1

This skill allows the character to bolster his allies with razor sharp tactics. When used, all allies within melee weapon reach add the *Critical* Modifier to their next single attack.

Mobility
Defensive
Tier 1

This skill allows the character to resist slowing effects, *Pin* and *Bind* effects, and *Binding Strike's* up to +4 Strength. Additionally, this skill can remove any of the above effects that are currently affecting the character, as well as allow escape from other non-magical bindings on their person.

Move Silent
Utility
Tier 1

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 one attack from *Hide*, adding the "*Surprise*" Modifier and remain H*idden*. This skill is considered *Passive.*

Overpower
Offensive
Tier 4

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

Paralyzing Strike
Offensive
Tier 3

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*.

Parry
Defensive
Tier 2

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.

Pierce
Offensive
Tier 1

This skill adds the "*Pierce*" Modifier 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.

Pin-Down
Offensive
Tier 2

This skill allows for a single ranged weapon attack that causes the target to become *Pinned* and unable to move their right foot from that spot on the ground, though they may pivot in place. This effect will last for 5 minutes or the duration of the combat, though a 30 second counted action can be taken to remove the *Pin*

effect. This skill can only be used with ranged weapons and is one attack, hit or miss.

Power Shot
Offensive
Tier 3

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.

Repel Strike
Offensive
Tier 1

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 hand held 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.

Ricochet
Defensive
Tier 4

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

Riposte
Defensive
Tier 3

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

Roll
Defensive
Tier 2

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 damage (rounded down) and will remove any effect carriers, from the attack.

Roundhouse
Utility
Tier 2

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*.

Rugged
Defensive
Tier 4

This skill allows the character to withstand assaults that would stagger a lesser hero. This skill can be used to resist 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.

Shatter Strike
Offensive
Tier 1

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.

Silence Strike
Offensive
Tier 1

This skill allows the character to deliver a powerful weapon attack announced as, "*Silence Strike"* which will *Silence* 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.

Sleep Strike
Offensive
Tier 3

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.

Slay Strike
Offensive
Tier 4

This skill deals a heinous damaging blow to a target, the affected target will suffer 100 points of damage. This skill is used by calling "Slay Strike" and landing a legal weapon blow; this is one swing, hit or miss. This is a *Slay* effect.

Smoke Screen
Utility
Tier 3

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.

Sneak Attack
Offensive
Tier 2

This skill allows the user to deliver a vicious attack that is difficult to avoid. When used, the character adds the "Surprise" Modifier to their weapon call. In addition to the *Surprise* carrier, if used while attacking a target from the front, the character can add all of their *Precision* bonus damage to the attack; and if used to attack a target on the back, their normal damage call is doubled. Example: A character that normally swings "3 Normal" from the front and "7 Normal" from behind would have their calls be "7 Normal Surprise" from the front and "14 Normal Surprise" from the back. When activated the characters next 2 weapons swings will be affected, though they are both a single swing hit or miss.

Song of Guidance
Utility
Tier 1

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 Bonus on their next *Contested Roll*. This effect lasts for the next Hour or Module, or until used.

Song of Healing
Utility
Tier 1

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 will *Heal* the targets for up to 5 *Body Points*.

Song of Inspiration
Utility
Tier 3

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.

Song of Resistance
Defensive
Tier 4

This skill allows the character to give a quick performance that affects up to 3 targets, within melee weapon range, excluding the performer. This grants the character a *Barrier,* 20 points of damage negation, which cannot be readjusted, does not stack with other armor buffs, and are the first points lost. This effect last for an *Encounter* or up to 5 minutes.

Song of Purity
Defensive
Tier 2

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 will affect the targets with the *Purify* effect.

Stun Strike
Offensive
Tier 3

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.

Sweep
Offensive
Tier 3

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.

True Strike
Offensive
Tier 4

This skill allows the character to imbue their *Brawl* weapons with devastating power. When activated, their next 4 weapon swings that land legal blows, gain+15*Temporary Weapon Damage*, the Flavor *Ward,* and the *Critical* Modifier.

Unbound
Defensive
Tier 4

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.*

Vitality
Utility
Tier 2

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.

War Cry
Utility
Tier 4

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 *Technique* 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 for up to 5 minutes or one Encounter, or until a *Combat Slot* is used.

Weapon Ward
Defensive
Tier 1

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.

Powers

Power	Prerequisite
Acrobatics	*Dodge*
Additional Shift*	Caller
Ambidexterity	
Amp	Bard
Amplify Barrier	Magus
Animal Speech	Caller
Arcane Study	*Spell Devotion*
Armor Efficiency	*Armor Proficiency*
Armor Proficiency	
Aspect Mastery	Caller
Athletics*	
Beast Master	8thCharacter Level, Caller
Blindsense	Deep Elf
Born Grappler*	Half-Troll, *Lengthen Claws*
Born Marksman*	Ranger
Born to Serve*	*Oathbound*
Born Trader	Felis
Broaden Specialization	*Specialization*
Bulwark	*Strong Arm*
Call the Beast*	Rok'Shen
Call the Wild*	Guardian
Called Shot	Ranger
Combat Archery	*Precision +4*
Combat Medic	*Diagnose*
Companion	
Conduit*	Magus
Critical Strike	*Blitz*
Defender	Champion
Deep Pockets	Artisan
Devotion	Must be part of an Order or Attunement
Element Exclusion	Evoker, Magus
Elven Accuracy*	High-Elf
Elven Martial Training	High-Elf
Enchant Elemental	Magus, *Aura Blade*
Enchant Spirit	Paladin, *Aura Blade*
Endless Fury*	Guardian
Energy Resistance*	8thCharacter Level
Entmoot	*One with the Land*
Extended Martial Training	Monk
Eye for Quality	
Family Weapon	*Oathbound*
Fast Learner	
Favored Enemy	*Knowledge (Area)*Rank 3
Fearless Fury	Guardian
Fey Blooded	*Fey Lineage*
Fey Lineage	Gnome
Fight to the Death	*Adrenaline Rush x 2*
Florentine	
Follower	8thCharacter Level

Forge Enchanted Item	*Knowledge (Magic)Rank 3*, 4th Character Level
Gift of Light	*Hand of Light*
Gnomish Talent	Gnome
Gun Slinger	*Gun* and *Precision +2*
Hand of Light	Paladin
Harden Skin	Ent
Improved Concentration	
Improved Familiar	Evoker
Improved Phylactery	Healer
Improved Racial, Resist Magic	Deep Elf
Inner Light	Healer
Iron Will*	
Lancet	Magus
Lengthen Claws	Short Claws
Ley Study	Spell Casting as part of Class Description, 4thCharacter Level
Light's Reach*	Paladin
Lightning Reflexes	
Limber Form	Rok'Shen
Living Armor	Healer
Local	1stCharacter Level, creation only
Magic Staff	*One-Hand Block*
Magical Training	Non-Magic Class
Main Gauche	*Florentine*
Make it Work*	*Gnomish Talent*
Martial Style	Monk, 4thCharacter Level
Master Craftsman	An *Advanced Production* Skill
Master of the Wilds	Caller
Master Smithing	Dwarf &*Advanced Smithing*
Mentor	1stCharacter Level, creation only
Merciful Strike	*Brawl*, Monk
Might of the Tiger	Deep Elf
Mighty Fury	Guardian
Muscle Memory	Artisan
Natural Hunter	Felis
Oathbound	Dwarf
One with the Land*	Ent
Overwhelming Power	Gladiator, *Overpower*
Pack Mentality*	Rok'Shen
Photosynthesis	Ent
Point Blank	*Combat Archery*
Potent Blood	Dwarf
Pounce*	Felis
Power Chord	Bard
Preparation	*Ambush*
Princess Candidate	Deep Elf, Female, 10th Character Level
Purifying Touch	Paladin
Researcher	At least one *Knowledge (Area)* at Rank 4
Resilient*	Gnome
Retain Magic	A 8th level *Spell Slot*
Roll with It	*Acrobatics*
Scent	Rok'Shen
Self-Stabilize	Half-Troll

Shadow Strike	*Conceal, Move Silent*
Shield Proficiency, Medium	*Shield Proficiency, Small*
Shield Proficiency, Small	
Shred*	Felis, *Lengthen Claws*
Shrug it Off	*Survival x 2*
Single Minded Fury	*Ambidexterity*
Sling Arrow	Bard
Specialization	Champion or Gladiator, 4thCharacter Level
Spell Devotion	High-Elf
Spell Focus I	*Signature Spell II*
Spell Focus II	*Signature Spell III and Spell Focus I*
Stalwart Guard	*Born to Serve*
Strong Arm	Champion
Subtlety	Trickster or Ranger, 4thCharacter Level
Swamp Thing	Half- Troll
Talented Assistant	
Taproot	Ent
Terrain Adaptation	*Knowledge (Planes)Rank 3*
The Trees are Angry	*Ent*
Touch of the Wind*	High-Elf
Touched by the Shadow*	Deep Elf
Toughen*	
Trapper	*Hunter's Call, Snare*
Trollsblood	Half-Troll, *Regeneration x 5*
Tumble	*Athletics*
Tunnel Fighter	Deep Elf
Undying Fury	Guardian
Unlocking the Planes*	Evoker
Weapon Proficiency	
Wild Magic	Caller, Evoker, Healer
Wild Shape	*Boost Shifting - Utility*
Wrath of Nature	Guardian

*Powers with this notation can be taken multiple times.

Powers do not function like skills they are always considered to be in effect. Powers either give characters' access to a new ability or change the function of a skill they already have. At 1st level, all characters start with 1 power, and they gain an additional power at 4th level and every 4 levels after, i.e., 1st, 4th, 8th, 12th, Etc…

In addition to the normal powers, every 10 levels players will gain an extra power that can only be used for a power that is race specific, Humans are the exception to this they can pick any power they have the prerequisites for.

If a power has prerequisites, then all must be met before the power can be purchased. All powers can only be purchased one time unless noted otherwise. Unless indicated otherwise powers that have a daily use cannot be used simultaneously.

Acrobatics
Prerequisite: *Dodge*

This power allows the character to get the most out of every opportunity. Whenever they use a skill from their *Defensive* tree they gain a *Barrier* effect, these points do not stack with themselves and are the first to be lost.

Additional Shift*
Prerequisite: Caller

This power allows the character to use their *Empowered Shifting* ability 2 additional times each reset.

Ambidexterity
Prerequisite: None

This power reflects a character natural skill with both hands, this grants them the following abilities: they can move their *Focus* and *Precision* bonus damage to either hand, though this takes a 5 counted action and while wield a weapon in each hand their flurry limit increases by 1, to 4 swings.

Amp
Prerequisites: Bard

When wielding an instrument weapon, the base damage of the weapon is increased by 1 point.

Amplify Barrier
Prerequisite: Magus

This power increases the effect of the characters *Barrier* skill. The skill will now absorb 30 points of damage instead of the normal 20 points.

Animal Speech
Prerequisite: Caller

This power allows the character to talk normally while shape changed, as well as will let them communicate with animals of similar breed. This does not allow spell casting or using magic items that require speech to activate.

Arcane Study
Prerequisites: *Spell Devotion*

Elves have always been known for their link and skill when it comes to magic, and as such, the power improves upon their magical ability. This power increases the characters Spell Pool by 10 points.

Armor Efficiency
Prerequisites: *Armor Proficiency*

This power 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.

Armor Proficiency
Prerequisite: None

This power increases the maximum amount of armor a character can wear by 1 Tier. Example: A Trickster with this power could wear up to Medium Armor, instead of being limited to Light Armor.

Aspect Mastery
Prerequisite: Caller

This power causes Aspects that the player casts to have the duration doubled. It is up to the caster to inform the recipient of the effect.

Athletics*
Prerequisite: None

You have spent time working out and training your body to go further than the average

person. This Power gives the character an effective +2 *Temporary Strength* for performing Feats of Strength. The *Temporary Strength* gained from this Power will stack with itself; for example, if a character has taken Athletics 3 times, they will have +6 *Temporary Strength* for performing *Feats of Strength*.

Beast Master
Prerequisite: Caller, 8thCharacter Level
This power further increases the characters shapechanges. While *Empowered Shifting* is active the character additionally gains a Threshold 3.

Blindsense
Prerequisites: Deep Elf
While darkness is a hindrance to the sighted, you have spent years training your other senses to counteract the effects. You take no negative from the *Blind* effect; additionally, do not suffer penalties on *Contested Roll*s for darkness or lack of vision.

Born Grappler*
Prerequisites: Half-Troll, *Lengthen Claws*
This power allows the character to use their claws to grab their opponents and squeeze them into submission. Twice each reset, the character can use *Binding Strike* with a 6 counted action, and the resulting effect reduces the target to -1 *Body Points*. This can only be performed with claws and is considered to be at +4 *Permanent Strength* for the purposes of foes' ability to *Break Free*."

Born Marksman*
Prerequisite: Ranger
This power reflects the character's natural talent with ranged weapons. Each reset they gain 2 additional uses of the *Hunter's Mark* skill.

Born to Serve*
Prerequisites: *Oathbound*
This power comes from the dwarf's lineage to guard the great Dwarven houses. This power allows the character to *Resist* effects that push them or force their movement, examples *Repel, Sweep, ect.* This power can be used twice each reset.

Born Trader
Prerequisites: Felis
Born into a family of traders, the art was pushed upon you from an early age. This power increases the character's effective rank of the *Merchant* skill by 1, giving them rank 1 if they have not purchased the skill. Additionally, they receive an additional 5% discount when purchasing with the skill.

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

Bulwark
Prerequisites: *Strong Arm*
This power improves upon the champions' prowess with their shield, allowing them to block more types of attacks than normal. Bulwark allows them to now block, with their shield, Melee weapon attacks with the *Poison* and *Elemental* Delivery Types. In addition, they can block *Vial* and *Bomb* ranged attacks. The latter alteration only affects attacks blocked by the shield. If the packet strikes a weapon or any other portion of the character, they still suffer the effect.

Called Shot
Prerequisites: Ranger
When a character uses their *Hunter's Mark* skill to deal only damage, not adding a *Technique*, they receive a +10 *Permanent Weapon Damage* bonus instead of the normal +5 bonus.

Call the Beast*
Prerequisites: Rok'Shen
This power allows the character to unleash their ancestral nature for a brief time. When used, the effect is determined by what type of animal they are; Large powerful animal types gain +4 strength for 10 minutes, Smaller more agile animal types take *Reduced:Half* damage for the duration. This power can be used once each reset.

Call the Wild*
Prerequisite: Guardian
This power allows the character to share their tie to nature. Once each reset this power can

be used to grant up to 5 targets a totem.

Combat Archery
Prerequisite: *Precision +4*
This power allows the character to block with a bow, even with a single hand. Once a bow has been hit with a weapon it must be restrung on a 3 counted action before it can be used to fire arrows again.

Combat Medic
Prerequisite: *Diagnose*
This power allows the character to perform the *First Aid* skill on two targets as the same time, so long as both are within arm's reach.

Companion
Prerequisite: None
This power 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. For more info on the pets see Appendix 8: Novice Rules.

Conduit*
Prerequisite: Magus
This power allows the character to use the *Channel* Class Feature two 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.

Defender
Prerequisite: Champion
This power allows the character to use the *Defend* skill 1 additional times each *Encounter*. Additionally, it allows the character to use *Weapon Ward* to protect others so long as they are within weapons reach.

Deep Pockets
Prerequisite: Artisan
This power allows the character to more carefully stack and stow crafted goods allowing them to carry double the number of *Ghost Tags* as normally allowed.

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*.

Element Exclusion
Prerequisite: Evoker, Magus
This power increases the characters *Spell Pool* by 15 Points; however, they can no longer cast one of the Elements. They must choose which of the flavors they give up: Fire, Water, Stone, or Wind. This will additionally increase the characters *Spell Cap* by 5 points.

Elven Accuracy*
Prerequisite: High Elf
This power hones the elf's senses. When a skill or spell that has a *Combat* or *Spell Slot* cost misses its target or is defended against, such as with *Parry*, *Dodge*, etc., the High Elf may call "Elven Accuracy" and repeat the attack immediately at no additional cost. This power can be used twice each reset.

Elven Martial Training
Prerequisites: High-Elf
This power gives the character *Weapon Proficiency: Long Bow& Long Sword.*

Enchant Element
Prerequisite: Magus, *Aura Blade*
This power allows the character to enchant their weapon with one of the elemental flavors, instead of *Magic*, when they use the *Aura Blade* skill.

Enchant Spirit
Prerequisite: Paladin, *Aura Blade*
This power allows the character to enchant their weapon with the Flavor Carrier: *Spirit*, instead of *Magic*, when they use the *Aura Blade* skill.

Endless Fury*
Prerequisites: Guardian
This power allows the character to activate their *Primal Fury* Class Feature 2 additional times each reset.

Energy Resistance*
Prerequisite: 8thCharacter Level.
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 negates the first 5 points of any non-weapon delivered attack with their chosen flavor. The player must choose one of the following: Fire, Water, Wind, or Stone as the flavor that is affected. While this can be taken multiple time the effects to not stack, so a different flavor must be picked each time

Entmoot
Prerequisites: *One with the Land*
To use the power there must be at least 3 Ents with this power involved. Using this power takes 15 minutes of concentration and the Ents must be in a circle gently swaying. The Ents use this time to discuss and pool their knowledge; at the end of this they may ask a question of the world. This communion draws information from the world itself and because of this it may take some amount of time to receive the answer. Plot should be informed this power is going to be used and what the question or topic is as soon as possible so that the answer can be provided.

Extended Martial Training
Prerequisites: Monk
This power allows the character to treat all of their *Class Weapon Proficiencies* as *Brawl* weapons.

Eye for Quality
Prerequisite: None
This power reflects the characters' experience in the world and ability to notice even the most useful of scrap. When harvesting Nodes, the character receives 20% more harvesting points. Additionally, on Modules there is a chance they can scrounge up random items, and they can use the Survival skill to guarantee a scrounged item. If successful, the player will receive a Scrounge Tag which can be turned in at NPC camp at a later time.

Family Weapon
Prerequisites: *Oathbound*
This power grants the character a masterfully crafted weapon that has been passed down through the ages. When the weapon is passed, his oath protects it. The weapon chosen at character creation will be tagged as such, and the weapon is *Immune* to effects that would apply the *Broken* status to the item. Furthermore, when the character is wielding the weapon that weapon cannot be *Disarmed*. The weapon must be an Axe or Hammer.

Fast Learner
Prerequisite: None
While you might not always be a master at all things you have a knack for learning just about anything. In addition to your Basic Class skills you can also learn Basic Everyman skills without need of an instructor.

Favored Enemy
Prerequisite: *Knowledge (Area)Rank 3*
This power increases the characters' damage when fighting a chosen type of creature. When fighting creatures of the chosen type the character gains the *Bane* effect, giving them a *Temporary* +5 damage increase against those targets. This power can affect *Spell Pool*. This will increase the damage of each attack by 5 points; however, this will only apply to castings of 10 points or more *Spell Pool.* When the character using this power announces it, they will be made aware of which creatures the bane effect should work on, and it is up to the player to keep take of which creatures they get the added damage on. When this power is purchased one of the following types is chosen:

- Nature: Animal or Shapechanger
- Cycle: Undead or Abominations
- Magic: Draken or Golem
- Planes: Outsiders or Elementals

Fearless Fury
Prerequisite: Guardian
This power increases the potency of the characters *Primal Fury* power. While active, they additionally gain *Immunity to Command, Fear,*

Feeblemind, and Slumber.

Fey Blooded
Prerequisites: *Fey Lineage*

You are more than just a child of the fey, the home world still courses in your veins. This power allows the character to cancel all magical effects currently on their person and for 1 minute they will be *Immune* to all magical effects (positive and negative) that affect them. While this power is active the character becomes *Vulnerable: Iron*. This can be used once each reset.

Fey Lineage
Prerequisites: Gnome

You are among the Gnomes whose link to the Fey is still strong. As such the character can tap into that power. The character can sometimes see bits of the Fey world through this world. This allows them to be able to see weak points in the barrier between the 2 worlds, as well as identify fey portals. Additionally, the character can spend a few moments studying a target and discern if they are Fey.

Fight to the Death
Prerequisite: *Adrenaline Rush x 2*

This power allows the character to fight off dying. When reduced to -1 *Body Points* the character may choose to be instantly healed for 16 *Body Points*. For the hour following the use of this power the characters bleed out count is reduced from 120 seconds to 60 seconds. This power can be used twice each reset.

Florentine
Prerequisite: None

This power 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.

Follower
Prerequisite: Must be at least 8th character level

A local from the area has shown some real talent, and you have taken them under your wing. Your character gains a follower with the following skills: 4 Ranks of *Craftsman*, *Knowledge (Geography)*Rank 2, *Knowledge (History)* Rank 1; the *Talented Assistant* Power, and the *Local* Power.

Forge Enchanted Item
Prerequisite: 4thCharacter Level, *Knowledge (Magic)Rank 3*

This power allows a character to create enchanted magical items, see *Item Forging* under the production section.

Gift of Light
Prerequisite: *Hand of Light*

This power improves the characters *Lay Hands* Class Feature. Whenever *Lay Hands* is used to heal a friendly target the caster is healed for the same amount.

Gnomish Talent
Prerequisite: Gnome

This power allows the character to be able to attempt to *Disable Device* even if they do not have ranks and will always have a minimum of +2 Bonus. If they have at least 5 ranks of the *Disable Device* skill, they are always treated as having 5 more ranks for the purpose of *Contested Rolls*.

Gun Slinger
Prerequisite: *Gun and Precision +2*

This power allows the character to wield 2 pistols at the same time, one in each hand. They must still follow the normal rules for firing the guns.

Hand of Light
Prerequisite: Paladin

This power alters the character's *Lay Hands* by changing the range from being touch cast, to Line of Sight. When used the character must announce "<Target>Voice *Lay Hands*".

Harden Skin
Prerequisite: Ent

This power gives the character 10 points of natural armor, these points stack with other forms of armor and will allow the character to exceed their class maximum armor value by the 10 points gained.

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.

Improved Phylactery
Prerequisites: *Create Phylactery*

This power allows the character to manifest a more powerful Phylactery. Granting them a benefit based on which glyph was scribed.

- Grace- Lowers the time to reset their *Spell Pool* by 1 minute and does not stack with similar effects.
- Angelus- +5 Armor Points, these can be readjusted along with armor they wear, and goes above their maximum.
- Mending- When the character reaches the last 5 seconds of their Bleed Out count, they are instantly healed for 5 points. Once triggered this cannot happen again for 4 hours.
- Glory- After casting a *Life* spell, the next Dispel, Protective, or Healing spell they cast consumes a Spell Slot of up to 7 levels lower, minimum 1st level.

Improved Racial, Resist Magic
Prerequisite: Deep Elf

This power allows the *Resist Magic* racial abilities that are earned from levels, not purchased with Skill Points, to also be used to resist attacks with the *Arcane* Delivery Type.

Inner Light
Prerequisite: Healer

This power temporarily boosts a *Healer's* abilities in 2 ways. First, while active, it grants *Magic* Delivery Type for all *Restoration* spells; second, it doubles the characters *Spell Pool*. When activated; this power will last for one combat or up to 5 minutes. This can be used twice each reset.

Iron Will*
Prerequisite: None

This power allows the character to shrug off the following mental attacks: *Berserk, Charm, Command, Fear, Shun, and Terror.* This can be used twice each reset.

Lancet
Prerequisite: Magus

This power allows the *Magus* to refocus their *Spell Pool*. They can now throw their *Spell Pool* with packets, instead of only delivering it with their weapon. Doing so follows the standard rules for using *Spell Pool*.

Lengthen Claws
Prerequisite: Short Claws

This power causes the characters' claws to become elongated increasing them up to Medium weapon length.

Ley Study
Prerequisites: Spell Casting as part of Class Description, 4thCharacter Level

This power allows the character to unlock the *Ley Magic* skills, letting them to change how their magic works. In addition to gaining the ability to learn new skills they also gain 3 *Ley Points*. Additionally, the character may learn a single Minor *Ley Magic* skill without need of an instructor.

Light's Reach*
Prerequisites: Paladin

This power allows the character to activate their *Lay Hands* Class Feature 2 additional times each reset.

Lightning Reflexes
Prerequisite: *None*

With this power the character has an amazing reaction time, to the point of seeming to have a precognitive awareness about their surroundings. Whenever they are caught in the area of a trap or limited AOE, if they are within 1 step of the radius they can step out of the area and avoid the attack.

Limber Form
Prerequisites: Rok' Shen

This power allows the character to twist and contort their form granting them a few advantages. First, with a 60 counted action the character can break free of *Pin*, *Bind*, and *Web* effects in addition to non-magical bindings, Secondly, the character can squeeze through narrow openings.

Living Armor
Prerequisite: Healer

This power allows the character to use their *Signature Spell (Healing)* to fix damaged suits of armor. They can use their *Spell Pool* with an altered incant "I Summon X Armor." This change allows them to heal *Body Points* or *Armor Points*. Healing a suit of armor to its maximum value will *Repair* the armor.

Local
Prerequisites: 1st Character Level, can only be taken at character creation

While adventures hail from all over the globe, you grew up in the area where your home chapter is played. While it might not seem like much, you know a large number of the commoners in the area and may even be known by the local guilds for your willingness to do odd jobs. This means that you know just who to talk to, for whatever it is you are trying to find assuming it is available. This could be information, small goods, a place to sleep, or maybe an odd job.

Main Gauche
Prerequisite: *Florentine*

This power 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 +5*Temporary Damage* Blade effect on their next off hand attack to be used in the same encounter. This ability can only be used while fighting with two weapons.

Magic Staff
Prerequisite: *One-Hand Block*

This power allows the character to use a *Staff* as a wand, instead of a *Short Blunt.*

Magical Training
Prerequisite: A class that does not have access to magic.

This power allows the character to be trained in the very basics of magic. When taken the player must choose a *School* of magic, once chosen it cannot be changed. The character can now use Runes from that School up to 7th level, following the normal rules for using runes.

Master Craftsman
Prerequisite: An *Advanced Production* skill

This power allows the character to produce two identical items at the same time, when creating goods in-game. This reflects their proven skill in their art.

Make it Work*
Prerequisites: *Gnomish Talent*

All Gnomes were born with the mindset that everything can function with a little kick. With this power once each reset the character can use any *Engineering* item even if they don't have the normal skill to do so. This includes setting traps, throwing bombs, disarming traps, and even solving physical puzzles.

Martial Style
Prerequisite: Monk, 4th Character Level

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

- *Mantis Style*- Grants 1 Additional swing to their *Flurry* limit.
- *Crane Style*- Grants 10 points of *Dexterity Armor.*
- *Bull Style*- Grants +1 Damage with *Brawl* weapons.

Master of the Wilds
Prerequisite: Caller

This power allows the character to now affect 2 additional targets when they cast *Aspect*s.

Master Smithing
Prerequisite: Dwarf and *Advanced Smithing*

This power allows the dwarf to hone his skills; all weapons made by the character automatically receive 1*Temper* for free. Additionally, they can melt down weapons for half the crafting components (Common and Uncommon) it takes to make the item so long as the item has at least 3 months remaining on the duration. Also some Rare components may be gained if they were used to make the item (the number is a percentage of the remaining duration).

Mentor
Prerequisite: 1st Character Level, can only be taken at character creation

While you have a standard education like many adventurers there was someone along the way who took a shining to you. It could have been a relative, a teacher, a blacksmith, or even a local knight; no matter who it is, they have some kind of specialized training. Once each event, you can seek out your mentor to help you along in your career and they can perform one of the following tasks: Give you a single instruction session in one skill, Research a single question for you, or craft 4 basic items for you.

Merciful Strike
Prerequisite: *Brawl,* Monk

This power allows the character to add the "Padded" flavor to their melee weapon attacks.

Mighty Fury
Prerequisite: Guardian

This power increases the potency of the characters *Primal Fury* power. While active they additionally gain 4 Blade Effects that are +5 *Temporary Damage* and *Critical*.

Might of the Tiger
Prerequisites: Deep Elf

Much as when the Tiger carried the Sage until he died, you are a symbol of his feat. When moving a downed/*Helpless* ally you are considered to have +2 *Permanent Strength*. This strength can also be called to overcome challenges (physical) that endanger the Deep Elf in addition to his allies. This power does not increase weapon damage. You are recognized as a champion of your people. Reactions from Deep Elf NPCs will be affected as such. This means your actions will be more noticed, both good and bad.

Muscle Memory
Prerequisite: Artisan

This power allows the character to know a few recipes "by heart". At any given time, a character can have 4 recipes that they have "memorized" allowing them to craft the item without having the recipe on hand. It takes 1 hour of study to commit the recipe to memory and it will remain until it is changed out, this should be noted on the sheet with a Marshal so that is can be added to the notes.

Natural Hunter
Prerequisites: Felis

This power improves the character's scent and vision to an extreme level, allowing them a few advantages; first the character can spend a 10 counted action sniffing an item and can determine if the item contains any toxins, second, they receive a +1 Bonus on tracking *Contested Rolls*, and lastly at night or in dark lighting conditions the player will always get a race description of a target when they ask the question "What do I see".

Oathbound
Prerequisites: Dwarf

This power binds the character to his word making it unbreakable. A character with this power who takes an oath will not break that oath even if it means death. Due to this frame of mind the character gains immunity to *Command* effects.

One with the Land*
Prerequisites: Ent

This power allows the character to generate any effect from the *Knowledge Nature* chart in Appendix 2, twice each reset. They do not need the *Knowledge Nature* skill to use the power.

Overwhelming Power
Prerequisite: Gladiator *and Overpower*

This power grants the character an additional +1 *Base Strength* (this stacks with the *Great Might* Class Feature) when wielding a Great Weapon. Additionally, their *Blitz* skill grants the *Massive* Modifier when used. This is not limited only to Great Weapons; however, a Great Weapon must still be in hand to gain this effect on *Blitz*.

Pack Mentality*
Prerequisites: Rok'Shen

This power awakens in the character their nature to hunt with a pack. Once each reset the character can use a Natural version of the *Wolf Pack* spell, allowing the character and up to 10 allies to *Flee*. This is announced as "*Natural Wolf Pack!*" and follows the normal rules for the *Wolf Pack* spell.

Photosynthesis
Prerequisites: Ent

This power allows Ents to regenerate their *Body Points*. To use this power, the character must stand in a 'tree position' with arms outstretched towards the sky for the duration and maintain concentration. For each minute they will regain up to 4 *Body Points*, up to their maximum. This power can only be used outdoors, in daylight (clouds will not stop you, but rain will).

Point Blank
Prerequisite: *Combat Archery*

This power allows the character to continue to fire a bow while blocking with it, once the bow has been struck 5times, it will become unstrung and needs to be restrung as normal.

Potent Blood
Prerequisites: Dwarf

When the character uses their *Resist Toxin* skill they heal 5 *Body Points* in addition to negating the effect.

Pounce*
Prerequisites: Felis

This power allows the character to make an attack that duplicates the *Knockdown* skill. This can be used once each reset, and the call is the same as the skill.

Power Chord
Prerequisites: Bard

When wielding an instrument weapon, the character can deliver their *Dirges* at range with the *Voice* Delivery Type.

Preparation
Prerequisite: *Ambush*

This power allows the character to always leave *Hide* instantly and gains the benefits of adding "*Surprise*" Modifier to their next attack.

Princess Candidate – Female only
Prerequisites: Deep Elf, 10th Character Level

You gain a weapon skill of your choice, *Knowledge (Nobility)* x1, *Survival* x 1, and *Adrenaline Rush* x1 at no Skill point cost. You are a strong candidate for Tson'chi princess. This is something you and your rivals are aware of…. Good luck.

Purifying Touch
Prerequisite: Paladin

This power increases the effect of the Paladin's *Lay Hands* Class Feature. In addition to the healing effect, it also removes *Toxins*, by adding "*Purify"* to the end of the call.

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.

Resilient*
Prerequisites: Gnome

Living on Steelcrank, you have had more near-death experiences than a blind bull fighter; you have been blown up, burned, taken shrapnel, and fate knows what else. Once each reset when an attack would reduce your *Body Points* to 0 or lower you can call "*Resilient*" as a defense and be left at 1 *Body Point* and ignore any other effect the attack may have had. This is a *Passive* skill and can be used once each reset.

Retain Magic
Prerequisite: A 8th level *Spell Slot*

This power allows the caster to better control the magic around them. This skill can be used to 'keep' spell protectives up even if they would normally be stripped. Most commonly, this defense is used against a *Dispel* or Anti-Magic effects but is also useful to not lose protectives after needing a *Life* spell. It can also be used to allow an effect that would strip a protective away, to instead bypass the protective and take effect. This power can be used once each encounter.

Roll with It
Prerequisite: *Acrobatics*

This power changes the effect of the *Roll* skill to now reduce the damage of an attack to 1 point instead of half damage.

Scent
Prerequisites: Rok'Shen

This power allows the character to follow targets with their nose. They gain +2 Bonus to *Track Contested Rolls.* In addition, they can determine race of a scent, and by spending a 10 counted action, they can tell if a *Toxin* is present.

Self-Stabilize
Prerequisites: Half-Troll

This power 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.

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*.

Shield Proficiency, Small

This power allows a character to use a *Small Shield*.

Shield Proficiency, Medium
Prerequisite: *Proficiency with Small Shield*

This power allows a character to use a *Medium Shield*.

Shred*
Prerequisites: Felis, *Lengthen Claws*

This power allows the character to rip apart a target's armor. Twice each reset the character can make an attack with their Claws called as "Destroy Armor Strike" this attack is one swing hit or miss.

Shrug it Off
Prerequisite: *Survival* x 2

This power 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 power: *Petrify, Prison, Kill, Killing Blow, Implosion, Slay,* and *Binding* effects*.* This cannot be used to ignore damage, only effects. This power can be used by twice each reset*.*

Single Minded Fury
Prerequisites: *Ambidexterity*

This power will increase the characters' base weapon damage by 1 when fighting with 2 weapons of the same length and type; this does not include *Brawl* weapons.

Sling Arrow
Prerequisites: Bard

This power all 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.

Specialization
Prerequisite: Champion or Gladiator, 4thCharacter Level

This power increases the characters Base Weapon Damage with a chosen weapon (Long Sword, Medium Axe, Etc.) by 1 point.

Spell Devotion
Prerequisites: High-Elf

Once each reset the character can cast any spell from the *Spirit* or *Elemental* Path of Magic that is 5th level of lower, as "Natural <Effect>".

Spell Focus I
Prerequisite: *Signature Spell II*

This power increases the characters Spell Pool by 15 points. This also increases the

characters *Spell Cap* by 5 points.

Spell Focus II
Prerequisite: *Signature Spell III and Spell Focus I*
This power further increases the characters Spell Pool by 20 points. This stacks with the *Spell Focus I* power. This also increases the characters *Spell Cap* by 5 points.

Stalwart Guard
Prerequisites: *Born to Serve*
This power focuses the Dwarven training during battle; the key to winning is never giving up the ground you have. This power allows the character to enter a stance, where they must plant their right foot, and the effect will last for 5 minutes or one Encounter, until the players' foot moves from the spot, or becomes *Helpless*. In this stance the character becomes *Immune* to *Fear* and gains *Damage Cap 5.* This can be used once each reset.

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.

Subtlety
Prerequisites: Trickster or Ranger. 4thCharacter Level
This power gives the character+2 additional *Precision* damage. This functions just as the *Precision* skill, but hand does not need matter.

Swamp Thing
Prerequisites: Half-Troll
This power allows the character to breath underwater as well as in the air. In addition, the character gains the power *Terrain Adaptation: Water*.

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 a skill at helping others get work done. You can aid a player who is crafting in a workshop and cut down their creation time by 1 minute per rank of the item being crafted.

Taproot
Prerequisites: Ent
Ents can remove negative buffs affecting themselves by rooting into the ground. Rooting down takes 1 minute of concentration and standing in a 'tree position', arms raised toward the sky. Once rooted negative effects are considered to be removed per the *Dispel* effect. There are some effects this power may not work on. This power can be used so long as the character can freely move and is conscious.

Terrain Adaptation
Prerequisite: *Knowledge (Planes)*Rank 3
This power allows a character to become attuned with a certain Terrain Type that is associated with one of the Inner Elements (Fire, Stone, Water, or Wind). This allows the character to ignore many of the normal penalties that the Terrain would inflict on them.

The Trees are Angry
Prerequisites: *One with the Land*
If a target desecrates a tree in the presence of the Ent, the Ent **may** choose to take a *Berserk* effect against the person doing the damage to the forest and gain +4 *Temporary Strength* or +50*Spell Pool* in their attacks against that person for 5 minutes or one Encounter.

Touch of the Wind*
Prerequisites: High-Elf
High elves have always been known for their exceptional grace. Mix that with dwelling in the peaks of mountains that are said to be touched by the planar power of Wind itself, and you unlock a powerful gift. This power allows a character to automatically succeed on a physical challenge; this can be used once each reset. 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.

Touched by the Shadow*
Prerequisites: Deep Elf
Being so adapted to the shadows, you have learned how to use them to your advantage. This power allows the character to wrap themselves in shadows, and by spending 1 minute concentrating the character will be *Dispelled* of all negative effects upon their character. This can be used three times each reset.

Toughen*
Prerequisites: None
This power increases the characters' maximum *Body Points* by 5 points. This power can be taken multiple times.

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).

Trollsblood
Prerequisites: Half-Troll, *Regeneration x 5*
This power allows the character to return from the grip of death. At any time during the character's normal 4-minuteDeath Count, they can make a 3 counted action to *Revive* (the call is "*Revive* 3, *Revive* 2, *Revive* 1"). This power can be used by expending 3 *Regenerations*. Being burned or being *Killing Blowed* with *Fire* will prevent the character from using this power.

Tumble
Prerequisites: *Athletics*
This power 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*.

Tunnel Fighter
Prerequisites: Deep Elf
While fighting underground you know how to take advantage of the terrain, you gain a +1 *Permanent Damage* bonus and gain *Terrain Adaptation: Stone*.

Unlocking the Planes*
Prerequisite: Evoker
This power allows the character to activate their *Planar Surge* Class Feature 2 additional times each reset.

Undying Fury
Prerequisites: Guardian
This power allows the character to push past the confines of their normal limits. When an attack would normally render the character *Helpless* they can *Resist* that attack. This can be used once during each use of *Primal Fury.*

Weapon Proficiency
Prerequisites: None
This power gives the character proficiency and the ability to use a single weapon of their choice, which their class does not already grant them.

Wild Magic
Prerequisites: Caller, Evoker, Healer
This power allows the character to tap into the ambient magic of the world, allowing them to cast 2 additional *Spell Slots* each day, up to 8th level or the highest level of *Spell Slot* that has been purchased, whichever is lower.The spells cast from the *Spell Slots* granted by this power must be from the appropriate Path of Magic spell list that the character uses.

Wild Shape
Prerequisites: *Boost Shifting - Utility*
This power alters their shift allowing the character to tap into the power of nature. When they use their *Empowered Shifting* ability, they can choose to not change shape and instead gain a faint green glow, and use the stats found in Appendix 1.

Wrath of Nature
Prerequisites: Guardian
This power allows the character to pull on their ties to the strength of nature. While in a natural setting, not in a city, the character has +2 *Permanent Strength*.

Heroic Powers

Beginning at 20th level character can now choose from the Heroic Powers list. While they will continue to grow in levels the character can still choose powers for the core book as well as from this list. Powers notated with an asterisk (*) can be taken multiple times.

Power	Prerequisite
Advanced Magical Training	*Magical Training*
Arcane Strike*	Magus
Armored to the Teeth	*Armor Proficiency*
Backlash	Magus
Blood Oath	*Family Weapon*
Body Guard	Champion
Cast Iron	Nomad
Cat Like Reflexes	*Pounce*
Cataclysm	Evoker
Chakra Focus	Monk
Combat Challenge	Champion
Combo Move	Trickster
Dedication	Scholar
Dexterity Armor*	
Diamond Skin*	Monk
Dire Shifting	Caller
Dual Membership	Special
Dual Spirit	Guardian
Elemental Emulation	*Aura Emulation*
Escape Plan	Trickster
Exotic Ammo*	Ranger
Feedback Loop	*Signature Spell III*
Focus Zen*	Monk
Full-Blooded	Half-Troll
Hand of Glory	Paladin
Hardened Training	Soldier Background
Heroic Toughness*	
Holy Nova*	Healer
I'm on a Boat	Sailor
Improved Parry	*Parry, Knowledge (Warfare)Rank*2
Jam Device*	*Gnomish Talent*
Linguist	5 different *Read and Write* skills
Mana Tap	Evoker
Mark Up	*Merchant rank 10*
Master Merchant	Merchant Background
Master of Creation	*Forge Enchanted Item*, *Knowledge (Magic)Rank 5*
Mobile Creation	Artisan
Momentum	Gladiator
Nature's Embrace	Caller
Next Best Thing	*Knowledge (Warfare) Rank 5*
One Voice	*Entmoot*
Posse	Outlaw
Practiced Crafter	Craftsman
Purge the Shadows	Healer, *Knowledge (Cycle)Rank 5*
Rapid Shot*	Ranger

Renown	Aristocrat
Reverberate	Bard
Ritual Adept	*Ritualism*
Scout	Woodsman
Strengthen Bloodline	5 Racial *Resists*
Strike the Wicked	Paladin, *Signature Spell II*, *Turn Outsider*
Subsonic	Bard
Tolerance	*Terrain Mastery* or *Survival x 5*
Triage	Medic
Triple Jointed	*Limber Form*
Unarmed Combat	*Brawl*
Unleash Elements	*Knowledge (Magic)/(Warfare)Rank 3&Knowledge (Planes)Rank 3*
Unyielding	Must have successfully resurrected 3 times.
Warp Magic	Deep Elf, *Improved Racial, Resist Magic*
Whirlwind	*Overwhelming Power*
Wyld Soul	Guardian
Years of Mastery	High-Elf

Advanced Magical Training
Prerequisites: *Magical Training*

This power further extended the characters understanding on magic and allows them to use *Runes* from a second *School* of magic.

Arcane Strike
Prerequisite**:** Magus

This Power allows the character to deliver an attack with a more powerful version of their *Channel* skill. They may use the *Arcane* Delivery Type instead of the *Magic* Delivery Type twice each reset. These 2 uses are in addition to their normal allotment of *Channels.*

Armored to the Teeth
Prerequisite**:** *Armor Proficiency*

This Power increases the character's armor value. The character gains an additional 10 points of armor that go over their class maximum and are readjusted with their normal armor. *Temporary Armor* effects do not stack with this Power.

Backlash
Prerequisite: Magus, *Aura Emulation*

By manipulating your power, you can cause your *Barrier* to lash out instead of providing protection. To use this, you must activate your *Barrier* skill and on the first hit that strikes you can use the effect "*Magic Aura<Flavor>".*This functions as per the *Aura Emulation* skill. This removes the *Barrier* from you and does not protect from any damage.

Blood Oath
Prerequisite**:** *Family Weapon*

When wielding their family weapon, they can invoke ancient powers. Once activated the character gains the Flavor Carrier *Ward*. This Power can be used once each reset and lasts for 5 minutes or one Encounter.

Body Guard
Prerequisite: Champion

This Power allows the character to safeguard a single target, which must meet one of the following restrictions: Must have a character level less than half of the user or have maximum base *Body Points* less than half of the user's base *Body Points*. While the Power is active, the recipient will gain *Reduced: Half* from all physical attacks; additionally, the user can use the *Deflect*, *Parry*, and *Weapon Ward* Defensive Combat Techniques on the recipient; so long as they are in the same Encounter and are themselves not prevented from using skills. This Power can be used twice each reset and lasts for 1 hour or Module.

Cast Iron
Prerequisite: Nomad

Years of surviving in the wilds have hardened the character's fortitude, making them *Immune* to the effect of *Rot*, though this does not make the character *Immune* to any damage or other effects that may be part of the attack. Additionally, their *Resist Rot* can be used to *Resist* the following effects: *Plague*, *Vampiric, and Wounding.*

Cataclysm
Prerequisite: Evoker

This power allows the character to unleash the true power of the elements on their foes. Twice each reset the character can inflict *Vulnerability* on their foes in combat. To use this Power, the character must announce, "All enemies *Voice Vulnerability <Flavor>",* where <Flavor> is one of those from their *Signature Spell.*

Cat-Like Reflexes
Prerequisite**:** Felis

This Power allows the character to automatically succeed on physical challenges, which are based on dexterity or grace; meaning this does not help lifting a heavy object.

Chakra Focus
Prerequisite: Monk

This power unlocks the full potential of the characters *Chi* resource. In addition to the base effect of the Class Feature they can additionally use their *Chi* to fuel uses of the *Mastery* skills they have learned. The amount of *Chi* to use a skill is equal to its *Skill Point* cost.

Combat Challenge
Prerequisite: Champion

Once per Encounter the character can challenge a foe, which makes it difficult for the foe to combat others. By making the call "<Target> Voice Combat Challenge" the target takes the following effects: *Weakness,* and increased *Combat Slot* Tier cost by one for Offensive *Techniques*. These penalties apply to attacks made against all targets other than the challenger. This effect will only work on sentient targets, and will last for 5 minutes or one Encounter, or until the character is *Helpless*.

Combo Move
Prerequisite: Trickster

In a fight it is not about the first hit but the follow through. Once each Encounter, when the character lands an Offensive Technique, their next Technique skill (must be a lower Tier *Combat Slot*, minimum 1) is free.

Dedication
Prerequisite**:** Scholar

This Power allows the Scholar to expend fewer resources when generating effects with their *Knowledge Points*. This reduces the cost of the abilities for their favored *Knowledge (Area)* skills by 1 point, to a minimum of 1.

Dexterity Armor*
Prerequisite: None

This Power grants the character Dexterity Armor. Each time this Power is taken, the character gains up to 20 points of Dexterity Armor, though they are still limited by their Class and Powers for maximum armor they can benefit from. Special: A Monk with this Power and gaining Armor points from no source other than *Dexterity* type armor can exceed their class maximum, but cannot exceed 50 points.

Diamond Skin
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.

Dire Shifting
Prerequisite: Caller

This power enhances the strength of the character's *Empowered Shifting* Class Feature. For each use of *Empowered Shifting*, in addition to their normal shapechange stats they gain the following: one *Resist Magic*, one *Destroy Armor Strike*, and two *Regenerations*.

Dual Membership
Prerequisite: Character Level 30, has never held membership in an Order, must have 100 Favor in current Attunement.

This Power allows the character to join a second Attunement. This replaces the normal ability to join an Order.

Dual Spirit
Prerequisite: Guardian

This Power allows the character to have two different totems active at the same time. This still consumes two uses of the skill.

Elemental Emulation
Prerequisite: *Aura Emulation*

This Power allows the character to change the Delivery Type of the *Aura Emulation* skill from "Magic Aura" to "Elemental Aura". This can be used three times 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*.

Exotic Ammo
Prerequisite: Ranger

Going in for the kill is not always about just a good shot but knowing your foes weaknesses. This Power allows the character to create an *Exotic Quiver/Clip,* this is a 10 counted action and lasts for the Encounter or until all 10 charges are used. The effect of the ammo is as follows: +3 *Temporary Damage* and a Flavor Carrier (Fire/Stone/Water/Wind/Iron/Magic), and each charge is one shot, hit or miss. This Power can be used three times each reset.

Feedback Loop
Prerequisite: *Signature Spell III*

Mastery over magic has become a way of life and you have taken it to the cusp allowing you to re-center yourself faster than novice mages. Three times each reset, the character can refresh their *Spell Pool* on a 10 counted action, instead of concentrating for the normal amount of time.

Focus Zen*
Prerequisite: Monk

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 reset.

Full Blooded
Prerequisites: Half-Troll

The character gains *Slow Regeneration;* allowing them to spend 30 minutes of resting and taking no combative actions, at the end of which they are healed to their maximum *Body Points*, cured of all *Toxins*, and *Regenerate* all missing limbs.

Hand of Glory
Prerequisites: Paladin

Through righteousness, you have learned to channel the power of healing far past the normal limits. This Power allows the character to generate the *Life* effect with their *Lay Hands* Class Feature, with the call "Lay Hands Life".

Hardened Training
Prerequisite: Soldier Background

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 (2) *Tier 1 Combat Slots* or 20 *Spell Pool*. The character must already possess at least the same amount base of the source they choose.

Heroic Toughness*
Prerequisite: None

This Power permanently increases the characters *Body Points* by 10.In addition, this increases the effects of *Recovery* by an additional 3 points. This power can be taken multiple times with stacking effect.

Holy Nova
Prerequisite: Healer

You have mastered the power of Spirit that courses through you and have learned to channel that energy into a massive burst of healing. Twice each reset, the character can generate this effect by calling "*All allies Voice 25 Healing Font*".

I'm on a Boat
Prerequisite: Sailor

Years on the Sea has given you the skill, knowhow, and contacts. You possess a small vessel. This ship is large enough to carry 10 people but can be sailed with as few as 2. Additionally, the character gains *Underwater Combat*.

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.

Jam Device
Prerequisite: Gnomish Talent

This Power allows the character to overload a mechanical device causing it to fail and become dormant for 5 minutes. In the case of

a trap it will not trigger, in the case of a lock it becomes undone. If used against a construct it will bring the creation to a halt for up to 1 minute. This Power can be used twice each reset and is delivered as "<Target> Voice Jam Device."

Linguist
Prerequisites: 5 different *Read and Write* skills

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.

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.

Markup
Prerequisite: *Merchant* Rank 10

This Power allows the character to make a true profit on sales through use of the *Merchant* skill. When turning in a Commission they increase the value by 10%.

Master Merchant
Prerequisite: Merchant Background

In their non-adventuring time, the character spends an inordinate amount of time working the market, and as such, they receive 4 silver for each level of the *Merchant* skill they possess at Check-In each game.

Master of Creation
Prerequisite: *Forge Enchanted Item*, *Knowledge (Magic)Rank 5*

Years of forging items has honed your skill, leaving you almost unmatched. You have found short cuts and ways to get the most out of every effort, and this comes with several benefits. First, the character can use a forge item scroll twice before it is destroyed, after the first use it will be noted on the scroll that it can only be used by that person (for everyone else it is just a blank sheet of paper). Second, when researching, they can make two rolls and choose which scroll they will take.

Mobile Creation
Prerequisite: Artisan

This Power reflects the character's strength in being able to make the most out of what little they may have to work with. This allows the character to create production items anywhere they may be, as though they were at a *Basic Workshop.* This still require the recipes, time, and components to create the item.

Momentum
Prerequisite: Gladiator

An object in motion stays in motion and you are no different, making every bit of force count. You reduce the *Permanent Strength* required to *Break Free from Binding* by 2 points, though this does not lower the damage taken for doing so.

Nature's Embrace
Prerequisite: Caller

This Power binds the character's body to the power of nature allowing it to heal more rapidly. The character gains *Fast Healing 5*, and additionally can *Auto-Stabilize* themselves twice each reset, setting them to 0 *Body Points*.

Next Best Thing
Prerequisite: *Knowledge (Warfare) Rank 5*

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.

One Voice
Prerequisite**:** Ent

This Power allows the character to use the *Entmoot* power solo, needing no other Ents.

Posse
Prerequisite: Outlaw

You have friends in all kinds of places, and among those you have a few that would have your back in fight. These allies can be called in to help out with many non-combat situations, results may vary from use to use; however, some examples might be to have your posse create a distraction allowing you to skip an Encounter or two of a Module.

Purge the Shadow
Prerequisite**:** Healer, *Knowledge (Cycle) Rank 5*

This Power 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.

Practiced Crafter
Prerequisite**:** Craftsman Background

This Power reduces the character's creation time by an additional minute, to a minimum on 1 minute per item level for basic items, and 5 minutes for advanced items.

Rapid Shot
Prerequisite: Ranger

This Power may be used when the character has successfully made a ranged weapon attack upon a target, and the target defended against it in ANY fashion. The character may then call "Double Attack", forcing the target to defend again or suffer the effect of the attack. This can be used twice each reset.

Renown
Prerequisite: Aristocrat

You have spent years as an adventurer making a name for yourself through your exploits; and because of the circles you come from, your deeds have not been overlooked. When this Power is taken, a noble of the kingdom will extend their gratitude. Your character is considered to be a minor noble, Tier 1 granting you the title of Esquire, additionally you gain 2 Favor with an Order if you are a member, if not an Order will accept you on the spot and boost you to 4 Favor.

Reverberate
Prerequisite: Bard

This Power allows the Bard to unleash a mighty chord that lingers in the air long after they have finished their song. Twice each reset, they can gain the benefits of *Encore* without needing to continue the 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.

Ritual Adept
Prerequisite: *Ritualism*

This Power lowers the cost of rituals that the character has memorized, lowering the Fuel cost by up to 5 and the Named Component cost by 1, minimum 1.

Scout
Prerequisite: Woodsman

While in a natural setting your skill at getting around are almost unmatched. Even if the character does not have any ranks of *Track* they are still allowed to make a tracking *Contested Roll* as though they had 1 level, if they have at least 1 level of *Tracking* they receive +3 Bonus when *Tracking* or +5 Negative when counter tracking. Additionally, the character can ask questions about the tracks without having to make the normal *Contested Roll* and will always have a chance to roll.

Strengthen Bloodline
Prerequisite: 5 Racial *Resists*

By strengthening one's inner resolve, one can learn to channel away harmful effects. With this Power, when a character uses a Racial *Resist* to negate an effect, they become *Immune* to further effects of the same type generated by the same attacker. While the effect is negated, any damage that might be attached to the attack is not.

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.

Subsonic
Prerequisites: Bard

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 effected 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.

Tolerance
Prerequisite: *Terrain Adaptation* or *Survival* x 5

This Power increases the character's resolve when it comes to being overwhelmed by the elements. This both lowers the *Fatigue* severity by a tier in all situations and allows the character to hold their breath for up to 10 minutes(5 minutes in combat).

Triage
Prerequisite: Medic

This Power gives the character two benefits: First, when using the *First-Aid* skill, it can be performed in a 10 counted action instead of its usual time; and second, the range of the *Diagnose* skill is changed to Line of Sight.

Triple Joined
Prerequisite: Rok'Shen, *Limber Form*

This Power increases the character's flexibility, making them hard to hold down in one place. The character becomes *Immune* to all *Pin* effects, and additionally, the duration of *Bind* and *Web* effects is reduced to 30 seconds.

Unarmed Combat
Prerequisite: *Brawl*

This Power allows a character trained in the *Brawl* skill to use medium length reps, as well they can use Combat Techniques with *Brawl* weapons.

Unleash Elements
Prerequisite: *Knowledge (Magic)/(Warfare) Rank 3, Knowledge (Planes)Rank 3*

This Power allows the character to unleash and mold the power locked inside of some Named Components. To use the power, the target must spend one-minute concentrating and touching the weapons for that time. At the end the character destroys the component and up to 5 weapons gain the assigned Flavor Carrier for 5minutes or one Encounter.

Named Component	Flavor Carrier
Essence of Fire	Fire
Essence of Water	Water
Essence of Wind	Wind
Essence of Stone	Stone
Banshee Essence	Shadow
Phoenix Talon	Silver
Shattered Star	Iron

Unyielding
Prerequisite: Must have successfully resurrected 3 times

This Power reflects the character resolve to live, having already returned from the brink on more than one occasion. When a character rolls a fail on a resurrection *Contested Roll*, they can instantly make a second roll if they choose. This Power can only be used once each reset.

Warp Magic
Prerequisite**:** Deep-Elf, *Improved Racial, Resist Magic*

When the character uses their *Resist Magic*, they absorb some of the power; gaining 1 level *of Combat Slots* or 20*Spell Pool*. These

Combat Slots or *Spell Pool* must be used in the next 5 minutes or Encounter, or they are considered expended and lost.

Whirlwind
Prerequisite: *Overwhelming Power*

The character's overwhelming strength and skill with Great Weapons allows them to attack all their nearby foes at once. This Power allows the character to use the *Burst* Modifier twice each reset.

Wyld Heart
Prerequisite: Guardian

This Power binds the character's body with the might of nature. When the character uses *Primal Fury*, they gain *Damage Cap 5* for the duration of the ability.

Years of Mastery
Prerequisite: High-Elf

This power allows the character to pick a *Knowledge (Area)* skill that they have no ranks in and gain 3 ranks instantly; in the case of *Rare Knowledge (Area)* skills, the character must still meet the normal prerequisites.

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.

Once a character purchases *Spell Slots or Signature Spell*, their hands glow faintly with magical energy.

Spell Pool and Spell Cap

A Spell Pool grants the character a pool of Healing or 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/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.

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 *Spell Slot* for the spell will still be expended.

There are a few rules that all characters must follow when casting spell. First, they must have the spell they wish to cast in a Spell Book on their person. Second, they must have the available *Spell Slot* unused equal to the spells level. 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 *Spell Slot* 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.

Spell Books

To cast spells, the character is required to carry a *Spell Book* on them containing the spells they want to cast, which must be from the appropriate path of magic.

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.

#- Indicates a spell can be used with *Chain Spell.*

P-Indicates a spell can be made into a Potion.

School Incants

Restoration- I Call Upon the Cycle to…
Evocation- With Elemental Wrath I….
Conjuration- With Eldritch Force I….
Transmutation- I Twist the Fabric to…
Enchantment- I Force the Will to …
Protection- With Ethereal Might I..
Aspects- I Summon the Wilds to Grant..
Curses- I Curse You with..
Empowerments: I Call Upon the Power of Nature to Empower..

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

Charge Pool

These spells grant a pool of similar effects that can be thrown during the duration. A character can only have 1 such pool active at a time and casting of a new pool will cancel the existing one. These spells are caster only.

Shield

These spells each have a matching spell for each flavor. A target can only have 1 Shield of each type at any given time. Meaning these spells do not stack with themselves.

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.

Pattern

These spells create a specific effect on the target that enhances their person or their abilities. A character cannot be under the effect of more than one pattern at a time.

	Elemental	Nature	Spirit
Level 1	Detect Disarm Featherfall Light Shielding	Boar Brook Exhaustion Fish Owl	Detect Endurance Featherfall Light Weakness
Level 2	Displacement Might Pin Shackle Shatter	Deer Endure Fumble Hawk Sapling	Cure Disease Displacement Might Pin Shackle
Level 3	Breath Liquid Blade Detonate Elemental Shield Repel	Ash Fog Mole Ram Tsunami	Blade Breath Liquid Poison Shield Repel Terror
Level 4	Awaken Bind Define Knock Shun	Day Roc Spider Stream Venom	Awaken Bind Bind Form Cure Metabolic Shun
Level 5	Erupt Magic Shield Refit Secure Door Silence	Bear Command Animal Oak Polymorph Wolf	Freedom Magic Shield Refit Secure Door Silence
Level 6	Destroy Sleep Stoneskin Wall Web	Ancient Aspect Entangle Fox Night Snake	Regenerate Sleep Stoneskin Wall Web
Level 7	Circle Gaseous Form Push Secret Box Wizard Lock	Circle Glitter Dust River Ruin Storm	Charm Circle Gaseous Form Secret Box Wizard Lock
Level 8	Drain Dispel Mind Guard Rebuild Summon Weapon	Beast Faultline Spinneret Whirlwind	Command Dispel Foresight Rebuild Summon Weapon
Level 9	Evocation Implosion Inspiration Prison		Evocation Heroism Life Petrify

~~~~Elemental Level 1~~~~

Detect Magic #
Spell Level: 1
Duration: Instant
School: Enchantment
Type: Summon

This spell will reveal to the caster the presence of magic on a given item or area. If used for an area, should magic of some kind other than the caster be present within 10' at the time of casting, they will be aware there is a magical force close by, but not its strength or location. If used on an item, the caster will be aware of how strong the magic is: Common-a spell caster with unused slots, Uncommon-an item crafted with a magical effect that can be used once and will fade, Strong-an item crafted with *Standard Forge Item,* Rare- an item crafted with *Major Forge Item,* Artifact-an item with powers beyond normal measure.

"I Force the Will to Detect Magic"

Disarm
Spell Level: 1
Duration: Instant
School: Evocation
Type: Deprive

This spell causes the targets hand held object, most commonly a weapon, to become unwieldable for 5 seconds. While the target does not need to drop the weapon, they cannot use it offensively not defensively. This means any attacks that hit the weapon they will take, as though they were unskilled in the weapon.

"With Elemental Wrath I Disarm You"

Featherfall # P
Spell Level: 1
Duration: Until Used
School: Transmutation
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 Twist the Fabric to Grant You Featherfall"

Light #
Spell Level: 1
Duration: 24 Hours
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 until the next sunrise, OR 24 hours whichever occurs first.

"With Eldritch Force I Create Light"

Shielding # P
Spell Level: 1
Duration: Until Used
School: Protection
Type: Protective

This spell effect will add 10 temporary armor points to the target. These points will be lost after *Physical Armor* when taking damage. This spell cannot be stacked with itself.

"With Ethereal Might I Grant You Shielding"

~~~~Elemental Level 2~~~~

Displacement P
Spell Level: 2
Duration: Instant
School: Protection
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 first 3 effects that strike them.

"With Ethereal Might I Displace You"

Might # P
Spell Level: 2
Duration: Until Used
School: Transmutation
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 Temporary Strength. This spell counts as a Blade Spell and is limited to a maximum of 3 total. Multiple spells cannot be active at the same time to gain more than a +4 bonus to strength.

"I Twist the Fabric to Grant You Might"

Pin
Spell Level: 2
Duration: Line of Sight
School: Conjuration
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 they rip free. It requires +2 *Permanent Strength* or greater to rip free from this effect and will require a 3 counted action to do so, at the end of the count they will suffer 4 points of *Body* damage.

"With Eldritch Force I Pin You"

Shackle
Spell Level: 2
Duration: Instant
School: Conjuration
Type: Binding

This spell binds a *Helpless* target's hands and feet, which requires +6 *Permanent Strength* to break free from. In addition to being bound the spell also neutralizes *Magic*, *Elemental*, *Poison*, and *Natural* abilities.

"With Eldritch Force I Shackle You"

Shatter
Spell Level: 2
Duration: Instant
School: Evocation
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).

"With Elemental Wrath I Shatter Your <Item>"

~~~~Elemental Level 3~~~~

Detonate
Spell Level: 3
Duration: Instant
School: Evocation
Type: Damage

This spell causes the target weapon to explode, similar to the *Shatter* effect but will include up to *Medium Shields*, and causing the person holding the weapon to suffer 20 points of damage. The damage is only suffered if the item is affected by the *Shatter.*

"With Elemental Wrath I Detonate Your <Item>"

Blade # P
Spell Level: 3
Duration: Until Used
School: Protection
Type: Blade/Protective

This spell adds a *Blade,* +5 Magic *Temporary Damage* to a single weapon strike. It may be used on any weapon strike of the recipient's choice and causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it to gain the bonus. A character can only have 3 blade spells at any given time. However, they do not have to be the same type. Also, only one blade spell can be used at a time.

" With Ethereal Might I Grant You a Blade"

Breathe Liquid # P
Spell Level: 3
Duration: 1 Hour
School: Protection
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. Nevertheless, it in no way may last for more than 24 hours.

"With Ethereal Might I Grant You Breath Liquid"

Elemental Shield # P
Spell Level: 3
Duration: Until Used
School: Protection
Type: Shield/Protective

This spell negates the next attack, spell, of effect with the *Elemental* Delivery Type. It is used by announcing "*Elemental Shield*!" In the case of touch cast spells or effects, the recipient may allow it to bypass their shield by announcing, "Accepted".

"With Ethereal Might I Grant You an Elemental Shield"

Repel
Spell Level: 3
Duration: Line of Sight
School: Conjuration
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.

"With Eldritch Force I Repel You"

~~~~Elemental Level 4~~~~

Awaken # P
Spell Level: 4
Duration: Instant
School: Enchantment
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 Force the Will to Awaken You"

Bind
Spell Level: 4
Duration: Line of Sight
School: Conjuration
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. With +4 *Permanent Strength* this effect can be broken free from on a 3 counted action, at the end of the count they will suffer 8 points of *Body* damage. 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 Eldritch Force I Bind You"

Define Magic #
Spell Level: 4
Duration: Instant
School: Enchantment
Type: Summon

This spell, if used upon an item that has magical properties, will reveal to the caster all such properties in addition to how to use them and the item. This spell will not reveal if an item is cursed.

"I Force the Will to Define Magic"

Knock
Spell Level: 4
Duration: Instant
School: Evocation
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 *Permanent Strength*, in the case of a lock it will open any lock lower than a level 10 basic lock. This does not break or damage the door or lock it simply cause them to open.

"With Elemental Wrath I Knock"

Shun
Spell Level: 4
Duration: 10 Minutes
School: Enchantment
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 Force the Will to Shun You"

~~~~Elemental Level 5~~~~

Erupt #
Spell Level: 5
Duration: 5 Minutes
School: Evocation
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.

"With Elemental Wrath I Erupt Your Weapon with <Flavor>"

Magic Shield # P
Spell Level: 5
Duration: Until Used
School: Enchantment
Type: Shield/Protective

This spell will negate the next spell or effect with the *Magic* Delivery Type. It will be used by announcing, "Magic Shield".

"I Force the Will to Grant You Magic Shield"

Refit #
Spell Level: 5
Duration: Instant
School: Transmutation
Type: Summon

This spell will instantly restore a suit of physical armor to its maximum value, even if it was breached at the time the spell was cast, *Repairing* the armor.

"I Twist the Fabric to Refit Your Armor"

Secure Door
Spell Level: 5
Duration: 24 Hours
School: Transmutation
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 24 hours or until it is opened. Additionally, a creature with +10 *Permanent Strength* can open a door that is being held, and this ends the spells duration.

"I Twist the Fabric to Secure this Door"

Silence
Spell Level: 5
Duration: 30 Minutes
School: Enchantment
Type: Deprive

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 Force the Will to Silence You."

~~~~Elemental Level 6~~~~

Destroy
Spell Level: 6
Duration: Instant
School: Evocation
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>"

Sleep
Spell Level: 6
Duration: 30 Minutes
School: Enchantment
Type: Charm

This spell will cause the affected character to fall unconscious, slipping into a deep sleep.This is a *Mental*effect.

"I Force the Will to Sleep You"

Stoneskin # P
Spell Level: 6
Duration: Until Used
School: Protection
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.

" With Ethereal Might I Grant You Stoneskin"

Wall of Force
Spell Level: 6
Duration: 1 Hour
School: Conjuration
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 yellow 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 Eldritch Force I Create a Wall"

Web
Spell Level: 6
Duration: Line of Sight
School: Conjuration
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. This will require +6 *Permanent Strength* or greater to break free from, at the end of the count they will suffer 12 points of *Body* damage. The target is considered helpless and is searchable by anyone while under this effect.

"With Eldritch Force I Web You"

~~~~Elemental Level 7~~~~

Circle
Spell Level: 7
Duration: 1 Hour
School: Conjuration
Type: Contain

This spell creates a dome of translucent 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 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 Eldritch Force I Create a Circle"

Gaseous Form # P
Spell Level: 7
Duration: 10 Minutes
School: Transmutation
Type: Protective

This spell turns the recipient into a cloud of gas, much like a Wind Elemental, granting them several advantages. While in this form, the character can move and run as normal, and can even pass through cracks in walls and floors. Weapons and spells do not affect them, except for *Circle, Dispel, Implosion, Wall of Force,* and *Wizard Lock,* as well *Voice* and *Arcane* Delivery Types. While they can speak they cannot yell, they also cannot use any skills, abilities, or items. Additionally, to maintain this spell, the character must maintain concentration. This is done in the form of a hand gesture. While under the effects of Gaseous Form, the character must keep both their arms crossed on their chest.

"I Twist the Fabric to Grant You Gaseous Form"

Push
Spell Level: 7
Duration: Varies
School: Evocation
Type: Binding

This spell throws the target away from the caster with massive force. The target must take 30 steps away from the caster and then must remain there for a 15 count, unable to advance. If the target cannot move the 30 steps due to a solid and permanent obstacle they must move to that point and are held there for a 30 count. While held they are not helpless though they cannot take any actions that require the use of their arms. Creatures with +8 *Permanent Strength* are still moved but are not held.

"With Elemental Wrath I Push You."

Secret Box
Spell Level: 7
Duration: 5 Days
School: Conjuration
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 powers 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.

"With Eldritch Force I Create a Secret Box"

Wizard Lock #
Spell Level: 7
Duration: 7 Days
School: Transmutation
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. If used in conjunction with the *Chain Spell,* one additional target 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 lock. This spell cannot be placed on a building that has the *Grove* effect on it.

"I Twist the Fabric to Create a Lock"

~~~~Elemental Level 8~~~~

Dispel Magic # P
Spell Level: 8
Duration: Instant
School: Enchantment
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 Force the Will to Dispel Magic"

Drain
Spell Level: 8
Duration: Instant
School: Evocation
Type: Deprive

This spell saps the targets power and leaves them weakened. The target will lose a type of resource based on their power set. If they have *Combat Slots* then they will lose4 levels of *Combat Slots,* if they have *Spell Slots* they will lose unused slots equaling 10 total spell levels, if they have neither they will lose 5 unused times per reset skills. If the target lacks any of these, they will instead suffer 20 points of *Body Damage*.

"With Elemental Wrath I Drain You"

Mind Guard # P
Spell Level: 8
Duration: 10 Minutes
School: Protection
Type: Protective

This spell wraps the recipients mind in a protective field. During the duration the target is immune to the following effects: Charm, Fear, Shun, Sleep, and Terror.

"I Force the Will to Guard Your Mind"

Rebuild #
Spell Level: 8
Duration: Instant
School: Transmutation
Type: Summon

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.

"I Twist the Fabric to Rebuild Your <Item>"

Summon Weapon #
Spell Level:8
Duration: 5 Minutes
School: Protection
Type: Summon

This spell summons a +0 Magic weapon. This weapon may be any weapon the caster has a phys-rep for, and is craft-able. This weapon is not *Shatterable*. Additionally, if the weapon leaves the targets hand, or the character dies the spell ends.

" With Ethereal Might I Summon a Weapon"

~~~~Elemental Level 9~~~~

Evocation P
Spell Level: 9
Duration: Instant
School: Transmutation
Type: Pattern

This spell wraps the caster in violent energy that instantly refreshes their *Spell Pool* as though they had spent the time to do so.

"I Twist the Fabric to Evocate"

Implosion
Spell Level: 9
Duration: Instant
School: Evocation
Type: Pattern

This spell floods the target with elemental energy; first the spell will instantly *Breech* physical armor and then will deal 100 points of damage to the target; if the target is a Construct or Elemental the spell will reduce it to 0 HP. This is a *Slay* effect.

"With Elemental Wrath I Implode You"

Inspiration P
Spell Level: 9
Duration: Instant
School: Enchantment
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 reset *Skill*, single expended *Spell Slot* or *Combat Slot*. 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.

"I Force the Will to Inspire You"

Prison
Spell Level: 9
Duration: 1 hour
School: Conjuration
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 *Permanent Strength* or higher can break free with a 3 counted action, at the end of which they will suffer 50 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.

"With Eldritch Force I Create a Prison"

~~~~Nature Level 1~~~~

Boar # P
Spell Level: 1
Duration: 1 Hour
School: Aspect
Type: Summon

This spell grants the target 10 points of *Natural Armor*. These points stack with all other forms of armor up to the character's maximum armor value. *Natural Armor* can be readjusted in addition to being healed.
"I Summon the Wilds to Grant Aspect of the Boar"

Brook
Spell Level: 1
Duration: Instant
School: Empowerment
Type: Charged Pool

This spell enchants the caster with the healing power of nature, granting them the ability to unleash 3 packet attacks. Each packet is thrown individually with a call of "Natural 2 Healing".
"I Call Upon the Power of Nature to Empower Brook"

Exhaustion
Spell Level: 1
60 Minutes
School: Curse
Type: Deprive

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.
"I Curse you with Exhaustion."

Fish # P
Spell Level: 1
Duration: 1 Hour
School: Aspect
Type: Summon

This spell summons the power of the fish to grant the target the ability to breathe liquid.
"I Summon the Wilds to Grant Aspect of the Fish"

Owl # P
Spell Level: 1
Duration: Until Used
School: Aspect
Type: Protective

This spell grants the target the ability Glide. This effect functions like *Featherfall* with the difference that instead of landing on the ground directly below they can choose to land up to 100 feet from where the effect is triggered.
"I Summon the Wilds to Grant Aspect of the Owl"

~~~~Nature Level 2~~~~

Deer # P
Spell Level: 2
Duration: Until Used
School: Aspect
Type: Summon

This spell grants the target with a once ever *Flee* that lasts until the player resets or it is used.
"I Summon the Wilds to Grant Aspect of the Deer"

Endure #
Spell Level: 2
Duration: 1 Hour
School: Empowerment
Type: Protective

This spell summons up the energy of the Prime and wraps the target with an invisible field that protects them from the natural 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 will also increase the amount of time it takes for Fatigue to set in.

"I Call upon the Power of Nature to Empower Endure"

Fumble
Spell Level: 2
Duration: 10 Seconds
School: Curse
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 to not drop it but will take all attacks that strike it.

"I Curse you with Fumble."

Hawk # P
Spell Level: 2
Duration: 10 Minutes
School: Aspect
Type: Summon

This spell grants the target exceptional vision, allowing them to see even the most remote movements. This grants them 3 levels of *Tracking* for the duration, and allows them to Track, even if they have not purchased the skill.

"I Summon the Wilds to Grant Aspect of the Hawk"

Sapling # P
Spell Level: 2
Duration: Until Used
School: Aspect
Type: Protective

This spell grants the target a Shield effect that will passively negate the next legal weapon or natural attack that strikes them. They must call 'Physical Shield'.

"I Summon the Wilds to Grant Aspect of the Sapling"

~~~~Nature Level 3~~~~

Ash # P
Spell Level: 3
Duration: 10 Minutes
School: Aspect
Type: Protective

This spell hardens the targets skin warding off certain carrier attacks. For the duration, the target will not take the effect of the following Carrier Attacks: Rot and Venom; this only stops the effect not the damage from the attack.

"I Summon the Wilds to Grant Aspect of the Ash"

Fog
Spell Level: 3
Duration: 10 Minutes
School: Curse
Type: Deprive

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 Curse you with Fog."

Mole # P
Spell Level: 3
Duration: 10 Minutes
School: Aspect
Type: Summon

This spell grants the target the ability to *Burrow* for a short time. This will function as the *Burrow* effect in all ways, save for once the target surfaces, the effect ends.

"I Summon the Wilds to Grant Aspect of the Mole"

Ram # P
Spell Level: 3
Duration: 10 Minutes
School: Aspect
Type: Summon

This spell grants the target the *Massive* Modifier, useable twice ever.

"I Summon the Wilds to Grant Aspect of the Ram"

Tsunami
Spell Level: 3
Duration: 1 Hour/1 Module
School: Empowerment
Type: Charge Pool

This spell enchants the caster with the power of the ocean waves granting them the ability to unleash 3 packet attacks. Each packet is thrown individually with a call of "Natural Repel Massive". This aspect is suppressed while the target is shape changed, this does not pause the duration.

"I Call Upon the Power of Nature to Empower Tsunami"

~~~~Nature Level 4~~~~

Day P
Spell Level: 4
Duration: 10 Minutes
School: Empowerment
Type: Pattern

This spell causes the target to glow per the Light effect which has several benefits; first it allows the player to use an approved light source and second the target cannot be affected by melee attacks from creatures with the Shadow subtype. Must announce "Empowered by Day" often during combat so others are aware, this is a visible effect. Taking offensive actions will end this effect.

"I Call Upon the Power of Nature to Empower Day"

Roc # P
Spell Level: 4
Duration: 10 Minutes
School: Aspect
Type: Summon

This spell grants the target the ability to fly for a short time. This will function as the *Fly* effect in all ways, save for once the target lands, the effect ends.

"I Summon the Wilds to Grant Aspect of the Roc"

Spider P
Spell Level: 4
Duration: 10 Minutes
School: Empowerment
Type: Pattern

This spell allows the character to climb surfaces on a counted action, typically a 3 count for each 10 feet. While climbing the target can take no other actions or use other skills. Additionally, the character gains the ability "Natural Web", which can be used 3 times ever.

"I Call Upon the Power of Nature to Empower Spider"

Stream # P
Spell Level: 4
Duration: 1 Minute
School: Aspect
Type: Healing

This spell, when cast, will cause the target to rapidly regenerate *Body Points*. This effect takes 1 minute to take affect 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. At the end of the minute the character will heal for half of their max *Body Points*, with a minimum of 10.

"I Summon the Wilds to Grant Aspect of the Stream"

Venom
Spell Level: 4
Duration: 1 hour
School: Curse
Type: Deprive

This spell summons the power 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 Curse you with Venom."

~~~~Nature Level 5~~~~

Bear # P
Spell Level: 5
Duration: 10 Minutes
School: Aspect
Type: Summon

This spell grants the target some of the might of a wild bear. For the duration the increases the target's *Permanent Strength* by +2.

"I Summon the Wilds to Grant Aspect of the Bear"

Command Animal
Spell Level: 5
Duration: 10 Minutes
School: Curse
Type: Charm

This spell will cause the target to become bent to the casters 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.

"I Curse You with Command Animal"

Oak # P
Spell Level: 5
Duration: 10 Minutes
School: Aspect
Type: Protective

This spell hardens the target's skin, warding off certain carrier attacks, for the duration the target will not take the effect of the following Carrier Attacks: Wither and Plague; this only stops the effect not the damage from the attack.

"I Summon the Wilds to Grant Aspect of Oak."

Polymorph
Spell Level: 5
Duration: 10 Minutes
School: Curse
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 10 points of damage. Additionally, upon breaking, the target will suffer 15 points of *Body* damage.

"I Curse You with Polymorph"

Wolf Pack #
Spell Level: 5
Duration: Instant
School: Aspect
Type: Summon

This spell allows the target to call a group *Flee*. When used the target must howl and announce, "Wolf Pack Flee". At that time, the caster and all allies of the caster (up to 10) can *Flee*; however, they can only do so if they are conscious or being carried by an ally and are not being physically prevented from fleeing such as being bound.

"I Summon the Wilds to Grant You Aspect of the Wolf"

~~~~Nature Level 6~~~~

Ancient Aspect #
Spell Level: 6
Duration: 10 Minutes
School: Empowerment
Type: Summon

The recipient of this spell becomes wrapped in a chosen element, gaining several advantages. Choose a Flavor (Fire/Wind/Water/Stone) at the time of casting. The target gains Carrier Attack: <Flavor>, Immune to Pin and Bind, <Flavor> Affinity, Reduced ½ Damage from <Flavor>, and Terrain Adaptation: <Flavor>. In addition, the target gains Vulnerable <Flavor>, where the vulnerability is to the opposing element of the one chosen at the time of casting.

"I Call Upon the Power of Nature to EmpowerAncient <Flavor>"

Entangle
Spell Level: 6
Duration: 30 Seconds
School: Curse
Type: Binding

This spell causes the target to become bound by vines, rendering them *Helpless* and unable to move as the vines slowly crush them. After 30 seconds, the target will be reduced to 0 *Body Points*. The target can be cut free on a 10 count or break free with +6 *Temporary Strength*. This is a binding effect.

"I Curse You with Entanglement"

Fox # P
Spell Level: 6
Duration: Until Used
School: Aspect
Type: Protective

This spell gives the target a once ever "Resist Mind". This effect lasts until used.

"I Summon the Wilds to Grant Aspect of the Fox"

Night #
Spell Level: 6
Duration: 10 Minutes
School: Empowerment
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; additionally, the target gains a once ever *Surprise* Modifier, which they can use to end this effect.

"I Call Upon the Power of Nature to Empower Night"

Snake #
Spell Level: 6
Duration: Until Used
School: Aspect
Type: Protective

This spell allows the character to escape from a single binding effect once ever. When used, they must announce "I escape".

"I Summon the Wilds to Grant Aspect of the Snake"

~~~~Nature Level 7~~~~

Circle
Spell Level: 7
Duration: 1 Hour
School: Conjuration
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 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 Eldritch Force I Create a Circle"

Glitter Dust
Spell Level: 7
Duration: Encounter
School: Empowerment
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 effects the area for the encounter.

"I Call Upon the Power of Nature to Empower Glitter Dust."

River # P
Spell Level: 7
Duration: 1 Minute
School: Aspect
Type: Dispel

This spell, when cast, will cause the target to be rapidly cleansed of aliments. 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 Summon the Wilds to Grant Aspect of the River"

Ruin
Spell Level: 7
Duration: Instant
School: Curse
Type: Damage

This spell deals a fatal blow to unnatural creatures. This spell deals 100 points, that only affects creatures of the *Abomination* or *Undead* type.

"I Curse you with Ruin"

Storm
Spell Level: 7
Duration: 1 Hour/1 Module
School: Empowerment
Type: Pattern

This spell enchants the caster with the power of the storm. Their current *Spell Pool* has their Delivery Type changed from *Natural* to *Elemental*.

"I Call Upon the Power of Nature to Empower Storm"

~~~~Nature Level 8~~~~

Beast #
Spell Level: 8
Duration: 10 Minutes
School: Empowerment
Type: Summon

This spell summons a natural beast upon the target, overtaking them. While active, the target cannot use any of their normal skills or abilities and can only use the stats gained from this spell. Any effect that would render the target down or incapacitated will end this effect, at which time the target becomes free to act normally. The stats for the Beast are as follows: 25 Body, 40 Natural Armor, Short Claws, +4 Strength, Resist Toxin x 1, Resist Physical x 1. If the caster already has claws, then they become Medium. The benefits of this spell do not stack with Shapechange.

"I Call Upon the Power of Nature to Empower Beast"

Faultline
Spell Level: 8
Duration: 1 Hour/1 Module
School: Empowerment
Type: Charge Pool

This spell enchants the caster with the power of the quaking earth granting them the ability to unleash 3 packets attacks. Each packet is thrown individually with a call of "Natural Knockdown Massive". This aspect is suppressed while the target is shape changed, this does not pause the duration.

"I Call Upon the Power of Nature to Empower Faultline"

Spinneret
Spell Level: 8
Duration: 1 Month
School: Curse
Type: Summon

This spell traps a helpless target in a heavy chrysalis; this will pause all durations and counts on the target and can even be used on a target that is dead and in need of a Life spell. This effect will last for up to 1 month, or until is it removed with a *Freedom,* or is cut open on a 10 counted action, at which time all counts, and

durations will resume where they were frozen.

"I Curse You with the Spinneret"

Whirlwind
Spell Level: 8
Duration: Instant
School: Curse
Type: Damage

This spell summons a powerful gust that will launch the target through the air, away from the caster. If used outdoors the target will be removed from the combat and suffer 50 points of physical damage. Finding where they went is not impossible but can be difficult. If used inside of a natural enclosure the target is thrown up to 100 feet away and suffer 25 points of damage and *Daze* them. This will not move creatures of larger than *Great Size but* will still deal damage.

"I Curse you with Whirlwind."

~~~~Spirit Level 1~~~~

Detect Magic #
Spell Level: 1
Duration: Instant
School: Enchantment
Type: Summon

This spell will reveal to the caster the presence of magic on a given item or area. If used for an area, should magic of some kind other than the caster be present within 10' at the time of casting, they will be aware there is a magical force close by, but not its strength or location. If used on an item, the caster will be aware of how strong the magic is: Common-a spell caster with unused slots, Uncommon-a item crafted with a magical effect that can be used once and will fade, Strong-an item crafted with *Standard Forge Item,* Rare- an item crafted with *Major Forge Item,* Artifact-an item with powers beyond normal measure.

"I Force the Will to Detect Magic"

Endurance # P
Spell Level: 1
Duration: Until Used
School: Protection
Type: Protective

This spell grants the recipient 10*TemporaryBody Points*. These *Body Points* are the first *Body Points* lost and are not healable. This spell will not stack with itself.

"With Ethereal Might I Grant You Endurance"

Featherfall # P
Spell Level: 1
Duration: Until Used
School: Transmutation
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 Twist the Fabric to Grant You Featherfall"

Light #
Spell Level: 1
Duration: 24 Hours
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 until the next sunrise, OR 24 hours whichever occurs first.

"With Eldritch Force I Create Light"

Weakness
Spell Level: 1
Duration: 30 Minutes
School: Enchantment
Type: Deprive

This spell will reduce the target's weapon damage by 3, to a minimum of 1. This is a *Curse* effect.

"I Force the Will to Weaken You"

~~~~Spirit Level 2~~~~

Cure Disease # P
Spell Level: 2
Duration: Instant
School: Restoration
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 Call Upon the Cycle to Cure Disease"

Displacement P
Spell Level: 2
Duration: Instant
School: Protection
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 first 3 effects that strike them.

"With Ethereal Might I Displace You"

Might # P
Spell Level: 2
Duration: Until Used
School: Transmutation
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 Temporary Strength. This spell counts as a Blade Spell and is limited to a maximum of 3 total. Multiple spells cannot be active at the same time to gain more than a +4 bonus to strength.

"I Twist the Fabric to Grant You Might"

Pin
Spell Level: 2
Duration: Line of Sight
School: Conjuration
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 they rip free. It requires +2 *Permanent Strength* or greater to rip free from this effect and will require a 3 counted action to do so, at the end of the count they will suffer 4 points of *Body* damage.

"With Eldritch Force I Pin You"

Shackle
Spell Level: 2
Duration: Instant
School: Conjuration
Type: Binding

This spell binds a *Helpless* target's hands and feet, which requires +6 *Permanent Strength* to break free from. In addition to being bound the spell also neutralizes *Magic*, *Elemental*, *Poison*, and *Natural* abilities.

"With Eldritch Force I Shackle You"

~~~~Spirit Level 3~~~~

Blade # P
Spell Level: 3
Duration: Until Used
School: Protection
Type: Blade/Protective

This spell adds a *Blade,* +5 *Magic Temporary Damage* to a single weapon strike. It may be used on any weapon strike of the recipient's choice and causes the next successful swing by the weapon (a swing which lands or causes a defense to be called), and all unsuccessful swings leading up to it to gain the bonus. A character can only have 3 blade spells at any given time. However, they do not have to be the same type. Also, only one blade spell can be used at a time.

" With Ethereal Might I Grant You a Blade"

Breathe Liquid # P
Spell Level: 3
Duration: 1 Hour
School: Protection
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. Nevertheless, it in no way may last for more than 24 hours.

"With Ethereal Might I Grant You Breath Liquid"

Poison Shield # P
Spell Level: 3
Duration: Until Used
School: Protection
Type: Protective

This spell protects the target from the next attack with the *Poison* Delivery Type that strikes them. When this effect is used, the character must announce. "Poison Shield"

"With Ethereal Might I Grant You Poison Shield"

Repel
Spell Level: 3
Duration: Line of Sight
School: Conjuration
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.

"With Eldritch Force I Repel You"

Terror
Spell Level: 3
Duration: Line of Sight
School: Enchantment
Type: Charm

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.

"I Force the Will to Terrorize You."

~~~~Spirit Level 4~~~~

Awaken # P
Spell Level: 4
Duration: Instant
School: Enchantment
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 Force the Will to Awaken You"

Bind
Spell Level: 4
Duration: Line of Sight
School: Conjuration
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. With +4 *Permanent Strength* this effect can be broken free from on a 3 counted action, at the end of the count they will suffer 8 points of *Body* damage. 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 Eldritch Force I Bind You"

Bind Form
Spell Level: 4
Duration: Instant
School: Transmutation
Type: Utility

This spell allows a character that has died to be resurrected without the use of a Life Well. A character still needs to have the Resurrection skill to do so, without the normal penalties of resurrecting without using a Life Well. The resurrection will still take 15 minutes, and the target must still make a *Contested Roll* to resurrect. When this spell is cast, the caster must declare his target. The target can choose to refuse the spell and seek a Life Well to resurrect if they wish. Additionally, this spell will have an adverse effect on non-corporeal creatures. It forces them into the material world a little more. If they were "Magic" to hit, they become "Silver" to hit. If they were "Silver" to hit, they can be hit with a normal weapon.

"I Twist the Fabric to Bind Your Form"

Cure Metabolic # P
Spell Level: 4
Duration: Instant
School: Restoration
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 Call Upon the Cycle to Cure Metabolic"

Shun
Spell Level: 4
Duration: 10 Minutes
School: Enchantment
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 Force the Will to Shun You"

~~~~Spirit Level 5~~~~

Freedom # P
Spell Level: 5
Duration: Instant
School: Restoration
Type: Dispel

This spell will instantly release a target from all things magically or physically binding, holding, or restraining the target. Physical Bindings will fall open to the ground, and Magical Bindings will be considered Dispelled. This spell will have no effect against creatures or items that are under a *Prison* effect. Any persons or creatures holding them will be affected as though disarmed.

"I Call Upon the Cycle to Grant You Freedom"

Magic Shield # P
Spell Level: 5
Duration: Until Used
School: Enchantment
Type: Shield/Protective

This spell will negate the next spell or effect with the *Magic* Delivery Type. It will be used by announcing, "Magic Shield".

"I Force the Will to Grant You Magic Shield"

Refit #
Spell Level: 5
Duration: Instant
School: Transmutation
Type: Summon

This spell will instantly restore a suit of physical armor to its maximum value, even if it was breached at the time the spell was cast, *Repairing* the armor.

"I Twist the Fabric to Refit Your Armor"

Secure Door
Spell Level: 5
Duration: 24 Hours
School: Transmutation
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 24 hours or until it is opened. Additionally, a creature with +10*Permanent Strength* can open a door that is being held, and this ends the spells duration.

"I Twist the Fabric to Secure this Door"

Silence
Spell Level: 5
Duration: 30 Minutes
School: Enchantment
Type: Deprive

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 Force the Will to Silence You."

~~~~Spirit Level 6~~~~

Sleep
Spell Level: 6
Duration: 30 Minutes
School: Enchantment
Type: Charm

This spell will cause the affected character to fall unconscious, slipping into a coma like sleep. This is a Mental effect.

"I Force the Will to Sleep You"

Stoneskin # P
Spell Level: 6
Duration: Until Used
School: Protection
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.
" With Ethereal Might I Grant You Stoneskin"

Regenerate # P
Spell Level: 6
Duration: Instant
School: Restoration
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 Call Upon the Cycle to Regenerate You"

Wall of Force
Spell Level: 6
Duration: 1 Hour
School: Conjuration
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 yellow 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 Eldritch Force I Create a Wall"

Web
Spell Level: 6
Duration: Line of Sight
School: Conjuration
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. This will require +6 *Permanent Strength* or greater to break free from, at the end of the count they will suffer 12 points of *Body* damage. The target is considered helpless, and is searchable by anyone while under this effect.
"With Eldritch Force I Web You"

~~~~Spirit Level 7~~~~

Charm
Spell Level: 7
Duration: 1 Hour
School: Enchantment
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 Force the Will to Charm You"

Circle
Spell Level: 7
Duration: 1 Hour
School: Conjuration
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 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 Eldritch Force I Create a Circle"

Gaseous Form # P
Spell Level: 7
Duration: 10 Minutes
School: Transmutation
Type: Protective

This spell turns the recipient into a cloud of gas, much like a Wind Elemental, granting them several advantages. While in this form, the character can move and run as normal, and can

even pass through cracks in walls and floors. Weapons and spells do not affect them, except for *Circle, Dispel, Implosion, Wall of Force,* and *Wizard Lock,* as well *Voice* and *Arcane* Delivery Types. While they can speak they cannot yell, they also cannot use any skills, abilities, or items. Additionally, to maintain this spell, the character must maintain concentration. This is done in the form of a hand gesture. While under the effects of Gaseous Form, the character must keep both their arms crossed on their chest.

"I Twist the Fabric to Grant You Gaseous Form"

Secret Box
Spell Level: 7
Duration: 5 Days
School: Conjuration
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 powers 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.

"With Eldritch Force I Create a Secret Box"

Wizard Lock #
Spell Level: 7
Duration: 7 Days
School: Transmutation
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. If used in conjunction with the *Chain Spell,* one additional target 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 lock. This spell cannot be placed on a building that has the *Grove* effect on it.

"I Twist the Fabric to Create a Lock"

~~~~Spirit Level 8~~~~

Command
Spell Level: 8
Duration: 10 Minutes
School: Enchantment
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 Force the Will to Command You"

Dispel Magic # P
Spell Level: 8
Duration: Instant
School: Enchantment
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 Force the Will to Dispel Magic"

Foresight # P
Spell Level: 8
Duration: Until Used
School: Protection
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.

"With Ethereal Might I Grant Foresight"

Rebuild #
Spell Level: 8
Duration: Instant
School: Transmutation
Type: Summon

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.

"I Twist the Fabric to Rebuild Your <Item>"

Summon Weapon #
Spell Level:8
Duration: 5 Minutes
School: Protection
Type: Summon

This spell summons a +0 Magic 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.

" With Ethereal Might I Summon a Weapon"

~~~~Spirit Level 9~~~~

Evocation P
Spell Level: 9
Duration: Instant
School: Transmutation
Type: Pattern

This spell wraps the caster in violent energy that instantly refreshes their *Spell Pool* as though they had spent the time to do so.

"I Twist the Fabric to Evocate"

Heroism P
Spell Level: 9
Duration: 5 Minutes
School: Enchantment
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: +2 *Permanent* Weapon *Damage* or +50*Spell Pool*, a single use *Magic Freedom* (that can only be self-targeted), and *Immunity to Fear, Horrify, Shun, Terror.*

"I Force the Will to Grant You Heroism"

Life # P
Spell Level: 9
Duration: Instant
School: Restoration
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 Call Upon the Cycle to Grant Life"

Petrify
Spell Level: 9
Duration: Instant
School: Transmutation
Type: Summon

This spell turns the target to 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 Twist the Fabric to Petrify You"

Each production item has a rank, and that rank affects the cost to create the item In Game as well the Production Point cost of the Item. In the case of Runes and Potions, the rank is based on the spell's level, shown on the table on this page. Each Event, a character can produce several basic items at Check In with production points (no components are used), as long as they have the Recipe. Each rank of a production skill (including the Advanced rank) grants the character 3 Production Points each Event. Example: Felix has Scribe Runes Rank 2. He has 6 Production Points, so he could produce any rune he had a Recipe for up to 4th level spells, but up to 6 total levels of them in any combination. Most basic items created have a duration of 1 year. 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. Advanced production items duration may vary.

Item Rank	Component Cost (Smithing/Engineering/Chemistry)
1	1 Common
2	2 Common
3	3 Common, 1 Uncommon
4	4 Common, 2 Uncommon
5	Advanced Items vary based on Recipe

Brew Potions/Scribe Runes		
Spell Level	**Rank**	**Component Cost**
1	1	1 Common
2		2 Common
3	2	3 Common
4		4 Common
5	3	2 Common, 1Uncommon
6		4 Common, 1 Uncommon
7	4	4 Common, 2 Uncommon
8		8 Common, 2 Uncommon
9	Adv.	10 Common, 4 Uncommon, 2 Rare

Once in game, a character can produce more items at an appropriate workshop as long as they also have a Recipe and Components by spending 5 minutes per rank of the item working for basic items. Advanced Items vary in creation time based on the individual Recipe. Creation time can never be lowered further than 1 minute per item rank. Once a character has finished crafting, they must go to NPC camp and turn over the components to receive the item tag(s).

At character creation, a character will start with 1 Recipe for each rank of a single crafting skill they have.

A character, with the appropriate Advanced Production skill, can create a copy of a Recipe they have access to by spending 15 minutes copying it. The cost to copy a Basic Recipe is equal to the normal Component cost of the recipe to be copied, and 1 Uncommon Component (based on the recipe type); Advanced Recipes cost the normal Component cost for the recipe to be copied, and 1 Vellum. Recipes have a duration of 3 years from the time they are created

Workshops can be acquired in-game by either being created or purchasing them from a guild. Only Minor workshops can be purchased, Standard and Major workshops are built in place and cannot be moved once built. Smithing and Engineering require a Forge, Brew Potion and Chemistry require a Laboratory, and Scribe Rune requires a Reliquary.

- Ore- Used for Smithing and Engineering
- Herbs- Used for Chemistry and Potions
- Residuum- Used for Potions and Runes

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 3 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 (Rank 1 for 1st& 2nd level spells; Rank 2 for 3rd& 4th level spells; Rank 3 for 5th& 6th level spells, Rank 4 for 7th& 8th level spells; and Advanced for 9th level spells).

Potions that have the *Restoration* healing effect have their value based on the Recipe.

ADVANCED PRODUCTION

Advanced Potions can only be crafted in game at a Laboratory. 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.

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 surface for some effect or so that the next unlucky soul to touch it is exposed to the chemical, and finally Vials of toxic chemical that can have assorted effect on the target. Unless otherwise stated, you must have the rank of *Chemistry* equal to the production rank of the item in order to use it.

Salves- Requires a 3 count to apply to a target or surface.

*Elixir*s- Requires a 3 counted action to drink; doing so requires no special skill. To add the Elixir to food or drink requires a 3 counted and must be done in front of a Marshal; the first person to imbibe the food/drink will take the effect.

Vial- These are a thrown item and require the use of a packet, preferably orange. To throw the Vial the player must announce "Poison <Effect>Vial". Since it is an actual item they are throwing, they must have a free hand with which to throw the Vial and once the verbal has been said they have 3 seconds to throw the Vial or it is wasted. Vials function much like spells in that they affect the target if it strikes any part of them, their garb, or possessions.

Blade Poison- These poisons can be applied to a weapon that can be used at a later time. Up to 1 *Blade Poison* can be stored on Short Weapons/Thrown/Ammo, 2 on Medium/Long Weapons, and 3 on Great Weapons. In the case of *Vorpal t*he 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. It takes a 10 counted action to safely apply each poison to a weapon. If placed on Ranged weapons the effect is only good for a single attack hit or miss.

Chemicals	Type
Rank 1	
Acid 5	Vial
Alchemical Solvent	Salve
Antidote	Elixir
Healing	Elixir
Intoxicant	Elixir
Liquid Light	Salve
Nausea	Salve
Oil of Slipperiness	Salve
Smelling Salts	Salve
Vorpal +2	Blade
Rank 2	
Acid 10	Vial
Antitoxin	Elixir
Berserk	Salve
Hardening Agent	Salve
Minor Catalyst	Elixir
Nausea	Elixir
Paralysis	Salve
Vorpal +4	Blade
Rank 3	
Acid 20	Vial
Blue Luster	Elixir
Lesser Catalyst	Elixir
Nausea	Vial
Paralysis	Elixir
Paste of Stickiness	Salve
Smelling Salts	Vial
Vorpal +6	Blade
Rank 4	
Acid 30	Vial
Berserk	Vial
Forget (15min)	Elixir
Greater Catalyst	Elixir
Paralysis	Vial
Red Luster	Elixir

Acid
Type: *Vial*
Duration: *Immediate*

Target takes damage of the specified amount, from volatile acid and fumes. The call for this *Vial* is different than the standard the call. The call is "Elemental <Damage> Acid".

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 requires 2 fewer points of strength to break. 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
Elixir
Immediate
This elixir will allow the imbiber to *Resist* the next *Toxin* that affects them.

Berserk
Type: *Salve, Vial*
Duration: *30 Minutes*
This chemical mixture causes the affected character to become *Berserked*, forcing them into a blind rage they will attack everyone in line of sight until the duration expires or they are unable to do so. This is a metabolic altering effect.

Blue Luster
Type: *Elixir*
Duration: *5 Minutes*
This chemical will make the imbiber immune to *Fear* effects for the duration.

Catalyst, Greater
Type: *Elixir*
Duration: *Instant*
This chemical has no effect on its own, however when mixed with a potion that generates a protective, its effect multiplies. When the potion is in imbibed the effect will be double in some manner; if the effect has a duration then it is doubled, if the effect generates a shield/resist effect then it is doubled. *This in fact grants the imbiber a double stacking of the same shield.* 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.

Catalyst, Lesser
Type: *Elixir*
Duration: *Instant*
This chemical has no effect on its own; however, it can be mixed with up to 3 potions. This concentrates all 3 potions into a single vial, allowing all 3 effects to be gained on a single action. It takes 1 minute to mix the elixir with the potion, after which the tags must be clipped together. Also, once mixed, they cannot be separated.

Catalyst, Minor
Type: *Elixir*
Duration: *Instant*
This chemical has no effect on its own, however when mixed with a potion that has a *Restoration* effect the effect of the potion is doubled. 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.

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.

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
Type: *Elixir*
Duration: *Immediate*
Target is cured for 5 *Body Points*. This is non-magical healing.

Intoxicant
Type: *Elixir*
Duration: *Extended*
An intoxicant is the equivalent to a strong alcoholic drink and will affect all races. While under the effect, which last 15 minutes per dose, the target is *Slowed.*

Liquid Light
Type: *Salve*
Duration: *Until next sunrise*
This creates a salve that when applied to an item will generate a *Light*effect allowing the player to use a diffused light source.

Nausea
Type: *Salve, Elixir, Vial*
Duration: *30 Minutes*
The character becomes extremely nauseated and violently sick. They can use no game skills but can still speak in 3-4 word

sentences.

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 Entangle, Pin, Bind, or Web 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. This can be used as a Counted Action on a character not already subject to a Physical Entangle, Pin, Bind or Web (and not already so treated) to grant one Indefinite Resist (Physical Entangle, Pin, Bind, or Web), called as "Oil of Slipperiness." An Oil of Slipperiness may also be used to dissolve a Paste of Stickiness (negating both).

Paralysis
Type: *Vial, Elixir, Salve*
Duration: *30 Minutes*

The target of this chemical becomes *Paralyzed* for the duration. 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 skills.

Paste of Stickiness
Type: *Salve*
Duration: *Permanent*

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.

Red Luster
Type: *Elixir*
Duration: *10 Minutes*

This chemical forces the imbiber into a controlled *Berserk* effect, while under its effects the imbiber is immune to *Fear* and *Shun* effects, additionally if affected by a *Berserk* effect they do not lose control and gain +4 damage verse the player that generated the effect. While under this effect the character will pursue all enemies until there are none in sight.

Smelling Salts
Type: *Salve, Vial*
Duration*:* Instant

This chemical will remove the following effects from the target: *Charm*, *Stun*, *Fear* and *Unconsciousness*.

Vorpal Coating
Type: *Blade Poison*
Duration: *24 Hours*

This contact gel is applied to a weapon and unlike all other Blade Poisons, needs, no special skill to use, once applied to the weapon. It adds the *Vorpal* bonus to the Base Weapon Damage for their next attack and is expended hit or miss.

ADVANCED PRODUCTION

Advanced Chemistry items can only be crafted in game at a Laboratory. 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.

Engineering

Engineering allows a character to create locks, traps, bombs, and other technological devices. Unless otherwise stated, you must have the rank of *Engineering* equal to the production rank of the item in order to use it.

Engineering
Rank 1
Alarm Trap
Basic Trap
Firebomb 5
Minor Tinker
Smoke Bomb Trap
Rank 2
Firebomb 10
Improved Tinker
Lock
Magnetized Plates
Master Trap
Tools
Rank 3
Firebomb 20
Flashbomb
Grandmaster Traps
Gun: Pistol
Master Lock
Master Tools
Rank 4
Firebomb 30
Grandmaster Lock
Grandmaster Tools
Gun: Cannon
Master's Workings
Stun Bomb

Bombs- These are thrown items and require the use of a packet, preferably red. To throw the bomb the player must announce "Elemental <Damage/Effect> Bomb". Since it is an actual item they are throwing, they must have a free hand with which to throw the Bomb and once the verbal has been said they have 3 seconds to throw the Bomb or it is wasted. Bombs function much like spells in that they affect the target if it strikes any part of them, their garb, or possessions.

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 complete a 2 minute Counted Action to arm the trap. (The actual set-up of the props can be done 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 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.

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, being moved more than 5 feet from the initial arming location, and *Shatter/Destroy* effects on any part of a trap will cause that trap to go off.

Acid/Fire Trap

This recipe allows a character with the

Engineering Skill to create a basic trap. 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 10 Fire/Acid". 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, globes, Bombs, 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. An Acid Trap or Fire Trap destroys itself when it goes off.

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 a multi-shot ranged weapon, with a maximum ammo capacity of 9 shots and has a base damage of 2. This can be repped by a Nerf style gun that fires foam darts. This weapon requires the Gun skill to use.

Explosive Trap

This recipe allows a character with the Engineering skill 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 persons are similarly affected.

Firebomb

This recipe allows a character with the Engineering skill to create a basic bomb. This bomb is a thrown attack, and on hit, the target takes damage of the specified amount from fire and shrapnel when the bomb explodes. The call to use this bomb is "Elemental <Damage> Firebomb". Once the call is completed, the packet must be thrown within three seconds or the holder takes the effect. If the call is mis-stated, the bomb was improperly prepared and is destroyed.

Flashbomb

This recipe allows a character with the Engineering skill to create a Flashbomb. This bomb is a thrown attack, and on hit, the target suffers the Blind effect for 10 seconds. The call to use this bomb is "Elemental Blind Bomb". Once the call is completed, the packet must be thrown within three seconds or the holder takes the effect. If the call is mis-stated, the bomb was improperly prepared and is destroyed.

Grandmaster Gas Trap

This recipe allows a character with the Engineering skill to create a Gas 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 setting this trap, the character setting the trap must tear tags for three Vials of the same type of Chemistry Vial. (The character need not have any skill in Chemistry.) Any character within 10 feet of the device when the trap goes off takes the effect of the Vial used. A Gas Trap is not destroyed when set off or disarmed, but the Vials included are. The trap itself may be recovered and reset with a new gas, unless otherwise damaged or destroyed.

Improved Tinker

This recipe allows a character with the Engineering skill to create an Improved Tinker. Like Minor Tinkers, these improve mechanical items. If used on a trap, the time to arm the trap is either reduced to a 3 counted action or will increase the area of effect of the trap to 10 feet. If

used on a lock, it will make the lock reactive, such that on a failed Disable Device attempt it will break the user's Tools.

Locks

This recipe allows a character with the Engineering Skill to create Locks and Keys. A Lock's level can vary from 1 to beyond 20. 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 the same as a Tool of the appropriate rank. 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 by any character with the Engineering skill, this item will temporally *Repair* a suit of armor that has been *Breached* or a weapon that has been *Broken*. These effects will last for up to 1 hour or until the item is broken again. This takes a 30 counted action to apply to the targeted item.

Master and Grandmaster Locks

These locks function the same as a normal lock however they require special Tools to *Disable* them. The tools must be of equal or higher quality to even attempt.

Master Gas Trap

This recipe allows a character with the Engineering skill to create a Gas Trap. The device for this trap is a container prop which must have a volume of at least 24 cubic inches and be at least 1 inch in its smallest dimension. When setting this trap, the character setting the trap must tear tags for three Vials of the same type of Chemistry Vial. (The character need not have any skill in Chemistry.) Any character within 5 feet of the device when the trap goes off takes the effect of the Vial used. A Gas Trap is not destroyed when set off or disarmed, but the Vials included are. The trap itself may be recovered and reset with a new gas, unless otherwise damaged or destroyed.

Trap Type	Damage	Size Minimum cu.in.	Smallest Dimension
Basic Fire/Acid	10	8	1 inch
Master Fire/Acid	20	16	2 inch
Grandmaster Fire/Acid	30	64	4 inch
Master Gas Trap	--	24	1 inch
Grandmaster Gas Trap	--	48	2 inch
Weapon Trap	10	--	6 inch
Master Weapon Trap	20	--	6 inch
Grandmaster Weapon Trap	30	--	6 inch
Smoke Bomb Trap	--	48	2 inch
Explosive Trap	10	64	4 inch

Master's Workings

This recipe allows a character with the Engineering skill to make devices that are stronger than normal. This includes Locks, Tools, hinges, and any other appropriate plot-approved item. Such a reinforced device is more resistant to forces that would normally destroy the item. Each application gives the item one once-ever "*Resist Shatter*"; which can be called as a Resist to any *Shatter* or *Destroy* effect from a trap, spell, or other non-High Magic destructive force. An item may only have six such Resists; at one time. These share expiration with the item they reinforce.

Minor Tinker

This recipe allows a character with the Engineering skill 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 with the Engineering skill to create a Pistol. This item is a multi-shot ranged weapon, with a Max Load of 6 shots and has a base damage of 3. This can be repped by a Nerf style gun that fires foam darts. This weapon requires the Gun skill to use.

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 could 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 trap is destroyed when it goes off.

Stun Bomb

This recipe allows a character with the Engineering skill to create a Stun Bomb. This bomb is a thrown attack, and on hit, the target suffers the Stun effect for 10 minutes. The call to use this bomb is "Elemental Stun Bomb". Once the call is completed, the packet must be thrown within three seconds or the holder takes the effect. If the call is mis-stated, the bomb was improperly prepared and is destroyed.

Tools

This recipe allows a character with the Engineering skill to create Tools. Tools are necessary to use the Disable Device skill on Traps and Locks. Basic Tools do not grant any bonus on Disable Device *Contested Roll*s.

Weapon Trap

This recipe allows a character with the Engineering skill 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 10 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 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.

Scribe Runes allows a character to store a spell into a small stone to be used at a later time. To make a Rune, the character must have: the Recipe, the corresponding Components, and have the appropriate rank of Scribe Runes (Rank 1 for 1st& 2nd level spells; Rank 2 for 3rd& 4th level spells; Rank 3 for 5th& 6th level spells, Rank 4 for 7th& 8th level spells; and Advanced for 9th level spells).

A character can use runes up to 2 levels higher than the highest-level Spell Slot they have purchased. When a character wants to use a Rune, they must follow the entire standard spell casting rules, and they must state, "Spell Rune!" before the normal incant for the spell. The Rune does not have to be in hand, but does have to be in your possession, when used.

Wands are a special weapon that can be made by a scribe. To use a wand, a character must have a *Short Blunt* in hand in order to gain the benefits.

Runes can never be used in conjunction with the *Channel* Class Feature, or the *Chain Spell* skill.

Create Spell Page

This creates a Spell Page that lets a character with Spell Slots to cast spells. The pages have to be added to a Spell Book, before they can be used. The cost to create is the same as creating the Rune of the same name, with the exception of 9th level spells, which do not consume the *Rare* component.

Create Minor Spell Book

This item can hold up to 12 Spell Pages, and must be a minimum dimension of 4" by 6" and ½" thick. This is a Rank 2 item, and has a duration of 3 years.

Create Standard Spell Book

This item can hold up to 24 Spell Pages, and must be a minimum dimension of 4" by 6" and ½" thick. This is a Rank 4 item, and has a duration of 3 years.

ADVANCED PRODUCTION

Advanced Scribe Rune items can only be crafted in game at a Reliquary. 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.

CREATE MAJOR SPELL BOOK

This item can hold up to 36 Spell Pages, and must be a minimum dimension of 4" by 6" and ½" thick. This is an Advanced Item and has a duration of 3 years.

Smithing allows a character to create weapons and suits of armor.

Armor (Type)

This recipe allows the character to create suits of armor, based on the recipe the character is using.

Armor Plating

This simple item can be applied to a suit of armor to grant added protection, this will grant 10 *Temporary Armor* points. It takes 30 seconds for a Smith to affix this to a suit of armor.

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 by1; these are consumed when used, hit or miss.

Patch Kit

This item can be applied by anyone. 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.

Shield (Type)

This recipe allows the character to create shields, based on the recipe the character is using.

Weapon (Type)

This recipe allows the character to create weapons, based on the recipe the character is using.

ADVANCED PRODUCTION

Advanced Smithing items can only be crafted in game at a 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.

Smithing Item
Rank 1
Costume Armor
Thrown Weapon
Armor Plating
Short Weapon
Rank 2
Light Armor
Medium Weapon
Patch Kit
Short Bow
Rank 3
Basic Quiver
Medium Armor
Long Weapon
Small Shield
Rank 4
Great Weapon
Heavy Armor
Medium Shield
Long Bow

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.

Minor Recipes

HERBAL TEA

This item, when consumed, will restore up to 3 *Body Points*, and if consumed before going to sleep they will grant a peaceful night's rest.

SPICED BREAD

This item when consumed will restore up to 3 *Body Points*, and grant the character 3 Maximum *Body Points*, these points can be healed and will last until the character resets their skills.

SALTED PORK

This item when consumed will restore up to 10 *Body Points*, any points that go above the characters' maximum will become *Temporary Body Points*. These points can stack with *Endurance.*

WEAK FIREWATER

This item when consumed will increase the characters *Spell Pool* by 10 points, so long as they have a *Spell Pool*. This will last for one hour or Module.

CHICKEN SOUP

This item when consumed will restore up to 3 *Body Points* and will remove all *Diseases* that currently infect the character.

HARDTACK

This item can be consumed the same day that it is baked, but has no benefit; however, after the first day they become thrown weapons.

MILD CHILI

This item when consumed will cause the characters' breath to become fairly hot. They will be able to throw a single packet as "Natural 10 Fire" once, this must be used within an hour of consumption or the character becomes *Nauseated*.

MASH WHISKEY

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 1 module.

Standard Recipes

PEPPER JERKY

This item when consumed will restore up to 5 *Body Points* and will allow the character to *Resist Disease* once during the next hour or Module.

CORNBREAD

This item when consumed will restore up to 15*Body Points*, any points that go above the characters' maximum will become *Temporary Body Points*. These points can stack with *Endurance.*

STRONG FIREWATER

This item when consumed will increase the characters *Spell Pool* by 20 points, so long as they have a *Spell Pool*. This will last for one hour or Module.

PEACH PIE

This item when consumed will grant the character 5 Maximum *Body Points*, these points can be healed and will last until the character Resets their skills.

BARLEY STEW

This item when consumed will cause them to rapidly heal causing them to *Regenerate* damaged limbs.

STRONG ALE

This item when consumed 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 one hour or

Module.

TART WAFER

This item when consumed will remove all *Toxins* from the character, as per the *Cure Metabolic* spell.

BLACK COFFEE

This item when consumed will grant the character the ability to *Resist Sleep* once during the next hour or Module.

Major Recipes

TOXIC FIREWATER

This item when consumed will increase the characters *Spell Pool* by 30 points, so long as they have a *Spell Pool*. This will last for one hour or Module.

HOT ONION SOUP

This item when consumed will restore up to 20 *Body Points* and will grant the character 2 levels of *Combat Slots*; these must be used in the next hour or Module, or they are lost.

GUMBO

This item when consumed will grant the character 8 Maximum *Body Points*, these points can be healed and will last until the character Resets their skills.

BUTTER TEA

This item when consumed will cure the target of all negative effects on their person, no matter the source, so long as they have a non-permanent duration. Additionally, while this will not remove a *Derangement*, it will suppress it for one hour.

GO JUICE

This item when consumed will grant the character 4 levels of *Combat Slots* that must be expended during the next 5 minutes or Encounter or be lost.

ENRICHED BREAD

This item when consumed will restore the character to full *Body Points*.

RED RUM

This item when consumed will make the character *Immune* to all *Fear* and *Charm* effects for 1 hour or Module. This only grants *Immunity* to effects; they will still take any damage that might be part of those attacks.

SWEET ROLL

This item when consumed will grant the character +1 *Permanent Strength* for 1 hour or Module. This stacks with other strength effects other than itself.

Item Forging

While the forging of magical items does not follow the same rules as most production skills they do have a few similarities. For a character to craft items with this skill they must first have access to a Reliquary. Second for each item that is to be crafted the character must have the Formula Scroll for the item and all the necessary Components. Lastly it takes down time to create items; the time will vary based on the Recipe being used, this time must be spent at a Reliquary where the player must rep making the item; by default, the times are 20 minutes for Minor, 40 minutes for Standard, and 60 minutes for Major. Once complete the character must find a marshal in NPC camp and hand them the Scroll and Components, the marshal will verify the character's skill. They will be issued a temporary Magic Item tag that will expire at the close of the current event, they will need to turn the tag in at the end of the event and will receive the permanent tag no later than the beginning of the next event they attend.

In addition to forging magical items a player can use this skill to research and discover a random Formula Scroll. To do so the player goes to NPC camp and informs the marshal they are going to do Item Research and then must NPC a shift equal to the tier of scroll they are attempting to get, 1 hour per tier; and must turn in 1/2/3 Named Components, these are consumed in the creation of the Scroll. At the end of their shift they will receive a random Formula of the appropriate tier. Characters with the Scholar Background, Knowledge (Magic) Rank 5, and Knowledge (Magic) as one of their favored Knowledge (Area) skills can research 2 formulas at one time. Between games more exact research can be done, see BGA section for more information.

Formulas

While all formulas are somewhat unique, they all follow certain guidelines; each scroll will list the tier of skill required to craft, as well as the components required and what the stats of the completed item will be.

Formula Scrolls are one use items and are destroyed in the creation of the item, and there is no way to copy them. Additionally an item can only be *Forged* once. The following are the items that can be created with this ability, though more may be added at a later time.

Magic Item Rules

Some magical items will allow the user to emulate a *Skill* or *Spell*, this will either be an Always On, while the item is being correctly used, or will have effects that have a (x #) this is the number of times it can be used each reset. Additionally, the use of any magic item is considered *Active.*

Activates

Items with once ever or per reset uses have to be activated to generate the listed effect. To do so the character must be able to speak In Game and must be able to complete the necessary locomotion to deliver the spell. To use the item, the character must call "Activate Magic <Effect>".

Magic Item Limits

Magic items that are wearable gear must be done so for their effects to work, such as armors, weapons, rings, necklaces, and so on. This also means there is a limit to the number of certain magic items that can be used at a given time. The following are the items that are limited:

- Armor- Limit 1
- Weapon- Limit 1 in per hand
- Rings- Limit 2
- Necklace or Cloak- Limit 1
- Bracers- Limit 1
- Belt-Limit 1
- Head- Limit 1
- Boots- Limit 1

Minor Items

Armor of Shadows

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Shadows twice each reset.

Armor of Evocation

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Evocation twice each reset.

Armor of Mental Shielding

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects twice each day. Additionally, the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

Armor of Elusion

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects twice each day. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

Bag of Holding I

This formula enchants a bag so that it may carry up to 5 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

Boots of Trackless Step

This creates a pair of footwear that when used reduces the chance that the wearer will be tracked; giving any would be tracker a 2 Failure penalty to their *Contested Roll*.

Bracers of Health

These enchanted bracers, when worn, increase the characters Maximum *Body Points* by 3 points.

Cloak of the Woodlands

Grants the wearer the use of the *Conceal* skill once per day so long as they are in natural wooded terrain.

Collapsible Rope

This formula enchants a 50-foot length of rope so that is can be collapsed down to 6 inches for easy storage. A simple activation can be used to collapse or expand the rope.

Create Stone Golem

This spell creates a Golem made of stone that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

Stats: *0 Body, 70 Natural Armor, +4 Strength, Immune to Mental, No Metabolism, Medium Claws, Rips from Pin and Bind, Massive Strike x 3/day, Natural Stun Strike x 1/day, Refit heals 20, Immune to Slay, Crumbles at 0, Resist Magic x 1/day, Cannot run, Shatter deals 20, and Destroy deals 40.*

Elemental Aura-Weapon

This enchants a weapon with the elemental property of stone. Five times each day the weapon can be used to mimic the *Blade* spell granting the wielder +5 <Flavor> damage on a single weapon swing.

Enchant Wand

This spell allows the character to craft a minor rune wand. While wielding the wand the characters Spell Pool is increased by 15 points.

Ever Torch

This spell creates a light that will function whenever it is night or the item is in a dark or dimly lit location.

Goggles of Minute Seeing

This spell enchants a pair of goggles that improve the wearer's vision. While worn it will grant the wearer +2 Bonus on *Tracking Contested Rolls*.

Magic Weapon

This spell enchants a normal weapon so that it now has the damage type *Magic* added to its call. This replaces weaker damage types such as *Normal* and *Silver.*

Mana Gem

This enchants a gem to store a limited amount of magical energy that can be used at a later time. A newly forged gem will contain the power of 10 levels worth of *Spell Slots*. When casting spells, the caster can choose to use the magic levels in the gem, instead of their own. Once the magic levels are used the gem is destroyed.

Nimble Gloves

While worn these enchanted gloves will give the character +2 Bonus when making *Disable Device Contested Rolls*.

Ring of Featherfall

This spell enchants a ring that so long as it is worn that character is constantly under the effects of *Featherfall* and will not take any falling damage.

Ring of Mind Shielding

This magical ring guards the wearers mind from being intruded. The player is immune to the *Detect Thoughts* ability; additionally, each reset the first *Psionic* attack is *Resisted.*

Ring of Spell Storing

This spell enchants an item so that up to a 3 levels of spells may be stored into to be used at a later time. To store a spell, it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

Standard Items

Armor of Shadows

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Shadows three times each reset.

Armor of Evocation

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Evocation three times each reset.

Armor of Mental Shielding

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects three times each day. Additionally, the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

Armor of Elusion

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects three times each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each reset at no cost.

Bag of Holding II

This formula enchants a bag so that it may carry up to 10 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

Belt of Constitution

This belt increases the character's fortitude and resistance to infections. Once each reset the character can *Resist Toxin* as per the racial skill.

Belt of Might

This belt strengthens the character and gives great boost when exerting force. When performing *Feats of Strength,* their effective strength is increased by 2.

Bracers of Deflection

These enchanted bracers increase the wearer's armor value. The bracers count as 10 points of armor that stacks with other sources, up to the character's maximum value. These points are readjusted with physical armor, and not separately.

Cloak of the Ray

This cloak is created from a grey-blue cloth and when worn looks similar to a large manta ray. When worn the character is treated as though they had the skill *Underwater Combat.*

Cloak of the Woodlands

Grants the wearer the use of the *Conceal* skill, once per day, so long as they are in natural wooded terrain. If the Character already has the *Conceal* skill this item will instead allow them to enter hide on a 3 counted action.

Create Iron Golem

This spell creates a Golem made of iron that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

Stats: *0 Body, 100 Natural Armor, +4 Strength, Immune to Mental, No Metabolism, Medium Claws, Rips from Pin and Bind, Threshold 3, Healed by Fire, Refit heals 20, Poison Weakness (packet) x 3/day, Immune to Slay, Crumbles at 0, Resist Magic x 1/day, Shatter deals 20, and Destroy deals 40.*

Elemental Weapon

This enchants a weapon with the elemental property of fire granting the wielder +0 <Flavor> damage on all attack made with the weapon.

Enchant Standard Wand

This spell allows the character to craft a minor rune wand. While wielding the wand the characters Spell Pool is increased by 20 points.

Hat of Disguise

This ordinary looking headgear makes it far easier to hide your actual appearance. First this allows the character to use the *Disguise* skill once each reset; Second once each day it allows the wearer to give a false answer to the out of game question "What do I See?"

Headband of Concentration

This enchanted headband is often a pendant put could be worked into a more traditional helm. When wore it lowers the time to perform concentration skills by up to 1 minute, to a minimum of 1 minute.

Magic Weapon

This spell enchants a normal weapon so that it now has the damage type *Magic* added to its call and will increase the base damage of the weapon by 1 point. This replaces weaker damage types such as *Normal* and *Silver.*

Ring of Elemental Resistance

This spell creates a ring that causes the wearer to take half damage for a specific flavor of damage (Fire, Stone, Water, or Wind) rounded down.

Ring of Refracting Force

This magic ring, while worn, will allow the wearer to ward off harmful magic. Once each day the character can use the *Spell Turning* skill without having to pay any cost.

Ring of Spell Storing

This spell enchants an item so that up to a 6 levels of spells may be stored into to be used at a later time. To store a spell, it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Activate<Spell Name>" and then throwing a packet.

Ring of Wizardry

This very powerfully enchanted ring allows the character to retain 2 spells, up to 5th level, that they have cast.

Shifters Vestments

This vestment increases the character natural armor, by 10 points, while they are *Shapechanged.*

Winged Boots

These supple boots can sprout small but powerful wings upon command. Once each day the wearer can use the *Fly* ability, and it will last for up to 10 minutes.

Major Items

Armor of Shadows

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Shadows four times each reset.

Armor of Evocation

This enchants a normal suit of armor with the ability to *Resist* effects from the Path of Evocation four times each reset.

Armor of Mental Shielding

This enchants a normal suit of armor with the ability to *Resist Sleep*, *Charm* and *Fear* effects four times each reset. Additionally, the armor can be activated to grant the wearer *Mind Guard* once each day at no cost.

Armor of Elusion

This enchants a normal suit of armor with the ability to *Resist Binding* and *Prison* effects four times each reset. Additionally, the armor can be activated to generate the *Freedom* effect once each day at no cost.

Bag of Holding III

This formula enchants a bag so that it may carry up to 20 Ghost Tags (tags for items that do not require their rep to be there); this also makes the bag Unshatterable. A bag enchanted with effect can never be placed inside of an item with the same effect.

Belt of Might

This belt strengthens the character and gives great boost when exerting force. When performing *Feats of Strength,* their effective strength is increased by 4.

Boots of the Strider

These boots have very bizarre soles that on land leave a unique print, however their real power shows up on water. These boots allow the wearer to move across the surface of water, as though it was solid ground, so long as they remaining moving.

Bracers of Deflection

These enchanted bracers increase the wearers' armor value. The bracers count as 20 points of armor that stacks with other sources, up to the characters' maximum value. These points are readjusted with physical armor, and not separately.

Cincture of Light

This enchanted belt if often made of simple leather or even woven cord. While it is worn it will grant the character 1 addition use of *Lay on Hands* each reset.

Cloak of the Spider

This enchanted cloak slightly moves around on its own while being worn. The wearer of the cloak gains the following abilities; they can use the ability "*Natural Web"* twice each reset, and can walk on webbing treating it as natural terrain.

Create Pure Water

This spell creates a powerful tonic that has to be combined with a few final ingredients in a ritual to create a life well; most importantly the final step of this spell can only be performed at certain locations where the River is strong enough to form a well. Once all is said and done this will create a Life Well that can be used for resurrections.

Create Steel Golem

This spell creates a Golem made of steel that will be under the creator's voice control, or that can be programmed with up to 25 words of instructions. The golem will last for 1 year or until it is destroyed. The rep for the golem must be provided by players, NPCs will not be available for player golem reps.

Stats: *0 Body, 130 Natural Armor, +6 Strength, Immune to Mental, No Metabolism, Medium Claws, Rips from Pin and Bind, Refit heals 20, Immune to Slay, Crumbles at 0, Resist Magic x 2/day, Guard x 2/day, Damage Cap 5, Can use weapons, Strike x 10, Shatter deals 20, and Destroy deals 40.*

Darkskull

This is all that remains of a severed head of a thief or villain. Once enchanted the skull takes on a pitch-black aura. So long as it is in a character's possession and on their person, they take half damage from *Shadow* flavor and *Inflict Damage*; additionally, the vast majority of Shadow property monsters will see them as a similar creature so long as they are not currently engaged in combat.

Elemental Weapon

This enchants a weapon with the elemental property of fire granting the wielder +0 <Type> damage on all attack made with the weapon. Additionally, once each day the weapon can be used to deliver a powerful strike; to use this effect the call is *"Arcane 100 <Flavor>"*, this attack is a single swing hit or miss.

Enchant Major Wand

This spell allows the character to craft a minor rune wand. While wielding the wand the characters Spell Pool is increased by 25 points.

Magic Weapon

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

Ring of Blasting

This spell enchants a ring so that it allows the wearer to send forth a few bolts of magic each day. To use the effects of the ring the wearer must call "Activate Arcane 20Ward" and then throw a packet. This ring can be activated 3 times each reset.

Ring of Elemental Command

This ring is forged from the purest stuff of the Inner Plane, giving great sway among those creatures. The wearer can, twice each reset, use the ability "*Voice Command Elemental*".

Ring of Major Elemental Resistance

This spell creates a ring that causes the wearer to take minimal damage (1 point) for a specific flavor of damage <Flavor> rounded down; however, they become *Vulnerable* from the opposed flavor while wearing the ring.

Ring of Wizardry

This very powerfully enchanted ring allows the character up to retain 2 spells, up to 8th level, that they have cast each reset.

Spell Storing

This spell enchants an item so that up to a 9 levels of spells may be stored into to be used at a later time. To store a spell, it must be touch cast onto the item and the bearer must announce "Absorbed". The stored spell will remain until the next skill reset and can be used by stating "Active <Spell Name>" and then throwing a packet.

Taking Damage

When a player takes damage, it is dealt in the following order; Physical Armor Points>Natural Armor Points>Temporary Armor Points> Temporary Body 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.

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 die. 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". 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 may occur anywhere there is a Life Well. Some Life Wells are permanent, while others are temporary. Permanent ones are usually guarded in some fashion or owned, while temporary ones are often not well known. Characters with the *Resurrection* skill may resurrect a dead character. However, assistance from the living is not required to resurrect. Anyone may resurrect himself or herself, at any Life Well. But, will suffer the penalty that they will have no Skill or Abilities for the rest of that Logistical day. Temporary Pools of Life are plentiful enough that no one is ever forced Out of Game to use an established Pool for their resurrection. A dead character's spirit is not aware of any actions that take place while they are dead. They must proceed to the Out of Game location of the Death Log. They must then proceed to the location where they will attempt to resurrect. When the resurrection is complete, all effects with a duration, which were on the character at the time of their Death are ended, other than Permanent and Ritual effects.

Resurrection

The process of Resurrection, In-Game, is that any characters with the *Resurrection* skill, who is in the vicinity of a Life Well, can sense spirits, who are also in that vicinity. A spirit is not aware of who is resurrecting them. Once begun, the process takes 15 minutes. At the 5-minute mark, the dead character's body forms. Until then, the character performing the resurrection only knows that the target is familiar, or not, to them. 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 a Derangement, set by

a Plot Marshal.

Grave Touch- This effect is not curable by any means and will last even through death. This effect causes the target to be *Slowed* and *Devastated.*

Resurrection Effect

Resurrection Rank 1- Target resurrects with *Grave Touch* which lasts for 1 hour, they have whatever skills they had remaining when they died.

Resurrection Rank 2- Target resurrects with *Grave Touch* which lasts for 30 minutes, they have whatever skills they had remaining when they died.

Resurrection Rank 3- Target resurrects with *Grave Touch* which lasts for 5 minutes, they have whatever skills they had remaining when they died.

Resurrection Rank 4- Target resurrects; their *Combat* and *Spell Slots* are set to half their maximum if it is more than what they had remaining when they died.

Resurrection Rank 5- Target resurrects; their *Combat* and *Spell Slots*, as well as their *Masteries,* are refreshed to full.

During the resurrection a plot marshal will have the player resurrecting perform a *Contested Roll* to determine the result of the death. Should the roll succeed the resurrection works as expected, though they will not remember the hour prior to their death, if the roll fails the character slips closer to the void, never to return, and must make a second roll, though it is just a d10 with no modifiers. Compare the result to the failed resurrection chart to determine the outcome.

New players, those who have not LARP'ed before, receive a Free Death; meaning the first time they die they do not need to make a pick to resurrect it simply succeeds. Additionally, an approved character history, normally 2 pages minimum, can also earn a character a Free Death.

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 Contested Roll*.

Resurrection Modifiers	
Healer Class	+1 Bonus
Ranks of Resurrection	+1 Bonus/Rank
Number of Dissipations (Free Deaths not included)	+1 Negative per
Dissipated on the Inner Plane	+1 Negative
Dissipated on the Abyss	+2 Negative

Failed Resurrection Chart	
D10 Result	**Outcome**
1	Character dies forever.
2	Character becomes lost in the void for 1 year. Resign & keep 10% of earn SP for a new character
3	Character becomes lost in the void for 6 months. Resign & keep 20% of earn SP for a new character
4	Character becomes lost in the void for 6 months. Resign & keep 30% of earn SP for a new character
5	Character fights back but loses 40% of earned SP.
6	Character fights back but loses 30% of earned SP.
7	Character fights back but loses 20% of earned SP.
8	Character resurrects but is *Devastated* for 6 months.
9	Character resurrects but has no *Bleed Out Count* for 3 months.
10	Overcome death, no drawback

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	*Life* effect within 4 minutes
-1 Body	Bleeding Out/Dying	Healing/First Aid
0 Body	Stable	Healing
Stun	Stunned	Shaking for 1 minute/ *Smelling Salts*
Sleep	Unconscious	*Awaken* Effect

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.

Every weapon can be swung for damage, but the kind of damage will differ from weapon to weapon. This damage is separated into two categories of carriers. The first category is the "Flavor Carrier", and the second category is the "Effect Carrier". The "Flavor Carrier" of the swing will determine if the swing can affect the target and if they take extra damage. Examples of "Flavors" in this context can be: Fire, Stone, Water, Wind, Lightning, Magic, Silver, Normal, though others may be added to this list later. A target may never heal from the effect of a Flavor Carrier. An "Effect Carrier" will add an effect to the attack, and will inflict the effect on the target each time the attack deals Body Damage to the target. Examples of "Effect Carriers" in this context can be: any effect, examples are *Rot*, *Wither*, *Slay, Stun*, *Maim*, as well as a most effects. Effect Carriers are by default considered *Toxins*.

In addition to Carriers, there are weapon attack Modifiers. These are added to the very end of the call and change how the attack affects the target. Common examples of Modifiers are: *Body, Burst, Critical, Massive, Pierce,* and *Surprise*.

There must always be either a flavor or effect in a weapon call. Any call that has no flavor announced is considered to be the "Normal" flavor by default. Weapons that have a flavor other than normal, always have said flavor and that flavor cannot be dropped or changed; this means that a Silver weapon will always have "Silver" in the damage call. A weapon call can only have up to two Flavor Carriers and a single Effect Carrier.

When attacking, each weapon type has a base damage amount it can be used for (this number can be found on the weapon skill chart). A normal long sword, for example, has a base damage of 2. Therefore, when you swing your weapon at an opponent, you would call "2 normal". This lets your opponent know how much and of what type of damage you are inflicting. If your character has any Skills or Abilities that add damage to a swing, such as a Focus +1, you may add those as well. While you may call less than the total damage than you are entitled to, you may not call more. Calling less than your maximum damage is called pulling your blow.

Taking damage follows a standard order unless circumvented though certain attacks, the standard order is as follows: Physical Armor Points>Natural Armor Points>Temporary Armor Points> Temporary Body Points> Base Body Points.

All damage 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.

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 power 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 Fallen Empires 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 burst 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 will a Flurry limit other than 3, they must announce "Flurry X" when engaging in combat.

Delivery Types

There are many ways that attacks can be delivered, and each has a very specific call, effect, and delivery. No matter how the effect is delivered, once a target is affected said effect can be remedied per their normal rules.

Magic-These attacks can be delivered with a packet or weapon. These attacks will affect a target if it makes contact with the player or any items they carry or wear. If delivered with a packet, an attack of this kind can be used so long as the user can speak in game; though throwing the packet becomes an Out Of Game action. These attacks are stopped by *Magic Shield* and *Resist Magic*. Example "Magic Sleep"

Elemental-These attacks are delivered with a packet. These attacks will affect a target if it makes contact with the player or any items they carry or wear. These attacks do not require the user to be able to speak in game and can be used so long as they are conscious and not helpless. These attacks are stopped by *Elemental Shield* and *Resist Elemental.* Example "Elemental Sleep"

Arcane-These attacks can be delivered with a packet only. These attacks will affect a target if it makes contact with the player or any items they carry or wear. These attacks do not require the user to be able to speak in game and can be used so long as they are conscious. These attacks can affect a target in *Gaseous Form.* These attacks are stopped by *Resist Arcane.* Example "Arcane Sleep"

Natural- These attacks are treated like a weapon attack for the purposes of blocking and defending against them. They can be used so long as the character is conscious and non-helpless or bound, though they do not need to be able to speak.

Poison-These attacks can be delivered with a packet or weapon. These attacks will affect a target if it makes contact with the player or any items they carry or wear. These attacks do not require the user to be able to speak in game and can be used so long as they are conscious, and able to complete whatever IG motion is necessary for the delivery. These attacks are stopped by *Poison Shield* and *Resist Toxin.* Example "Poison Sleep"

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 do not necessarily require the user to be able to speak in game (the ability being used will determine such), and can be used so long as they are conscious. These attacks may affect a target in *Gaseous Form,* if not a Physical attack. 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"

Blocking

When fighting with weapons, you may use your weapons to block incoming weapon blows. You may also learn to use a shield to do this. Weapons and shield may be used to block melee weapon attacks only. Shields additionally may be used to block ranged weapon attacks from bows and thrown and all variety of "Natural" attacks. Neither weapons nor shields may be used to block spell effects, whether packet OR weapon delivered, meaning that spells 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, either arm, either shoulder, or the 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 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& Breeching

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.

Weapon Construction& Armor Rules

Weapon Type	Striking Surface		Max Grip	Total Length		Base Damage
	Min	Max		Min	Max	
Short Weapon	6''	18''	6"	12''	24''	1
Medium Weapon	18''	24''	9"	24''	36''	2
Long Weapon	26''	34''	13"	34''	46''	2
Spear	10"	15"	20"	40"	55"	2
Great Weapon	36''	54''	30% Weapon Length	50''	72''	4
Staff	60"	64"	2 @ 12" or 1 @ 15"	48"	60''	2
Short Bow	NA	NA	12''	26"	36''	2
Long Bow	NA	NA	12"	36"	48"	3
Crossbow	NA	NA	6"	24"	18"	3
Thrown	5"	24"	NA	5"	24"	1
Gun: Pistol	NA	NA	NA	NA	14"	3
Gun: Cannon	NA	NA	NA	15"	NA	3

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 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 is 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 ½ open cell foam.

Packets are used for spell casting, as well as other skills like Chemistry and Engineering. Packets should be made of cloth, and be filled with birdseed, roughly 2 tablespoons. Typically, White packets are used to spell casting, Yellow for arrows, Red for Bombs, and Orange for Vials

Bows must be covered with at least3/8-inchfoam; 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 to 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-powered 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.

All guns have a "Max Load" which refers to the maximum number of darts that may be loaded into a given magazine. 12 And 18 capacity clips are permitted but may not be loaded beyond the Max Load of the weapon.

Guns are separated into 2 categories, Pistols and Cannons.

- Pistols are 1 handed weapon with a maximum length of 14", a starting Max Load of 6; and can only have an Improved Max Load of 9.
- Cannons are 2 handed weapons with a minimum length of 15", and a starting Max Load of 6, and can only have an Improved Max Load of 12.

Guns cannot be used in conjunction with Medium or Large Shields. Nor can Guns ever be used to

block attacks.

Guns only benefit from *Precision and* gain no benefit from *Focus* or *+Strength*. 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.

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 ¾"-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_Kitemaking/Tape_for_making_and_repairing_kites/Nylon_Repair_Tape
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 from some attacks. Armor is broken into 5 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 the 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 must cover 40-50% of your body to receive credit.

Costume

Has a maximum value of 10 points and it is made up of just what it says; so long as you are wearing a decent looking costume you will get credit. This means costumes that avoid major things like shirts with logos, blue jeans and baseball hats.

Light

Has a maximum value of up to 20 points. Light armors are made of Heavy Padded Cloths and Light Leathers.

Medium

Has a maximum value of 30 points. Medium armors are made of Thick Leathers with Studs or Plates, and even Light Chain.

Heavy

Has a maximum value of 40 points. Heavy armors are made of Heavy Chain and Brigandine.

Battle

Has a maximum value of 50 points. Battle armor is made of plates or scales of metal.

Orders and Attunement Rules

Orders are groups that players can join; these organizations are much like real world religions and are driven on the faith of all members in the Orders mission. Attunements are something that is achieved from a power source, such as the Plane of Fire or from years of specialized training. When a player joins an Order or becomes attuned to a power, they will begin earning Favor with that organization, as they increase their Favor they will gain access to some abilities. A player can only be a member of a single order at a time, while some of them may have similar goals their codes and structure require the members to believe in the cause 100%. Since Attunements are gained from a power source it is possible for a player to be involved in the RP of more than one, but they can only gain powers from a single Attunement. With a lot of work and effort it is possible for a character to be in both an Order and an Attunement, though realize that many of the Orders and Attunements may have conflicting goals, or some may simply require undivided focus to maintain.

Favor	Rank	Focused Training	Abilities
0	Initiate	--	Rank 1
5	Initiate	--	Rank 2
10	Novice	--	Rank 3
15	Novice	--	Rank 4
20	Journeyman	Knowledge Rank 3	Rank 5
25	Journeyman	--	Rank 6
30	Journeyman	--	Rank 7
35	Adept	--	Rank 8
40	Adept	--	Rank 9
45	Adept	--	Rank 10
75	Master	Knowledge Rank 5	Special
120	Grand Master	--	Special

Once an Order or Attunement has accepted a character they begin to earn Favor toward their cause, this time will stack up to give them access to abilities at different levels within the organization. There are two ways to earn Favor: first Attendance to an event awards2 points of Favor; second by completing tasks that are assigned by theOrder/Attunement (often in the form of Modules) though Favor from these tasks are atthe discretion of the Plot Marshal, meaning this is not a guarantee. If a character is a member of both an Order and an Attunement, they still only receive 2 Favor and they must decide where they want the Favor assigned. Additionally, if a Player checks in both a primary and secondary character during the Event and plays each character at least 4 hours In Game, they will gain one additional point of Favor for the Event and may assign 1 Favor to one character and 2 Favor to their other character.

Once a player has been granted membership they must invest 10 Skill Points into the group. From there on their favor will accumulate and when they gain enough, new abilities will be added to their sheet. If a character does not RP their group correctly or works against its interest they will do their best to keep them on course, however those that are not giving the group its due will be relieved of membership. If a character is removed from an order they will no longer gain the use of the abilities of that order.

Once a player has the correct rank and the prerequisite number of Knowledge<Magic/Warfare/Nature> they will be taught the ability- *Focus Training*, granting them their choice of: 1 *Blade* effect (+5 Temporary Damage) per encounter (Warfare),10*Spell Pool* (Magic) or 5 *Body Points* (Nature). Once this is

learned the player will keep this skill so long as they have the skills to support it, this stays even if they leave the order or lose the attunement. This can only be gained from 1 source.

While there are only seven orders, there is a much larger number of attunements, only a handful are shown in the following section.

Special

It can take years to reach this level of Favor with an order or attunement, and as such one this point is reached you can be trained in very rare abilities. When a player gets close to these brackets they are encouraged to get with plot and start working on the ability to be gained, while there are short list players might have a neat idea; though they should always be related to the theme of the order or attunement.

Additionally, for Order/Attunements in which at certain ranks the character must choose which ability they want access to. When they achieve enough Favor to gain a *Special* they can also choose to change one of those abilities.

Titles

Upon reaching the ranks of Adept or higher characters gain a title from their order. Due to the character's loyalty to the cause and proven devotion they are acknowledged as being a proven representative of the Order. While not everyone in the world will show the same respect to the title, those who are in the order, as well as those who are wise; would address they character by their title. Attunements work a small bit differently since some attunements comes from power sources instead of a specific group, there are not always titles. Further their titles are usually addressed after the character's name.

Arcanum

The warlocks came late in the war by many records, though they would have you believe they were using their time to make a well-timed move, either way their impact in the war was felt and forever will be. With the barrier between the planes all but destroyed, it was the warlocks' belief that without ancient power there would be no way to keep the planes out. No one really knows how long they had been searching but they found the answer. Near the end of the Reality War, they found and reignited an ancient Mana Well that they then used to fortify the barrier between the planes. Keeping the prime protected from the other planes though nothing is perfect.

Since that time the order has been focused on mastering all there is of the Inner Plane, drawing upon its energy to alter their magic into raw elemental power. This has come with ages of training in the secluded city known as The Ridamar. When the Great War ended the damage to the continent had been so wide spread that it had become a wasteland and almost uninhabitable. While the survivors of the war moved to other lands the warlocks built a city around the Mana Well and have held their stronghold for over ten thousand years.

Title-Arcanist

Rank	Ability
1	Detect Elements x 2/reset
2	Planar Asylum (Group)
3	Elemental Rush x 2/reset
4	Resist Elemental x 2/reset
5	Command Elemental x 1/reset
6	Imbue Carrier x 2/reset
7	Elemental Rush x 2/reset (4 total)
8	Command Elemental x 1/reset (2 total)
9	Gate x 1/reset
10	Elemental Focus

Guardians of the Essence

When the flood gates came crashing down and the planes surged the prime, we were not the only plane to feel the burn so to speak. The Fey world of the Essence shares a mirrored existence to our own; so the war was felt on both sides. It would not be long before the Shide, a noble Fey race, would join the prime in the war. They brought with them skills and knowledge the mortals lacked and rallied all those that would join them in the cause.

While the shields battled the forces of Acheron the guardians battle the forces of the Inner Plane. It was not simply hordes of elementals that made their war upon us, but their masters as well creatures of almost unlimited elemental might. One of the most notable was the Triton known as the Mad Marid.

Since the long past days of the war the order has continued its cause. They serve the plane as protectors, removing extra Planar creatures that have come here and do not belong. This does not mean that travel between planes is impossible; the guardians have set up a system of Visas to allow individuals to travel to and from, though only those with a peaceful purpose. The guardians are determined to prevent another Planar war on their watch.

Title- Guardian

Rank	Ability
1	Elemental Carrier x 1/reset
2	Elemental Barrier x 2/reset
3	Resist Elemental x 1/reset
4	Arcane Banish x 1/reset
5	Elemental Carrier x 1/reset (2 total)
6	Harm Touch x 1/reset
7	Resist Elemental x 1/reset (2 total)
8	Arcane Banish x 1/reset (2 total)
9	Harm Touch x 1/reset (2 total)
10	Bane Elemental/Fey x 1/reset

Midnight Thorns

Relic hunters and information gathers if there is a secret they must know it. The thorns are always for hire, so long as they are not already on assignment. If you have Intel that you need moved or something or someone found, they might be the ones for you.

While over the millennium they have been called all sorts of things, most of which are true, the order has been a constant cog in the machine of most societies. They find themselves in all facets of society not just “treasure hunters” as many would say, but in everyday tasks that have the opportunity to feed their passions. Messengers, Scribes, Librarians, and Historians; more often than not though you could not pick them out if you tried, it is after all part of the trade.

Title- Seeker

Rank	Ability
1	Message x 2/reset
2	Passlock x 2/reset
3	Enshroud x 1/reset
4	Greater Passlock
5	Arcane Drain x 1/reset
6	Passlock x 2/reset (4 total)
7	Enshroud x 1/reset (2 total)
8	Dark Phase x 1/reset
9	Arcane Drain x 1/reset (2 total)
10	Locate Item x 1/reset

Riverwalkers

The Walkers first appeared near the end of the Reality War. Humanity, while slowly winning the war, took massive losses. Even worse, the efforts being used to save this world were preventing resurrection. The Walkers bridged that gap, acting as a conduit between the dead and the land of the living. After the war ended they unlocked the mysteries of the River and brought Life Wells to the Prime.

Walkers are often seen as Sheppard's of the dead not only is it their task to help those spirits who have passed find their way back to the living, but they must also ensure that those who are too weak to return find their rest in the River. The lands being the living are a dangerous place and an unguided spirit can slip into the nothing and be lost forever.

Unlike some of the other orders, the Walkers will take members from almost any walk of life, so long as they have some understanding of the Cycle and are willing to vow to watch over the dead.

Title- Walker

Rank	Ability
1	Improved Resurrection
2	Spirit Anchor x 3/reset
3	Speak with Spirits x 1/reset
4	Modify Resurrection
5	Channel Spirits x 1/reset
6	Untaintable
7	Resist Shadow x 3/reset
8	Channel Spirits x 1/reset (2 total)
9	Contact Ancient Dead x 1/reset
10	Channel Spirits x 1/reset (3 total)

Seven Shields

The shields are an order of protectors; whose cause is to protect life above all other callings. When the Black Gates opened at the dawn of the Reality War, and the flood waves of death and corruption flowed forth; there were those that answered the call. The order grew rapidly as common men took up arms against the darkness, and to repel the walking dead from their homes. The shields helped at the Black Gate for what seemed like forever. In the end while thousands would die, hundreds would make the ultimate sacrifice and push the hordes of Acheron back where they came from and hold them while the gates slammed shut behind them. Sacrifice is the characteristic that the shields were founded on, and till this day it is shown in their actions.

With the greatest of wars behind them the shields have continued in their mission following a strict code, to serve and protect all life. The order is very militant in its structure; because of this the shields can often be found in the ranks of the military where they live, so long as that military is not a mission of just murder.

Title- Protector

Rank	Ability
1	Magic Purify x 1/reset
2	Fortitude x 1/reset
3	Lay Hands x 1/reset
4	Smite x 1/reset
5	Shield Devotion
6	Magic Purify x 1/reset (2 total)
7	Immune to Disease
8	Lay Hands x 1/reset (2 total)
9	Bane Deathless/Undead x 1/reset
10	Shield Devotion

Shattered Chains

Freedom Fighter, well that really does not do them justice. The Chains had humble beginnings and at the root they have not changed, they simply wanted all men to be free from oppression, in all its forms. Now many centuries after inception the mission statement may be the same but it has taken on a new life of rebellion against would be overlords.

The chains function in small cells often times not knowing who chains are outside their clicks. This is done to protect the order; you can't rat out on people you don't know about. While too many this system of not knowing who your allies are might make life impossible, but the chains are clever and have found ways of keeping each other in the loop.

Title- Liberator

Rank	Ability
1	Magic Awaken x 1/reset
2	Magic Freedom x 1/reset
3	Resist Control x 1/reset
4	Magic Awaken x 1/reset (2 total)
5	Magic Freedom x 1/reset (2 total)
6	Voice Delivered Courage x 2/reset
7	Resist Control x 1/reset (2 total)
8	Dispel Enslavement x 1/reset
9	Arcane Freedom x 1/reset
10	Unchained

Verdant Protectors

Even before the order was forged there were those that served nature as both protector and champion. The Verdant is not a one sided coin, just as nature is ever changing. There are those who walk the path trying to preserve the natural world, and there are others that are there to keep nature in check. While many would view nature as delicate the Verdant know all too well this is not always the case.

When the order first formed it is believed that they came to preserve the lands and to heal the damage that was done by the Reality War. And while the order has served as caregiver for nature their role was far more important, the war had brought to the plane energy like it had never experienced before. This energy would forever change this world. Fires, while natural, would burn hotter, the Seas would become more violent, even the wind would not rip apart even the mightiest of structures. While the war may have ended the orders work had just begun, unmaking such harm can be an almost endless task.

Title-Beastlord, Stormlord, or Keeper

Rank	Ability
1	Speak with Nature
2	Beast Stride
3	Nature's Fury 20 Points
4	Voice of the Wild x 2/reset
5	Shape of the Wild x 1/reset
6	Nature's Fury 20 Points (40 Total)
7	Voice of the Wild x 2/reset (4 total)
8	Venom Immunity
9	Nature's Fury 30 Points (70 Total)
10	Shape of the Wild x 1/reset (2 total)

Dragon Warder

Long ago when pure dragons roamed the world there was strife wherever they wandered. They had become ancient beasts, savaging the lands for greed and power; humanity was almost snuffed out in their growing war for power over each other, and in time humanity would rise and kill off the flights. But there were a few that had not fallen to their inner monster and had helped ensure that one day the flights would be reborn into this world. Flights that would be guided by humanity to become one with those that walked this world, an ally not a foe.

Guardian and parent for a dragon whelp. Chosen by the dragon bloodline you have become bonded to the most ancient of blood and thru the bond with your charge you are granted powers.

Depending on what color egg the Dragon Warder bonds with will determine the specific powers the warder will have long term.

Title- Warder of the <Flight Name>

Rank	Ability
1	Novice Attunement
2	Carrier at Will (Flavor)
3	Shared Minor Lineage
4	Resist Magic x 1/Reset
5	Journeyman Attunement
6	Shared Lineage
7	Dragon Knowledge 1
8	Resist Magic x 1/Reset (2 total)
9	Dragon Knowledge 2
10	Adept Attunement

Iron Star Mercenary

Some men hunt the wilds for game and sport; you hunt for the pay-off. As an above skilled member of a bounty hunters' guild you have been trained to not be fooled by the mundane and not to give up when the prey gets elusive.

While this will make you a criminal in some lands because you are breaking the laws to catch your target. You know that sometimes you just have to bite the bullet and know when to run for it. Not every target is a criminal; sometimes the mark is a missing person or even an escaped piece of property.

Even though you have a task you still follow the rules of engagement, and orders of the command. No job gets done without a contract and pay day.

Title-

Rank	Ability
1	Know the Lingo
2	Silencing Strike x 2/Reset
3	Combat Focus x 1/Reset
4	Specialization Choice 1
5	Combat Focus x 1/Reset (2 Total)
6	Crippling Strike x 2/Reset
7	Specialization Choice 2
8	Lay of the Land
9	Discern Location
10	Specialization Choice 3

At certain ranks the character has options to specialize what kind of mercenary they are. At the Ranks with the choice entry the players must choose which ability they want. These choices cannot be changed later.

*Specialization Choice 1: (*No Escape, Into the Night, or Resist Surprise)

*Specialization Choice 2: (*No Mans Fool, Alarm, or Take Them Alive)

*Specialization Choice 3: (*Double Attack, Chase, or Consume Component)

Kensai

The Kensai is one who dedicates himself to the perfection of martial combat, through relentless training and focus with his chosen weapon. To develop great focus a Kensai must be Lawful in his actions, living his life by a strict code of Honor. One must live by such a mindset in order to keep their Chi focused. The devotion he pours into studying the weapon is intensive and he forsakes the use of other weapons almost completely; while he can pick up and use other weapons he will be no more proficient than any fighter picking up a weapon. Due to the focus and training the Kensai cannot use certain abilities with weapons that are not bonded and he cannot perform the same feats of mastery without his signature weapon. The study and training on the Kensaiis more than just practicing with a weapon, it is also the centering and mastering of one's chi, the energy of life, and focusing it through the weapon. Many Kensai are not only master of combat but also masters of creation of arms, as one cannot truly understand something until they have known it since creation.

Title- Warlord

Rank	Ability
1	Bonded Weapon I, Honor Bound
2	Heavy Blow x 2/Reset
3	Chi Projection x 1/Reset
4	Surge of Might x 2/Reset
5	Bonded Weapon II
6	Heavy Blow x 2/Reset(4 Total)
7	Destructive Blow, Unbroken Vow
8	Bonded Weapon III
9	Chi Projection x 2/Reset
10	Chi Warlord

Knights of the Fallen Leaves- High Elf Racial

Once a division of loyal soldiers to the noble line of Elven Kings, their service was to the people of the Elven nations; but in time they would lose their way. Their loyalty led to madness and disgrace and in time were disbanded and forgotten. Now many centuries past they have reemerged amidst new conflict on the rise in the lands of the Elven nations. A resurgence of devotion among those who would carry the banner of the people.

The knights act not only as sentinels and paragons of the Elven people but they also are the link to their heritage. They are keepers of the lore and culture of the race, protecting ancient sites of the Elven people and educating those who have lost sight of what is paramount. They act as spiritual guides for those who seek to know more about their lineage and the past of the Elves.

Though their numbers are low they do not take simply any elf that would swear by their codes. Candidates must undergo not only evaluation but specialized training and education. One cannot fill the sects' duty without first becoming well versed in the history of their fore fathers.

Title-

Rank	Ability
1	Reverie
2	Elven Superiority
3	Child of Atuntoril
4	Watcher of the Departed
5	Strong Lineage
6	Reflective
7	For the People
8	Strong Lineage
9	Protector of the Realm
10	Duty Paramount

Ley Mage

There are a practiced few who have forged the waters of magic. At one time there were great colleges of magic scattered across the plane, but the Reality War laid waste to most of them. Once in the past they were known as Ether Mages, but that form lost its power with the turning of the ages. In modern days the mages have sought each other out through the streams of magic that bind the world. In the last few hundred years a few sparse but secretive schools have opened, students are hand-picked by the masters. Once an initiate has accepted an invitation they seemingly vanish from existence, because to master the ether you must survive the fury of a Ley Line. The raw energy of the ether in a Ley Line destroys most, but those proven few with the gift become part of it. This causes them to become one with the power that binds the world but strips away all they were. To be accepted into this attunement the character must have at least Ley Magic: Arcane Spell and Knowledge Astronomy 5, and then must undergo the trials set by the leaders of the group, known as Serc'ci.

Title-Serc'ci

Rank	Ability
1	Meta Augmentation
2	ManaSink
3	Meta Augmentation
4	Tame the Ether
5	Ethereal Walk x 1/Reset
6	Spell Turning
7	Meta Augmentation
8	+10 Spell Pool
9	Ethereal Walk x 1/Reset (2 Total)
10	Mana Flare

Loremaster

The line of the Loremaster has been long sought though by many accounts it was lost ages ago. It is one of the few paths, known by scholars, as to be linked directly to the power of a Primordial; however, the true focus or purpose is either does not exist or is the true secret of the ages. It is believed by those outside the path that Loremasters are trained for the role and are primed from an early age, or those who have or will play a vital role in the history of the world. In fact, if these situations have happened they have all been through coincidence. What is known by those on the path is that none of them set out to find it, instead it found them. There is a common thread that all Loremasters share they are rarely the heroes of lore that grand tales would be told of; but they are always there in the background taking mindful note of what truly happened. By no coincidence they are in fact handpicked, by a Primordial being known to many as Litany; though they rarely know right away they have been picked.

Title-Loremaster

Rank	Ability
1	Lore
2	Lore
3	Secret
4	Mystery
5	Ancient Lore 1
6	Lore
7	Mystery
8	Secret
9	Mystery
10	Ancient Lore 2

Moon-blooded

There are legends and fairy tales as old as time of men that are cursed, and the moon sways them turning them into wild beasts. The stories are true however they are only half true. It is believed long ago the will of nature gifted those loyal to it the savage power of the wolf to protect its domain. Somewhere along the way something happened and an infection broke out that caused many of them to become unable to control their actions. For them it was no longer a blessing. Their gift became a curse that had no cure and to make matters worse; when the moons will overtook them they could not control themselves and in time the infection spread.

You are one of the chosen, one of the pure, picked to receive the true gift and to right the wrong that has infected the blood. Your tie to nature grants you the strength to overcome many odds.

Title- The Blessed

Rank	Ability
1	Scent
2	Flee x 2/Reset
3	Silver Light
4	Resist Toxin x 1/Reset
5	Shapechange: Beast
6	Healed by the Light
7	Blinding Speed, Flee x1/Reset (3 Total)
8	Resist Toxin x 1/Reset (2 Total)
9	Silver Haven
10	Moon Beast x 1/Reset

Mystweavers

While the days go by and the average person sees the world move around them they see it as an unstoppable and unchangeable force. But there are those who have reached a state of peace and enlightenment that has elevated them. These chosen few have learned the truth of the world and have mastered how to bend the reality of it to serve their needs. While some might see this as a weapon of great destructive power in the wrong hands, the weavers are far from a dominating force. In fact, through their meditation and training they have given themselves up to the will of Fate to become a devout servant.

The outside world known little of the Weavers true goal or purpose, though it is becoming known that they often are the hands by which fates works. They seem to show up at the scene of events that play key moments in the progress of the world. And while those moments may go unnoticed, since they are seen are insignificant, they are moments that play a part of a larger coming event.

When they are not serving the will of the masters, they live their lives as humble monks. taking nothing for granted and doing what they can to make the world a better place by bringing peace and balance to those lives they touch.

Title- Weaver

Rank	Ability
1	Blind Traveler's Sutra
2	Weave Fate x 1/reset
3	Sutra of Weaving
4	Diffusion of Body x 1/reset
5	Body of Perfection
6	Weave Fate x 1/reset (2 Total)
7	Sutra of Hastened Steps
8	Sutra of Safe Travel
9	Sutra of Wonders Realized
10	Ancient Wisdom

Pack Master – Felis Racial

The homelands of the Felis are made up deserts, dry tundra, making survival harsh, and travel away from cities dangerous. Only those who have the training and experience are capable of leading travelers and expeditions safely to their destinations. These individuals are also called to the roles of leadership as well, as their experience allows them to show wisdom and good judgment, on and off the battlefield.

Those that seek the path of the Pack Master are not only looking to lead but also are willing to take responsibility for those they lead. Leadership is a double edge sword and the follies of your pack reflect upon you as a poor leader. Wisdom is also required to know the weaknesses of those around you and to be able to lift them up.

Rank	Ability
1	Pure Breed
2	Tooth and Claw
3	Pack Commands x 1/reset
4	Roar of Courage x 1/reset
5	Leader's Wisdom x 2/reset
6	Sentinel in the Night
7	Pack Commands x 1/reset (2 Total)
8	Leader's Wisdom x 2/reset (4 Total)
9	Caravan Master
10	Pack Commands x 1/reset (3 Total)

Paragons of Origination

The Originators are much like modern day masons; they follow a strict code that has to do with the preservation of humanities past. They have created guards and protections to seal away the oldest of lore's that are a part of this world so that they might be there for generations to come. However, this is the path that the majority knows of; only those brothers who have been brought to the inner circle and the high mason himself know the organizations true purpose.

It is said that these master craftsmen are unmatched in their skill and have the ability to create and destroy beyond the understanding of the average man. They are believed to have been formed sometime in the third age, but these are of course just rumors.

Title- Originator

Rank	Ability
1	Crafting Perfection 1 minutes
2	Sturdy
3	Fix-It x 1/Reset
4	Longevity
5	Crafting Perfection 3 minutes
6	Salvage
7	Work Ether
8	Crafting Perfection 5 minutes
9	Fix-It x 2/Reset (2 Total)
10	Deconstruct

Path of the Ascetic

While some would claim they have little need for the material things of this world, they often do not understand how far from truth they are. It is an easy task for many to go without magical relics or mountains of gold but it is far another to remove the bondage of all material things. Those few that have begun to separate themselves from the bondage of the material begin to view the world in a new way. It is not until one has been truly without that one begins to see how little many of this world have. Even a skilled farmer becomes removed from the lowest of society who can barely eat or find shelter. There is only so much in this world to go around, and because of this greed finds its way into the hearts of even the kindest of souls. The need to survive drives many to hoard more than they might really need for fear of the flood. Then there are those few who chosen a life of poverty, unlike the poor and downtrodden, these souls walk this path by their own choice; so that others may flourish.

In many cultures and belief systems, the height of purity is embodied in an ascetic lifestyle that involves forswearing all material possessions. Such a life is hard for most characters even to imagine, since their possessions—particularly their magic items—are such an important part of their capabilities.

Title- Pilgrim

Rank	Ability
1	Spirit Made Steel
2	Sacred Vigor
3	Awakened Spirit
4	Vow of Purity
5	Spirit Made Steel
6	Sacred Strike
7	Strengthened Spirit
8	Spirit Made Steel
9	Favor of the Gods
10	Shield Against the Impure

Plague Bearers- Troll Racial

Over the ages there has been any number of hypothesis of where trolls gain their super natural ability to regenerate. And while many of them could be taken as truth, there is only one truth. All trolls are born in a spawning pool deep in the swamps, and like any stagnant water in a swamp they are teaming with parasites. Now just because they are parasites does not mean they are all bad, and the average troll only carriers a very minor infection.

As their bodies are constantly having to heal to maintain the damage the parasites cause, it sends their bodies into over drive in compensation; which is where they develop their natural healing ability. Every so often though a troll will carry unique parasites that are constantly on the verge of multiplying.

With the right set of events the trolls body loses the balancing act and the parasite being to multiply and colonize their host. And while they undergo some regressive changes the infection by the colony actually helps to support the hosts survival.

Title-

Rank	Ability
1	Infected Understanding
2	Inflict
3	Consume Infection
4	Immune to Disease
5	Plague Host
6	Symbiotic Aid
7	Drop of Blood
8	Plague Carrier
9	Fully Colonized
10	Blacklight

Planar Champion

The Inner Plane is a place of perpetual struggle, the four elementals warring for dominance. This eternal struggle is not limited to the Planes however; the war spills over into the Prime and the elements are always looking for soldiers to carry the banner for their cause. By proving their loyalty to the cause, their endeavors grant them an attunement to the elements.

While they are just another soldier they are far more in the eyes of the planes. Those chosen to serve the elements are respected by the Planes, as it takes far more than just a willingness to serve and be a weapon of the plane.

Upon reaching rank 5 they gain the effect Vulnerable to the opposing element.

Title-Champion of <Plane>

Rank	Ability
1	Elemental Damage 30 points/Reset
2	Carrier at Will (Flavor)
3	Planar Asylum
4	Resist <Type>x 1/Reset
5	Elemental Conduit x 1/Reset
6	Elemental Damage 50 points/Reset
7	Resist <Type>x 1/Reset (2 total)
8	Elemental Conduit x 1/Reset (2 Total)
9	Ascension
10	Phase x 1/Reset

Runic Defenders- Dwarf Racial

Among the Dwarven nations there has been a common thread that has remained no matter their focus, the need to defend the old ways. It is unclear how the first became marked, though the fables tie back to the birth of the Heart of Gold. It is said the Abadel himself gifted the first to defend the forge from all those who would seek its control. Though in time the gift was passed further to safe guard lords, land, and treasures. The path to becoming a defender is arduous to say the least and requires rigorous training over a number of years to perfect your ability.

Defenders stand out among their people, as they unlock their potential and gain their gifts. Permanent runes become emblazed upon their skin often forming first on their faces arms and hands, but in time covering most of their bodies. It is from these where their true power comes. Even sages are not fully sure of what causes the formation of the runes, only that they the power rest within the people as a gift from their creator.

Title-

Rank	Ability
1	Warding Rune x 2/reset
2	Duck and Cover
3	Size Them Up
4	Vigilance Rune x 1/reset
5	Repulsion Rune x 1/reset
6	Hold the Line x 1/reset
7	Vigilance Rune x 2/reset
8	Runic Blood
9	Repulsion Rune x 2/reset
10	Tough Enough x 1/reset

Shugenja- Deep Elf Racial

As the Tson Chi have much seen, our ancestors watch over us and influence us. These ancestors have been known to exalt those among the Tson Chi that will guide their people to a greater fate – positive or negative. The way of Ancestors is not good or evil; it is the way they show you. The requirement for balance in the life of the Tson Chi continues even in death. The Shugenja are those among the Tson Chi that have found the focus and clarity to hear the voice of the ancestors and in times of need call forth their strength.

Shugenja act as a spiritual guide for their people and even beyond. They are able to reach into the realm of the spirit and hear the voices of wisdom. Their connection to their ancestors also grows and they can tap into that power to both protect themselves and to channel as a powerful weapon.

Rank	Ability
1	Spirit Touch
2	Immune to Possession
3	Hear a Voice
4	Immune to Surprise
5	Spirit Energy x 1/reset
6	Resist Control x 1/reset
7	Follow those Before
8	Spirit Energy x 1/reset (2 Total)
9	Improved Resistance
10	Self-Resurrection

Thickets- Ent Racial

Long ago we Ents were simply trees. We grew from seeds and eventually were culled by Mother Nature. Sometimes with lightning, sometimes with fire, sometimes an animal would uproot us or eat enough of us that we would die. It was the way of things. Then we awoke. No one alive remembers when it was or why. I'm sure if you could get any of the Ancients to speak on it, they could tell you. But even the oldest Ent I know cannot suffer the patience of conversing with an ancient, and likely could not understand them if she tried. The Ancients minds think more in concepts and ideas than in words. They think in ways I can scarcely imagine and often connecting things to one another in unfathomable tangents. If you ever get the opportunity, sit and listen to one for a year. You may learn something wondrous or leave more confused than when you came, however I assure you the journey will be beautiful.

Then the attunement is gained the player must choose to be a Broadleaf or Evergreen. This will effect which of the "Way" abilities they will gain.

Broadleaf-Birch, Sycamore, Cottonwood, Walnut, Maple.

Evergreen- Pine, Cypress, Yew, Cedar, Juniper

Title-

Rank	Ability
1	Deep Roots
2	Way of the Sycamore/Juniper
3	Harden Skin
4	Way of the Cottonwood/Cypress
5	Improved Taproot
6	Way of the Walnut/Pine
7	Treewalk
8	Way of the Maple/Yew
9	Way of the Birch/Cedar
10	Force of Nature

True Shifter- Rok'Shen Racial

As told by even the oldest of the sages, the Rok'shen are but shadows of what they once were. At birth they are the closest to their ancestors as they might ever be again, and for some unknown reason they lose that gift shortly into life. However, for millennia's the eldest have sought the truth of their past and of their destiny, and they have found the link. Much like their rite of passage into adulthood, they have learned that unlocking their true selves is a test of will that must be survived.

In the oldest of folk lore in the race there are countless stories that at a time long ago the Rok'Shen were far more than just a people. They were also part beast and were able to call upon that part of themselves to become the change. It would come to be known that there was truth in those myths and once again the lost secrets are becoming known again. With great effort and some guidance of the wild and elders, the young of the race have taken the first steps to better understanding their ancestors.

Title-

Rank	Ability
1	Inconspicuous
2	Unleash x 1/reset
3	Animal Form
4	Play Dead x 2/reset
5	Natural Shapechanger
6	Unleash x 1/reset (2 Total)
7	Razor Talons
8	Play Dead x 2/reset (4 Total)
9	One of Them
10	Beast Mode x 1/Reset

Vistek Society (Psionic)

Only a few are gifted with the will to open their minds and perceive the world around them as it truly is. Those that have awakened their minds can reshape their thoughts in forces that can affect the world.

Psionics function differently than other attunements, each time a rank is purchased the character gains 3 Psionic Points, these functions like Mana; each power will list its cost.

To use this ability, the call is “Arcane Psionic<Effect>”, unlike other effects Psionics have some of their own rules. Psionics can be used so long as the character is conscious and not under an *Enslave* or *Command* effect. Additionally, Psionic effects can pass through magical barriers such as *Circle, Imprison,* and *Wall,* so long as the character can hit the target with a packet.

At Ranks in which there are 2 options, the player must choose which they will learn. This means that not all those with Psionic ability will be the exact same.

Title-

Rank	Ability
1	Empathic Thoughts
2	Empathic Transfer
3	Empathic Healing/Mind Blast
4	Link Body
5	Psionic Clear
6	Psionic Shun/Charm
7	Psychic Bastion
8	Psionic Sleep/Command
9	Amplify Mind
10	Psionic Slay/Restore

Wildling - Gnome Racial

Either through the strength of your ancestors of just natural selection, your bloodline contains just enough of the old stuff. A race of fey that once flourished but became all but lost in the years after the Reality War. The wildlings came to the prime in search of wonders not found on Essence, and they found it. Among the high mountains of Norvis they found the Dwarves, a hearty race that build wondrous creations. Over many generations the Fey, being cut off from Essence, took refuge with their new friends and in time would even mate with them. Over the next 5000 years, this continued until the wildings were all but forgotten and a new race had taken its place, Gnomes.

While they had become a new race in whole, their wanderlust never faded and in time, they would seek out a new home to make their own. But some things never go away they simply become dormant waiting for the right circumstance to reemerge. Those that have tapped far into their fey heritage can awaken that bloodline, even going so far as reverting most of the way back to where they started.

Rank	Ability
1	Magic Allergy, Affinity Fey
2	Escape Binding x 2/reset
3	Befuddle x 1/reset
4	Wanderlust
5	Natural Conceal x 1/reset
6	Mushroom Ring x 1/reset
7	Fairies Blood
8	Befuddle x 1/reset (2 Total)
9	Natural Conceal x 1/reset (2 Total)
10	Spell Jammer x 1/reset

Adept Attunement

At this level, the Warder has brought the egg to the point of hatching. There is a ritual that must take place to hatch the dragon, which once done, the character will have to take care of a dragon Phys-rep. While it is a loyal companion, it is still an animal so to speak, and there are times it will just want to sleep and be left alone. Due to the hatchling's nature, it will know 4 *Read and Write* skills and have 3 ranks in 4 different *Knowledge (Area)* skills that it is willing to share with the Warder and allows the Warder to purchase *Knowledge (Dragons)* rank 5. Additionally, the character gains *Vulnerability* to a Flavor based on the hatchling.

Alarm

On the watch you can never let your guard down, not even for one second. Gain *Resist Ambush/Sleep/Charm/Command* twice each reset.

Amplify Mind

This ability allows the character to unlock inner reserves of power within a target's mind. By spending 10 minutes of concentration with another character, this ability will restore one of the following: 1 Time per Reset skill, up to 4 levels of *Combat Slots*, or 7 levels of *Spell Slots*. This cannot target the character using this ability. This ability costs 5 Psionic Points.

Ancient Lore 1

The Loremaster uncovers hidden and true knowledge; they can purchase the first rank of *Rare Knowledge (Area)* skills without requiring an instruction. Additionally, the player can choose 3 Common Knowledge (Areas) to become favored and receive a 1 SP discount on purchasing ranks; these cannot already be favored from the Scholar Background. Additionally you may spend a maximum of 3 times your current rank in the associated Favored Knowledge skill from you pool of Knowledge points each reset, instead of the normal 2.

Ancient Lore 2

The Loremaster uncovers hidden and true knowledge; they can purchase the second rank of *Rare Knowledge (Area)* skills without requiring an instruction. Additionally, the player can choose 3 Common Knowledge (Areas) (6 Total) to become favored and receive a 1 SP discount on purchasing ranks, these cannot already be favored from the Scholar Background. Additionally you may spend a maximum of 3 times your current rank in the associated Favored Knowledge skill from you pool of Knowledge points each reset, instead of the normal 2.

Ancient Wisdom

This ability has two functions. First it can be used to gather information similar to Knowledge Areas; during an encounter if a Plot Marshal asks if anyone has a certain Common Knowledge skill you can spend a 60 count action to tap into the Myst, at the end of the count you will gain at least part of the information that could be garnered; in the case of a Rare Knowledge the count is 120 as you have to reach farther to find the hidden answers. Second this ability allows you to have one question per month answered as honestly and completely as possible, about a plotline or story, by plot. This is not perfect; be warned that answers regarding deliberately concealed information may be hazy or useless. If this feature is used during an event it will take 1 hour of meditation after the question has been given to plot, this represent you reaching into the Myst to see the possible fates to find the answer and gives plot time to get your answer together.

Animal Form

This ability allows the character to assume the form of their breed creature, requiring a 10 counted action to change in and out of. Unlike the Caller's *Shifter* Class Feature, the character's gear does not change with them, so turning into a raccoon might make it hard to move their gear. While the change does not grant any special ability per se, the character can function in any manner that natural creature has at their disposal. Additionally, the character can use any of their skills in which they still meet all the requirements to function.

Arcane Banish

This ability functions as the *Banish* effect, sending an extra Planar creature back to its plane of origin.

Arcane Drain

This ability allows the character to deliver with a packet a “Arcane Drain”, this functions as the spell.

Arcane Freedom

As the breaker of bonds you have become difficult to bring down. This ability can be used on the character per the normal functions of the effect; alternatively, if the character is not currently under any negative effect this ability can instead be used as "Everyone in the sound of my voice Arcane Freedom"

Ascension

This ability cannot be obtained between games, and can only be obtained during an event and only after the character takes part in an In Game RP encounter for their power base. Once a character has completed the necessary IG actions, they receive this ability, and the following applies: The character becomes an Outsider, meaning they are susceptible to Banish. Their body and metabolism are so altered that they are not affected by Paralyze, Sleep, and Stun, and can no longer be the target of First Aid or Diagnose unless the character attempting to use First Aid or Diagnose has at least Knowledge (Planes) Rank 5.

Awakened Spirit

When the body fails, a pure spirit remains. An Ascetic with this power cannot be rendered Unconscious. Effects that produce Unconsciousness (Sleep, Slumber, etc) still render the Ascetic helpless, but they will remain fully awake and aware for the entire duration. This explicitly includes death counts and time spent as a spirit on the way to the life well. At rank 7 the character no longer requires sleep each day; only prayer and meditation. This must be noted on the Marshal Notes, as the Marshal in the case of a Cabin Raid will wake up a player with this power.

Bane (Creature Type)

This increases the characters’ damage when fighting the creature type named in their ability chart; gaining a *Permanent* +5 damage increase against those targets. This ability will increase the damage of each *Spell Pool* attack by 5 points; however, this will only apply to castings of 10 points or more *Spell Pool.* When the character using this ability announces it, they will be made aware of which creatures the bane effect should work on, and it is up to the player to keep track of which creatures they get the added damage on. This is an *Encounter* ability.

Beast Mode

This ability allows the character to awaken the primal essence of the beast within them. When activated, the character gains the following effects for the duration: +2 *Permanent Weapon Damage* with Claws, *Evade* x 3, *Natural Fear Strike* x 2. This ability lasts for one hour or Module.

Beast Stride

This ability allows the character to travel in natural terrain without disrupting the plant life. This has two benefits; animals do not notice your tracks as a threat, and when being tracked in a natural setting the penalties are doubled.

Befuddle

Part of the Wildlings’ nature is that their whims and wiles drive them, and that flightiness can have sway on others, especially when focused. This ability allows the character to use *Arcane Feeblemind* delivered with a packet. On the plane of *Essence,* the Delivery Type of this ability changes from *Arcane* to *Magic*.

Blacklight

The colony has fully infected the character’s mind and has altered their body as well. Once each reset the colony can take over, turning the character’s physical form into that of a Swarm. While active, the character gains Damage Cap 1, Resist (Physical/Magic/Toxin) x 2, and they are Immune to Mental Effects. More importantly, this may be activated Passively, as a response to effects that would affect the character normally, but not affect a Swarm; such as: if Ambushed, this can be called this as a response to defeat the Ambush and activate this ability. This ability lasts for 5 minutes or 1 Encounter.

Blind Traveler's Sutra

As the first step of training, all must learn to focus their inner will and navigate the Myst to reach the Monastery. This is often the stepping stone on which other abilities are developed. This Sutra takes 20 minutes of meditation to perform, after which the players goes out of game to NPC camp to speak with plot. The journey to and from the Monastery is not a quick one and can take up to an hour round trip. Additionally, once a character has their rank 5 ability they can expend a use of Iron Will to reduce the meditation time to 1 minute. Once a character has mastered rank 10 this ability can be used to travel to almost any location (on the Prime and Inner Plane, and possibly other planes), at the approval of plot.

Blinding Speed

This ability has two functions; first, it allows the character to expend one of their Flee abilities to move to a location they are aware of on this plane and is with 10 miles of their location. Second, because they can naturally move with amazing speed, they can also perceive similar things. When used, they can expend a Flee to call "No Effect" to a target's use of Conceal; allowing them to continue attacking the Concealed target. The first function of this ability can only be used at night, and so long as it is not a new moon.

Body of Perfection

Through deep meditation in the harshest of elements, the character has gained focus over their physical form allowing them to overcome and ignore the minor planer effects of the Inner Plane. Once the character has gained their Rank 8 ability this effect becomes more powerful, allowing them to ignore minor and standard planer effects of the Inner Plane, as well as minor planer effects of all other planes (River, Void, Acheron, etc.) Additionally, the character can expend a use of Iron Will to extend this protection to two allies.

Bonded Weapon

Each Kensai has a weapon that they are bonded to; this bond is where they derive their chi and strength. The bond is so strong that should the weapon be lost or destroyed they lose all Kensai abilities until they personally rebuild the weapon with *Smithing.* Additionally, Kensai abilities with the # notation can only be used with their bonded weapon.

I – Once each reset the characters bonded weapon can gain the carrier *Magic* for 5 minutes or an encounter. If the character has the *Aura Blade* skill the duration is increased to 1 hour.

II –A bonded weapon is the manifestation of the character's power; as such it is also a conduit. Once each reset the character can spend 30 minutes in meditation to refocus their chi with their weapon, doing so allows the character to give the bonded weapon the weapon flavor, Silver, Cold Iron, or Magic, for the next 24 hours. Additionally, the *Aura Blade* skill gains added effect when used with the bonded weapon; instead of only granting the *Magic Flavor Carrier*, the character also gains 6 *Blade* effects (+5 *Temporary Damage*) that must be used during the duration.

III – By this point the character has fully bonded with their chosen weapon making it an extension of the character. The bonded weapon is always considered to be *Honed.* Additionally, using the *Aura Blade* skill will activate the bonded weapon's full potential; while active, the effect of *Blitz* will be cause the appropriate number of swings to deal +10 *Temporary Damage*, instead of its normal +5 *Temporary Damage* bonus.

Call to Spirits

This ability allows the character to sense and communicate with dormant spirits. This ability can be used twice each reset in one of the following ways: First it can be used as a *Detect Spirit* announced as "Are there any spirits in the sound of my voice", this will ping anything with a spirit even hidden/invisible targets. While it does not reveal them you are aware they are present and roughly where. Second they can speak to lesser spirits that live in all objects. This allows them to ask one question of an object. Note – most objects will have very low intelligence.

Caravan Master

Your training in leading goes far beyond just battle, but also in the assurance of safe passage. When leading others to a location that you have traveled to before you ignore natural terrain hazards (by avoiding them) and you can

invoke the *Warning Signs* skill once each journey.

Carrier at Will

The character has the ability to add a Flavor Carrier to their weapon swings as they choose. **Warders** will have their carrier flavor based on their egg; **Planar Champions** will have their Flavor Carrier based on the following ***Inner Plane*** grants Fire, Stone, Water, or Wind, ***Acheron*** grants Shadow, and ***Abyss*** grants Silver(Astral Fire).

Chase

Letting the mark get away is not an option for several reasons, and because of this you have learned how to give chase in almost any circumstance. Once each reset the character can use this ability to follow a target that has escaped, including magical means such as *Teleport*. This must be used within 5 minutes of the target leaving the Encounter, and gives no information about where they will end up. This will only transport the character using the ability, but may also transport up to 5 other targets so long as they are also Iron Star Mercenaries.

Channel Spirits

When used this ability allows the character to generate one of the following effects: Remove a *Curse*, *Life* a dead target, Can pass through a *Contain* effect, or Can *Heal* a *Bleeding Out* target for 10 Body Points.

Chi Warlord

The character has not only learned to focus their power through their weapon but also through their presence. Once each reset they can bolster those around him granting *Immunity* to *Charm* effects. Additionally, it reduces the *Combat Slot* level of their Combat Techniques by 1 Tier; to a minimum of 1 Tier, for all allies for 1 Encounter.

Chi Projection

The character has not only learned to focus their power through their weapon but also through their presence. A limited number of times each reset the character can force his presence on a target; this is delivered as "<Target>*Voice Arcane Fear*" or ""<Target>*Voice Arcane Command*".

Child of Atuntoril

It is in the darkest hours that your watch will be the longest, and in times rest is not for you. As part of their training, they are blessed in the holiest of sites granting you the blessing of your ancestors. This ability makes the character *Immune* to *Sleep*, though this does not make the character *Immune* to any damage or other effects that may also be part of the attack.

Combat Focus

This ability gives the character extreme focus for 5 minutes or one Encounter, granting either +1 *Permanent Weapon Damage*, or 25 additional *Spell Pool* points while it is active.

Contact Ancient Dead

This ability works much like Speak with Spirits; however, the character can reach much further into the River. The character can awaken a spirit that has been permanently dead for up to 150 years per character level times their skill level in *Knowledge (Cycle)*.

Consume Component

Making the most out of everything you have is sometimes the make or break on getting a job done. This ability allows the character to consume the power stored in a Named Component and draw from it either (4) levels of *Combat Slots* or (9) levels of *Spell Slots*.

Consume Infection

This ability allows the character to remove the *Rot* effect from a target, on a 10 counted action. In addition to removing the *Rot* effect from the target, the Plague Bearer is healed for 20 *Body Points*.

Crafting Perfection

This ability reflects the character's skill at not only crafting but doing so in ways that limit waste and imperfection. Their time to create items is reduced by the listed time, this is not cumulative and it cannot reduce the time below 1 minute per level of the item.

Crippling Strike

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.

Dark Phase

This ability works just as the Phase monster power, except that it can only be used at night, in heavy shadows, or in darkness.

Deconstruct

Those who have truly mastered their art hold this ability, they have learned not only how to build but how to break anything, for everything is made up of the same energy. This ability can be used on any loose item, up to 8 sq.ft., or against golem creatures. The call for this ability is "*Arcane Deconstruct*" and is weapon delivered, this effect will instantly destroy the target item reducing it to dust, even if the item was Unshatterable; as well the item cannot be affected by *Refit or Rebuild*. This ability can be used once each reset, however, the character may bank 10 Production Points at check-in for an additional use.

Deep Roots

The Ent begins to realize how deep their roots actually run. The character is are treated as having +1 rank of *Knowledge (Nature)*. This stacks with the Scholar Background and with the Circle benefit if casting rituals.

Destructive Blow

This ability functions the same as the Champion Advanced Skill.

Detect Elements

This ability duplicates *Detect Magic* but only works on Planar effects, allowing the character to see traces of such, as well as identify what type of Planar energy it is.

Diffusion of Body

This ability allows the character to remove all status effects from their person and instantly assume an *Arcane Gaseous Form*. This can be used so long as the character is under their own control, and conscious. This ability can be used once each reset, however the character can expend an *Iron Will* for an additional use.

Discern Location

Once each reset you can spend 10 minutes focusing on the target to generate the effect of a *Discern Location*.

Double Attack

This ability may be used when the 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", forcing the target to defend again or suffer the effect of the attack.

Dragon knowledge1

This will allow the character to learn about the history of the dragons. Additionally, the warder will learn 2 Basic Recipes for a crafting skill they have, and do not already have the Recipe for.

Dragon knowledge2

Will allow the character to learn about their tie to the advance production skill associated with each egg. This allows the character to learn about the tie to the advanced production skill associated with each egg. Event the character will gain either one Advanced Recipe for a production skill they possess, or one Ritual Scroll they meet the requirements to cast, that they do not currently have.

Drop of Blood

The viral load in your blood can repair your body to a usable-if-not-perfect standard, given even a drop of blood from which to work. This passively counters effects that destroy your body, preventing you from receiving a Life effect. Additionally, if you have the *Self-Stabilize* power it sets you to 1*Body Point* instead of 0.

Duck and cover

Creatures that deal Massive damage are rarely quick, and you have learned to read their motions. This ability grants the character *Resist Massive*, which is specifically used against attacks with the *Massive* Modifier. This ability can be used 3 times each reset.

Duty Paramount

Whenever the character uses their racial *Resist Mind*, it also grants the character a *Mind Guard* effect (as per the *Mind Guard* spell).

Elemental Barrier

This ability allows the character to create a *Barrier* around themselves that will negate the next 20 points of Fire/Stone/Water/Wind damage that strikes them.

Elemental Carrier

This ability allows the character to enshroud their weapon with the power of the Planes causing them to inflict more damage against certain foes. This effect will last for 5 minutes or one Encounter. The *Flavor Carrier* they can choose from are: Fire, Stone, Water, Wind, and Iron.

Elemental Conduit

This ability allows the character to generate a spell effect (based on the character's power source), with the call “Elemental <Effect>”. ***Inner Plane*** generates the *Implosion* effect, ***Acheron*** generates the *Kill* effect, and ***Abyss*** generates the *Psionic Command* effect.

Elemental Damage

This grants the character a pool of damage that can be thrown in increments of 5 points of damage with the call "Elemental X <Flavor>"; where "X" is the damage and the Flavor is aligned to the Plane or power they champion. The Flavors are as follows: ***Inner Plane*** grants Fire, Stone, Water, or Wind, ***Acheron*** grants Shadow, and ***Abyss*** grants *Psionic Body*.

Elemental Focus

After years of focus on the nature of the ***Inner Plane*** and mastery of elements, your focus of those energies becomes magnified. This grants the character 25 points of *Spell Pool* for their chosen flavor (Fire/Stone/Water/Wind). These charges can be weapon delivered per *Channel*.

Elemental Rush

This effect allows the character to alter the delivery of their spells and abilities. Instead of the normal incant or activation, this ability allows the character to deliver a Spell or Technique with the *Elemental* Delivery Type.

Elven Superiority

You gain +1 *Permanent Weapon Damage* or 10 points of *Spell Pool* when wielding an Elven-Crafted weapon.

Empathic Healing

This ability allows the character to heal another target for 10 *Body Points* (or them self for 5 points) of body damage. This ability costs 1 Psionic Point.

Empathic Thoughts

This power allows the character to read the thoughts of another creature they are in contact with. To use the ability, the character must be in contact with the target and must expend 1 Psionic Point. This allows the characters to have an OOG conversation and is completely Role-Play. Once the character has reached Rank 5, they can detect sentient creatures near them; this is called as “Everyone in the sound of my Voice Detect Sentient”. Once a character has reached Rank 10, they can expend 5 Psionic Points to ask a question that must be answered truthfully out of game.

Empathic Transfer

This ability allows the character to transfer body damage or active status conditions from another character to them self. This ability costs 1 Psionic Point to transfer an effect but can transfer Body Damage freely. This takes a 3 counted action to transfer.

Enshroud

When this ability is activated, all targets in the current *Encounter,* can only perceive and remember the caster as a featureless shadowy figure. While the *Enshroud* is active the character can use the *Surprise* Modifier twice.

Ethereal Walk

This power allows the character to almost instantly vanish and appear 20 steps away. When used the player calls “*Arcane Teleport*”, and then puts their hands on their head and takes their 20 steps. If this puts a character on the other side of a building then the distance is measured roughly, as the 20 steps is a straight line that can pass through walls, building, and even magical barriers.

Fairies Blood

As the characters’ true nature is further awakened, their tie to the past changes them even

further. The characters' *Resist Enchantment* skill now becomes *Resist Arcane* while on the *Prime*, and when they are on *Essence* the skill becomes *Resist Magic* instead.

Favor of the Gods

Devotion and service are rewarded by the powers that be. The character is granted divine favor for their works and are awarded an amount of loose equal to their first SP each event.

Fix-It

This ability allows the character to fix almost anything that has been destroyed. A limited number of times each reset, the character can generate a "*Natural Rebuild*", which functions as the *Rebuild* spell, with the exception that it can be used up to one hour after the item was destroyed.

Flee

This ability will allow a character to escape by running away from any situation, leaving the current encounter, where such escape is not physically blocked. This ability may also be used to *Resist* or *Dispel* any effect that would prevent running, such as a *Rot* or *Slow*.

Follow Those before

Finding sprits has become almost natural; this ability allows the character to find others based on their relation. When trying to locate a known person that is of the same clan, they can replicate the *Discern Location* effect. When trying to locate a known Deep Elf they gain +2Bonuson *Tracking Contested Rolls*, or tracking a known target that is not a Deep Elf they gain +1 Bonus to a *Tracking Contested Roll*.

Force of Nature

This ability allows the character to utilize '*The Trees Are Angry'* power against any unnatural creature, (*Abomination* and *Undead* creatures are the most common), not just those who have damaged a tree in their presence.

For the People

You may use the *Defend* ability to defend another High-Elf, once each Encounter.

Fortitude

This ability increases the character's base *Body Points* by 30, for 1 hour or Module. When this effect expires, the amount is removed from the character's Maximum *Body Points*, not their current *Body Points*.

Fully Colonized

Your infection has taken on new heights and can fix you even faster. Using the *Trollsblood* power only requires 2 *Regenerations* to be expended instead of 3.

Gate

This ability requires the character to spend 10 minutes concentrating and needs a plot marshal present to use. This ability allows the character to open a gateway to the Inner Plane; this gateway will allow movement back and forth to the chosen plane. When opened the character must set the time frame that the gate will stay open up to a maximum of 12 hours, the character can close the gate at any time from either side by touching the gate and concentrating for 1 minute.

Greater Passlock

This ability alters the *Passlock* ability granting the following additional properties. Can now pass through a magically locked/sealed door; and at Rank 8 the character can remove a single item from a sealed container; they can ask a marshal the rough size and shape of items in the container they can choose from.

Harden Skin

This ability causes the character's skin to become more rigid and firm, granting the benefit of the *Harden Skin* power, and stacks with the power if the character already has it. This makes manufactured armor hard to fit, however, and the character becomes limited to Light Armor as a wearable maximum, regardless of class.

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.

Healed by the Light

At this stage the character's connection

with the purity of the silver moon light has become so strong that by standing in the moonlight they can gain the effects of *Slow Regeneration,* allowing them to spend 1-minute concentrating while not in combat, at the end of which they will be healed to their maximum *Body Points*. This bond does come with a drawback they cannot regenerate hit points lost due to attacks that had a *Disease Effect Carrier* or by attacks and *Spell Pool* damage with the *Shadow Flavor Carrier*.

Hear a Voice

Once per Event (and in BGAs), the character can use this ability to speak to their Ancestors in a one-hour Ritual that requires meditation, which will give insight into future events. The character gets to ask one question for every odd rank they have in the Shugenja Attunement. At a baseline, the answers given by the Ancestors will be equal to rank 5 in the correct Knowledge (Area) necessary, although plot may grant further information.

Heavy Blow

This ability allows the character to add the *Critical Modifier* to a limited number of attacks each reset.

Hold the Line

Holding the line means just that, and once you have decided to hold a point you will die there before you retreat. Once activated the character gains *Immunity* to the effects of *Binding Strike, Charm, Command, Fear, Knockdown, Repel, Shun, and Terror.* However, they cannot and will not leave the fight at least not while they have any control over it. This can be used once each reset and will last for an Encounter or up to 5 minutes.

Honor Bound

The Kensai must live their life by a strict code of law and honor to maintain their chi and bond.

- Disgrace before Dishonor
- Lies are the weapons of the weak and feeble
- Forsake the shadow, for it is corruption
- Obey the law of an honorable man's house
- Eschew unfairness and deceit
- Persevere to the end in any enterprise begun
- Never to refuse a challenge from an equal
- Never to turn the back upon a foe

Imbue Carrier

This ability allows the character to imbue another character's weapon with their chosen element (Fire/Stone/Water/Wind), allowing them to add that Flavor Carrier to their damage call for 5 minutes or one Encounter. Additionally when you have this ability and are the target of this effect your Base Weapon damage is increased by 1 point.

Immune to Disease

This ability makes the character Immune to all Diseases. In the case of carrier attacks, the character is only Immune to the effect but still takes the damage from such an attack.

Improved Resurrection

This ability increases the character's mastery of the arts of *Resurrection* far beyond what can simply be learned. The character gains a +2 Bonus to their *Contested Roll;* additionally once they reach rank 10 the time to perform a *Resurrection* is reduced by up to 5 minutes.

Improved Resistance

This ability functions the same as the Improved Racial, Resist Magic Power. If the character has already purchased the Improved Racial, Resist Magic Power, then all of their Resist Magic racial abilities, both purchased with Skill Points and earned from levels, become Resist Arcane/Magic.

Improved Taproot

As the character's link to nature becomes firmer, they are better able to call upon its healing ability. In addition to the effect of *Taproot*, the character can also gain other effects: 5 minutes of concentration will regenerate all lost or damaged limbs as per the *Regenerate* spell, 10 minutes of concentration will heal the character to maximum *Body Points*, and 15 minutes of concentration will cure ANY *Disease* affecting the character. These times are inclusive, so all benefits up to the time bracket spent concentrating are gained.

Inconspicuous

One of the first gifts to take hold isthe ability for the character to alter their body's appearance. This ability allows the character to alter their base appearance in minor ways: eye color, hair color, height, and even weight can be altered a small amount. While this may not seem like a big deal, it makes it virtually impossible to identify the character based on just a description. Those who have interacted with the character for an extended period of time would still recognize them, but for a stranger there is no chance.

Infected Understanding

A Plaguebearer can tell at a glance what's wrong with someone - they've probably had the same thing wrong with them before, more than once. This acts as the *Diagnose* skill, except that it has no prerequisites and can be used at any distance where you do not have to yell for your target to know it's happening.

Inflict

This ability allows the character to gain one of two effects when it is used: add the *Rot* Effect Carrier to attacks made with the character's Claws, or may change the Flavor of the character's current *Spell Pool Charges* to *Rot*. This ability can be used twice each reset, and lasts for 5 minutes or one Encounter.

Into the Night

After the job is done, escape is the best action. This grants the character the *Flee* ability that can be used twice each reset.

Journeyman attunement

As the union between the Warder and egg becomes stronger, the unborn dragon begins to view the warder as a master or mentor; this regard makes the soon to be hatchling very loyal and protective. Due to the hatchling's nature, it will know 3 *Read and Write* skills and have 2 levels in 2 different *Knowledge (Areas)* that it is willing to share with the Warder, and allows the Warder to purchase *Knowledge (Dragons)*rank 3.

Know the Lingo

As a reflection of their need to deal in all lands, the character receives an additional *Read and Write* skill at no cost. In addition, they are well versed in contracts and deals, and will be very aware if they are being short-changed.

Lay of the Land

By the time the character has reached this level of training, they have done more than a small amount of traveling. The character can never truly become lost and is always able to backtrack their journeys to the starting point.

Lay Hands

This ability functions exactly as the Paladin class feature, with the exception that the Order power is only usable a limited number of times each reset based on the character's rank in the Seven Shields.

Leader's Wisdom

Both on and off the battlefield it is a leader's duty to offer guidance and to boost morale. By working with another character who is performing a counted action, the Pack Master can reduce the time by 50%.

Link Body

This ability combines the caster and a target's base *Body Point* totals together, and then divides them equally for the duration. (Example: Caster has 30 *Body Points* and the target has 14 *Body Points*. While this effect is active, their *Body Point* totals would change to 22 for each of them.) This ability requires 5 minutes of concentration to forge the link, which once created, will last for one hour or Module.

Locate Item

This ability allows the character to spend 10 minutes focusing on a very specific item that they either have seen or have a very good description of. At the end of the time, this ability will generate the *Locate Item* Ritual effect.

Longevity

This ability causes Basic items created by the character to last double the normal amount of time before expiring.

Lore

This grants the Loremaster a benefit that corresponds with the Knowledge Area of their choosing. Each time this ability is gained the player must choose a different Knowledge. The Loremaster must have purchased 5 ranks in the

associated knowledge skill in order to choose lore.

Knowledge	Lore
Astronomy	Can cast 10 levels of *Spell Slots* each reset, follows all standard casting rules.
Cycle	Resist Spirit/Shadow once each reset
Geography	Resist Impairment once each reset
History	Reduces the effect of *Forget* by 75%
Magic	Gain a free Ritual into Memory
Nature	Resist Toxin once each reset
Nautical	Gains Underwater Combat
Nobility	Guild discount up to 20% of Market
Planes	Resist Elemental once each reset
Warfare	Gain a Tier 2 *Combat Slot*
Race	Racial Affinity

Magic Allergy

As one of the first Fey lines, the Wildlings were truly creatures of the Arcane and the power of magic was something they not only could not grasp, but in fact, were inept. This ability limits the character from being able to cast spells above 6th level; at Rank 5, this limit further drop to 3rd level spells; and at Rank 10, the character cannot use magic at all; this has no effect on *Ritualism.* Additionally, the ability limits the character to only be able to carry one *Forged Item* on their person. Carrying a second *Forged Item* reduces their maximum *Body Points* by half and attempting to carry more renders them *Unconscious*.

Magic Awaken

This ability allows the character to deliver with a packet a "Magic Awaken", this functions as the spell.

Magic Freedom

This ability allows the character to deliver with a packet a "Magic Freedom", this functions as the spell.

Mana Flare

Years of work and effort have been spent to learn to control the ether of the world, and it is shown in this ability. When activated, the character visibly ignites with blue fire as the ether they are channeling becomes so strong and volatile it takes on an appearance; causing all spells cast to be delivered as Arcane, however, each spell cast as such consumes 1 maximum Body Point from the character. This loss of *Body Points* cannot be healed, as it is reducing their maximum *Body Points*, and if the character's maximum *Body Points* are reduced to 0, they instantly dissipate. The *Body Points* burned away by this ability will return after 8 hours of sleep. This ability can be used once each reset and lasts for 5 minutes or one Encounter.

Magic Life

This ability allows the character to deliver with a packet a "Magic Life", this functions as the spell.

Magic Purify

This ability functions as the effect, removing all *Metabolic* and *Disease* effects from the target, no matter how they were generated.

Mana Sink

This ability allows the character to amplify the effects of tapping a Ley Line with Knowledge *(Astronomy)*. When tapping a Ley Line with *Knowledge (Astronomy),* the time is reduced from 15 minutes to 2 minutes, and the cost is reduced to 2 Knowledge Points.

Message

This ability allows the character to send a short message to a target which must be a Midnight Thorn, with a preset number of words. To do so the player must either have a marshal deliver the message to the target or the player can go out of game to deliver the message. At Rank 1 the message can be up to 15 words; at Rank 5 the message can be up to 30 words.

Meta Augmentation

This ability augments the character's *Ley Study* power by granting them one additional *Ley Point* each time this ability is earned.

Mind Blast

This ability allows the character to inflict 10 points of Body damage to a target, with the call "Arcane Psionic 10 Body". This ability costs 2 Psionic Points.

Modify Resurrection

This ability grants new functions based on the characters Rank. At Rank 4 this allows the character to act as a Life Well for the purposes of resurrection. Dead characters can sense the player just like a Life Well. At Rank7 this ability allows the character and others to join their skill of *Resurrection* together for a more powerful effect. Each additional character, with *Resurrection*, that is taking part adds 1 Success to the Contested Roll. At Rank 10 this ability allows the character to attempt to resurrect a number of targets at one time, equal to the character's purchased ranks of *Resurrection*.

Moon Beast

Once each reset the Moon-blooded can force themselves to shapechange and take on the form of a moon beast. This follows the normal rules for shape change, with the following differences: the character can stay shape changed this way for up to 1 hour and their form is humanoid so they can still use skills, speak, even use weapons and cast spells, and gain the following stats.

+20 *Body Points*
+2 *Permanent Strength*
Medium Claws
Silver to Hit
Resist Magic x 2
Flee x 5

Can use each of their other attunement abilities 1 additional time in this form.

Mushroom Ring

While many of the Fey know of the power of the fairy rings, Wildlings were some of the first to create and master them. The character can spend an hour growing a mushroom ring and create Fey portal that can be used to create a *Gate* between the *Prime* and *Essence*.

Mystery

This grants the Loremaster a benefit that corresponds with the Knowledge Area of their choosing. Each time this ability is gained the player must choose a different Knowledge. The Loremaster must have Lore in the associated Knowledge (Area)in order to choose a Mystery.

Knowledge	Mystery
Astronomy	Once each month the character can use the *High Horoscope* ritual at no cost
Cycle	On a failed resurrection, the player rolls twice on the 2nd Contested Roll taking the better result
Geography	Beast Stride
History	*Delve History* as the ritual once each reset at no cost
Magic	Reduces the Named Component cost of Memorized Rituals they cast by up to 2
Nature	Once each reset can rapidly regenerate, healing the character to full *Body Points* and removing Toxins from their system. This effect takes 1 minute to have effect once activated; this can be activated while at -1.
Nautical	Can hold their breath underwater for up to 30 minutes unaffected by combat
Nobility	Always be treated as a Guild member for prices
Planes	Cross the Barrier (Twice each reset, takes 10 minutes to perform)
Warfare	Can use Zeal once each day
Race	Once each reset can use a races special ability for 1 hour or module

Natural Shapechanger

Being a natural shapechanger means their bodies are almost free flowing in their ability to change form. This ability changes the character's base classification a small amount, granting them the following changes: *Reduced Effect Stun: Daze* and they can *Regenerate* damaged limbs on a 30

count as their body gets back to its natural form.

Nature's Fury

This ability gives the character a well of damage that can be thrown in any increment of 5they choose. The ability is called as "Elemental <Damage> Lightning". This set poolis per reset and cannot be reset like *Spell Pool*.

No Escape

Escaping the character is a task that is not easy. This ability allows the character to prevent a target from escaping twice each reset, by countering the target's *Flee*. The call for this ability is "No Escape", but it cannot be used to *Flee*.

No Mans Fool

The character's focus on pursuing their target has been well honed. This ability causes the character to not be subject to illusions or disguises that their target is using to hide their true person.

Novice attunement

By naming the unhatched egg, the union becomes whole; this grants the Warder the ability to communicate with the unborn egg. The egg can learn from the warder and can see the world through the Warders' eyes. This may come in the form of *Read and Write* skills, as well as some *Knowledge (Area)* skills, and allows the Warder to purchase *Knowledge (Dragons)* rank 1.

One of Them

As your true nature takes over you are returned to a more natural state, as the world would see it. Natural animals will see you as one of the natural worlds and if not provoked or threatened, they will not harm you. There are even times that creatures of the wild may come to your aid. Almost as though the will of nature is for all its creatures to be at peace and survive.

Pack Commands

As the leader, your orders are heeded and followed. Each time this ability is gained, choose one option from the list below. These can be used interchangeably with your daily uses.

- ***Stalkers Command***- This ability can only be used when none of the intended targets are in combat. This ability mimics *Conceal* but will be granted to up to 8 targets. Any Felis that are the target of this effect will have the duration doubled from 10 seconds to 20 seconds.
- ***Strikers Command***- This ability grants up to 5 allies the following: 3 *Blade* effects of +5 *Temporary Critical Weapon Damage.* Felis characters who are the target of this effect gain 6 *Blade* effects, instead of 3.
- ***Prowlers Command-*** This ability will affect up to 8 allies when used. Each ally that is affected will become *Immune* to *Blind, Slow*, and *Fog* effects, as their other senses are heightened. Additionally, Felis can block the *Flee* skill, if used by an enemy. Making it almost impossible for a foe to get away. This ability lasts for 5 minutes or one Encounter.
- ***Hunters Command***- Once you have the scent you can almost lead others to the prey. This ability will affect up to 5 targets. So long as you have found the targets scent, and the trail is no more than 24 hours old, each target gets *Contested Roll* with no modifiers. If a Felis is the target of this ability, then the *Contested Roll* has a +3 modifier.

Passlock

The ability allows the character to pass through a non-magically locked or sealed door, without harming the door, setting off Traps attached to the door, or disturbing whatever is holding it shut.

Phase

This ability allows the character to momentarily shift partially to another Plane, allowing them to negate a single attack of any type.

Plague Carrier

This ability may be used in one of two ways: the character either can make a *Plague Strike* attack with their Claws or can throw *Natural Plague* with a packet. This ability can be used three times each reset and is one attack, hit or miss.

Plague Host

The Plague Bearer's colony has adapted almost fully to them and now seeks to be the only

thing crawling around inside them. This ability causes the character to become *Immune* to all parasitic creatures and *Diseases*, as their colony violently attacks them upon entry. Additionally, whenever the character reaches -1 *Body Points* and begins Bleeding Out, their body reeks of a rotten corpse. This causes Natural animals (other than carrion feeders) and even some humanoids to just avoid the character's body like the plague.

Planar Asylum

This ability will protect the character and up to 10 of their allies from the adverse effects of the ***Inner Plane*** for 1 hour or Module.

Planar Conduit

This ability replicates the effect of the *Contact Extra Planar Creature* ritual.

Play Dead

This ability allows the character to fake their own death, fooling even the most advanced detections. When this ability is used, the character falls prone and for up to the next 6 minutes is considered *Dead*. This effect can be ended at any time before the end of the duration; however, if it is not ended they will *Dissipate.* While using this skill, they are not subject to effects that do not function on a *Dead* target; this includes *Kill* effects, *Toxins*, and most spell effects. Skills like *Diagnose* will also show the target as *Dead.* Additionally, since the character's body smells dead, natural animals (with the exception of carrion breeds) will leave them alone.

Protector of the Realm

While wielding an Elven crafted weapon that is also *Delimited*, the character gains an additional number of *Combat* or *Spell Slots* levels equal to their Ranks in *Knowledge (High-Elf)*, this stacks with the effect of *Delimit*.

Psionic Clear

This ability works like *Dispel* but only removes the following effects: *Charm, Command, Fear, Feeblemind, Paralysis, Shun,* and *Stun*. This ability can be used to remove a listed effect from their person at double the normal cost. This ability costs 2 Psionic Points.

Psionic Shun

'This ability functions exactly like the *Shun* spell. This ability costs 3 Psionic Points.

Psionic Charm

This ability functions exactly like the *Charm* spell. This ability costs 3 Psionic Points.

Psionic Sleep

This ability functions exactly like the *Sleep* spell. This ability costs 4 Psionic Points.

Psionic Command

This ability functions exactly like the *Command* spell. This ability costs 4 Psionic Points.

Psionic Restore

This ability can instantly remove almost the all that ails a target. When used this will heal the target for up to 40 *Body Points* and will remove all status effects that do not have a *Permanent* duration or require a specific cure. This costs 6 Psionic Points to use.

Psionic Slay

This ability deals 100 points of Body damage to the target. This is a Slay effect. This ability costs 6 Psionic Points.

Psychic Bastion

This ability allows the character to harden their minds, making mental attacks against them futile. This ability must be used in advance and cannot be used reflectively. When used, the character will gain a *Resist Mind*; this can be used multiple times to stack up *Resists*. Use of this ability takes 1 minute of *Concentration and* will last for 1 hour or until the *Resist Mind* is used. This ability costs 4 Psionic Points.

Pure Breed

Only those of the strongest bloodlines are dominant enough to command the respect of the pack. This strength of bloodline grants the character 5 *Permanent Body Points* and *Immunity* to *Fear* and *Terror* effects.

Razor Talons

This ability allows the character to shift their natural claws into vicious weapons. This increases their base damage with Claws by 1 point permanently.

Reflective

Remembrance of the past is by far the

virtue revered most by the Knights. When Knights rest their minds, they reflect on things that have come to pass, allowing them a second chance to scan the knowledge of their lives. At marshal discretion, the player may ask for information that they have learned but have forgotten.

Repulsion Rune

This ability creates a glyph that once placed, will cause enemies to avoid it; keeping them at least 10 feet away from the glyph. If an enemy is actively engaged in combat, they may ignore the glyph's effect versus their current single target, after which they must back away. The glyph must be Phys-Repped by a minimum 12"x12" glyph placed on the ground and announced to make NPC's aware of the presence of its effect. This ability's effect will last up to 1 hour, as long as the character stays within Line of Sight of the glyph.

Resist <Type>

This ability allows the character to *Resist* a single effect, the type of effect varies with the source of their power. ***Inner Plane*** can resist *Implosion,* and any effect that has *Fire/Stone/Water/Wind* Flavor in the call, ***Acheron*** can resist any *Metabolic* or *Mental* effect, and ***Abyss*** can resist any effect that would render them *Helpless*.

Resist Control

This ability allows the character to resist being controlled by the following effects: Binding, Charm, Command, Fear, and Shun.

Resist Shadow

This ability allows the character to *Resist* Shadow effects and spells.

Resist Surprise

This ability allows the character to *Resist* attacks with the *Surprise* Modifier twice each reset.

Resist Elemental

This ability allows the character to *Resist* an attack with either the *Elemental* Delivery Type or had Fire/Stone/Water/Wind Flavor in the call.

Resist Toxin

This ability allows the character to resist an attack with the *Poison* Delivery Type, a *Disease* in the call, or has an Effect Carrier.

Reverie

As a sentinel and watcher of sacred places, the believers must make their body and mind one and the same, and with this comes some advantages. Knights do not require sleep like many of the other races they only require rest, which is gained in a form of meditation. With this ability, the character does not need to sleep.

Roar of Courage

This ability allows the character to inspire *Courage* in their allies on the battlefield; used with the call “All allies Voice Courage”.

Runic Blood

Unlocking the ancient warding magic of the dwarves you have harnessed the power to change even yourself. This ability allows the character's *Resist Toxin* racial abilities that are earned from levels, not purchased with Skill Points, to resist *Magic* or *Toxins.*

Sacred Strike

An Ascetic with this ability has learned all the flavors of the spirit, and can bring any of them to bear when called. When this ability is activated, the character may change their weapon's Flavor Carrier to “Ward”; this Flavor Carrier has no special effect other than it will overcome any creature's “to hit” requirements. This ability lasts for 1 hour or Module.

Sacred Vigor

Ascetics through necessity are often exposed to harsh elements; however, such things cease to be a bother after a time. This ability negates all reasonable Prime environmental effects (no amount of physical conditioning lets them survive being tossed into a volcano, for example). At marshal discretion, it may ease effects of other Planes, but this cannot be relied upon. Additionally, they are *Immune* to the *Fatigue* effect. At Ascetic rank 9, the character can exist without breathing for up to 8 hours and can survive for up to one week without food or water and suffer no ill effects.

Salvage

This ability allows the character to break down an item into base components, destroying the item but leaving behind up to 70% of the creation components based on the time remaining on the duration. This can only be done at check-in and costs a number of Production Points equal to the item being salvaged, in the case of advanced items, it takes 10 production points.

Scent

This ability functions exactly the same as the *Scent* Power

Secret

The Loremaster unlocks some hidden power from the past. This ability allows the character to emulate any *Technique* once each reset.

Self-Resurrection

This ability reflects the character's bond to and control of the spirit world, granting them a number of benefits: The character has the ability to use the *Resurrection* skill on themselves at a Life Well to return to life, though they must still perform a *Contested Roll* with a Marshal present, so their death is recorded; the character is aware of their surroundings while in their death count; and finally, the character can instantly resurrect themselves on the battlefield without need of a *Contested Roll*, restoring up to 50% of their expended resources, though doing so costs them a permanent loss of 5 Favor and they still take a death on their character card.

Sentinel in the Night

It is the Pack Master's duty to guard the pack, especially when the pack is the most vulnerable. This ability allows the character to generate the *Night's Watch* effect once each reset.

Shape of the Wild

This ability allows the character to shapechange using the Empowered (No Boost/Enhance) stats found in Appendix 1. While shapechanged all normal rules apply, however they can only stay in this form for up to 1 hour or Module.

Shapechange: Beast

This functions as the *Caller* class feature *Shifter*, with the exceptions that the only form is a large silver <Animal>. The stats for the beast are as follows:

20 Hit Points
20 Natural Armor
+3 Strength
Single Medium Claw (Bite) "5 Silver"
Flee x 1/Day
Resist Magic x 1/Reset
Resist Toxin x 1/Reset

Shared Lineage

When this ability is earned, the dragon begins to bond with its Warder. Due to this mystical connection, the character takes on some minor changes in appearance: developing scales of the eggs' color around the edges of their face and on the tops of their hands. This alteration comes with the benefits of +1 *Permanent Strength,* and 10 points of Natural Armor that go above class maximum and are limited to 2 uses of the Knowledge Dragons 5 ability per hour or module, instead of the normal limit of 1.

Shared Minor Lineage

When this ability is earned, the egg's bond with the Warder strengthens. Due to this mystical connection, the character becomes able to *Glide* at will. *Glide* functions like *Featherfall*, however, the character may choose where to land, so long as the landing location is both lower than where they started and within 100 yards.

Shield Against the Impure

An Ascetic with this ability has forsworn greed and false treasure, and in doing so has gained a measure of power over the wondrous. This ability allows the character to turn aside special weaponry in two ways: first, it strips all Flavor Carriers, Effect Carriers and Modifiers from melee weapon attacks, except for *Critical, Massive,* and *Surprise*; second, the character gains *Threshold 4*. This confers no special defense against spells, Bombs, Vials, or other non-weapon attacks. This ability can be used once per reset and lasts for 5 minutes or one Encounter.

Shield Devotion

Each Shield fulfills their devotion to the

cause in a different role in accordance with the Orders tenants. At rank 5 the character must choose which path they follow and will receive the matching benefits at Rank 5 and 10. This is an E*ncounter* ability, which can be used 1/reset. Hospitaler- Cannot wield a weapon in their main hand nor take offensive actions for the duration. During this time the character gains the following benefits: Rank 5- On a 10 counted action you can heal a target for 10 points, the target will heal missing *Body Points* first and then Armor Points. Rank 10- the counted action is reduced to a 5 count. To use this ability you must be in contact with the target during the count. The call at the end of the count is "Heal 10". *Protectorate-* Must be on the front line to act as a defense for others. During this time the character gains the following benefits: Rank 5- increases allies (up to 10 targets) armor value by 10 points and; Rank 10- in addition to the bonus armor, all of those affected gain the *Fast Linked* Adv. Armor property, for the encounter.

Silencing Strike

This ability allows the character to deliver a powerful weapon attack, announced as "Silence Strike", which will *Silence* 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 attack, hit or miss.

Silver Haven

The moon creates more than just light, it also creates all the shadows of the night, and as such it gives the moon-blooded the power to manipulate the light and shadows. When this ability is used the call is "Natural Conceal" and follows the normal hand gesture rules; however, the character can stay hidden in this manner for up to 1 minute. This ability can only be used at night, outdoors, where there is moonlight.

Silver Light

The bond with the moon is a strong one, and it can control the characters will as it controls the ocean. While the character is outside at night and there is some amount of moonlight; the character is *Immune* to *Berserk*, *Fear*, and *Shun*effects. The bond however comes with a setback causing the character to be *Vulnerable*: *Shadow*.

Size them Up

Years of training in the field and intense study has given the character the ability to truly understand their foes far better than those who have simply studied war. By spending a 10 counted action studying a monster, the character can get a very good feel for its prowess and ability. This ability may be hard to use on in town random monsters but can be used on Modules with little issue. While this will not get you a copy of the monster card, it will give you good information, which could greatly turn an upcoming battle: I.E. rough Body Point totals, their approx. damage and some offensive/defensive abilities. This ability can be used once each reset for each rank of *Knowledge (Warfare)* the character has purchased.

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 deal 100 points of *Spirit* flavored damage to the target. This attack is delivered with a weapon and is one swing, hit or miss.

Speak with Nature

This ability allows the character to communicate on a very basic level with natural animals and plants. Realize that just because you can communicate with them does not infer and kind of special intelligence to the target and they be limited to their natural sensory abilities. As well it does not change a targets disposition to the character just because it can understand you.

Speak with Spirits

This ability allows the character to contact a person that has been permanently dead for up to 50 years. For this ability to work, the character must know the target's name. This requires a Marshal and 10 minutes of concentration.

Spell Jammer

This ability allows the character to place the natural flow of magic into a knot. This ability is delivered using the call "<Target> Voice Inept Magic", and will prevent to use of any magic by

the target, per *Inept.* This ability will not function on *Relics or Artifacts*, which may still be used by the target. This effect last for 24 hours or until the target dies.

Spell Turning

This ability allows the character to empower their Ley to rebound magic that is used against them, back to the original caster. If the character does not have the *Spell Turning* skill, then this ability allows them to now use that skill as though they had purchased it, but do not gain the additional *Ley Point*. If the character already has *Spell Turning*, then this ability changes how it can be used: For 1 *Ley Point*, damage with the *Magic* Delivery Type can be turned; for 2 *Ley Points*, normally incanted spells or effects with the *Magic* Delivery Type that appear on the Spell Lists in the Magic and Spell Casting section can be turned; for 3 *Ley Points*, effects with the *Magic* Delivery Type that do not appear on the Spell Lists can be turned; and for 4 *Ley Points*, effects with the *Arcane* Delivery Type that appear on the Spell Lists can be turned.

Spirit Anchor

This ability allows the character to keep a targets spirit from fleeing their body to seek the River. If the target is currently in their Bleed Out count, they will instantly be set to 0 *Body Points* and be stabilized. However, if the target is in their Death count, it will restart their count.

Spirit Energy

This ability can function in one of two ways, chosen when it is used: it either imbues the character's weapon with the *Spirit* Flavor Carrier, or changes the Flavor of their current *Spell Pool* to *Spirit.* This ability lasts for up to 5 minutes or one Encounter.

Spirit Made Steel

Pure spirit is proof against weapons; an Ascetic who knows this secret may wrap their spirit around themselves as armor. Each time this ability is earned, the character gains 15 points of Natural Armor that stacks with itself cumulatively. This Natural Armor may be readjusted with 60 seconds of concentration or healed as normal. It may stack with manufactured armor, but the combination cannot exceed the maximum total allowed by class and other powers. At Ascetic rank 5, the character can no longer wear manufactured armor, as they cast off the last of their physical ties. At this point, once an Ascetic has gained sufficient rank to equal or exceed their class armor maximum, they continue to gain Natural Armor from this ability, exceeding their class maximum. Additionally, this ability extends to the Ascetic's weaponry, granting them a *Weapon Ward* once each reset each time this ability is earned.

Spirit Touch

The Shugenja can begin to speak to lesser spirits that live in all objects. This allows them to ask one question per knowledge point of an object. Note – most objects will have very low intelligence so their information may be limited.

Strengthened Spirit

This ability extends the character's death count by 10 minutes; making it 14 minutes total. This does not affect the 2 minute Bleed Out count; an Ascetic may die as quickly as anyone else, but their spirit holds fast to their body long past the point when others would leave to resurrect.

Strong Lineage

High Elves, unlike some races, were gifted creations of a wind dragon. Through devotion of their ancestors and the race, the character unlocks hidden potential. This ability allows the character to cast the following spell like abilities twice per reset: "Magic 5 Healing", "Magic 10 Wind", "Magic Knock", and "Magic Shielding or Blade". At Knights of the Fallen Leaves rank 7, these can be used a number of times each reset equal to the number of ranks of *Knowledge (High Elf)* the character has purchased.

Sturdy

This ability causes weapons and shields wielded by the character to be *Immune* to *Shatter, Destroy*, or any other effect that harms items.

Sutra of Hastened Steps

A Mistweaver with this degree of enlightenment can use the Mist as a highway leading anywhere. This increases overland travel speed by up to 10 times, and a Mistweaver can accommodate a number of guests equal to their

Mistweaver rank.

Sutra of Safe Travel

Once per reset, (an additional use can be had by expending 2 Iron Will) a sufficiently enlightened Mistweaver can recite this Sutra, with the call 'Natural Teleport" to immediately travel to any location that fits one of these requirements:

- It must be a place the Mistweaver has physically visited prior to this invocation, upon invitation.
- Must be a location that the weaver considers a safe sanctum for himself.
- A location assigned or granted by a grandmaster.

Sutra of Weaving

Twice each reset, a Mistweaver may weave from the Mist any one piece of normal gear; a sword, a shield, a compass, a rope, or other simple item. This equipment is normal in every respect except that it may not be destroyed by any means. Mist weapons are good for one module or 1 hour. Other Mist items can be counted on for five minutes, but may extend longer at marshal discretion

Sutra of Wonders Realized

Each day during the Mistweaver's morning meditation, they can perform this ability. This ability allows the character to weave an exotic item from the Mist that is an extension of themselves, though they may only maintain one such item at any given time. Once chosen the item will remain until the character sleeps, 24 hours has passed, or the character resurrects. Items from this ability are automatically considered *Indestructible*, will not function for anyone other than the character, and should the item be unattended, it is insubstantial and cannot be touched by anyone other than the character. Most commonly these are weapons, however other items can be created this way. The following list are examples of effects that can be generated with this power. This list is left intentionally vague; don't get out of hand, and Plot won't have to roll their eyes.

- Weapons- Flavor Carrier: (Fire/Stone/Water/Wind/Silver/Magic/Iron)
- Armor- Resistance x 3/day (Fire/Stone/Water/Wind)
- Vestments- Self Stabilizing, Shadow Resistance 10
- Crafting Tools- Lowers the creation time of items made with a production skill by up to 3 minutes (the character must have ranks in the chosen skill, and can still only produce items they already have access to), to a minimum of 1 minute per item.

Surge of Might

Meditation and focus teaches the character to channel their chi in many directions at once, and shape it like a weapon. This ability grants the character +2 *Permanent Strength* for 5 minutes or one Encounter, and may be used a limited number of times per reset.

Symbiotic Aid

Healing effects now rejuvenate your colonies, and they in turn work to repair your body. This ability causes the character to receive double the amount of *Body Points* from healing effects, regardless of source.

Take them Alive

This ability allows the character to generate a "Natural Spinneret", which functions exactly like the Spinneret spell. This ability can be used once each reset

Tame the Ether

The character can cast an additional number of levels of *Spell Slots* each reset equal to their combined ranks in *Knowledge (Astronomy)* and *Knowledge* (*Magic)*. These spells must come from the characters Spell List.

Tooth and Claw

The Pack Master prowess with natural weapons is paramount, and it shows. This ability improves the character's skill with Claws, by granting the character the *Lengthen Claws* Power. If the character already has this Power, then it increases their base damage with Claws by 1 point.

Tough Enough

This ability allows the character to tap into the potency of their heritage for a brief time. When activated, this grants the character *Damage Cap*

5 for one hour or Module. This ability can be used once each reset.

Treewalk

This ability allows the character to use the *Treewalk* Ritual once each reset at no cost, and can transport a number of allies equal to their rank in the Thickets attunement plus their ranks in *Knowledge (Nature)*. Other Ents with the Thickets attunement are not counted towards that limit.

Unbroken Vow

By now the Kensai has solidified their chi and therefore has stayed true to a lawful and honorable path. The character's resolve has become almost unwavering and as such they become *Immune* to the following effects: *Charm, Command,* and *Shun*, though this does not make the character *Immune* to any damage or other effects that may be part of the attack. At Kensai rank 10, this ability also makes the character *Immune* to *Enslavement* and *Thrall*.

Unchained

The minds of Shattered Chains simply refuse to be held down by the will of others. This ability reduces the duration of the following effects on the character to a 3 count: *Charm, Command, Enslavement, Shun,* and *Thrall*.

Unleashed

This ability allows the character call upon the beast that runs through their veins. Once each reset, the character can use the *Battlerage* ability.

Untaintable

This ability makes the character *Immune* to *Curses*, to effects that trap a spirit, as well as effects that create undead.

Venom Immunity

This ability makes the character *Immune* to effects with the *Poison* Delivery Type that are not from the *Chemistry* skill; meaning that they do not have "Vial" in the call. In addition, this ability makes the character *Immune* to *Venom*, though this does not make the character *Immune* to any damage or other effects that may be part of the attack.

Vigilance Rune

This ability creates a glyph that once placed, will prevent enemies from going unseen; preventing use of skills or abilities like *Conceal, Hide,* and *Invisibility*. The glyph must be Phys-Repped by a minimum 12"x12" glyph placed on the ground, and announced to make NPC's aware of the presence of its effect. This ability's effect will last up to 1 hour, as long as the character stays within Line of Sight of the glyph.

Voice Delivered Courage

This ability is a voice deliver effect, called as “Everyone in the sound of my voice Courage” this effect will dispel all Fear effects from all targets who can hear the call.

Voice of the Wild

This ability allows the character to deliver by Voice a *Charm* or *Command* effect at a Plant or Animal creature, and is used with the call "<Target> Voice Charm/Command Animal/Plant"; so long as the target is the correct type, they will be affected. This ability requires the character to be able to speak In Game.

Vow of Purity

The Ascetic has taken a sacred vow to avoid contact with dead flesh. To fulfill the vow, the character may not touch fallen foes, may fight undead foes (but must purify themselves as soon as possible afterward), and may touch dead characters in order to restore them to life with spells or abilities that require one to touch the corpse, but for no other purpose. If the character does touch dead flesh or combat an undead creature, they must purify themselves in a special ritual that requires 1 hour and a flask of blessed water. This ability makes the character *Immune* to *Disease*, though this does not make the character *Immune* to any damage or other effects that may be part of the attack. At Ascetic rank 6, the character also becomes *Immune* to *Nausea* and *Plague*; and at Ascetic rank 9, the character becomes *Immune* to *Venom* and *Wither.* These additional *Immunities* follow the same rule that this does not make the character *Immune* to any damage or other effects that may be part of the attack.

Wanderlust

The passion to explore and learn makes them hard to control. The character becomes *Immune* to the effects listed under the *Resist Enchantment* skill. The character also becomes *Vulnerable: Iron.*

Warding Rune

This ability allows the character to place a powerful protection on an ally. When used, the target's weapons and armor become *Unshatterable* for 5 minutes or 1 Encounter.

Watcher of the Departed

Preservation of life is as important as that of the past. This ability allows the character to bring an ally's Death Count to a halt so long as the character maintains concentration and contact with the ally's body.

Way of the Birch

Slim, willowy, and seemingly weak, the Birch tree is truly unique in its beauty. However, it is also one of the most used trees for various woodworking projects by younger races. This ability allows the character to borrow from nature to assist in fueling themselves. The character can use *Knowledge (Nature)* to tap Nature for *Combat Slots* or *Spell Slots* as one with *Knowledge (Astronomy)* can tap a Ley Line. This must be done in a natural setting and can only be used a number of times per Event equal to the number of ranks in *Knowledge (Nature)* that the character has purchased.

Way of the Cedar

The majestic Cedar tree is found far and wide across the plain. By studying its strength, the character is able to channel its power into their own body. When in a natural setting, the character is always treated as having their choice of either the *Ash* or *Oak* spell effect.

Way of the Cottonwood

Cottonwood Thickets leave marks that are seen far and wide; sometimes even convincing others that it is snowing. The character always leaves a trail wherever they go, and while this makes them easier to *Track* (+3 Bonus), it also allows them to always find their way home. This effect ends at the close of each Event.

Way of the Cypress

Usually growing out of fetid swamps yet infinitely beautiful in their own right, those that follow the way of the Cypress gain 1 *Resist Toxin* each reset.

Way of the Juniper

Though the character's skin cracks easily, they are made of sterner stuff. A Thickets following the Way of the Juniper receives an additional +5 Natural Armor.

Way of the Maple

The sap of a maple tree is used to by many races to the sweetest of treats. But you've learned to use it for a deadlier effect when necessary. You may use either "Poison Life" or "Poison Venom" as an ability twice per reset.

Way of the Pine

Pine needles have been the bane of many a critter, and with this ability, the character has learned to sharpen them to deadly accuracy. This ability grants the character an attack pool (much like a *Spell Pool*) with points equal to 5 times their Thickets rank. This ability uses the *Spell Pool* rules for its function, with the only difference being that the call to use the ability is the same as a ranged weapon attack; "X Normal". This pool is refreshed after 5 minutes of concentration.

Way of the Sycamore

The Sycamore is one of the oldest species of tree on this planet. As such, a Thickets that devotes themselves to its study may ask 1 Nature related *Delve History* question between games (or at Plot's acceptance if during an Event). If the character wishes to use this ability during an Event, it will require the use of *Ent Moot*.

Way of the Yew

Grants the character +1 Permanent Strength.

Weave Fate

Once each reset, the Mistweaver may change the weave of fate for themselves. This ability allows the character to call a generic *Resist* to a single attack that strikes only them.

Way of the Walnut

As a food source for all of nature, the Walnut stands near to the hearts of many. This ability allows the character to produce 1 random Rare Foodstuff/Herbal component each reset.

Work Ether

This ability duplicates the *Unleash Elements* Heroic Power; however, they do not need any of the prerequisites.

Understanding the Noble System

In Fallen Empires there are any number of lands and kingdoms in which there will be some form of nobility, ruling class, and social order. While each of these may function a little differently and have differing laws, the base mechanics of the nobility can be applied across the board.

There are three kinds of nobles, the Ruling Class **(R),** the Servicing Class **(S)**, and those of Notoriety **(N)**. Nobles of the Ruling Class often carry an amount of authority in the lands they oversee allowing them pass judgment on those under their watch. Nobles of the Servicing Class also have some amount of authority though it is at the behest of a Ruling Noble and they normally can only enforce laws not punish crimes. Those of the Notoriety class have no authority, though do command respect in noble circles; as most of these nobles have earned their place/title through loyalty and service to the ruling class.

Unranked

- Sheriff**(S)**- A keeper of the peace, normally assigned by a higher noble to help with the day to day of the law. They have the authority to detain and arrest individuals that break the law, so long as they have proof
- Squire**(N)**- While a valid title; it carries no lands or power, but some amount of respect. Squires are knights in training either to a Knight or a Higher Lord of the lands.
- Landsgrave**(R)**- This title carries respect among the township they watch over, typically found in smaller communities a respected elder will hold this position, and work similar to a mayor. They collect the town's needs and worries and address them with the next ranking noble above them.

Tier 1- Nobility

Nobles of this rank are non-landed. But do receive compensation from the kingdoms for their duties; this pay is 5 Silver each month.

- Magistrate**(R)**- Much like a sheriff they have the ability to detain and arrest offenders, though in many cases they also have the ability to pass judgment and issues sentences on minor offenses.
- Knight**(S)**- As a sworn vassal to the kingdom, those that have been accepted by the crown and knighted carry with them the respect of the people. While they do not have the right to detain, they are the swords of the kingdom and are charged to uphold the law and protect the people. Kings and Counts can grant knighthood without question, Barons can also knight those loyal to the crown, but must seek approval from the count and be able to provide proof of valor. When addressing a person of this rank the appropriate address is Sir.
- Steward**(S)**- As the voice and shepherd for the people, the Steward is the eyes and ears for a Baron. They spend their time seeing to the people's needs, and working to ensure that the people of the lands receive the aid they need.
- Esquire**(N)**- This noble title is one of recognition more than anything else, which means that while you have no granted power you are known and respected. It does not grant any form of authority or ability when it comes to the law.

Tier 2- Nobility

Nobles of this rank can be landed. They also receive compensation from the kingdoms for their duties; this pay is 1 Gold each month.

- Marquise**(S)**- While this position could detain, though they almost never would. Their role is more of a face for a higher noble, typically a Baron or Count. They act as a noble administrator often being the

face that lower nobles deal with on minor affairs.

- Justicar**(S)**- While low on the chain of nobility they carry great burden and power. Justicars are chosen by the king to act as his personal oversight for his lands; they not only handle the oversight of lower nobles but also keep tabs on the actions of every noble under the King and carry the authority to arrest and pass judgment on any noble in the kingdom. They carry the authority of High Justice, at the king's behest to protect the people and the lands. For this they are never landed and take no family, as they are constantly traveling and having no ties make them loyal to none but the King and the people.
- Baronet/Hereditary Knight**(N)**- Some are just born into it, those with this title are in fact born into a family that has been loyal to a Baron/Count and the Kingdom long enough that a forefather was knighted, and that title was passed to the oldest child. They often have a small amount of granted land. While they have stature they do not carry the right to pass judgment but will detain offenders and see them to the proper authorities. When addressing a person of this rank the appropriate address is Sir.
- Matriarch/Patriarch **(N)**- This title is bestowed upon the head of a Noble house, that has earned such notoriety in the ruling lands. They have no power or authority though they are still noble.

Tier 3- Nobility

Nobles of this rank are landed. And receive compensation from the kingdoms for their duties; this pay is 5 Gold each month.

- Baron**(R)**- This landed noble is granted so by either heir or chosen by superiors. The position entails the oversight and management for a large area of land, ranging from a large city to all the lands surrounding that area. They have the ability to pass laws for their domain so long as they are not against the imperial laws and are not contradictory to their count. When addressing a person of this rank the appropriate address is Lord.
- Viscount**(R)**- Very similar to barons in their stature they tend to own large amounts of land, and while they are not a ruling noble they do have the ear of the workings. Many viscounts inherit their position, as it is passed along through birth. When addressing a person of this rank the appropriate address is Lord.
- Knight Templar**(S)**- Knights that have proven themselves through acts of loyalty and valor are given this title. While their power changes little they are often granted small lands and stature for their service. When addressing a person of this rank the appropriate address is Templar.

Tier 4

- Count**(R)**- Each kingdom has two counts they act as the ruling heads for approximately half of a kingdom at the king’s direction. They hold extreme power as they are the top of the line for the vast majority of people in a kingdom. When addressing a person of this rank the appropriate address is Lord.
- Regent**(S)**- This position is often referred to as the hand of the king, as the regents are in fact the ones that carry out the king's wishes and see to it that the rest of the kingdom falls in line. They act as his inner council of advisors. When addressing a person of this rank the appropriate address is Lord Regent.

Tier 5

- King/Queen**(R)**- This seat is hereditary though the Emperor has the power to remove and name a new king should he see fit to do so. While this position has a lot of power, the role of the king is to be a symbol and a leader, leading the people to a better way of life; however, the majority of his wishes and work is carried out by his advisors and trickle down the chain of command. When addressing a person of this rank the appropriate address is His/Her Majesty.

Imperial Nobility

While the vast majority of the nobles in the empire are not included in these ranks the top tier of the chain falls in the hands of the Malin. That is known only those of the Malin royal family has ever held these positions, though they are not inherited other than Emperor.

- Lord General- The commander of the Imperial military.
- Grand Inquisitor- Much like the Justicars the grand inquisitors travel the empire seeing that corruption has not taken root in the noble houses.
- Seer- While other positions are earned or chosen, those that become the seers are born with the gifts that make them so. They act as advisors to the emperor, as they have been rumored to be able to see the truth in all things and even can glimpse the future.
- Emperor- The leader of the entire empire he commands the law and the direction of the kingdoms. When addressing a person of this rank the appropriate address is His Grand Eminence.

Rare Languages

The world is a very old place and in the years that have past the oldest of cultures have been lost to the oceans of time. There are some languages hidden throughout the world that players can uncover and learn as they progress. These languages require a special instructor to learn and they are: Draconic, Titan, Vesper, Fey, and Saurak, though others may exist in game.

Rifts

Rifts are small pockets of another plane that has been forced through the Planar Barrier and has manifested on the prime. There are many beliefs as to what causes them; all that is known for sure is that they are a growing phenomenon. Often time's rifts will have an effect on the surrounding area, causing it to take on aspects of the attached plane. Rifts can greatly very in magnitude, and often the more potent rifts will pull monsters through with them. Rifts are not doorways and cannot be passed through, though there have been long standing rumors that with the right skills the feat could be accomplished.

While the majority of rifts that are found are tied to the Inner Plane, there are rumors that there have been a rare few to the outer planes.

A character with the skill Knowledge (Planes) Rank 4can spend 4 *Knowledge Points* and 1 minute of concentration, per tier of the rift, to close a rift. While closing a rift in this fashion will not seal the weak spot in the planar barrier, it will close the rift and stop planar energy from seeping through.

Planar Node- These are weak spots in the planar barrier where the inner or outer planes could potentially create a Rift.

Gates

Gates are open doorways that allow travel between two planes, and allow two-way passage. Gates are not a common natural occurrence; and are almost always made. A gate takes massive amounts of skill and power to create and even then they are only temporary.

Portals

Portals are passageways that connect two locations on the same plane and are only open for brief time. The portals always appear as an opaque shimmering doorway. They are never random and are always opened intentionally. A character can move through a portal on a 3 counted action, and is always on one side or the other; meaning you can't just peak through.

A character with the skill Knowledge Area Magic (Rank 4), can spend 4 knowledge points and 1 minute of concentration to close a portal.

Portal Stones and Obelisks

The Prime is wrapped by lines of invisible energy known as Ley Lines; these powerful lines are believed to hold the keys to magic itself.

Portal Stones are naturally occurring focal points that can be used to travel from point to point. They are rated in power level from 1 to 4, this limits how far a stone could permit you to

travel. Tier 1 stones can allow up to 100 miles, Tier 2 can allow up to 800miles, Tier 3 can allow up to 2700 miles, and Tier 4 stones can allow up to 4800 miles.

In addition to having the *Open Portal* skill, the character must also have the portal code for both the stone they are at and the stone they are trying to get to. Without these they cannot connect the two and create a portal.

Obelisks are similar to Portal Stones, this is because all Obelisks started out as simple stones and through great skill and powerful magic they were transformed. By altering a Portal Stone into an Obelisk its power becomes honed and magnified. An Obelisk functions in all ways as a Portal Stone, with a few exceptions: First it does not have a maximum range for opening portals, second it is a better channel into the Ley Lines and can allow easier access to its power.

The game world is filled with many different planes in which a character's adventure will take them to. The majority of the game takes place on the Prime plane, which is very similar to the earth as we know it. However, from time to time you will find your adventures taking you to other exotic places. What follows is small amount of information on each of the planes as well as adverse or other effects that you will experience there.

There are some important facts to know when traveling off the prime, since the planes are separated from the prime and the river, death can sometimes carry a heavy toll. If a player dies on the Essence they can seek to resurrect normally. If they die on the inner plane, it will be more difficult. And death on any of the other planes carries a massive toll. Since Nightmare, Acheron, and the Astral Sea, does not touch the River; players who dissipate can become trapped in the void.

When the old gods left this world they stepped away, to make themselves new domains to rule from, and from which to influence the prime from. The following is a little information on each, as well the bullet points after the description have information about planar effects based on the plane and how far into the plane you travel. Effects are cumulative, save for *Fatigue* where the shortest time always applies.

Open Portal Breakdown

The *Open Portal* skill allows a character to use Portal Stones and Obelisks to open portals; however, there is a little more to it than just that. Think of the skill as being the knowledge and understanding of how to cook, but you still need a recipe. Now each stone has its own unique code, this is a complex set of information that can be cracked with a great deal of time. To analyze a stone and figure out its code takes 8 hours of study base. Now this time can be reduced by 1 hour for each rank of Knowledge Area: Astronomy or Geography the character has, down to a minimum of 1 hour. At the end of which time the player will gain the code for that stone, now there is a short cut by using the *Unlock Portal Stone* ritual.

Once a character has the code for their current location and the code for the stone they are trying to reach it takes one hour of work to get the stones keyed up and ready, once they are primed a stable portal can be opened and allow travel between the two points. While it requires 2 stones to open a stable portal, it is possible to open a one-way unstable portal. From a stone a character can spend 15 minutes to open a one-way portal that will empty to a location up to 10 miles away in a chosen direction.

Inner Plane

Timekeeper created the Inner plane to be his home so that the prime would be kept in balance with the natural order needed to sustain life. Dying on the inner plane carries penalties greater than normal. The spirit can be field resurrected on the inner plane per the normal rules; however, if the spirit seeks to resurrect back onto the Prime.

Minor

- Difficult Terrain, -1 Weapon Damage minimum 1, Fatigue (1 hour)
- Fire-No Additional
- Water-Underwater Combat
- Wind- No Additional
- Stone-No Additional

Standard

- Difficult Terrain, Weakness, Two hand casting, Fatigue (30 minutes)
- Fire- Elemental Shatter All every 10 mins
- Water- Underwater Combat, 10 Body every 10 minutes
- Wind- Creatures without strength are repelled
- Stone- Requires +2 Strength to move

Major

- Difficult Terrain, Silence, Weakness, Decimated, Fatigue (5 minutes)
- Fire- Incinerated at -1, Stone dead zone
- Water-Underwater Combat, Slay every 10 minutes Fire dead zone
- Wind- Cannot use ranged attacks of any kind, Water dead zone
- Stone- Requires +6 Strength to move, Wind dead zone

River

Myst created the River to be his home. Due to the nature of the river, only spirits are welcome here. A creature that dies on the banks or enters the water instantly dies and their spirit flees their body to the flow of the river. From there they can choose to resurrect normally.

Minor

- Limited vision

Major

- Limited Vision
- Call of the River- Once every 10 minutes' players will be hit with a Voice delivered Thrall effect that draws them into the river, once they reach the water they will be drawn to get into the water, doing so will cause them to instantly die and become a spirit. The peacefulness and tranquility of the river is powerful and pulls spirits to it.

Acheron

Death created Acheron to be his home. The plane of death and shadow is by far one of the more removed places in the cosmology, due to the nature of the plane creatures that are from this plane are much like undead but since they are a natural feature of the plane they are called Deathless, as they were never alive.

- When a creature is reduced to the dead status they instantly rise as a ghoul under control of the will of Acheron.
- Bleed out count reduced to 30 seconds.
- Creatures that die and are created have their spirit caught in limbo so to speak, should they be destroyed the spirit is lost into the Void.

Void

Unlike the other planes where spirits have a chance to escape the void is the end of the line. Spirits that cannot seek resurrection are trapped in the void and lost forever. It is rumored that there are those who dwell within the void and have learned navigate its folds; even rumors that they can find lost spirits, but at grave costs.

Minor

- Weakness, Wound, No direction sense

Standard

- Weakness, Plague, Devastated

Major

- Weakness, Plague, Devastated, Dead at 0

Abyss

Fate created the Abyss to be her home. Little is openly known of the Abyss other than it is the birth place of all *Abominations*, creatures that are twisted and distorted. These beings are often the things of nightmares and horror and often times just viewing them can drive mortals insane.

Many of the denizens of the Abyss have never been seen or heard of though it is quite clear upon seeing them where they are from. Their bodies look mutated, often times with odd eyes or tentacles.

While the Abyss is a massive plane there is a much smaller portion known as the Astral Sea. The Sea, which is made up of countless floating masses of earth, is where the vast majority of the denizens reside. Though there are some creatures that live beyond The Sea in the depths of the Abyss.

Astral Sea

- Altered Gravity

Abyss

- Delirium- Without protection creatures become *Vulnerable*: Mental.

Essence

This plane mirrors the prime 100%, they are in fact almost superimposed worlds that are the reflection of each other but do not touch. The only major feature that this plane has is the random magic dead zone.

The Essence if the home world to the Fey races, the most commonly known of which are the Sidhe, Sluagh, Saytrs, and Pixies. While the worlds are similar they are nothing alike, there are still natural creatures that dwell in the essence must like bears and birds of the prime, but there are tails of much darker ones as well.

The Nightmare

While the dream is less a true plane and more a state of existence within the consciousness, it is still a very real place that can be gotten too. When the old gods left to make way for the evolution of mortals and of the world, the nightmare was created to give depth to the mortal state.

It is said that there are creatures that

dwell within but it is little more that scary stories.

Notes and Effects

Dead Zone- The listed effects or flavors cannot be used in this area, in any form.
Limited Vision- Cannot make ranged attacks.

Appendix 1: Shapechanges

The following are the stats for the *Shifter* shape changes. Some forms have times per abilities; while the character can change in an out of a form at will, they can still only use the gained skill a set number of times each activation.

When changing back and forth between shapes, their *Body Points* totals are kept separate. If a character had 3 remaining *Body Points*, then turned into a bear for a few fights and chose to shift back to their humanoid form. That form would still be at 3 *Body Points* no matter how many *Body Points* their animal form had.

When a new shift form is chosen, the character must choose the animal and which of the variable abilities it will have. Once chosen they cannot be changed for that animal form.

While in the shapechange, the player cannot speak, except for with animals of the same type. They may make noises appropriate to the animal, such as growling and hissing.

Additionally there are size limitations on to the creatures form. Characters below level 20 remain a medium creature, roughly their current size, when shapechanged. Characters above level 20 but below level 30 can take forms of Small Sized or Dire Sized creatures. And characters above level 30 can take the form of Diminutive Size.

Defensive-Shifter
20 Body
Natural Armor is equal to armor worn by the character
+0 Strength
Long Claw or Two Medium Claws
Resist Toxin x 1/reset

Defensive- Empowered Defensive-Without Boost/Enhance Shifting
20 Body
Natural Armor is equal to 10 plus armor worn by the character
+0 Strength
Long Claw or Two Medium Claws
Resist Toxin x 1

Defensive-Boost Shifting
20 Body plus *Body Points* from character level
Natural Armor is equal to 15 plus armor worn by the character
+2 Permanent Strength
Long Claw or Two Medium Claws
Resist Toxin x 2
Roll x 2
Knockdown x 1

Defensive-Enhance Shifting
30 Body plus *Body Points* from character level
Natural Armor is equal to 20 plus armor worn by the character
+4 Permanent Strength
Long Claw or Two Medium Claws
Resist Toxin x 2
Roll x 2
Resist Physical x 1
Knockdown x 1
Binding Strike x 1 (6 count to Unconscious)

Offensive- Shifter
Body is same as on character sheet
10 Dexterity Armor
+0 Strength
Single Medium Claw
+1 Damage with claws
Resist Toxin 1/reset
Underwater Combat

Offensive- Empowered Offensive-Without Boost/Enhance Shifting
Body is same as on character sheet
10 Dexterity Armor
+1 Permanent Strength
Single Medium Claw
Resist Toxin x 1
Underwater Combat
+1 Damage with claws
Precision +2

Offensive- Boost Shifting
5 Body plus *Body Points* from character level
20 Dexterity Armor
+1 Permanent Strength
Two Medium Claws or Great Claw
Resist Toxin x1
+1 Damage with claws
Agility x 1
Destroy Armor Strike x1
Underwater Combat
Precision +2

Offensive- Enhance Shifting
10 Body plus *Body Points* from character level
30 Dexterity Armor
+2 Permanent Strength
Two Medium Claws or Great Claw
Resist Toxin x 1
+1 Damage with claws
Agility x 1
Destroy Armor Strike x1
Ambush x 1
Underwater Combat
Precision +4

Utility- Shifter
5 Body
Short Claw
Resist Toxin 1/reset
Flee x 1/reset
Fly or Burrow (Based on Form)

Utility- Empowered Utility-Without Boost/Enhance Shifting
5 Body
Short Claw
Resist Toxin x 1
Flee x 1
Body Strike x 2 or 20 points of ranged attack.
Fly or Burrow (Based on Form)

Utility- Boost Shifting
15Body
Short Claw
Resist Toxin x 1
Flee x 2
Body Strike x 3 or 30 points of ranged attack.
½ Damage from ranged attacks
Fly or Burrow (Based on Form)
Aspect of the Hawk, Breathe Liquid or Hide (Base on Form)

Utility- Enhance Shifting
15 Body
Short Claw
+1 Damage with claws
Resist Toxin x 2
Flee x 3
Body Strike x 5 or 60 points of ranged attack.
Fly or Burrow (Based on Form)
Aspect of the Hawk, Breath Liquid or Hide (Base on Form)
½ Damage from all attacks
Can *Flee* into a combat they have left in the last 5 mins.

(Wild Shape) - Boost Shifting
15 Body
Resist Toxin/Physical x 1
Flee x 2
½ Damage from ranged attacks
+50 Spell Pool
Can change Spell Pool flavor to Venom
Gain one bonus spells up to 5th level

(Wild Shape)- Enhance Shifting
15 Body
Short Claw
+1 Damage with claws
Resist Toxin/Physical x 2
Flee x 3
½ Damage from all attacks
Can *Flee* into a combat they have left in the last 5 mins.
+50 Spell Pool
Can change Spell Pool flavor to Venom
Gain 2 bonus spells up to 7th level

Appendix 2: Knowledge Area

Astronomy

1 Point
- Identify celestial patterns in pictures (Constellations)
- Identify Specific constellation

2 Point
- Identify a Ley Line
- At night find north using the stars
- Identify significance of celestial patterns

3 Point
- At night tell exact time based on the stars
- Know power and source of a Ley Line

4 Point
- Tap into a Ley line, drawing up to 2*Combat Slot* levels or 5*Spell Slot l*evels (takes 15 minutes)

5 Point
- Unlock a Ley Line to be used for ritual *Fuel*

Cycle- (Undead/Abomination)

1 Point
- Identify a creature as an Undead or Abomination
- Understand how the River and the cycle work
- Identify Immunities or a creature

2 Point
- Identify an Undead or Abomination type
- Known origin of an undead target (Planar/Created/Natural)
- Identify Vulnerability of a creature

3 Point
- Cause Wraiths to see you not as a threat for 5 minutes
- Identify Deathless creature (Natural to the plane of Acheron)

4 Point
- Identify a possessed target

5 Point
- Survive on the Acheron/The Void/The River for up to 1 hour

Geography

1 Point
- Locate north
- Identify natural land formations
- Gain +1 Bonus on track *Contested Roll*s in natural settings.

2 Point
- Identify/determine denizens natural to the area
- Locate a safer route in natural terrain
- Avoid a minor hazard (Steep slopes, Overgrowth)

3 Point
- Identify potential natural hazards for the terrain you are currently in
- Avoid a challenging hazard (Pits, Quicksand, Rockslides)

4 Point
- Avoid dangerous hazards (Lightningsand, Ambush Points, Rifts)

5 Point
- Survive in a natural hazardous terrain for 1 hour.

History

1 Point
- Gather basic known rumors/history about a location that you are at (75 years)
- Average population over the last 100 years of a location
- Identify Tribal/Clan markings

2 Point
- Know the denizens that would claim a location as homelands or rightful territory.
- Known 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)

3 Point
- Know rough population of a city as well as who runs it
- Uncover little known historical facts on a location (300 years)

4 Point
- Uncover little known historical facts (1000 years)

5 Point
- Uncover lost or hidden details of History (3000 years)

Magic- (Golem/Draken)

1 Point
- Identify a creature as a Golem or Draken
- Identify strength of auras with *Detect Magic* when used on an Area
- Identify Immunities of a creature

2 Point

- Identify a Golem or Draken type
- Identify locations of auras with *Detect Magic* when used on an Area
- Identify Vulnerability of a creature

3 Point
- Identify Ritual Magic that is in effect
- Know the nature of a magical effect

4 Point
- Generate a *Natural Define Magic* effect

5 Point
- Can cast rituals from scrolls that they do not have the correct *Knowledge (Area)* for, though the ritual will be *Fluxed*.

Nature

1 Point
- Identify an Animals/Plants as naturally occurring
- Identify natural hunting traps (Snares, pits, ect)
- Gain 1 Success on track *Contested Roll*s in natural settings.

2 Point
- Avoid natural traps (snares, pits, ect)
- Identify a creature (Animal/Plant/Natural Shapechanger)
- Animal Affinity (self only)

3 Point
- Communicate with Natural Animal
- Animal Affinity (Self & 5 Allies).

4 Point
- Cause a Natural Shapechanger to consider you a non-threat for 5 minutes.
- Generate a *Natural Heal* 5 effect

5 Point
- Generate a *Natural Purify* effect.

Nautical

1 Point
- Identify currents
- Identify naturally aquatic creatures
- Communicate with other ships with nautical signs

2 Point
- Navigate a small vessel under normal conditions
- Locate a current or tailwind that could decrease travel time
- Avoid minor water hazards

3 Point
- Navigate a small vessel under adverse conditions
- Identify water based hazards, such as underwater sandbars

4 Point
- Locate a current or tailwind that could greatly decrease travel time
- Navigate a large vessel under normal conditions

5 Point
- Navigate a large vessel under adverse conditions

Nobility

1 Point
- Know recent public actions of a target's family line.
- Recognize the house of which a target is member of based of symbol or name.
- Deal with Tier 1 nobles to strike an equable diplomatic arrangement.

2 Point
- Know specifics of a target's family line and history.
- Know specifics of a target's house and the workings of such, based on symbol or name.

3 Point
- Will be able to intimidate a target by using accurate/false nobility.
- Deal with Tier 2 nobles to strike an equable diplomatic arrangement.

4 Point
- Gain a small favor from a noble house.
- Will be able to arrange for a lesser punishment to a crime, save for Treason/Murder.

5 Point
- Deal with Tier 3 nobles to strike an equable diplomatic arrangement.

Planes- (Elemental/Outsider)

1 Point
- Identify a creature as an Elemental or Outsider.
- Identify a Planer Node.
- Identify Immunities of a creature.

2 Point
- Identify an Elemental/Outsider type.
- Identify a creature's plane of origin.
- Identify Vulnerability of a creature.

3 Point
- Identify the magnitude and type of a rift.

- Know the nature of an elemental power.

4 Point
- Generate a Planar Asylum effect on yourself for an hour.

5 Point
- Tap into a rift, will allow the character to communicate with creatures tied to the rift as well as discern more information per the Marshal.

Warfare

1 Point
- Identify known military colors of standing armies, including war-bands
- Can find weak spot on humanoid foes.
- Can assess the relative threat level of a humanoid foe.

2 Point
- Can find weak spot on races other than humanoid.
- Can assess the relative threat level of a non-humanoid foe.
- Can stall the effects of a *Shatter* for 5 minutes.

3 Point
- Can assess the probable location of troops and their movement
- Can find the weak spot on an encampment/fortress.

4 Point
- Can piece together *Destroyed* armor to make it last a little longer (up to 5 minutes or one Encounter).
- Can leave false clues to mislead foes. (Negates any lesser use of Warfare against you, or adds 5 Negatives to a tracking roll against you).

5 Point
- Give battle commands- Up to 5 allies gain +1 *Permanent Damage* for 5 minutes or one Encounter.

Races(Human, High Elf, Deep Elf, Dwarf, Felis, Rok'Shen, Half Troll, Ent, Gnome)

1 Point
- Identify the probable race that created a non-generic item.
- Identify the writings of a specific race (does not allow you to read it).
- Identify the basic history/customs of a specific race.

2 Point
- Gain +1 Bonus on tracking a target through a city of its race.
- Identify the moderate history/customs of a specific race.
- Trace the lineage of a specific target.

3 Point
- Identify the complex history/customs of a specific race.
- Interpret 1 page of writing from a specific race (without having read/write).

4 Point
- Identify the obscured/lost history/customs of a specific race.
- Interpret the general meaning of ancient writings of a specific race.

5 Point
- Add the "Bane" effect to 2 attacks against a specific race.

Rare Knowledge

Abyss

1 Point
- Identify a creature as an Abomination or Psionically Awakened
- Identify Immunities of Abomination or Psionically Awakened creature

2 Point
- Identify type of Abomination or Psionically Awakened creature
- Mimic or suppress oneself identifying as Psionically Awakened for 5 minutes or one Encounter

3 Points
- Generate a Mind Blast effect "Arcane Psionic 10 Body"
- Avoid a dangerous hazard in the Abyss or Control an Abyssal Skiff.

4 Point
- By spending 10 minutes concentrating, your character can pull in loose psychic energy in order to grant 6 Psionic Points to themselves or another character.

5 Point
- Psychoplasm- You draw in ambient psychic residue forming a barrier around your body. For an hour or module you gain Reduced (Half): Body, Immunity to Stun, Barrier (Psychic) this can be readjusted with a 30 count.

Acheron- (Undead/Deathless)

1 Point
- Identify a creature as an Undead or Deathless
- Identify Immunities of an Undead/Deathless creatures

2 Point
- Identify an Undead or Deathless type
- Identify Vulnerability of a creature

3 Point
- Embrace Death: You appear as a Deathless, to all forms of detection.

4 Point
- The character gains *Reduced: Half* from *Shadow* damage for 5 minutes or one Encounter.

5 Point
- This ability delays all *Shadow* type effects for up to 5 minutes or one Encounter, however at the end of the time all effects that were delayed will be applied at the end of the Encounter with a fresh duration. This cannot be used to ignore damage, only effects.

Dragons

1 Point
- Identify a creature as a Dragon
- Identify Immunities of a creature (dragon)

2 Point
- Identify a Dragon type or breed
- Identify Vulnerability of a Dragon

3 Point
- Emulate Dragons Breath, throw 6 packets with the call "Elemental 20 (Fire/Water/Wind/Acid/Stone) as individual thrown attacks. These last for up to 1 hour or Module, or until used.
- Ignore *Dragon Fear* for 5 minutes or one Encounter

4 Point
- Ignore *Dragon Rage* for 5 minute or one Encounter

5 Point
- 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.

Essence

1 Point
- Identify Fey alignment (Seelie/Unseelie/Unaligned)
- Villo'ran's Blessing- By sharing words of blessing over a celebration or feast, and invoking Villo'Ran's name; all those present become swayed to the moment. While this does not Pacify anyone, it does bring joy, merriment and peace to those present. This will suppress their desire for violent actions and malevolent motivations, for the most part, against those taking part.

2 Point
- Locate Fey Ring- this takes 15 minutes of concentration in a natural setting. At the end of which time you will since a rough direction and distance to a Fey Ring.
- By spending a 30 count studying a target you

can identify if a target is under the effects of Charm/Compulsion effect, Curse, or Fey Pact.

3 Point
- Open Fey Gate- By spending 15 minutes concentrating on a Mushroom Ring (Fey Ring), a Gate between Essence and the Prime can be opened for 10 minutes, after which it will close on its own.
- Shift- During a hold, that you did not initiate, your character can move 20 steps in a direction. This movement must be taken in a straight line and all 20 steps must be taken. If that movement leaves them against a solid barrier they can choose which side to be on. This will not pass though magical barriers.

4 Point
- Iron Curse- With deep understanding of the Fey and how they are affected by the world you can expose their weakness in others. This allows you to cause a single target to become Vulnerable: Iron for an encounter. This is delivered as "Voice <Target> Iron Curse"

5 Point
- Break Glamour- This allows the character to generate an "Arcane Break Enchantment" effect.

Titan

1 Point
- Identify a target as a Titan
- Identify a targets Titan Clan

2 Point
- Identify a targets Titan Legacy
- Awaken Titan Glyphs
- Can see Titan marks

3 Point
- Emulate Titan Clan for 5 minutes or one Encounter

4 Point
- Unlock Ether- Consume any Essence Named Component to gain 6 levels of *Combat Slots*, or 12levels of *Spell Slots*.

5 Point
- 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.

Old Gods

1 Point
- Identify images, and symbols that might be tied to a specific Old Gods
- Identify a creature as a Primordial

2 Point
- Identify a Primordial power base
- Offering- Making an offering and praying at a shrine to a god grants the character 1 additional Base Body point. This body will last for an hour or module and can be healed.

3 Point
- Faith Healing: Restore a target to half their maximum *Body Points*. This requires 10 seconds of prayer before the effect takes place.

4 Point
- Resolve: *Resist* an effect that would deny any portion of a *Death Count* or cause immediate resurrection.

5 Point
- Death Delayed: For up to 5 minutes or one Encounter, any effect that would reduce a character to the *Dying/Dead* state is halted until the end of the Encounter. This includes *Bleeding Out*, *Kill,* and *Killing Blow*. When the Encounter concludes, their *Bleeding Out/Death Count* begins.

Appendix 3: Nodes and Harvesting

Harvesting allows characters to use a Node; of which there are 3 types, Farms, Mines, and Mills, to collect components once each game. The amount and type of components can be found on the following charts. The cost of a resource node is 10 gold, though acquiring them may not be as simple as just buying them as you would need to find someone with a deep, they can also be found as treasure. A node is good for 24uses, at which time the node is exhausted.

On the chart below the Component Points is a pool that can divide up by the player, so they can harvest what they need. The cost for each component varies; Common cost 2 points, Uncommon cost 10 points, Rare cost 70 points, and Named cost 120 points.

Refining- allows the character to upgrade components; they can exchange 7 Common components for 1 Uncommon component, and 7 Uncommon components for 1 Rare component.

Extracting- allows the character to downgrade components; they can exchange 1 Rare component for 5 Uncommon components, and 1 Uncommon component for 5 Common components.

Wild Nodes- Sometimes through game play characters will encounter a random deposit of resources that can be harvested. A character can harvest one such deposit per level of skill.

Harvesting Skill Level	Component Points	Type Harvestable
Minor	50	Common
Standard	120	Uncommon
Major	220	Rare
		Named

Node Type	Produces	Rare Components	Named Components
Farm	Herbs& Foodstuffs	Sweetroot, Vileroot, Whiptail, Ashberry, Sage, Thyme, Echinacea, Motherwort, Red Clover, Wormwood; Foodstuffs (Golden Onion, Red Potatoes, Milk, Wheat, Dried Meat)	Belladonna, Essence of Water, Grave Moss, Trollsblood
Mine	Ore	Onyx, Jade, Thormium, Veridium, Malachite, Charstone, Quartz, Chalcedony, Mercury, Tourmaline	Essence of Stone, Firefly Trapped in Amber, Shatter Star, Moldavite
Mill	Residuum	Planar Dust, Azure Sand, Imbued Geode, Astral Ether, Darkened Sliver, Luminous Shard, Etheric Essence, Crushed Stardust, Moonlight Filament, Mote of Sunlight	Essence of Fire, Essence of Wind, Pure Ether, Ritual Ash

Appendix 4: Merchanting

The merchant skill allows a player to buy, sell, and trade In Game goods and items. The skill can be used once each reset and takes 1 hour, during which time the player is Out of Game as they will be in NPC camp handling their trades. All trade information should be filled out on a Trade Sheet that can be obtained at check in, and should have all details of the trade; including Merchant Level, number of trades to be done, and any discounts that apply.

Each time the merchant skill is used, the character has a number of trades based on their *Merchant* skill rank that they have available, which can be found on the table on the next page. Only one type of item/component can be purchased/exchanged/sold during each trade. During a trade a character has a few options as to what they can do:

Purchase- This allows a character to buy items, the type, quantity, and price paid are affected by the characters' skill rank, with In Game coin. Components are always purchased at Market Value.

Exchange- This allows a character to exchange 1 type of component for another type of the same level, type and quantity are affected by the characters' skill rank.

Sell- This allows a character to sell components for In Game coin at Market Value. Type and quantity are affected by the character's skill rank.

Commissions- Instead of a standard use of Merchant, a character can use their skill to seek out commissions. Commissions are a contract for very specific crafted items. This allows a merchant to *Sell* the crafted item on the contract for 100% of the Market Value. Commissions are one shot, are only good for 2 games and are turned in with the completed items; to receive payment.

The following charts are the guides for using the Merchanting skill. The first chart shows the # of Trades and the price that they pay, or # of *Commissions*, based on the rank of *Merchant* skill they have. An "X" means that a character cannot access that entry at that rank of the skill.

The second chart shows the number of each item that can be traded based on the rank of *Merchant* the character has. An "X" means that a character cannot access that entry at that rank of the skill.

Merchant Level	# of Trades	# of Commissions	% of Market Price
1	1	X	150
2	1	X	150
3	1	X	150
4	1	X	150
5	2	X	140
6	2	1	130
7	2	1	120
8	2	1	110
9	3	1	100
10	3	1	95
+	4	2	95
++	4	2	90

Merchant Level	Purchase /Sell or Exchange Common Components	Purchase /Sell or Exchange Uncommon Components	Purchase /Sell or Exchange Rare Components	Purchase /Sell or Exchange Named Components	Purchase Basic Production Items (Levels)	Purchase Advanced Production Items	Purchase Common Recipes	Purchase Advanced Recipes	Purchase Ritual/Forge Item Scrolls	Purchase Forged Items
1	10	5	X	X	X	X	X	X	X	X
2	20	10	X	X	X	X	X	X	X	X
3	30	15	X	X	2	X	X	X	X	X
4	40	20	2	X	4	1	X	X	X	X
5	50	25	4	X	6	1	1	X	X	X
6	60	30	6	1	8	1	1	1	X	X
7	70	35	8	2	11	1	1	1	1	X
8	80	40	11	3	14	2	1	1	1	1
9	90	45	14	4	17	2	2	1	1	1
10	100	50	17	5	21	2	2	2	2	1
+	120	60	21	6	25	3	2	2	2	2
++	140	70	25	8	30	3	3	2	3	2
+++	160	80	30	10	40	4	4	3	4	3

Appendix 5: Derangements

Derangements 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 derangements, though others may be added for specific situations, at Plots discretion.

Pacifism

This effect causes the character to be completely unwilling to take part in violence. ***Mechanic****:* Characters under this effect cannot wield weapons or use skills or abilities that offensively affect others; additionally, they cannot use skills or abilities to affect combat, such as *Defensive Combat Techniques* or *Resist.* ***Role-Play:*** Characters under this effect should show no interest in confrontation of any kind, physical or social, going out of their way to leave said situations, having a very "what happens, will happen" attitude.

Insanity

This effect causes the character to lose sight of normal interaction and thinks everyone is at odds with them. ***Mechanic****:* Characters under this effect feel no remorse and will fly off the handle in a violent manner if taunted or insulted. ***Role-Play:*** Characters under this effect should be short and almost rude with anyone they interact with, like there is a HUGE chip on their shoulder; other actions include lying, theft, and vandalism.

Manic

This effect causes the character to have massive mood swings from high to low on a moment's notice. ***Mechanic****:* All skills, abilities, and Spell Casting consumes twice the normal amount *Combat* or *Spell Slots*. ***Role-Play:*** The character should have mood swing from overexcited to somber, with no drive to do anything.

Addictive Consumption

This effect causes the character to need to binge eat, this goes beyond hunger and is purely a psychological issue. ***Mechanic****:* The character must consume at least 1 crafted *Cooking* item every 6 hours, failure to do so will prevent the character from using any game skills; if they go past the time without eating they must gorge and eat 3 crafted *Cooking* items to restore use of their skills. ***Role-Play:*** The character should horde snack food that others leave, and even fish for leftovers.

Violent Tick

This effect causes the character to suffer from an uncontrolled and often violent muscle tick that causes them to flail or jerk randomly. ***Mechanic****:* Because of the stress of failure, a character under this effect cannot perform fine manipulation actions, such as Disable, Rituals, use of Bombs and Vials, as well will fail test of Balance. ***Role-Play:*** When presented with their stressors, typically combat, stress, or excitement; they will have a repeated movement or noise that has no benefit to them.

Rampage

This effect causes the character to suffer from an uncontrolled rage while on the battle field. ***Mechanic****:* When in combat if the character successfully drops 2 or more opponents they become *Berserked;* though the effect cannot be removed as normal, and *Red Luster* has no effect. This Rampage will pass once they are out of combat for 5 minutes. ***Role-Play:*** In combat situation the character should get loud and angry quickly, often shouting taunts at their foes.

Masochist

This effect causes the character to feel pleasure when they should feel pain, as their mind confuses the signals. ***Mechanic****:* Characters cannot use Defensive Abilities or Skills, and will not wear armor. ***Role-Play:*** Characters will seek out more and more dangerous situations looking for their next high.

Paranoia

This effect causes the character to constantly think others are out to get them and making plans to kill them or worse. ***Mechanic****:* None ***Role-Play:*** Characters under this effect will act distrusting when others talk around them and they cannot hear them, as well they may even

begin to question others motives and actions.

Agoraphobia

This effect causes the character to suffer crushing fears related to a specific situation or location. ***Mechanic****:* Characters under this effect will suffer a *Fear* effect every 5 minute, while exposed to their stressor. ***Role-Play:*** Characters under this effect have had some kind of traumatic event and will begin to panic when such event is presented or even discussed.

Separation Anxiety

This effect causes the character to fear being left alone and can go through manic states due to this ***Mechanic****:* Characters under this effect will suffer a *Fear* effect every 5 minute they are not with others, and must seek out people. ***Role-Play:*** Characters will go out of their way to remain with other characters and will refuse to separate from others.

Conspicuous Diet

This effect causes the character to be compelled to eat bizarre non-food items. ***Mechanic****:* Characters under this effect must consume 1 item every 3 hours or they become overstressed and all costs are doubled for all Skills and Abilities. Consumed items are any 'Small" game item, such as components, runes, or potions; a character will never gain a beneficial effect from this. ***Role-Play:*** Characters will do whatever they can to consume their specific items type, which are turned into a marshal, even stealing them if necessary; failure to do so can cause them to become overstressed.

Appendix 6: Rituals

Rituals are a type of magic that goes outside the normal rules of cast spells. The major difference is that most rituals have no function in a combat situation, and that they take extensive resources and time to perform. There are several aspects to how rituals function:

- To perform a ritual a character must have Rank 4 of the appropriate *Knowledge Area.*
- All rituals require Knowledge Points to cast. The primary caster must spend 2 Knowledge Points to begin a Ritual. Secondary casters must expend 1 Knowledge point in order to participate and must have rank 1 of the appropriate knowledge for the ritual or Knowledge Magic 2.
- To perform a ritual requires all participants to maintain concentration.
- When a ritual calls for Fuel in the cost, that cost can be paid in part or in full by any participant of the ritual.
- 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.*
- A ritual cannot begin without 100% of all the required items, scrolls, components, etc.
- Rituals cannot target other players without their Out of Game Consent.
- Ritual Scroll can be created by a character that has the ritual in memory and has *Advanced Scribe Rune.* It takes 15 minutes at a Reliquary to create, and costs 1 Vellum and the materials needed to cast the ritual. Ritual Scrolls have a duration of 3 years from the time they are created.

Ritual Circles

Ritual circles are a role-play mechanic that is used when casting rituals. There are guidelines but no set-in stone rules as this is intended for players to make it their own, and as freeform as they want. The guidelines are simple, the area to be used as a ritual circle should be first defined, this sets the boundaries of the ritual space. This could be done by placing candles or stones along the parameter or drawing runic symbols. The goal is that it should be clear to onlookers that something is going on. Again, it is up to the players as to just how detailed they make their ritual space, as it is intended to be a role-play mechanic not so much a hard and fast rule set.

Fluxing

Ritual magic generates a massive amount of energy, and it takes a skilled hand to keep it in check. There are times when something will interfere with a ritual and the some of the raw energy will lash out and have side effects. Fluxing can happen when one of the following situations occurs:

- The primary caster intentionally chooses to flux a ritual.
- A caster takes damage of any kind.
- A secondary caster leaves the ritual circle during the casting or becomes helpless.
- Any of the components or the ritual scroll is destroyed or leaves the circle, all draws are *Warped,* or *Backlash* and the ritual fails.
- The primary caster becomes helpless or leaves the circle, all draws are Backlashes.

When a ritual is fluxed the marshal will determine the outcome by using percentile dice on the following charts. First the marshal will determine if the ritual was, *Flawed*- had an unexpected outcome that could be positive, *Warped*- hand an unexpected outcome that is negative, or *Backlashed*- had a devastatingly bad outcome. In the case of a *Flawed* of *Warped* ritual the intended effect still happens with a minor change; however, with a *Backlash* the ritual fails, and very bad side effect happens. At the end of a ritual all components are destroyed weather the ritual succeeds failed, in the case of a *Backlash* the ritual scroll, if there is one being used, is also destroyed.

When a ritual goes wild there is little that can be done, though a skills Ritualist can attempt to control the wild magic. To counter a flux a secondary caster in the ritual must declare that they are going to attempt the feat. To do so they must have Knowledge Magic 4, they then have 2 options.

- Preempt- To do this the secondary caster must expend 5 Fuel up front. When the flux draw is made they must pay an additional Fuel cost of 10 for a Backlash or 5 for a Warp. This completely negates the effects.
- Ready- To do this the secondary caster must declare intent at the beginning, and then can choose to pay a fuel cost to negate the flux.

5 for a Flaw, 15 for a Warp, and 20 for a Backlash. At the time they must expend the Fuel they only are aware of the type of flux not the actual outcome.

d10 Roll	Outcome
1-5	*Flawed*
6-8	*Warped*
9-10	*Backlashed*

Percentile Roll	Outcome
	Flawed
1	All targets receive double healing from all sources for 1 month.
2	Ritual affects 1 additional target, if possible.
3	Half of the Named Sticks consumed become *Ritual Ash* that remains at the end of the ritual.
4	Random target in the Ritual circle is restored 40 Fuel, as defined by the ritual rules.
5	Ritual scroll is destroyed and becomes known by a caster in the ritual at no SP cost.
6	Random caster takes half damage from <*Fire/Water/Wind/Stone*>for 2 months
7	All targets gain +10 hit points for the remainder of the event.
8	Random caster gains Cap 5 verse ranged damaging attacks for 24 hours
9	5 Silver per the primary casters Knowledge Magic skill appears in the circle
10	Duration of ritual is doubled
	Warped
1	The circle becomes engulfed in red mist, an additional 50 Residuum must be put into the ritual for it to complete.
2	Random caster becomes *Vulnerable<Fire/Water/Wind/Stone>* for 2 months.
3	Random caster becomes affected by *Silence* that can only be removed by resurrection for 3 hours
4	Random target suffers from two hand casting for 24 hours
5	The circle becomes engulfed in green mist, an additional 50 Fuel must be put into the ritual for it to complete.
6	Random caster is limited to a maximum of Tier 3 *Combat Slots* or 6thlevel *Spell Slots* for the next 30 days.
7	An Astral Hound is summoned and must be defeated before the ritual will complete
8	All casters become tapped and cannot use any Knowledge skills for 24 hours
9	Random caster becomes immune to Protection spells for 3 months
10	All coin in the circle is destroyed
	Backlashed
1	All casters become dead
2-3	All casters are instantly teleported to a random location on the same plane.
4-6	Everyone in circle take 20 times the primary casters level in Knowledge Magic
7-8	Everyone in circle has all limbs severed and suffer *Venom*
9	Everyone in circle has all daily skills (*Spell/Combat Slots* as well) completely expended
10	Primary caster dissipates, and target suffers *Devastate* effect for 6 months

Ritual	Knowledge	Casting Time	Fuel	Residuum	Named
Speak with Spirits	Cycle	30 min	5	15	2
Proscribe <Shadow>		30 min	10/15/20	25/50/100	15/20/25
Create Life Well		15 min	15	150	10
Obliterate Mind		60 min	10	10	3
Summon	Magic	15 min	5/10/15	10/20/30	3/4/5
Teleport		10 min	5	15	2
Whispering Winds		5 min	0	5	1
Illusionary Form		10 min	0	5/target	1
Scrying		30 min	5	50	1
Hasten Travel	Geography	5 min	2	15	2
Discern Location		30 min	3	25	4
Locate Item		30 min	3	25	4
Locate Portal Stone		30 min	2	30	2
Summon	Nature	15 min	5/10/15	10/20/30	3/4/5
Proscribe <Shape/Abom>		30 min	10/15/20	25/50/100	15/20/25
Commune		60 min	2	20	2
Tree Walk		15 min	5	50	4
Contact Extra Planer	Planes	15 min	3	40	2
Summon		15 min	5/10/15	10/20/30	3/4/5
Planer Asylum		5 min	0	20	2
Proscribe <Elemental>		30 min	10/15/20	25/50/100	15/20/25
Shared Strength	Warfare	5 min	2/SP	25	1
Open Passage		5 min	1	10	1
Nights Watch		30 min	1	10	1
Create High Horoscope	Astronomy	30 min	5	20	2
Create Glyph Circle		60 min	20	200	10
Create Spell Glyph		60 min	5	50	3
Unlock Portal Stone		15 min	5	20	1
Delve History	History	30 min	5	25	2
Contact Ancient Dead		30 min	5	30	2
Legend Lore		30 Min	5	20	2
Race Change	Race <X>	60 min	100	0	0
Delimit		30 min	0	10	3
Summon Reaver		300 min	75	200	5
Fair Winds	Nautical	5 min	1	25	2
Sea Legs		15 min	2	20	2
Fortify	Titan	60 min	25	50	1
Awaken Bloodline		60 min	100	50	1
Sanctify	Old Gods	60 min	50	50	5
Blessing of the First		15 min	10	10	2
Nightmare Circle	Dragons	5 min	1	10	1
Nightmare Walking		60 min	20	20	3
Touch of the Grave	Acheron	30 min	2	25	2
Proscribe <Spirit>		30 min	25	25/50/100	25

Chart Terms

Named- this is the number of Named ritual components needed for the casting

Residuum- this is the total number of points of the component needed, Common count as 1, Uncommon count as 5, and Rare count as 25 points.

Fuel- this is the number of additional energy that must be supplied for the ritual, this can be paid in a number of ways:

- Each Knowledge Point is worth 1 Fuel
- Each Uncommon Component is worth 1 Fuel.

Awaken Bloodline

This ritual allows the Ritualist to awaken the latent bloodline in the target. In the time before man, the Titans ruled this world; creating not only the features of the land but also imbuing life into the races. This ritual awakens the target's link to their creators, granting them an *Attunement: Titan Lineage*. This functions like many other attunements, but once awoken this attunement can never be dropped, and becomes the sole focus of a characters earned *Favor*.

Blessing of the First

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. A single person cannot be the target of this ritual more than once each month, and blessings last for 12 hours.

- *Inhalraba- Fear* effects are reduced to *Terror*, and *Terror* effects are reduced W*eakness* for the duration.
- *Lady Fate*- Twice during the duration when the target would enter their bleed out count they are instead set to 0 hp.
- *Malikorin*- Target gains; *Medium Claws*, with the *Flavor Carrier Silver.*
- *Myst*- Target gains *Recovery* 5, Reduced ½ vs. Shadow
- *Silverstar*- Target gains *Slow Regeneration* in natural settings
- *Thovorik*- Cannot be created as undead, Reduced ½ vs. Shadow
- *Timekeeper*- Target gains Damage Cap 10 from a single Elemental Flavor (Fire/Water/Stone/Wind)

Commune

This ritual causes the caster to enter into a trance in which they cannot be woken from outside sources. During the effect the caster drifts in a state of consciences that allows him to speak with the energy of the natural world. They can ask two questions that can be answered with a yes or no, that will be answered by plot at the time of the ritual. They can then attempt to seek more answers by expending 2 knowledge points pre-question, though these must be related to the original inquiry.

Contact Ancient Dead

This ritual will summon to the ritual caster the spirit of a long dead creature so long as the caster knows their true name or possession of their, 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 warrant anything but spite from the dead.

The age of the target is limited by a single ritual casters knowledge, for each rank of *Knowledge Cycle* the caster possess they can attempt to reach back 2000 years. Should the caster attempt to contact a target that has been dead longer than 10,000 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 Extra-planar Creature

This ritual will contact a random helpful creature from the inner plane that shares your

outlook. The creature will always be an intelligent and sentient creature. This means that if the caster is seeking contact with a creature of fire then that will be what is targeted. If a specific creature is known by name this ritual can also be used to contact that target.

Once contact is made, the channel will allow 2-way communication for up to 1 hour or until the target dismisses it or the caster leaves the circle.

Create Glyph Circle

This powerful ritual is often used by Master Ritualist, and for good reason. Once created the circle becomes sealed and will last for up to 2 years. Future rituals cast inside this circle will receive certain benefits; Ritual durations will be doubled, and effects that are limited by *Knowledge* skills will always be treated as though the primary caster had an additional level.

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 5 Fuel.

Create High Horoscope

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 paper. 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.

Create Life Well

This ritual will create a permanent life well by tapping into the River to make a conduit which spirits can use to return to the living. This ritual can be extremely dangerous due to the reaction the denizens of the River may take in defending their home.

To perform this ritual there must be a minimum of 5 casters each with at least 1 rank of *Knowledge Cycle* and *Resurrection*, one of which may be the primary caster but they must have 5 ranks or *Knowledge Cycle* and *Resurrection*.

Create Spell Glyph

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 touch any portion of the glyph area, up to a 5ft x 5ft area; this will cause the glyph to activate and effect 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 effect 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 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 Grandmaster Traps and their level is three times 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

Delimit

This powerful ritual takes a small bit of the caster and attunes the targeted item with it. This ritual will cause the affected item to not be useable by any race other than those that match the caster. In addition, when a character of appropriate race is wielding or wearing a delimited item they gain an additional number of *Combat or Spell Slot* levels each reset equal to their rank of *Knowledge (Area)* for their race. A player can only benefit from a single delimited item each reset, granting them up to a maximum of five bonuses each reset.

Delve 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's.

Discern Location

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).

In order 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

This ritual will function much like *Hasten Travel*, with the exception that the target is a ship capable of ocean travel. This ritual is designed to make short range travel feasible by boat. This will typically allow for players to travel to modules that are several hundred miles away without delay. If used to travel to a module location the ritual will last round trip.

Fortify

This ritual takes the power locked inside a Forged Magic Item and fortifies it giving it a longer duration. This ritual has been lost for some time due to the rareness of the materials needed to perform it. This ritual requires a single Named Component which must be a *Titan's Blood*, at the close of the ritual the targeted item will gain 12 months of duration, as well will become *Indestructible* for the new duration. An item can only ever be targeted by this ritual once.

Hasten Travel

This ritual will cause the caster and up to 10 others to have their overland travel speed increased by a large factor, allowing them to travel great distances miles in an hour. This ritual is designed to make short range travel feasible by foot. This will typically allow for players to travel to modules that are several miles away without delay. If used to travel to a module location the ritual will last round trip.

Illusionary Form

This ritual will change the targets appearance into that of the desired race. The target race is limited by the casters *Knowledge* skills, example: with *Knowledge Magic* the caster could make a target appear as a Draken race or Golem. This ritual will last for up to 2 hours or until the character is dead.

While the magic is powerful there are a few things that my see through the disguise, Fey will see the character as having a faint shimmer though that may not blow the disguise, for example.

Legend Lore

This ritual functions much like Delve History, though instead of 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.

Locate Item

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.

In order 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

This ritual functions much like Locate Item though it works on Portal Stones. In order to locate a Portal, the caster must have the skill *Open Portal*.

In order 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.

Nightmare Circle

This ritual allows the caster to awaken a powerful circle that binds to the nightmare, drawing powerful energy into rituals. All rituals cast inside the circle are automatically fluxed, but have their casting time reduced by 50%.

Nightmare Walk

This ritual allows the caster and up to 8 targets to be fall into a deep *Slumber*, removed from consciousness, and placed within the nightmare itself. This is extremely dangerous, if one should die in the nightmare, they cannot resurrect through normal means. This ritual is sometimes used to seek out hidden places in the mind, but no matter what use of this ritual is dangerous.

Nights Watch

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.

Obliterate Mind

This ritual unlocks the targets mind, wiping clean a portion of their training. A character cannot be the target of this ritual more than once in a twelve-month period. When cast the Ritualist must designate what is being wiped clean, as such the casting cost is variable. The component cost for the ritual can be paid up to 3 times with a single casting, each casting cost will allow for up to 10 skill points become unspent and those skills become unlearned or 1 of the targets powers become unlearned. Those skill points and powers, do not become *Unspent* until the beginning of the next game the player attends. Skills and Powers that are a prerequisite for another Skill or Power cannot be removed if the character has a dependent Skill or Power on their card, which is not being removed by the same casting of this ritual.

Open Passage

This ritual will create a temporary breech 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 breech in either direction without harm; additionally, the breech 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.

Planar Asylum

This ritual grants the caster and up to 10 targets asylum from the minor effects of the planes. The targets will not suffer from the lesser effects of the planes, including *Fatigue*. Additionally, this ritual will protect against a single Standard or Major effect, save for *Fatigue.*

Proscribe I <Type>

This ritual creates a protective barrier that wards out a set creature type. Once this ritual is cast creatures of the appropriate type can no longer cross into the area. This will block out all Tier 1 Creatures of the appropriate type. Multiple casting of this ritual cannot be placed so that they overlap, though a more powerful

version will stack.

Proscribe II <Type>

This ritual creates a protective barrier that wards out a set creature type. Once this ritual is cast creatures of the appropriate type can no longer cross into the area. This will block out all Tier 2 Creatures of the appropriate type. Multiple casting of this ritual cannot be placed so that they overlap, though a more powerful version will stack.

Proscribe III <Type>

This ritual creates a protective barrier that wards out a set creature type. Once this ritual is cast creatures of the appropriate type can no longer cross into the area. This will block out all Tier 3 Creatures of the appropriate type. Multiple casting of this ritual cannot be placed so that they overlap, though a more powerful version will stack.

Race Change

This ritual allows a target to be transformed into a completely different race. Doing so does not change their history nor give them a new body, the ritual causes the targets body to shift and take on the likeness of the new race. This ritual may cause a target to have to rewrite their powers as many are linked to a specific race. Only skills that are linked to a power that was lost may be rewritten. While the ritual cost is low the work required to build trust of a race to accept you can be difficult.

To be accepted there must be 20 members of the appropriate race present which can provide the fuel, even if they are not participating as a caster in the ritual.

Sanctify

This ritual, when cast on a site devoted to Old Gods, 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, creatures that are beings of energy tied to an opposing Old God are shunned from the area, as they have no power in such places. This effect cannot overlap a *Wizard Lock* or *Grove* and will override those effects.

Scrying

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 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

This ritual grants the caster and up to 10 targets balance and grace to survive the roughest seas. This effect will last for up to 3 hours, 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

This ritual allows one of the casters to share a skill, purchased with SP, with up to 5 targets for 1 hour. When cast, the primary caster's rank in *Knowledge Warfare* sets the maximum skill point cost of the skill to be shared at one time. The skills to be shared can have a maximum cost of up to 2 SP per rank of *Warfare* of the primary caster. Additionally if a character that is not a caster wishes to donate the skills to be shared, they can. Though for the duration of the ritual the character will not have access to the shared skills. In the case of Spell Slots or Combat slots, they must be built as a standalone tree that adheres to the normal rules for such, and follow all applicable rules for use.

Speak with Spirit

This ritual allows the caster to summon forth a willing spirit, form the River that has been dead no longer than 1 year. This ritual will allow those present at the ritual to converse with the summoned spirit, for up to 1 hour.

Summon Creature

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 the 4 ranks in the appropriate knowledge skill based on the type of creature being summoned.

Summon Reaver

This ritual summons forth a vicious creature that has only 1 purpose and that is to hunt and consume beings of a specified Race. Once summoned the creature will obey no orders and will hunt until it is slain. Killing this creature is no easy task as they do not go away when they are killed, unless killed by a *Delimited* weapon wielded by the targeted race.

Teleport

This ritual allows the caster to travel a great distance instantly, and can be cast in 2 ways. When the ritual is cast, the caster can choose to move instantly to the target location or can keep the ritual charged to active at a later time. When the teleport is activated the caster announces “Arcane Teleport”, at which time the Fuel cost is paid. This ritual will allow the character to transport to any *Glyph Circle* they are attuned to, as well as into a building protected by a *Wizard Lock* they cast.

Touch of the Grave

This ritual causes the target to take on a gaunt, almost dead visage, and as such, many creatures will avoid you as you appear to be dead. While this can be a large disadvantage it comes with the benefits similar to the walking dead. For the duration you do not suffer the ill effects of *Diseases*, and Metabolic effects; your body becomes morbidly strong though stiff, granting 2 additional points of strength though making it impossible to run.

Tree Walk

This ritual allows the caster and up to 8 of his allies targeted by this ritual to step into a tree in one location and exit from a tree of similar type somewhere else on the same land mass. The caster will be able to get in the vicinity of where they are heading though nothing is perfect. Also the tree types must be similar, meaning that you could not enter a palm tree on the beach and exit in a Fir in the deeper tundra.

Unlock Portal Stone

This ritual allows the caster to speed up the normal process of prepping and opening a portal stone, there is also a small chance that it will reveal a stone that the player has not yet been to allowing them to access it. Other than lower the time to perform the skill the effect is the same as the *Open Portal* skill.

Whispering Winds

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.

Diplomat

You have not only learned to deal with others well, but you have also mastered the art of getting what you want out of those interactions. This skill cannot be used once combat has been initiated, and it is considered to be a concentration skill, in that you cannot take other actions during its use. Additionally, this skill only function on humanoids that the character is able to communicate with, it is not likely a fire elemental will want to talk. A character can only influence others so much; this limits them to a single use of the skills below per encounter.

- ***Rank 1- 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.
- ***Rank 2- 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.
- ***Rank 3- 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.
- ***Rank 4- 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 savage of races understands the white flag, and respect 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.
- ***Rank 5- 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.

Informant

You have been around, be the countryside or the world, and along the way you have made some acquaintances that you can call on. Everywhere you go you seem to be able to get a pulse on the surroundings and make the most of it.

- ***Rank 1- Rumors-*** Catch local rumors of things going down; sometimes this can even be used to even find an odd job.
- ***Rank 2- In the Know***- Find out what is going on in a specific order at the lowest level, meaning what it the order is currently working on or dealing with is.
- ***Rank 3- Word on the Street-*** Find or locate a place or person that is not purposely being masked or hidden by detailed means. A guy laying 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.
- ***Rank 4- 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.
- ***Rank 5- Insider Trading***- You know a guy who knows a guy and he can get you info that is on the level. From whom the local Baron had a private dinner with, to how often the

Merchant's Guild ships to a known local. 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.

Priest

As a follower of the faiths you have learned that healing one's mind and spirit goes hand in hand and far deeper than the flesh. You work the will of faith in the higher powers as both a shield for the weak and a sword against the wicked. Your calling has made you devout and you rarely question that there is a master plan and you are to play your part.

- ***Rank 1- Last Rights-*** 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.
- ***Rank 2- Atonement***- The power 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 *Derangement*, so long as *Priest* known's what ails the target.
    - 4 sessions of 30 minutes- will remove a permanent *Derangement*, so long as *Priest* known's what ails the target.
- ***Rank 3- Consecrate***- The character can use their faith to grant temporary protected 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 the time of the skills use draws a weapon or makes an aggressive action. This effect does not work on mindless target, such as Golems, Lesser Undead, and some Elementals.
- ***Rank 4- 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.
- ***Rank 5- Condemn***- By faith alone you can judge those you face in combat. By levying their sins and misdeeds against them you can built 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*.

Officer

While some have served their homelands as a devout soldier, you did so and excelled; and even may still serve among the ranks. Your training has given you leadership qualities as well as the ability to work under pressure, and see your task completed.

- ***Rank 1- Mess Hall-***This ability cause's characters with the *Soldier* background to gain 5Base *Body Points* that will last for an hour; after spending at least 10 minutes eating a meal with an *Officer*. This ability is passive and always on.
- ***Rank 2- Motivate-***Often times you are called to lead men 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.
- ***Rank 3- 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 ends if they are attacked in any way. This ability can be only used once in an encounter.

- ***Rank- 4-Basic training–***You have mastered the art of pushing peoples limits when training them. When teaching class skills to another player the time is reduced by 50%. This skill is passive and always on.
- ***Rank 5-Countermand–***As an Officer you have been trained as a leader, as such your orders can override enemy influence. This ability will end a *Command* or *Charm* 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 only used once in an encounter.

Bloodhound

While anyone can be trained to follow a trail, you have a more refined ability to not just find a target, but also analyze an area to gain further information. Your ability allows you to spend time examining an area, such as a crime scene to gather more detailed information about the people involved and what took place.

- ***Rank 1- 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.
- ***Rank 2- 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.
- ***Rank 3- 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 *Derangements* or *Compulsions.*
- ***Rank 4- 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.
- ***Rank 5- 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

You have learned the game and the game is profit, and profit comes by working the ins and outs of people. Being a smooth talker is only part of the game, being sly and quick of the hand is also a trade secret.

- ***Rank 1- Sleight of Hand-*** Sometimes being a smooth talker is just a diversion for 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.

- ***Rank 2- 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.
- ***Ranks 3- 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 again skills and abilities that cause the target to give truthful answers to questions. This ability can be used once each encounter.
- ***Rank 4- Forgery-*** Sometimes running a con needs 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 may take longer for complex items. Realize this will not make a 100% perfect forgery, and a person that is very familiar with the real thing may notice. This ability cannot create games items with a *Market Value*.
- ***Rank 5- Grandstanding***- 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.

Appendix 8: 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 point s 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 *Power: 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 power, 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	Power Bonus Options
Stamina	*Escape from Binding* once per reset	Fast Healing 2; or allows the character to *Break from Pin* on a 3 Counted action.
Intellect	Once each reset can cast a spell as "*Magic*<Spell Name>", from any Path, up to 3rd level.	1 free Spell Slot of up to 3rd 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 *Flee* once each reset	*Quickness* once each reset, or +2 Bonus to Disable Device *Contested Roll*.
Cunning	Can use *Play Dead* once each reset	+2 Bonus to *Tracking Contested Roll*; or 1 use of the *Power: Warning Signs* each reset.

Appendix 9: BGA (Between Game Actions)

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*Power allows 2 research questions to be asked for each action, these do not have to be on the same topic.

Recipe Research- Characters with Forge Item, Ritualism, and Advance Production Skills, 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. Additionally in the case of Forge Item, it is possible for a character to create a single Forge Item recipe page of their choice, which is an already known game formula. The Forge Item recipe will be collected at check in and costs the same number of Named Components as doing at event research.

Training- Characters can spend their downtime learning skills that require an instructor from a prearranged teacher, an NPC often through Guilds and Orders.

Contact- Traveling to other locations to contact a characters Order/Attunement will take 1 action, this takes into account for travel as well as standard tasks a character would perform while reporting to a base for their group. This also will give the player access to potential plot info as it pertains to the organization.

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.

Legwork-- 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 or to meet with an NPC for the same reason. 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 Out of Game Terms

Abilities: These are character features that are not skills. Some Abilities are inherent to all characters, while others apply only to certain Classes or Races. Some Abilities may be free, while others may cost Skill Points.

Active Skills/Abilities: Any Skill or Ability not specifically listed as Passive is Active. Active Skills/Abilities follow several rules. They are not automatic. They require conscious effort on the part of the character. They 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 needs to pay, they must also stay with their legal guardians at all times.

Armor Points: Armor Phys-Reps give armor points to the character wearing it. They function similar to Body Points, but are instead linked to the armor worn rather than the character. Armor points are the first points lost to damage unless an ability states otherwise. Effect Carrier attacks take no effect until the character has lost all of his armor points.

Body Points: Body points represent the damage a character may take before being rendered unconscious, dying, or dead. Some abilities may not affect a character until they have done Body Damage, such as an Effect Carrier attack.

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 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 but may also result in Marshal Action.

Concentration: Some Skills/Abilities have a duration of 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 may not normally be redu7ced below a minute, with the exception of *Readjusting* armor, which follows the armor *Readjusting* rules, and *Quickness*. In most cases if the character takes damage from any source during the count it is interrupted and must be started over.

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.

Counted Action: Any action that players are unable to Phys-Rep and there for must count to represent the time it takes. These actions include, but are not limited to Killing Blows, Detailed Searches, Hide Skill, or the Regeneration ability. In most cases if the character takes damage from any source during the count it is interrupted and must be started over.

Crowns: Crowns are rewards for items and effort donated to the game on a player level, usually at the request of staff. Crowns are an out of game currency that may be used to purchase benefits for a character. The following chart illustrates the pricing for Crown rewards.

Crown Trade Ins	
Game Reward	**Crowns**
Basic Production Items	5 Crowns/Production Rank
Basic Armor/Weapon	5 Crowns/Production Rank/Month of Duration
Game Cash	100 Crowns for 3 Gold
Basic Recipes	10 Crowns/Production Level
Extra Event Skill Point (Max 2)	5 Crowns/Character Level
Begin Game with a Uncommon Race	600 Crowns
Begin Game with an Attunement from list.	900 Crowns

- *Available Attunements - Planar Champion (Inner Plane), Iron Star Mercs, Moon-Blooded, Paragon of Origination, Kensai, Loremaster, Mystweaver, and Racial Attunements.*

CVC (Character vs. Character): FE is designed to be a character cooperative story telling experience. That being said 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, parry, or healing oneself.

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

- *Temporary*- Effects with this duration last for up to 2 hours though will end early if the conditions of the effect is met.
- *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 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 Fallen Empires 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 Skill Points for attendance in accordance with the Character Advancement Chart.

Fair Day- This kind of Event will typically last for one day, and will frequently be a Role-play heavy event. Modules and combats may occur, but Role-play will be the focus.

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 happens 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. This can be passive +1 Strength, Adrenaline Rush, Burst of Strength, or any other source that would grant great strength for any duration. Some Feats of Strength may require all the strength to come from a single source, while others may allow for characters with these abilities to work together to achieve their goal. Common uses include breaking the Secure Door effect, breaking Unshatterable items, and ripping free of Confinement effects.

Game Fees: There are a number of fees that the game charges players; the following is a breakdown of those fees:

- Membership- $20- This is paid in January and helps to pay for some of the basic game needs like insurance and marketing. This fee does not apply until the start of the New Year, and players do not pay for their first year.
- FairDay- $20- Fairdays are a 1 day game that players can attend.
- Standard Event- $45- A standard event is a 2 day game that runs from Friday thru Sunday.3 hour NPC shift.
- Bonus SP- $10- This can only be purchased for a game the player attends and earns them 1 SP in addition to the SP earned from the event.
- Secondary- $10 or $20- This allows a player to check in a secondary character to an event they attend, the price varies based on if the event is a Fair Day or Standard Event. A player can switch between characters only once at a game and must check out fully with one character before they can bring the other character into game. They receive all the normal benefits of attending an event.

Game Master: The Game Master (GM for short) is in charge of running Events. All members of the Plot Team are Game Masters.

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, Runes, Bombs, Locks, Tools, Tinkers, Salves, Elixirs, Vials, or Foodstuffs.

Headbands: Headbands play an important role in the game, as they give necessary information. The following colors have set meanings: **White**- players with these headbands are Out of Game. **Pink**- 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 attacks should take care

to try and soften their throws; character's 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 (*Combat Slots* must still be expended). Any standard defense can be used to stop the attacks. **Green**- 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). To end the freeze in time the call Lay On is followed by a countdown after a check to make sure all issues are resolved.

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.

In Game (IG): A term used in player discussion about the game. Examples include- In game Player X is an elf. In Game that NPC is a large grey wolf.

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. These effects end ten seconds after Line of Sight is broken.

Marshals: People who are not a GM, that are responsible for some aspect 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 a medical reason; 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.

Member Blanket: Game membership alone has its benefits. Each month if you have a paid membership to Fallen Empires, you gain 1 Skill Point for your characters even if you do not attend any events. This applies to both Primary and Secondary characters; secondary characters begin earning the points once they are on the books.

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 on 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: Unless otherwise stated you cannot stack like effects for a more potent result. When effects are stacked that are the same type (Temporary/Permanent), or effect, the highest bonus is the one that results. *Example: A character is gaining temporary body points from two sources, the effect with the higher number would be the only one that would be used and the other effect would be negated.*

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. Sleep on a golem is an example.

Normal Damage: All weapon damage is Normal and must be called as such unless they are using an effect or weapon that generates non-Normal Damage.

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, small red stones approximately one inch for Spell Runes, 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.

Referrals- As a way to boost the player base we offer a referral system with a reward. When you refer a new player to the game, you receive a $5 Game Coupon on any game they attend, PC or NPC, so long as you are also attending the Event. These Coupons can be used to pay for: ***Game Fees***, Save for Membership. You can use multiple of these at a time but the discount will never be greater than the base event cost.

Rules Lawyer: A Rules Lawyer is someone who 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. This may warrant Marshal Action.

Rule Order: All rules apply from general to 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 Skill Points to learn. They allow you to take actions as defined by the Skill purchased.

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.

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.

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 race, and other points that should be visible such as glowing hands.

White Head Band: 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, that should 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.

+ Strength: This effect increases a character's damage with weapons. It must be split evenly between both of the character's hands, with odd numbers going to the primary hand of the character. Full + Strength is added to all two-handed weapons. Each + Strength allows the character to move freely with one hundred and fifty pounds. Strength comes in 2 types, *Permanent* and *Temporary*.

Affinity<Type>: This effect causes creatures of the listed type to see the character as a non-hostile. This effect will end if offensive actions are taken towards the affected creature. Creatures that are being commanded or controlled my also ignore this effect.

Abomination: 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 purposes of magical spells. They do not speak or understand any humanoid language. If they possess Scent, they may track as if they had a single level of the *Track* skill. 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. In the case of the first option, the damage is always 30 points of <Flavor>damage. This is an Active ability. If this defense renders the attacker *Helpless*, then the defender does not suffer the attack that triggered this ability.

Automatic Success: This effect is an instant success in any *Contested Roll* that is applicable.

Aquatic: A creature with this Sub-Type is treated as if they had *Underwater Combat* and *Breathe Liquid* passively.

Bane <Type>: This effect is a damage bonus toward a particular Creature <Type>(Humanoid, Elemental, Fey, etc.). It grants the character a +5 *Temporary Damage* increase. It is up to the character using this ability to be aware of whom they get the bonus versus.

Banish: This effect sends the target back to its plane of origin. When the target is banished all items, it acquired on this plane are left behind.

Barrier: This effect acts as a damage shield negating 20 points of damage before being exhausted. These points do not stack with other armor buffs, and are the first points lost.

Battlerage: When this effect is activated the character activating it gains the following temporary benefits- +15 *Body Points*, +2*Permanent Weapon Damage*, *Immunity* to *Charm*, *Fear*, *Shun*, and *Sleep*. This ability lasts for an encounter. When Battlerage ends the character suffers the effects of *Devastate* and *Slow*, as well as the inability to use *Combat Slots* for 30 minutes.

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 Form: This effect has two uses. First, it

may allow a character that has died to be resurrected without the use of a Life Well as long as a character with the Resurrection Skill is available. This circumvents the penalties for resurrecting without a Life Well. Second, it may be used as an offensive effect against non-corporeal creatures. It reduces “Magic to Hit” to “Silver to Hit", or reduces “Silver to Hit” to “Normal to Hit” for an encounter.

Binding Strike: This effect allows the character with Claws to grapple the target and begin a counted action. The attack must be a legal weapon strike. At the end of the counted action the character must announce the effect of the Binding Strike. While the counted action is taking place both the character and target are not allowed to move but may use Defensive Abilities; and contested + Strength can be used to break free. The character performing the Binding Strike should announce their Strength and may abort the count at any time it chooses. The Binding Strike count begins from the top and the effect is announced after one. Binding Strike’s counted action is not subject to interruption with damage, unless that damage incapacitates the character performing the Binding Strike.

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 immense strength allowing them to break free from the effects. *Binding* effects each have a specific amount of *Permanent Strength* required. This is done on a 3- counted action, and damage does not interrupt this count. Breaking Free causes the user to suffer body damage equal to double the strength required.

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.*

Burst of Strength: This effect allows the character to perform feats of amazing strength. It may be used to either resist or break free of any Binding effect as well as Prison. This effect can be used as +10 *Permanent Strength* for a single task such as breaking down a door or lifting a portcullis.

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 10 counted action to enter and leave Burrow during which the character is vulnerable to attack, and leaves

the user *Helpless*. Unlike most Counted Actions, taking damage while leaving Burrow does not interrupt the count. Burrow can only be used in natural terrains.

Carrier Attack<Type>: Creatures with noted Carrier Attacks have a flavor or effect call added to weapon swings. Carrier Attacks are static, and the character may not swing any type of damage except that listed by the Carrier Attack ability. Some characters may have the notation "At-Will" added to their Carrier Attack <Type>, which allows them to not swing the listed carrier. A target may never heal from the effect of a Flavor Carrier. Effect Carriers are by default considered *Toxins*.

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* and *Focus/Precision,* but not powers unless Claws are specifically named. 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 0*Body 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, Immune to Daze, 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.

Courage: This effect will dispel all *Fear/Terror* effects from all targets, as well rendered them *Immune* to *Fear/Terror* effects for the remainder of the Encounter or up to 5 minutes.

Critical: This Modifier, when added to an attack, will cause that attack to ignore passive reductions to damage, such as *Damage Cap*; and defenses that only reduce damage, such as *Roll*, cannot be used as defenses.

Cross the Barrier: This effect allows the character to travel across planes by circumventing the normal mechanics of planar 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 planes.

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.

Damage Cap: This ability reduces all damage the character takes to a set amount, no matter the source; this only applies to attacks with a number in the attacks verbal. Though the *Critical* Modifier can overcome this.

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.

Deathless: A creature with this Type shares advantages with Undead, however, Deathless are Elementals, and are *Subtype*: *Void*.

Death Throes: This effect allows the character to make a final attack upon death. Characters with this effect do not choose to activate it, it activates automatically when their status becomes *Dead* and they have no ability to return to life under their own power. A character who uses Death Throes may not be brought back to life with a spell or ability that restores life. This ability is used with the call *"Everyone in the sound of my Voice <Damage><Flavor><Effect>".* This attack is *Area of Effect* and may be defended against as such. Each character with this effect will denote the "volume" at which the ability will affect targets.

Deconstruct-. This ability can be used on any unattained item, up to 8 sq.ft, or against golem creatures. The call for this ability is "*Arcane Deconstruct*" and is weapon delivered, this effect will instantly destroy the target item reducing it to dust, even if the item was Unshatterable; as well the item cannot be affected by *Refit or Rebuild*.

Derangements: These effects are mental effects on the character that will force some amount of role-play based on the specific condition. These effects can be temporary, lasting a few months, up to permanent. A character is never aware of their condition and must follow the listed role-play and mechanics as defined under the Appendix: Derangements. These conditions are assigned by a Plot Marshal, and under no circumstance can a character cure their own conditions.

Despair: This effect causes the target to double the cost of all *Technique* skills, and all other skills must spend 2 uses to generate a single use. This is a Mental effect that lasts until cured with *Psionic Clear* or *Break Enchantments*.

Deprive<Skill>: This effect strips the named skill from the target for twenty-four hours.

Devastate- This effect causes the target to take double damage from all attacks that have a numerical value in their call. This effect is permanent, unless a duration is specified by the application, such as Devastate gained from Resurrection. This is considered a Curse, and may only be removed by *Practitioner*, *Priest Rank 2*, Resurrection, or the *River* spell.

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 types other than Costume, these points are suppressed if the character is wielding a 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 Powers 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 makes those in the area or those affected unable to move faster than a walk. This effect is negated by *Non-Corporeal*, <Flavor>*Aligned*, or *Terrain Adaptation*<Type>.

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.

Dragon Fear: This effect causes all targets lower than the designated level to become afraid of the effect's generator. While under this effect a character cannot take offensive actions or attack the effect's generator; as well they cannot defend against attacks from the effect's generator. This is a Mental Effect.

Dragon Rage: This effect causes all affected to enter into a blind rage attacking all targets they can perceive. If there are no such targets in the immediate area, the character becomes winded and falls unconscious for 10 minutes. The call will always have a level as part of its delivery; characters above the level in the call do not suffer the normal effect but are instead affected by *Weakness.* This is a Mental effect and a Compulsion.

<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.

Elemental: This Type denotes that the creature is made up totally of a singular <Flavor>, such as a Fire Elemental. Creatures with this Type are always *Extra-Planar*, and have the following advantages: *Immune to Mental, No Metabolism, and Resistant* to their <Flavor>. Their disadvantages are: *Vulnerable* to their opposing <Flavor>, and Crumbles at 0 Body. Additionally, they often do not have standard sensory features.

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.

Enslavement: This effect allows the character to gain mental control over a target. The character may give any number of orders during the duration of the effect and the target will obey. The target will take no actions without orders from the effects originator. This effect is both a Mental effect and a Compulsion.

Escape from Binding: This ability allows the character to free themselves of *Binding* effects, on a 3 counted action, without taking any damage.

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.*

Extra-Planar: This descriptor denotes characters that originate from a plane other than the Prime. All characters with this notation are subject to the Banish effect.

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

Fast Healing: This ability allows the character to naturally heal when not in combat or participating in strenuous activates. The character heals X *Body Points* every 5 minutes, at the end of the count; where X is the amount healed.

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 *Life* spell when appropriate but become immediately Fatigued. This effect is Metabolic.

Fear: This effect has a duration of five minutes 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.

Feeblemind: This effect will cause the target to have their mental faculties reduced almost completely. They cannot use any Skills/Abilities, nor do they have the ability to communicate. They can still move and will often wander toward bright colors and noises. This effect lasts for one hour, and is removed by *Break Enchantments*, *Priest Rank 2*, or *Psionic Clear*. 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 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 10 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.

Fortitude: This ability increases the character's base *Body Points* by 30, for 1 hour or Module. When this effect expires, the amount is removed from the character's Maximum *Body Points*, not their current *Body Points*.

Freeze- This effect causes the target to become *Frozen,* causing them to become rigid and unable to more or take actions for up to 5 minutes. A creature with +6 *Permanent Strength* can break free of this status; as well fatal damage to the target will remove the effect. This effect is physical in nature.

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.

Harm Touch: This effect is delivered as "Arcane Harm Touch <Damage><Flavor>". This attack is delivered with a weapon. The damage

of this effect is equal to five times the character's level. The character delivering the effect is also healed for an amount equal to damage done, up to their maximum Body.

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.

Horrify: This effect causes the target to be overcome by *Fear* so strong that it can almost kill. Horrify is Permanent, only being removed by: *Dream Eater, Break Enchantments, and Resurrection.* Creatures that are normally immune to *Fear*, downgrade this effect to the normal *Fear* effect lasting 5 minutes. This is a Mental effect.

Hold Spirit: This effect targets a dead character. The target must be in their four-minute death count for this effect to work. The character using this effect touches the target and states, "*I hold your spirit <#>"* where the <#> is how long the affected target's spirit remains in their body before seeking resurrection. This effect extends the death count of the target by <#>.

Incinerate: This effect is always a counted action and causes the target to turn into ash. This destroys Unshatterable items. If used on a living target the body is instantly destroyed and they immediately seek resurrection.

Inept: This effect will always have some other effect or type listed with it, such as *Fire/Swords/Magic.* The effects or types listed in the entry are unusable by the character. This prevents them from purchasing the listed if it is a skill; in the case of an effect, they cannot generate that effect in anyway, this includes the use of crafted items and Forged items.

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. Effects that pierce *Conceal* and *Hide* do not work on this 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.

Natural Binding: This denotes any Binding effect used with the *Natural* Delivery Type or physical bindings such as rope. A character may *Break Free* from Natural Binding effects with a 3 Counted Action if the character has +2 Strength (*Temporary* or *Permanent*) or greater. *Breaking Free* from Natural Binding effects does not cause Body Damage. A character may also be cut free from Natural Binding on a 10 Counted Action with an edged weapon.

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 another specific effect as it happens. This functions similar to resist, and there is generally a cost to be paid to generate this effect.

Nightmare: The target is overcome by horrible waking nightmares. This effect is permanent and may only be removed by a *Dispel Magic* cast by a character of level 20 *Break Enchantments*, *Resurrection*, or the *Dream Eater* effect. While under this effect the target suffers the following disadvantages: maximum weapon damage is reduced to two, the character must expend 2 appropriate Combat/Spell Slots to use/cast a Technique/Spell, the target's bleed out count is reduced to one minute, and they only receive one point of healing per application by any source.

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.

Padded: This *Flavor Carrier* causes all damage to be temporary, this means while the damage is real enough to lower a targets hit points it will never drop them below 0, and after 10 minutes the lost *Body Points* will return on their own or can be healed. Armor that suffers damage from this carrier is lowered to 0 as well though again the armor does not become broken and can be refitted to full without use of a Patch Kit.

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 plane, 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: 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*.

Psionics: A character may generate Psionic effects without being able to speak, or move. Psionic effects pass through magical barriers such as Wall of Force, Wizard Lock, and Prison. The character must still throw a packet which is delivered by stating "Arcane Psionic <Effect>" before the packet is thrown. Psionic effects may be resisted by Skills/Abilities that resist the specific <Effect> or those that defend against non-weapon delivered ranged attacks (such as Dodge.) Psionics cannot be used while affected by *Enslave* or *Command*. These effects are Mental effects.

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/20 damage." This would denote that such effects are reduced to 20 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: School of Magic, Specific Effect, Delivery Type, or Family (Such as Binding or Mental).

Resistant: This ability causes the character to take half damage from the designated <Flavor>.

Retain: This effect allows a character to negate an effect that would deprive them of almost anything. What it retains will be specifically listed in the description of the ability. Retain Weapon and Retain Magic being the most common.

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.

Sapped: This status incapacitates a target, denying them the ability to take action and making them unaware of their surroundings. While under this effect they are not *Helpless*. Any damage or violent movement will end this effect, otherwise they will remain in this state for up to 5 minutes.

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.

Shield: This effect functions to passively protect the character against the first effect of the listed Delivery Type to contact them. When a Shield is used the character must announce "Shield <Type>" where type is the Shield effect generated.

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.

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.

Slay: This effect deals 100 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.

Slow Regeneration: This effect allows the character to spend one hour, which they may not engage in combat, to heal themselves to their maximum Body, remove all Toxins, and Regenerate all missing limbs.

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 10 counted action.

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*, *Psionic Clear*, 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	Void
Void	Spirit
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.

Sympathy: This effect causes the target to take any negative effect they generate on another character. This is a Mental effect and lasts until cured by *Break Enchantments* or 24 hours.

Terrain Mastery: This effect allows the character to ignore terrain penalties of the listed type.

Terror: This effect causes the target to be unable to move from their current location and only defend themselves for ten 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.

Threshold<#>: This effect allows a character to call "Threshold" to any attack that does not exceed the <#> listed. This includes weapon delivered and packet delivered attacks. A character with Threshold takes a single point of damage from every attack that would normally affect them but fails to exceed the character's Threshold <#>. Threshold is applied before modifiers due to increased or reduced effects due to damage type.

To Hit: Some creatures require a very specific flavor/weapon combination to affect them. The Monster card will clearly state the requirements and all other weapon attacks will have no effect upon striking them.

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 *Permanent Strength*. Other methods may exist to destroy them. This is added to a weapon or armor that has already been created.

Vampiric: This effect causes the target to lose five Maximum *Body Points* every thirty minutes until cured. This effect is Metabolic and a

Disease.

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 the 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>, or the *Ward* Flavor Carrier. A target who is *Vulnerable* to a flavor will always be affected by these attacks, even if they have *To Hit* on their card.

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

Weakness: This effect will reduce the target's weapon damage by 3, to a minimum of 1. This is a *Curse* effect.

Wither: This effect causes a single limb to become useless on the target. The affected character may choose the limb if the character generating the effect did not specify which limb. This effect is Metabolic and a Disease.

Wound: This effect causes the target to have all healing halved for the duration of the effect. 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. Acid, Bombs, Gas Traps, and Vials may not be used. Gun 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.

Zeal: This effect allows the character using it to call +5 *Temporary Weapon* damage against a single target. This effect will last up to an hour or until the target is dead, whichever is less. This effect is announced "Zeal <Target>" where <Target> is the name, or a description of their target.

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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	
	Extraordinary	Enslavement	
	Slow	Feeblemind	
	Nightmare	Psionics	
	Weakness	Shun	
	Silence	Thrall	
	Spinneret	Slumber	