

Gísido

Player Handbook 3.0

Gisido LARP

Player Handbook (3rd Edition)

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Table of Contents

Introduction	1	Duelist Class	36
Rules and Gameplay	2	Hospitalier Class	37
Safety Standards	2	Marksman Class	38
Conduct	2	Necromancer Class	39
Immersion Standards	3	Oracle Class	41
Combat	4	Ritualist Class	42
World Interactions	6	Royal Guard Class	43
Character Creation	8	Rune Knight Class	44
Races	9	Shura Class	45
Levels	13	Titan Class	46
Paths	13	Warden Class	47
General Path	14	Magic	48
Artisan Path	17	Spells	48
Barbarian Path	18	Rituals	55
Fighter Path	19	Production	58
Mage Path	20	Alchemist	59
Monk Path	22	Apothecary, Nota, & Scribe	60
Paladin Path	23	Druggist	62
Ranger Path	25	Engineer	62
Rogue Path	26	Fletcher & Smithy	63
Technician Path	27	Gunsmith	64
Classes	28	Trapper	65
Assassin Class	29	Damage Types and Effects ..	66
Bard Class	30	Equipment	69
Bone Guard Class	31	Base Damage Values	69
Commander Class	32	Weapon Construction	70
Conduit Class	33	Marks	71
Dragoon Class	34		
Druid Class	35		

Introduction



Over 120 years ago, the Gaesin Empire finished expanding its territory to include most of the civilized world; not through bloodshed and conquest, but through economic might and offers of opportunities to share in plentiful wealth and resources. The leaders of the assimilated nations retained a measure of power by participating in the High Council, which served as a general governing body, under the hand of the Emperor. This new representative government would see to an era of peace which lasted with relative ease until Emperor Galius Linuso succumbed to the illness which he had battled for nearly a decade.

Nine years would pass before Galius' son, Mercius was crowned Emperor at the tender age of 13. Almost immediately, he began attempting to pass radical new laws, but was thwarted thanks to the High Council's diligence and political power. After several variations of these new policies were rejected by the High Council, the a string of assassinations would leave each of the High Council members dead; assassinated by means of arsenic poisoning, between the years of 965 and 970. Four years later, Mercius announced that investigations had finished, and that an Orc by the name of Olfrar had been the culprit. Maintaining this revelation as evidence of the threat Olfrar and his people posed to the well-being of the Empire and its citizens, Emperor Mercius issued a decree, officially exiling their kind to the Wastelands.

The assassination and banishment of an entire race did not go unnoticed by the populace, and in response to the growing unrest it caused, festivals were held for nearly any reason available to calm the public's nerves and dissuade potential uprisings and riots. Thus, the people of the Empire would be sated for a time.

Only a year after the exile of the Orcs, Mercius issued yet another decree, prohibiting the use of intoxicating substances and banning the use of magic beyond the walls of government-regulated guilds. No number of festivals could hold back the public's outrage, and local riots would quickly become skirmishes, which escalated into full-blown rebellion

soon after.

The ensuing war was marked by the dawn of two new races: The rebels called upon the Halfling tinker Isiphous to construct automaton warriors known as Obern, to which the Empire's forces met with Ogres; a warrior race borne from captive and enslaved orcs, and terrible magics employed by the mage, Agos.

25 years of conflict finally came to an end in the early days of 1002 when Mercius and his relatives were finally captured by rebel forces and promptly executed. The Great War—as the conflict came to be known—had finally been won.

Many groups migrated to new lands, seeking surroundings unspoiled by the ravages of war. Many Gaesin however, elected to remain in the remaining territories of the broken Empire and rebuild their homes under the guidance of the newly-chosen Emperor Llivak. Llivak saw to a peaceful reconstruction of the realm and stabilization of the once-thriving economy, until his reign came to an end in the Spring of 1014, when a rogue faction still loyal to the ideals of Emperor Mercius saw to his assassination.

Despite his untimely end, Llivak's accomplishments provided for a since-held peace. Technology has flourished, producing a greater presence of clockwork and steam-powered devices, and though uncommon, it is not unheard of for travelers to journey via airship, steamboat, or locomotive, in addition to the more traditional means of horse and wagon, coach, or cart. However, the pain of oppression and of loss has not been so quick to fade, and those who survived to remember the Great War may yet cling to prejudices that could serve to threaten the new era of peace that many have come to know.

Rules and Gameplay



Safety Standards

Weapon Inspections

Prior to the commencement of any Gisido event, weapons and armor must be inspected by a designated Arms and Armor Marshal (GM), regardless of if they have passed previous inspections. Safety inspections are intended to ensure equipment poses no risk to the safety and well-being of the user, as well as to other participants and their equipment.

Non-Combatants

Participants wearing white headbands are designated as Non-Combatants. These individuals may not be struck or shot, but may participate in the LARP by means of role-play and spell-casting.

Rather than striking a Non-Combatant, players within reasonable striking distance may role-play their attacks without making contact with the Non-Combatant, and issue their attack calls as they would otherwise. The targeted Non-Combatant may elect to counter-attack in like manner, flee, or make use of any defensive abilities or effects they may have available.

Cut and Medic Calls

In the event of an emergency, such as injuries, environmental hazards, or loss of fragile personal items in heavily-used areas, call for a "Cut!"

All players upon hearing the call of a Cut, are to immediately stop what they are doing, loudly repeat the call, and look to the ground. Players should not move about, scan their surroundings, or talk amongst themselves at this time, but may collect Spell Packets and similar objects within reach.

In the event of an injury, the call, "Medic" should be included in the Cut call, to raise the attention of those designated medics nearby.

Game play will resume at-large once the initial issue is resolved, following the announcement of "Game on!"

Conduct

Participation

Players may participate in the LARP in a variety of ways. by designing and creating their own Player Character (PC), the player may enjoy an immersive and customizable experience. While playing their character, the player may interact with other PCs and with Non-Player Characters (NPCs), to enjoy a realistic and immersive experience by focusing on various aspects of the world, from crafting and building an education, to exploring and engaging in politics and much more!

NPCs meanwhile, are players who volunteer to portray a multitude of roles as directed by the Plot Staff. These roles can range from commoners to nobles; craftsmen and soldiers, to animals, monsters, brigands, and more.

Decorum

All participants share a responsibility to contribute to the immersive atmosphere of the LARP through both their equipment, and their role-play, and at times, it may become necessary to remind others to discontinue breaking character and return to appropriate role-play. To prevent further breaking character and negatively affecting the immersive atmosphere, players are encouraged to use the term, "Decorum" for such purposes.

Players are asked not to use mobile devices and other electronics in public or otherwise In-Game spaces.

The "Grapevine Rule"

As most areas of a given event's location are considered continuously In-Game throughout the duration of an event, players are encouraged to refrain from holding Out-of-Character conversations which may reveal In-Game information to others who may have overheard the discussion. As it is nearly impossible to truly forget information that has been overheard, Out-of-Character information that a player has overheard In-Game may be utilized normally. To this end, players are advised to avoid breaking character

whenever possible.

Out-of-Game

At times, it may be necessary to temporarily cease active participation in a scene, such as while moving one's personal gear to a lodging space after an event's activities have already begun, or when moving to a designated resurrection circle following a character's death. To do so, a player must simply place a hand or weapon atop their head. Participants who signal they are Out-of-Game should be ignored by those In-Game, and they should likewise ignore any In-Game information or knowledge they may accidentally obtain while in an Out-of-Game state.

Personal effects and otherwise Out-of-Game items may be kept under one's bed or marked, "OOG" to designate them as such.

For the sake of safety and personal well-being, kitchens, restrooms, and parking lots are Out-of-Game spaces by default. At no time should a player flee to one of these spaces to avoid combat or other In-Game engagements.

Immersion Standards

Garb Requirements

All participants are expected to provide themselves with appropriate garb and equipment by their third event, but may utilize rental equipment provided by the LARP on a limited basis. Clothing must meet the aesthetic standards set forth by the setting, and must therefore avoid the inclusion or visibility of inappropriate elements.

Such elements include but are not limited to: *T-shirts, athletic attire, sneakers, blue jeans, hooded sweatshirts, modern leather jackets, recognizable logos, and modern prints.*

Racial Representations

A character's race should be apparent at a glance, and therefore must be represented in full. To this end, players must utilize appropriate makeup and prosthetics to represent the unique features of their race, and to color or conceal exposed skin. Necessary features might include appropriate ears for an elf, or the ears, tail, and appropriate markings for a Kaddri's animal type.

Players may attempt to disguise or otherwise conceal these features under clothing. Those utilizing prosthetics and makeup with the use of the Disguise skill should note that while racial features may be concealed, they must still remain present.

Role-Play Requirements

Players are expected to remain In-Character whenever possible, and refrain from breaking character or from using electronics in the presence of



others. Likewise, players should keep in mind that the LARP's world should be treated as though it were real, and that the same might be said of its inhabitants. To this end, players should consider alternatives to violence to solve their problems, and that their actions—or lack thereof—may carry consequences.

Similarly, players are expected to role-play the injuries they sustain in combat, and do their best to portray the pain and difficulty moving their characters may experience.

Item Tags & Physical Representations

Weapon and armor props are necessary components of any player's kit, should they wish to engage in combat, but such tangible equipment means little without corresponding Item Tags.

Item Tags are small pieces of parchment which must be kept in close proximity to their corresponding physical representation. These tags offer important information pertaining to the object's function within the LARP's world, including what the object is, special properties it may possess, and if and when it may deteriorate or otherwise lose functionality. Physical Representations meanwhile, are the physical, tangible props used to represent objects that exist in the LARP's world.

Though some Item Tags may also serve as their own physical representation—as is the case with scrolls—others require a separate prop to represent them. These props might consist of objects like small vials for potions, or a bracelet for an enchanted bangle. Regardless, a physical representation must be present in order for an Item Tag to be considered present as well. To this end, an Item Tag left on its own may not be collected from a table or the ground. Rather, it should be treated as though it simply does not exist.

In the event a character carries more Item Tags on their person than they possess physical representations for, they are treated as being over-encumbered. When over-encumbered, the character may still fight and otherwise engage in role-play, but they are incapable of running or using the skills noted on their character sheet until they store, discard, or otherwise part with the excess Item Tags.

It is possible for one container to serve as a representation for multiple doses of the same consumable substance, such as in the cases of poisons, potions, and salves. In order to benefit from this ability, the container must be capable of holding no less than five milliliters per represented dose.

Magic Items

It is possible for characters to obtain enchanted items and equipment as loot, by trading with other players, or by purchasing them from merchants. Such items may offer their wielder additional or special skills and abilities, or may carry with them an additional number of charges of a given spell.

While merchants are likely to label their wares so customers know exactly what they are purchasing, objects found to possess a magical aura must have their properties identified by means of the Identify ritual before a character may know what effects, abilities, or spells it may impart. In addition, once such an item has been obtained, the character must spend one minute of role-play to attune to it. Characters may only be attuned to three magical items at a given time, and magic items may possess up to five effects.



Combat

Safety

In order to prevent injury while also offering an immersive experience, combat must be simulated in a controlled fashion. As such, the force of blows should be limited to that which can be felt without causing lasting pain. In addition, blows should never be delivered to the head, neck, hands, groin, or feet. Under no circumstances is grappling permitted.

Hit Points

A character's Hit Points (HP) represents their overall constitution and hardiness. As they sustain damage, their Hit Points drop from a total maximum value. Weapons and spells each deal a particular amount of damage, or heal characters for a given amount, thus replenishing lost Hit Points.

Armor

Any armor a character wears offers additional protection against damage dealt by weapons in the form of Armor Points (AP). Armor Points like Hit Points, drop from a total maximum value as damage is sustained, but rather than being replenished by means of healing, armor may be refitted and repaired by means of one minute of role-play.

Armor does not offer protection against the damage or effects caused by spells or poisons, however, and only offers its protection while worn.

A character may be granted the protection of armor so long as any given piece to be considered as armor covers no less than half of the designated area for its "slot." Armor slots consist of both lower legs, both upper legs, both lower arms, both upper arms, the torso, and the head for a total of 10 slots. Each type of armor offers a different Armor Point value. *Refer to Table 1-1 for details.*

	Cloth	Leather	Chain	Plate
Armor Point Value	1	2	3	4

Multiple types of armor may be worn in a given armor slot. Wearing armor in such a way will yield the Armor Point of the highest-value type worn in that slot. However, layering armor also yields additional benefits, depending on the types of armor worn. In order to benefit from such protection, the standard requirements for armor representations and qualification must be met by all pieces worn in this manner, and at least two different types of armor must be worn in at least six armor slots at a given time. It is possible to wear different combinations of armor types and benefit from their additional protection, so long as the six-slot minimum requirement is met

by each. *Refer to Table 1-2 for details.*

Representations of armor must meet the aesthetic and safety requirements of the LARP, and may be constructed from alternative or traditional materials, such as painted or otherwise modified plastic used to represent plate armor.

Initially, a character may benefit from the protection of 10 points' worth of armor.

Armor Type	Benefit
Cloth	-1 Crushing Damage (minimum of 1)
Leather	-1 Elemental Damage (minimum of 1)
Chain	-1 Piercing Damage (minimum of 1)
Plate	-1 Physical Damage (minimum of 1)

Physical Attacks

Physical attacks--being those involving weapons--are the primary means of dealing damage in combat. Though these attacks are likely to involve a damage call such as "*(Normal) Strike Two*" or "*Piercing Magic Strike Five*," such calls are not necessary when using a Normal weapon to deal its base damage value. Regardless, weapon damage calls are considered Out-of-Game.

The typical syntax for damage calls consists of *Modifier > Carrier Effect > Damage Type > "Strike" > Damage Value.*

Damage modifiers may include enhancements such as Crushing or Piercing. Carrier Effects consist of effects from poisons or magic which affect the target when if they take damage to their Hit Points. Damage Types may consist of magical or mundane varieties, including auras and metal coatings, and Damage Values refer to the numerical value of the damage dealt by the weapon used, in addition to whatever skills and other enhancements which may influence it.

As combat is intended to appear realistic in its



simulation, it is generally advised that combatants retract their weapon's striking surface to at least a 45-degree angle between blows, as well as to role-play the weight of their weapon as though it were made from real materials such as metal and wood, in addition to the injuries they may sustain in combat. Pinning and trapping weapons, as well as physically disarming opponents is permissible, so long as players do not directly grab and attempt to rip a weapon free of another's grasp, as doing so may cause damage to the weapon representation.

Glancing blows, blows striking multiple targets, and those which may have been blocked but still manage to make contact with the target may only be counted as dealing damage if sufficient force is applied to the resulting contact to render it comparable to an otherwise solid strike.

A character may use and wield any weapon within the LARP, regardless of whether or not they have obtained any Weapon Proficiencies or related skills pertaining to the weapon's specialized training.

Coup de Grace

Though not always effective against all creatures and characters one may encounter, a Coup de Grace may be issued to dispatch a helpless target, immediately sending them into the 'Dead' state.

To issue a Coup de Grace, the player must make contact between their weapon and their target and issue the call, "*<Damage Type> Coup de Grace.*"

Spells

Spells impart effects and cause damage to targets at the behest of a Mage or someone with access to magic items. Their ability to bypass the protection of physical armor and directly affect the target's Hit Points makes them a potent means of ranged combat, though spells may also be cast by touch, or through the Channel Strike ability.

Typically, a spell requires the caster to recite an incantation appropriate for the spell, expend a Spell Slot, and make contact with their target using a Spell Packet. Spell incantations are considered In-Game.

Spell Packets are small cloth squares of any color no larger than six inches across, filled with birdseed or scraps of fabric, and tied closed using string or a rubber band.

Poisons

Like spells, poisons are capable of imparting effects and dealing damage to a given target, so long as they are susceptible to them. Though useful in combat, poisons may also be added to food and drink to more covertly affect one's target.

Gas poisons function similarly in combat to spells in that they may be thrown at one's target, and that



they take the form of a green Spell Packet. Weapon poisons--represented by a strip of green fabric temporarily affixed to a weapon--impart their effects if and when the weapon deals damage to the target's Hit Points, and may be applied to a weapon with 10 seconds of role-play. Gas Poison-related calls such as "Stun Gas" or "Cause Light Wounds Gas" are considered Out-of-Game.

Injury, Healing, and Resurrection

Healing

A character who has sustained damage may be healed in several ways; the most obvious of which is by means of Divine Spells such as Cure Wounds. Such effects are available in the form of potions and alchemical substances, in addition to salves, and the spells contained within scrolls and magical tattoos.

Any form of healing replenishes missing Hit Points to the target character, awakens an Unconscious character, and stabilizes those that are Dying. Likewise, those characters who have received First Aid while Dying are stabilized and raised to the Unconscious state.

Naturally, a character cannot be healed to such an extent wherein they have more Hit Points restored than the maximum they possess.

Injury

A character who has sustained any amount of damage without falling Unconscious is considered Injured in regards to their discernible state per the Discern Condition ability.

Unconscious

Should a character sustain enough damage to reduce their Hit Points to zero, they will enter the Unconscious state and become unresponsive, unaware of their surroundings, and incapable of using their skills and abilities. After one minute in this state without receiving additional damage, the character

will awaken with one Hit Point.

Dying

Also referred to as "*bleeding out*," a Dying character has been reduced to -1 HP. In this state, they are helpless and unaware of their surroundings, and will enter the Dead state if they do not receive some means of healing or First Aid within two minutes.

Dead

A character who has entered this state has either lost too much blood, or was deliberately killed. At this state, only the Revive effect may save them, and must be administered within two minutes. However, the Preserve effect may be used to temporarily halt this time.

Resurrection

Without stabilization, healing, or revival within the time limit, a character's spirit will depart from their body and find its way to a Divine Circle of their choosing to resurrect. When a character resurrects, all items, equipment, and money not bound to their soul by means of the Fuse to Spirit ritual are left behind.

Any Mage capable of casting Divine spells may resurrect a character. Doing so requires the Mage to be attuned to the Circle that the spirit enters, and the completion of five minutes of role-play. Upon resurrection, the character forgets the last 30 minutes leading up to their death.

By default, a character may resurrect a total of 10 times before their death becomes permanent.

World Interactions

Performing Actions

Most actions require a certain amount of time spent role-playing the action to complete. However, it is possible to halve the necessary time spent doing so, when the role-play is augmented with the use of appropriate tools and props for the action.

Renewing Winds

A refreshing breeze sweeps over the land each day at 5:00 in the morning, and again at 5:00 in the evening. This breeze has come to be known as the "*Renewing Winds*," as it magically restores consumable skills and abilities in all creatures.

While an encounter is underway while the Renewing Winds come, the refreshment of skills takes place once the encounter has ended.

Binding Characters

For the sake of safety, it is preferred to role-play binding a character's arms and/or legs, rather than to actually bind them. Doing so requires 30 seconds of role-play.

Breaking Free from Bindings

All characters are capable of attempting to break free from rope bindings and binding spells, and doing so requires three minutes of role-play.

Identifying Substances

Potions, alchemical substances, and other consumable items may not be readily identifiable, making them somewhat of a risk to consume on a whim. Though merchants are likely to clearly label such items for their customers' convenience, those found elsewhere may require identification. Those skilled in the production of consumable goods such as potions, poisons, and salves are generally capable of identifying the items produced by their craft via 10 seconds of role-play.

Consuming Substances

Substances such as potions, salves, and alchemical substances and poisons may be drunk, forcibly-fed to a helpless target, or otherwise applied by means of three seconds of role-play.

Carrying Bodies

Characters may attempt to lift and carry other characters. To do so, they must have both hands free, place them on their target's shoulders, and state, "*I pick you up.*"

Then, they may move together at a walking pace until the carrier role-plays lowering or dropping the character they carry.

Searching Bodies

It is possible to search helpless characters and creatures to recover items or loot. To do so, one must have both hands free and perform 10 seconds of role-play within reach of their target before stating, "*I search you.*"

Players may elect to request that a searching character describe their search by noting what areas, articles of clothing, pouches, or pockets they search, and only turn over what items may be found therein.

Interrupting Actions

As role-played actions require some degree of concentration and time to perform, injuries may break that concentration, jostle a hand which must otherwise be steady, or otherwise cause for an interruption. Therefore, a character who receives damage to their Hit Points while in the midst of performing an action must restart their action and complete their role-play without sustaining additional damage.

Importance of Coin

While many nations have begun minting their own coins following the end of the Great War, many have elected to continue to utilize traditional Imperial currencies in place of or otherwise with the

intent to augment their own treasuries.

Most commonly, coins come in the form of Copper, Silver, Gold, and Platinum varieties, with one platinum coin yielding the same value as 10 gold coins, one gold being worth 10 of silver, and each silver coin offering the same value as 10 of those made from copper.

Money can be earned from traditional occupations, found when looting fallen foes, or made from selling goods to other players or NPCs. Naturally, stable finances are important to obtain and maintain one's equipment, as well as to afford housing or an estate.

Theft

It is possible to break into another player's lodging arrangements and steal their belongings. To do so, a Thief Game Master (Thief GM) must accompany any player attempting to enter a lodging space for such purposes, even if they reside there, themselves. Items kept under beds or otherwise marked, "*OOG*" are considered Out-of-Game, as are documents marked as such in the upper right corner of the first page.

To steal an item, the thief must collect the physical representation of the item and present it to the Event Staff. A member of the Event Staff must then return the representation to its rightful owner and exchange it for the Item Tag it corresponds with, so that it may be given to the thief.

GM Notes must accompany all Walls of Force, Magic Traps, and Magic Locks, and should include the name of the caster, names of other characters invested in the spell, and the date and time of when the spell was cast and when it will expire. This information provides a Thief GM with the ability to determine whether or not a thief is capable of bypassing barriers and traps. GM Notes are Out-of-Game.

Speaking & Reading Foreign Languages

It is possible for a character to be able to understand various languages, but only if the player is capable of doing so.

Character Creation



Initial Steps

When first designing a character, players should consider basic but important features to help themselves plan on how to portray the character, such as what their clothes and equipment might look like, and what skills they will have.

Backstory

Arguably the most important part of designing a character, their backstory provides a vast amount of information which may aid in role-play, while also offering an opportunity for Plot Teams to work the character into the story of the LARP at-large. Not only should a backstory consist of a character's recent history or their reason for adventuring, it should also offer details pertaining to their relationships with their family and friends, where they grew up, their family's general social status, and their experiences in regards to past or current occupations.

While it is permissible for characters to begin play with some form of connection to minor nobility or a person of note, it is important to remember that they may not call upon these connections to utilize the resulting financial or social resources their connections might yield. Similarly, players should avoid playing into various tropes when designing their characters: Not every character should be an orphan or lone survivor of a catastrophic event or the world's population would be decimated! Likewise, a novice adventurer with little in the way of experience in combat or skills should claim to be a renowned warrior.

It may be important to note that additional culturally-specific information may be found in the supplemental "*Culture Packet*" for a given race or culture, and that characters may belong to a given race or culture by their creation, but may otherwise identify as members of other, alternative cultures. Additionally, multi-racial characters are permitted, but must identify as a single race in an Out-of-Character sense for the sake of their racially-specific benefits and detriment features and abilities. *Refer to Table 2-1 for details.*

Personality Traits

Knowing what their character has been through—both positive and negative—and from what general socio-economic background they hail, may allow a player to determine how to best portray the character's behavioral norms and personality traits. While this may initially bring to mind one's manners or prejudices, it may be worthwhile to consider other features such as the character's flaws, fears, and insecurities, as these factors may offer significant opportunities for role-play and a character's personal growth.

Equipment

Just as how the clothes may make the man or woman, so too may the kit make the character! One's outfit and other equipment may offer a great deal of insight into a character's cultural background, socio-economic status, their interests, and of course, their profession. Clothes, weapons, and armor are not the only pieces of a kit to consider, however. Accessories and layered clothes add a great deal of depth to an outfit, and help add to the desired look. Meanwhile, props and tools may prove useful while adventuring: Empty vials may be used to collect strange substances for later study, rope may be used to secure captives, and a knife or pair of shears may prove useful for cutting and disarming tripwires.

Skill Selection

When building a character, players are encouraged to select skills and abilities which fit the character's interests, background, and intended functionality, rather than those which may simply make the most of one's Skill Points (SP).

When initially developing a new character, players may select a free Background Skill, which represents the character's hobbies, education, or occupation outside of acting as an adventurer. Background Skills may be selected in the form of Trade Skill (X), Scholar of (X), or any Production or Craft ability so long as the character meets all necessary prerequisites to otherwise purchase the skill normally.

The Races



Dwarves
Easily recognizable by their shorter, stockier frames, and thick beards worn by men and women alike, the Dwarves of Gisido are a proud people with a passion for the arts, as well as for victory in battle. They are found easily throughout the world, but their densest populations reside in the

cavernous cities throughout Anar, with their farms and trading settlements littering the surface above.

Though Dwarven goods were greatly valued during the Great War, the Dwarves themselves often elected to avoid direct involvement in the conflict, until the Empire invaded their homeland.

Elves:

Forest Elves

Though considered primitive when compared to their modernized cousins, these tribal Elves make their homes in the plains as easily as forests proper in pursuit of simpler lifestyles and in reference of ancient and traditional customs; though they easily trade with nearby communities, towns, and cities. In fact, *they are nearly indistinguishable from Sobin by physical features alone, and are only readily identifiable by their preference for comfortable and practical clothing, and occasional adornments in homage of their heritage.*

Though generally distanced from most of the major conflicts of the Great War, the Forest Elves' experience as hunters, trappers, and woodsmen—as well as their intimate familiarity with the terrains they typically call home—served to earn them honors for decimating Imperial scouting parties and supply caravans that strayed through their territories.



Elves:

Sekahn

A variant of Elves that are known to traditionally call cavernous cities like those of the Dwarves' home, the Sekahn are typically an outgoing people, known as much for their distinctive snow-white hair and vivid range of purple-tinted skin tones over the fa-

miliar features and pointed ears of Elves in general, as they are for their friendly and eager nature.

Because of the seclusion their subterranean homes granted them, as well as their widespread nature of giving, most Sekahn settlements went undisturbed as battles raged nearby throughout the Great War. As a result, refugees were a common addition to numerous Sekahn communities.

Elves:

Sobin

Often believed to be more sophisticated than the rest of their Elvish kin, the Sobin are often known to maintain an unwavering superiority complex when interacting with races least recognizable as humanoid. It is believed that their behavior stems from the time of the Old Empire, when the Sobin were seldom treated differently than most Humans.

With their classic pointed ears, the only reliable way to identify a Sobin from their forest-dwelling relatives, is by their easy familiarity with urban, modern life. One such indicator may be their cutting-edge, rare practical penchant for high fashion.



Faeries

Magical creatures who call the forests and wilds home, the Faeries of the world are a mysterious lot with a passion for mischief. Though not necessarily malevolent in nature, many Fae take pleasure in trickery and misinformation, though they seldom truly lie.



Though tiny by default, most Faeries possess the ability to alter their form, allowing them to closely resemble Elves in size and appearance, though their insect-like wings offer a sign of their true nature.

Halflings

While there are others who may be encouraged to hurry through life without half a plan for what which lies ahead, the average Halfling would rather take life as it comes. They prefer to properly enjoy the pleasures of fellowship, food, and drink, and offer their respect for one another by

way of their given time and lack of restraint. *These short, bushy-browed people are typically more passive as a whole than other races, favoring instead a quick wit and intimate knowledge over martial prowess and strength.*

Known to populate lists of top tinkerers, artisans, and merchants, and given their passive preferences, Halflings made a tremendous effort to avoid supporting either side of the conflict in the Great War. One Halfling however, following the Gaesin invasion of their homeland and the subsequent untimely death of his wife, made his choice with intention: The tinkerer, Isiphous Coppernut developed the automatons known as the Obern, who came to serve an invaluable role among the infantrymen of the rebellion.



Humans:

Asaltante

Generally viewed as little more than barbaric raiders with an affinity for plundering the most peaceful of settlements, the Asaltante are as civilized as any other people. Slaves taken as spoils of war are treated as treasured servants rather than beasts of burden, so welcome in



the home that it is not uncommon to find them honored instead as members of one's family. *Asaltante are, as is true for all Humans, devoid of any physical feature that sets them apart. Rather, an Asaltante is known to prefer furs, knot-like patterns adorning their clothes, armor, and tattoos, and braids and beads as adornments for their hair and beards.*

During the Great War, the Asaltante proved to be a reckoning force for the rebellion by attacking Imperial ships and ports, and by utilizing their prowess as traders to establish reliable supply lines for the procurement of equipment and munitions.



Humans:

Gaesin

Having once ruled the majority of the known world, the Gaesin make up the largest percentage of the Human population. Long ago, they developed a trade empire now known simply as the Old Empire. These once-proud merchants lost a great deal of the respect of other races under the rule

of Emperor Mercius, who exiled Orcs to the Wastelands, protected the abduction of Kaddri to be kept as 'pets', and enslaved Ogres wholesale.

Despite their fall from glory, the Gaesin still cling to their pride. *Their clothes, most often in the red and white of their national colors, are often more lavish than practical; a nod to days of wealth gone by.*



Humans:
Peregrines
Peregrines are a Human people who fiercely hold their family and personal freedoms as the highest aspects of a life well-lived. Family though, is rare defined by blood for these people: Those who prove themselves to be loyal to the unit are readily accept-

ed, with the patriarch's final say. Though seen as mischievous, mysterious, and brash to outsiders, Peregrines are more than predictable upon knowing their devotion to their families, and the inspiration it provides. Their sense of family is so important and all-encompassing, that peregrines of different family units will still refer to one another as "Cousin."

Many believe the Peregrines to have originated as a nomadic people, often convinced by their vibrant, patterned, and excessively-adorned clothing, although this might be more inspired by their pursuits of personal freedoms. They are however, known to possess wanderlust in spades, and the oppressive laws of the Old Empire drove a collection of families to found a sovereign nation known as the Free Lands.

Kaddri

The Kaddri are a people stemming from an ancient race of *animalistic humanoids who exhibit the genetic traits of their feral lineage: fur, tails, wings, and more.* Kaddri are a civilized people, despite the prejudices developed during the Great War, and behavioral manifestations of their heritage are uncommon in pleasant company. Though each Kaddri is uniquely of their individual breed and boasts abilities informed by the same, all Kaddri are known to possess an enhanced sense of smell.



During the Great War, Kaddri were subjected to belittling public opinion, which led to a practice of abduction by Gaesin Aristocrats for the purpose of

keeping them as pets.



Kaelis
Born from the intense concentrations of magical energies found in and around the Mirranax Woods, the Kaelis are a considerably young race of plant and fungi-like humanoids. Having only recently revealed themselves to the other races, little is known of them to

anyone but themselves, beyond their delicate constitution and their ability to regenerate in sunlight.

Commonly seen Kaelis, much like the Kaddri, resemble their 'lesser' kin, such as various forms of trees, vines, and flowering plants, while those resembling mushrooms and other fungi are rare but not unheard of.

Obern

Created by the Halfling tinkerer Isiphous during the Great War, the race of humanoid automations known as the Obern served the rebellion as heavy infantry troops; their hardy bodies offering them the ability to withstand far more treacherous conditions than the average soldier. With the war behind them however, many Obern have joined society, and now seek what work suits them.



Due to their bodies being made primarily of wood, metal, and other unforgiving materials, Obern often find difficulty in communicating their emotions through facial expressions, if they do not find difficulty expressing emotions as a whole.

Ogres

The first Ogres arose during the Great War: A blend of selectively breeding captive Orcs, and still-mysterious ritual magics performed by an Imperial Mage by the name of Agos. They were to the empire as the Obern were to the Rebellion: A front-line fighting force. Their treatment away from the battlefield, unlike the Obern, was a life of captivity and hard labor.



The common Ogre has gray skin and black hair, often displaying mild to severe under-bites. Created and trained as aggressive warriors and feared by former soldier and civilian alike, they have since formed tribal communities self-governed by a philosophy of “might makes right.”



Orcs

Once a proud, nomadic people renowned for their abilities as hunters and warriors, the Orcs quickly settled in large communities across the known world as they developed relationships with the early Gaesin Empire and its traders. The reign of Emperor Mer-

cus however, shattered generations of peace and prosperity for the Orcs when one of their own—Olfrar—was named in the assassination of the entire High Council. His “guilt” sentenced the entire race to exile in the Wastelands.

A typical Orc has green skin that appears in a wide variety of hues and, like the Ogres descended from them, display under-bites that give a strength of presence to long, tusk-like teeth.

Table 2-1: Racial Benefits & Detriments

Race	Benefit	Detriment
Dwarf	+2 HP, -1 SP Cost for Smithing	+1 SP cost for all Rogue skills
Elf: Forest Elf	-1 SP Cost for Archery & Fletcher	-1 HP
Elf: Sekahn	-2 SP Cost for One-Handed Blade, -1 SP cost for Parry	-1 HP
Elf: Sobin	-1 SP Cost for Arcane/Divine Arts & Scribe	-1 HP
Faerie	2x Innate Spell: Charm, -2 SP Cost for Resist Magic, Immune to Sleep	Normal causes double damage
Halfling	-1 SP Cost for Technician & Gunsmith	+1 SP Cost for Two-Handed Blade & Two-Handed Bludgeon
Human: Asaltante	-2 SP Cost for Weapon Proficiency	+1 SP Cost for Resist Magic
Human: Gaesin	-1 SP Cost for Scholar of (X)	+1 SP Cost for Resist Magic
Human: Peregrin	-1 SP Cost for Trade Skills	+1 SP Cost for Resist Magic
Kaddri	Superior Smelling, & a Unique Skill	+1 SP Cost for Extra Armor
Kaelis	Photosynthesis, & a Unique Skill	-2 HP
Obern	+3 HP, 1x Resist Magic	May not cast spells over Level 3
Ogre	+3 HP, -1 SP Cost for Two-Handed Bludgeon	+1 SP Cost for Read & Write, +1 SP Cost for Spell Slots
Orc	+2 HP, -1 SP Cost for Two-Handed Blade	+1 SP Cost for Spell Slots

Levels

New characters begin with 25 Skill Points and a base Hit Point total of five, in addition to a total of 20 Copper coins and basic Item Tags for the weapons and armor they initially represent. For each day of an event, a character receives Experience Points (XP) equal to their number of Skill Points. They may also earn XP of the same amount by engaging in encounters each day. The XP earned by a character may then be translated into additional Skill Points, depending on the character's level.

Characters may initially purchase skills from the General Path, in addition to those of a single Path of their choosing. Over time, the character may open additional Paths as they grow in Level.

Example: Jonetsu is a beginning adventurer with 25 SP. She attends a standard two-day event, which automatically earns her 25 XP per day. Then, she earns an additional 25 XP per day by participating in encounters. In total, she earns 100 XP, which may then be converted into SP and added to her total. Refer to Table 3-1 for details.

Table 3-1: Levels & Skill Points by Level

Level	XP per SP	SP Range	Paths Available	Base HP
1	10	1-29	1	5
2	20	30-39	1	5
3	30	40-49	1	6
4	40	50-59	1	6
5	50	60-69	2	7
6	60	70-79	2	7
7	70	80-89	2	8
8	80	90-99	2	8
9	90	100-109	3	9
10	100	110-119	3 ¹	9
11	110	120-129	3	10
12	120	130-139	3	10
13	130	140-149	3	11
14	140	150-159	3	11
15	150	160-169	3	12
16	160	170-179	3	12
17	170	180-189	3	13
18	180	190-199	3	13
19	190	200-209	3	14
20	200	210-219	3	14
21	210	220-229	3	15
22	220	230-239	3	15
23	230	240-249	3	15
24	240	250-259	3	15
25	250	260-269	3	15

¹ Beginning at Level 10, a character may elect to enter into a Class, so long as they meet the necessary prerequisites and have completed the necessary training with a mentor.

Paths

Though they are by no means mandatory to add to one's character sheet, purchasable skills offer a character additional functionality and versatility in virtually all aspects of engagement within the LARP, and each Path and Class offers a unique array of skills and abilities to choose from.

Open to all characters by default, the General Path includes a variety of skills and abilities, including those related to a character's education on particular subjects, or their standard occupation and means of earning a regular income. In addition, it

offers abilities which may enhance a character's constitution and resistances to certain effects. Some abilities found in this Path also offer characters proficiency with particular weapons, which may be necessary or otherwise useful for developing martial skills within certain Paths.

Specific Paths hold specialized skills pertaining to their archetype's function, and must be purchased in order to open so the character may begin to purchase skills therein. As a character grows in Level, they may take on additional Paths, and may eventually elect to select a Class for further specialization.

Table 4-1: General Path Skills			SP Cost: 0
Skill Name	SP Cost	Prerequisite	Description
Appraise	3	Read & Write	Discern the approximate value of an item.
Cookery	6	Read & Write	Produce enhanced food and drink.
Discern Condition	3	N/A	Determine whether the subject is asleep, Dead, Dying, Injured, or Unconscious.
Disguise Self	6	N/A	Attempt to disguise one's self.
Engineering †‡	5	N/A	Produce and operate siege equipment.
Escape Artist	5	N/A	Attempt to escape from manacles and other bindings more quickly.
Evasive Maneuver †◊	4	N/A	Dodge an incoming Mercy Strike.
Extra Armor †	5	N/A	Wear an additional five Armor Points.
First Aid	3	Discern Condition	Stabilize a Dying character.
Photosynthesis	0	Kaelis	Regenerate lost HP in sunlight.
Read & Write	3	N/A	Read and Write mundane texts.
Resist Charm †◊	4	1x Vitality	Resist the effects of a Charm spell or poison.
Resist Magic †◊	4	2x Vitality, 3x Character Levels	Resist a spell's effects.
Resist Poison †◊	4	1x Vitality, 2x Character Levels	Resist a poison's effects.
Resist Sleep †◊	4	N/A	Resist the effects of a Sleep spell or poison.
Scholar of (X) †	3	N/A	Gain relevant information on X subject.
Small Weapon °	2	N/A	Gain proficiency with Small Weapons.
Smithy †‡	5	N/A	Craft weapons and armor.
Spirit Augmentation †	8	1x Vitality	Endure an additional death before dying permanently.
Staff °	2	N/A	Gain proficiency with Staffs.
Superior Smelling	0	Kaddri	Track by sense of smell and detect foreign substances within foodstuffs.
Teach	6	Read & Write	Teach a skill to another character.
Trade Skill: (X) †	4	N/A	Earn a regular income.
Two Weapons	6	Weapon Proficiency	Wield two weapons simultaneously.
Vitality †	2	N/A	Gain an additional permanent Hit Point.
Weapon Proficiency †	5	N/A	Gain proficiency with a specific, chosen weapon.

† The skill may be purchased multiple times. ◊ The skill may be used once per purchase. ‡ See Production. ° See Equipment.

General Path Skills

Appraise

A character with Appraise may discern the approximate value of an item. Players with this skill are issued a list of items and their approximate values which represents their knowledge on the subject.



Cookery

With this skill, the character may utilize specialized ingredients to create foodstuffs imbued with particular properties which may then be bestowed upon those who consume them.

Only one ingredient of this nature may be used per dish or drink, and the resulting food or drink must contain a representation of the ingredient's type.

Upon serving, the culinarian must advise those about to partake of their dish of the effects they will receive.

Discern Condition

Discern Condition allows a character to accurately identify the following states: Unconscious, Injured, Dying, Dead, and Asleep.

To use this ability, the player must be within arm's reach of their target and state, "*Discerning Condition*," to which their target then may reply with their appropriate state.

Disguise Self

With this skill, the character is considered a master of disguise, allowing them disguise options that are unavailable to others. While any character may attempt to disguise themselves by means of clothing and/or hats (not including full-face masks), Disguise Self allows the player to alter their physical appearance by means of prosthetics, false appendages, skin makeup, and wigs.

Please note that while wearing a disguise, a character's racial traits (such as an Elf's ears or a Kaddri's tail) must still be worn, but may be hidden. This skill does not allow the player to alter the color of their eyes. While Disguise Self grants the player a greater selection of effective disguise options, their disguise is only as effective as they make it. Disguises are not a magical effect.

Engineering

A character with this skill may create and operate siege equipment, and produce and install locks.

Escape Artist

With this skill, a character may attempt to break free from manacles, handcuffs, and similar devices. Doing so requires one minute of role-play. A character with this skill is also trained to break free of simpler bindings such as rope, and may do so with 30 seconds of role-play.

Evasive Maneuver

This ability represents a character's situational awareness and ability to avoid an incoming Mercy Strike, and may be used once per purchase. To use this skill, the character must be fully capable of movement, conscious, and able to make use of their skills.

Extra Armor

With each purchase of this skill, a character may wear—and therefore benefit from—an additional five Armor Points' worth of armor.

First Aid

This skill allows a character to bandage the wounds of a target that is in the Dying state, thus stabilizing them and raising them to the Unconscious state. In order to utilize this skill, the player must bandage their target's arm or leg with a cloth bandage no less than two feet in length.

Photosynthesis

For each minute a Kaelis stands still in direct sunlight, they may heal for one Hit Point. If the skies are so overcast or cloudy that the sun cannot be directly seen, this skill may not be used. A character must be conscious and capable of using their skills in order to use this ability.

In addition, a Kaelis may select or design a unique

skill which relates to their particular variety of plant or fungus, with the approval of the designated Rules Development Team and appropriate documentation on the player's character sheet from a designated Logistics Officer. This benefit may only be selected during character creation.

Read & Write

This skill represents a character's literacy, and renders them capable of reading and writing non-magical texts.

Resist Charm

A character with this skill may resist one magical or poison-based Charm or Vampire Charm effect per purchase, and may only do so when conscious and capable of using their skills.

For each purchase of Resist Charm, the character must possess one purchase of Vitality.

Resist Magic

Once per purchase, the character may resist one magical effect, thanks to this ability. This skill may be purchased once for every three levels the character possesses (*I.e.* 3, 6, 9, *etc.*), and each purchase requires two purchases of the Vitality skill. To use this skill, the character must be conscious and capable of using their abilities.

Resist Poison

With this skill, a character may resist the effects of a poison once per purchase. For each purchase of Resist Poison, the character must possess one purchase of Vitality.

This skill may be purchased once for every two character levels (*I.e.* 2, 4, 6, *etc.*). To make use of this ability, the character must be conscious and capable of using their skills.

Resist Sleep

Once per purchase, this skill allows a character to resist one magical or poison-based Sleep effect. To use this skill, the character must be conscious and capable of using their abilities.

Scholar of (X)

This skill represents a character's knowledge regarding the selected topic. A greater number of purchases of this skill for a given field of study indicates a greater education therein.

Small Weapons

This skill represents a character's training in the use of small weapons, such as hatchets, saps, and daggers.

Smithy

This skill represents a character's ability to create various types of arms and armor.

Staff

With this ability, a character is treated as being well-trained in the use of Staffs and thus, proficient in their use.

Superior Smelling

Kaddri are capable of utilizing their superior sense of smell to track, effectively granting them two levels of the Tracking ability. Additionally, they may detect poisons and similar foreign substances in food or drink with three seconds of role-play, though they may not identify what the substances are.

Furthermore, Kaddri may select or design a unique skill that relates to their particular variety of animal with the approval of the designated Rules Development Team, and appropriate documentation on their character sheet from an appointed Logistics Officer. This benefit may only be selected during the character creation process.

Teach

A character with this ability may teach a skill to another character through 12 hours of role-play. Upon completion of the role-play, both players must report to a designated Logistics officer so the new skill may be applied to the student's character sheet.

Learning a skill via Teach costs half of the skills SP cost rounded up to the nearest Skill Point, so long as the student has already opened the Path the skill belongs to. Skills learned from Paths the student has not opened cost their full Skill Point price. Any given skill—so long as it normally may be purchased multiple times—may only be learned via Teach up to three times, and pupils must fulfill all prerequisite requirements for the skills they wish to learn.

Note: Class skills may not be taught to individuals who are not part of the associated Class. Necessary role-play is not required to be completed in one session, and may be performed in numerous sessions of the course of several events. While mentoring other players for the purposes of teaching new skills or training for a Class, the Teacher/Mentor may not train as a pupil, themselves.



Trade Skill: (X)

With each purchase of this skill, the character earns a regular income of five copper coins per day. Trade Skills consist of professions, both legal and illegal.

Examples include: Cobbler, Smuggler, Carpenter, Sailor, and Blacksmith.

Two Weapons

A character with this skill is treated as being proficient with wielding two weapons simultaneously, so long as they are proficient with the weapons wielded. Those who wield two weapons without this skill are treated as being non-proficient in their use, regardless of their skills.

Vitality

Each purchase of this skill grants the character an additional permanent Hit Point, up to a maximum of 30. As the character progresses and naturally gains more Hit Points, excess purchases of Vitality are refunded to them.

Weapon Proficiency

This skill may be purchased for a specific weapon (*E.g. sword, bow, pike, etc.*), representing a character's training and proficiency with the specific weapon type selected.

Although a character may wield any weapon to block and deal the weapon's base damage in combat, they must be proficient with the weapon(s) they use in order to use them in conjunction with combat abilities such as Parry, Critical Hit, Crushing Blow, or Mercy Strike.

Table 4-2: Artisan Path Skills			SP Cost: 5
Skill Name	SP Cost	Prerequisite	Description
Conserve †◊	3	1x Production Skill	Reduce materials required for crafting an item.
Craft: (X) †‡*	5	Read & Write	Produce items of a given Production Skill.
Focus Crystal †◊	6	Production Skill	Embed a Focus Crystal into an item.
Hasten †	8	N/A	Reduce time required for crafting an item.
Innovation †◊	5	Production Skill	Produce a higher-quality consumable item.

† The skill may be purchased multiple times. ◊ The skill may be used once per purchase. ‡ See Production.

* The character must meet all necessary prerequisites for the desired Production Skill in order to purchase this ability.

Artisan Path Skills

Conserve

With this ability, the Artisan may make their materials go further, reducing the number of material components necessary to produce an item by one, up to a minimum of one. This skill may be purchased once for each rank the character possesses in a Production Skill, and it may be used once per purchase.

Craft: (X)

So long as the character meets the necessary requirements noted for a given Production Skill, they may elect to use this ability to take on ranks of their desired Production Skill(s) and utilize the knowledge they grant to produce items associated with those crafts as per normal. This ability may be purchased multiple times for each Production Skill.

Production Skills include Alchemy, Apothecary, Druggist, Engineer, Fletcher, Gunsmith, Nota, Scribe, Smithy, and Trapper.

Focus Crystal

Once per purchase of this skill, the Artisan may embed a faceted crystal into an item either bearing enchantments, or intended to bear them. With the crystal's presence, one permanent or temporary spell charge of the user's choice may be used without expending the original charge, once per

day. Only one Focus Crystal may be embedded in a given object, though this skill may be purchased multiple times and is usable once per purchase.

Example: Riku's sword contains an embedded Focus Crystal, and he later has the sword Imbued with three charges of the Force Wave spell. Rather than consuming one of these three charges, the Focus Crystal allows him to utilize one of the charges once each day without expending the charges present.

Hasten

This ability represents a character's familiarity with the production process, effectively allowing them to reduce the time spent crafting individual items. For each purchase of Hasten the character possesses, the necessary time spent producing a given item is reduced by one minute per Production Level. Hasten may be purchased up to three times.

Innovation

This skill allows the Artisan to produce a more potent variation of a consumable item than normal, effectively giving the resulting item an additional use or dose thanks to its high concentration. Innovation may be purchased multiple times, and is usable once per purpose.

Item types which may be affected by Innovation include Poisons and Alchemical Substances, Salves and Salts, Scrolls, Magic Tattoos, and Potions.



Table 4-3: Barbarian Path Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Adrenaline †◇	3	1x Character Level	Negate all but one point of physical damage.
Courage †◇	4	N/A	Resist Fear effects.
Crushing Blow †◇	3	Bludgeon Weapon Proficiency	Deal Crushing damage with one melee attack.
Fracture †◇	5	Weapon Proficiency	Shatter the item struck.
One with Nature †◇	4	N/A	Cast protective spells on one's self.
Overpower †◇	3	1x Crushing Blow	Knock the target back five paces.
Unchained Beast †◇	3	N/A	Cause Fear in the target.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Barbarian Path Skills

Adrenaline

Once per purchase, this ability negates all but one point of damage received from a physical attack. Adrenaline may be purchased once per character level, and may only be used when the character is conscious and capable of using their abilities.

Courage

Using this ability, a character may resist the magical effects of Fear once per purchase. The character must be conscious and capable of utilizing their skills in order to use this ability.

Crushing Blow

When used with a bludgeoning weapon such as a mace, club, or staff, this skill may be used to deal Crushing damage with the character's next attack. This ability may be used once per purchase.

Fracture

With this skill, a Barbarian may call "*Fracture*" in place of their typical damage call; effectively shattering the object they strike, once per purchase.

One with Nature

Utilizing their close connection with nature, the Barbarian may call upon Gaia to grant himself protection. The use of One with Nature does not spend a Spell Slot, and may be done without having purchased Divine Arts.

One with Nature does not require an incantation—Instead, the Barbarian may state the name of the effect they wish to activate, while making contact with themselves.

This skill may be purchased twice, may be used once per purchase, and may impart the effects of one of the following spells: *Divine Armor*, *Protection from Poison*, *Protection from Magic*, *Resist Element*, and *Reflect Magic*.

Overpower

For each purchase of Crushing Blow, Overpower may be purchased once. With it, the character may add "*Knock-back*" to the beginning of their damage call, knocking their target back five paces upon contact. This skill may be used once per purchase.

Unchained Beast

Letting out a fierce cry before attacking, the Barbarian may add "*Cause Fear*" to the start of their damage call, afflicting their target with the Fear effect once per purchase.

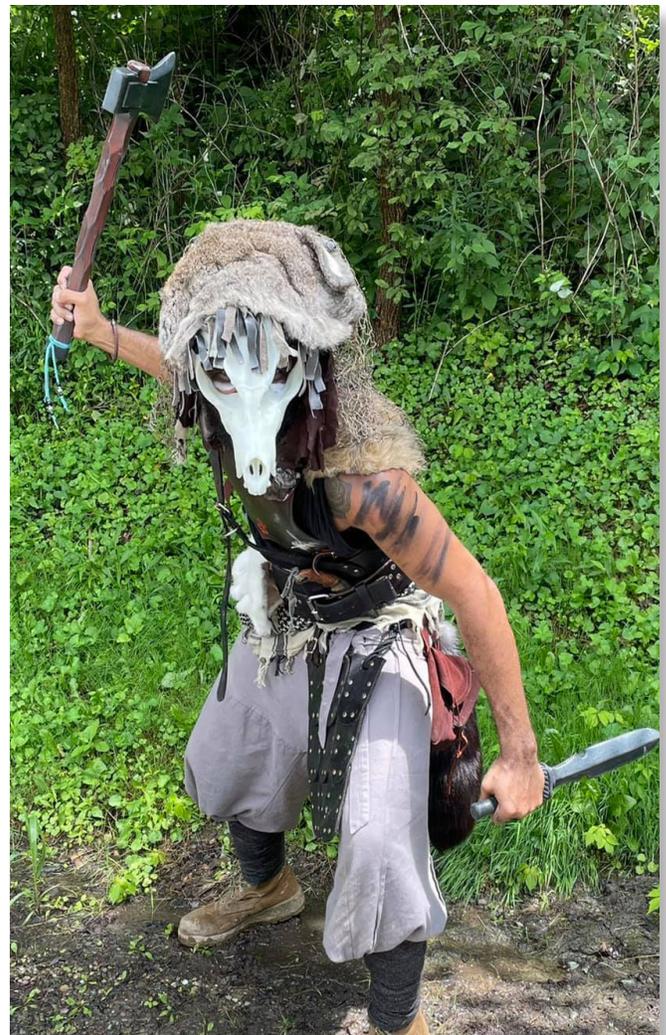


Table 4-4: Fighter Path Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Cleave †◇	3	3x Critical Hit	Deal +3 damage with three melee attacks.
Critical Hit †◇	2	Weapon Proficiency	Deal +1 damage with three melee attacks.
One-Handed Blade °	3	N/A	Gain proficiency with all one-handed blades.
One-Handed Bludgeon °	3	N/A	Gain proficiency with all one-handed blunt weapons.
Parry †◇	4	Weapon Proficiency	Negate one incoming physical attack.
Polearm °	6	N/A	Gain proficiency with all pole weapons.
Shield °	3	N/A	Gain proficiency with shields.
Shield Bash †◇	4	Shield	Stun a foe by striking them with a shield.
Strength †	6	3x Cleave, 5x Character Levels	Deal +1 damage with all melee weapons.
Two-Handed Blade °	6	N/A	Gain proficiency with all two-handed blades.
Two-Handed Bludgeon °	6	N/A	Gain proficiency with all two-handed blunt weapons.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ° See Equipment.

Fighter Path Skills

Cleave

While using a melee weapon they are proficient with, a character may use this skill to deal an additional three points of damage for three consecutive attacks, once per purchase. In order to purchase Cleave once, the character must first purchase Critical Hit three times.

Critical Hit

With each purchase of this skill, the character may add an additional point of damage to three consecutive attacks, once. This ability may only be used with melee weapons the character is proficient with.

One-Handed Blade

This skill represents a character's training and resulting proficiency with all one-handed bladed weapons.

One-Handed Bludgeon

With this ability, a character is considered to be well-trained and therefore proficient with all one-handed bludgeoning weapons.

Parry

For each purchase of Parry, a character may avoid the damage of a physical attack by calling, "Parry!" Spells, Channel Strikes, and Gas Poisons cannot be parried with this skill, and it may only be used when the character is wielding a weapon they are proficient with.

Polearm

A character with this skill is treated as having been well-trained and thus proficient with pole weapons.

While normally wielded in both hands, pole weapons may be wielded in one hand; though doing so reduces the weapon's damage output to half its

standard value, rounded down to the nearest point of damage.

Shield

This skill represents a character's training and proficiency with the use of shields. Shields are used to protect the user against physical damage and are impervious to destruction by such means. Gas poisons, spells, and abilities such as Fracture however, may still affect them or the character wielding them.

Shield Bash

A character with this skill may strike a foe with their shield once per purchase. When struck, Shield Bash causes the target to suffer the Stun effect for five seconds. Shield Bash may only be used in conjunction with shields without protruding bolts or other potentially-hazardous features.

Strength

For every five character levels (*I.e.* 5, 10, 15), and three purchases of Cleave, the character may purchase the Strength skill once. With it, they may deal an additional point of damage with all melee weapons they are proficient with, permanently.

Strength may be purchased up to three times.

Two-Handed Blade

This skill represents a character's training and proficiency with all large bladed weapons that may be wielded in two hands. However, two-handed weapons may be wielded in one hand, but doing so reduces the damage they deal to half of the standard value, rounded down to the nearest point of damage.

Two-Handed Bludgeon

This skill represents a character's training and proficiency with two-handed bludgeoning weapons. Two-handed weapons may be wielded in one hand, but doing so reduces the damage they deal to half of the standard value, rounded down to the nearest point of damage.

Table 4-5: Mage Path Skills			SP Cost: 5
Skill Name	SP Cost	Prerequisite	Description
Apothecary †‡	4	Divine Spell Slot Level 3 x1	Create and identify potions.
Arcane Arts	4	Read & Write	Represents a character's Arcane Magic training.
Cantrip †	3	Arcane/Divine Spell Slot Level 1 x1	A weak spell with five uses per purchase.
Channel Magic †◇	5	Weapon Proficiency, Arcane/Divine Spell Slot x1	Deliver a spell by touch, through a weapon.
Divine Arts	4	Read & Write	Represents a character's Divine Magic training.
Nota †‡	3	Arcane/Divine Spell Slot Level 3 x1	Create and identify magical tattoos.
Scribe †‡	3	Arcane/Divine Spell Slot Level 3 x1	Create magical scrolls.
Spell Barrage †◇	4	Arcane/Divine Spell Slot x1	Cast a single spell on up to five targets at once.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ‡ See Production.

Table 4-5a: Spell Slots				
Skill Name	Primary School SP Cost	Secondary School SP Cost	Prerequisite	Description
Spell Slot Level 1 †◇*	1	2	Arcane/Divine Arts	Cast any 1st-level Spell from the chosen School.
Spell Slot Level 2 †◇*	1	2	Spell Slot Level 1 x3	Cast any 2nd-level Spell from the chosen School.
Spell Slot Level 3 †◇*	2	3	Spell Slot Level 2 x3	Cast any 3rd-level Spell from the chosen School.
Spell Slot Level 4 †◇*	3	4	Spell Slot Level 3 x3	Cast any 4th-level Spell from the chosen School.
Spell Slot Level 5 †◇*	3	4	Spell Slot Level 4 x3	Cast any 5th-level Spell from the chosen School.
Spell Slot Level 6 †◇*	4	5	Spell Slot Level 5 x3	Cast any 6th-level Spell from the chosen School.
Spell Slot Level 7 †◇*	5	6	Spell Slot Level 6 x3	Cast any 7th-level Spell from the chosen School.
Ritual Magic †◇*	5	6	Spell Slot Level 7 x1	Cast Ritual Spells and use Ritual scrolls.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic.

Mage Path Skills

Apothecary

This skill represents a character's training in the brewing and identification of potions. A character may begin purchasing ranks in Apothecary so long as they possess at least one Third-Level Divine Spell Slot.

Arcane Arts

With this ability, a character is treated as being educated in the basic use of Arcane magic. With it, they may identify and use non-Ritual Arcane scrolls.



Cantrip

A Cantrip is a type of spell that a Mage may cast five times per purchase. Initially, a Mage may select one Cantrip after learning their first Spell Slot of the first level, and may learn new Cantrips every fifth level (1, 6, 11, etc.).

Upon their character adding a Cantrip to their character sheet, the player must declare which Spell it will use, and the mage may select any First-Level Spell they may otherwise normally cast for such purposes.

Channel Magic

With this ability, a character may cast a Spell through their weapon, rather than with a Spell Packet. To do so, the character uses the appropriate Spell Slot for the Spell they wish to use in conjunction with this ability, and strikes the target with their weapon calling, "*Channel Strike: <Spell Name>*" in place of an incantation or damage call.

The use of this skill also consumes the relevant Spell Slot.

Divine Arts

A character with this ability is considered proficient with basic Divine magic, and is capable of identifying and using non-Ritual Divine scrolls.

Nota

This ability allows the character to create, identify, and apply magical tattoos. A character may begin purchasing ranks of the Nota skill so long as they possess at least one Third-Level Spell Slot of either the Arcane or Divine School.

Ritual Magic

A character may begin purchasing ranks in Ritual Magic after they have obtained at least one Level 7 Spell Slot of either school, but may only build Ritual Magic ranks of the same school. With this skill, a character may identify and make use of Ritual scrolls, and use their Ritual Magic levels to cast Ritual spells.

Scribe

This skill represents a character's ability to create magical scrolls, and may be purchased by a character with the ability to cast Third-Level Spells.

Spell Barrage

For each purchase of this ability, a character may cast a Spell and make use of five Spell Packets at once in doing so. If multiple Spell Packets strike an individual from the same Spell Barrage, they are only affected once. The use of this ability also uses a Spell Slot.

When casting a Spell via Spell Barrage, the standard incantation of the Spell is replaced with "*Spell Barrage: <Spell Name>.*"

Spell Barrage cannot be used with Touch-Cast spells or abilities such as Channel Magic. A character may purchase Spell Barrage for every other character level (*I.e. 1, 3, 5, etc.*).

Spell Slots

A Spell Slot allows the character to cast one Spell of the School and level it is purchased for. Spell Slots, like combat-focused skills, are replenished by the Renewing Winds. When a character purchases either Arcane or Divine Arts, the first is considered to be that of their Primary School when determining the cost of Spell Slots, and the second naturally, serves as their Secondary School. For each Spell Slot of a new level, the character is granted the ability to cast any Spell from the appropriate School of magic of that level, and may select any such Spell they desire to cast so long as they have an expendable Spell Slot remaining. Additionally, should a character expend their available Spell Slots of a given level of Spell and School, they may elect to use those of higher levels from the same School in their stead.

When purchasing Spell Slots, it is important to note that they must be purchased in a column fashion: Three Spell Slots of a given School must be purchased before any Spell Slots of the next

level may be purchased, and Spell Slots of a higher level may not be purchased in greater quantities than those of lower levels. Players may however, elect to purchase a large quantity of low-level Spell Slots initially, and continue to do so as they take on more advanced Spell Slots.

Note that Mages must keep a Spell Book or Grimoire on their person to serve as a focus for Spell-casting. Should this book be unavailable to the character and they otherwise lack abilities which may allow them to cast Spells without its presence, they shall be unable to utilize their available Spell Slots and other abilities which work in conjunction with them. Furthermore, upon purchasing one Seventh Level Spell Slot, the character may begin purchasing Ritual Magic for the appropriate School if they so desire, without the necessity of maintaining a column form in regards to their "lesser" Spell-Slots and the number of purchases of Ritual Magic.



Table 4-6: Monk Path Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Dexterity †	4	N/A	Gain +2 points of armor.
Dodge †◇	5	3x Dexterity	Negate one incoming attack, spell, or poison.
Iron Fist †◇	4	3x Shout of Spirit	Deal +3 damage with three unarmed attacks.
Shout of Spirit †◇	2	Unarmed	Deal +1 damage with three unarmed attacks.
Style Master †	5	3x Iron Fist, 5x Character Levels	Deal +1 damage with all unarmed attacks.
Unarmed °	4	N/A	Gain proficiency in unarmed combat.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ° See Equipment.

Monk Path Skills

Dexterity

For each purchase of Dexterity, a character gains two Armor Points, up to a maximum of 20. Armor Points granted through Dexterity do not stack with those granted by physical armor, when said armor provides more than 10 points of protection. Dexterity-based Armor Points do not require a physical representation.

Depleted Armor Points granted by Dexterity may be replenished via one minute of stretching or similar role-play.

Dodge

With this ability, a character may avoid the effects of an attack by means of weapon, poison, or Spell, once per purchase. Dodge may not be used to protect the character from Area of Effect abilities such as Force Wave, poison gases emitted from traps, or voice-radius spells, and it may not be used to defend against attacks the character is unaware of, such as Mercy Strike. The character must be conscious and capable of using their skills in order to employ this ability, and Dodge may be purchased once for every three purchases of Dexterity.

Iron Fist

A character with this skill, a character may deal an additional three points of damage with three consecutive unarmed attacks, once per purchase. Iron Fist may be purchased once for every three purchases of Shout of Spirit the character possesses.

Shout of Spirit

This skill allows a character to deal an additional point of damage with three consecutive unarmed attacks.

Style Master

With this skill, a Monk may deal an additional point of damage with their fists at all times. This skill may be purchased once for every three purchases of Iron Fist the character possesses, in addition to every five character levels (I.e.5, 10, 15, etc.). Style Master may be purchased up to three times, and its effects do not stack with other melee damage enhancement skills such as Strength.

Unarmed

The Unarmed skill represents a character's training and proficiency in fighting without a weapon. Monks may block incoming physical attacks with their forearms, if they make an obvious effort to do so.

Though a player must wear padded sparring gloves which must be approved of on a case-by-case basis, the character's hands are simply wrapped, bare, or treated as utilizing simple equipment such as small metal bands worn to reinforce and protect the fighter's knuckles and provide a harder striking surface. Unless otherwise utilizing enchantments or special modifications for these wraps and weapons, no Item Tag is necessary for a Monk's gloves, and should a tagged set of such gloves be destroyed, the Monk may continue to use their fists to deal Normal damage.

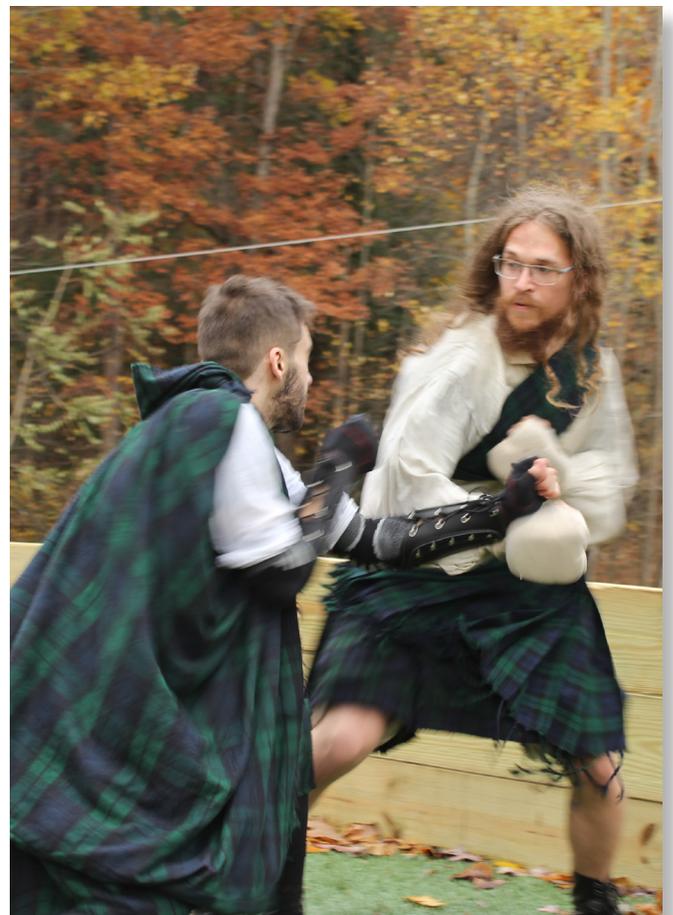


Table 4-7: Paladin Path Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Alignment †	3	5x Character Levels	Attune to positive or negative energies.
Evil Eye †◇*	5	Alignment (Negative) x2, 5x Character Levels	Silence those within earshot.
Glory Kill †	5	10x Character Levels	Cause Fear following a Coup de Grace.
Grand Bounty †◇*	5	Alignment (Positive) x2, 5x Character Levels	Deliver a Cure Wounds spell to those within earshot.
Healing Touch †◇*	3	Alignment (Positive) x1	Deliver a Cure Wounds spell via touch.
Miracle †◇	5	Alignment (Positive) x2	Utilize the Revive spell.
Purge Impurity †◇	2	N/A	Remove diseases and other negative effects.
Rallying Cry †◇	4	5x Character Levels	Remove Fear from those within earshot.
Rot Armor †◇*	3	Alignment (Negative) x1	Deteriorate physical armor by 10 points.
Rot Soul †◇	5	Alignment (Negative) x2	Utilize the Cause Death spell.
Shatter Oppression †◇	2	Alignment (Positive) x1	Remove movement-impairing effects via touch.
Shield of Contempt †◇	3	Alignment (Negative) x1	Reflect an effect that would normally be Resisted.
Shield of Faith †◇	2	N/A	Utilize the spells Divine Armor or Shield.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * Alternative Alignment effects available.

Paladin Path Skills

Alignment

Purchasing an alignment—be it positive or negative—represents the character’s attunement to the energies often called upon by Divine spell-casters, offering the Paladin opportunities to utilize spell-like abilities to grant themselves versatility on the battlefield.

Upon purchasing an Alignment, the character must declare whether it is of a positive or negative nature, and Alignments may be purchased initially at First Level, and for every five levels thereafter (I.e. 1, 6, 11, etc.).

Evil Eye

For each purchase of this ability, the Paladin may inflict the Silence effect upon all within earshot, calling, “*Voice-radius: Silence* in a firm, speaking tone. This form of Evil Eye may be purchased so long as the character has selected two negative Alignments, and once for every five character levels.

Alternatively, if the Paladin has taken a positive Alignment in the same degree, they may impart the effects of the Restore spell via touch, and simply stating the name of the effect, “*Restore.*”

Glory Kill

This skill may be purchased once for every 10 levels the character gains. After purchasing Glory Kill, a successful Coup de Grace causes the character’s next weapon attack to carry the Fear effect, allowing them to add “*Cause Fear*” to the beginning of their damage call. A second purchase of this ability imparts this effect to two attacks following a Coup de Grace.

Grand Bounty

Purchasable by a Paladin with two positive Alignments and once for every five character levels, this skill allows the Paladin to cast a voice-radius: Cure Wounds spell by calling out, “*Voice-radius: Cure Wounds.*”

Alternatively, a Paladin with a negative Alignment may utilize a Cause Wounds spell in the same form, and adjust the necessary call to match.

Healing Touch

Once per purchase of this ability, a Paladin with a positive Alignment may deliver a Cure Wounds spell via touch. Doing so requires no incantation, and is cast simply by stating the name of the effect.

Alternatively, a Paladin with a negative alignment may use this ability to deliver Cause Wounds spells instead.

Miracle

This ability allows the a Paladin with a positive Alignment to revive a slain creature once per purchase, without the need for Divine magic or Seventh-Level Spell Slots. Due to the intense magical energy necessary to use this ability however, Obern and Rune Knights are incapable of utilizing it. Miracle may be purchased twice.

This effect is delivered via touch, and its incantation is, “*By my will, I Revive you.*”

Purge Impurity

Once per purchase of this skill, the Paladin may remove diseases, intoxication, and mind-affecting status effects such as Charm, Idiocy, Insanity, Mindwipe, and Silence from themselves and others; though the Paladin must first tend to their own affliction should they be influenced by effects which would normally render their skills useless, themselves. Similarly, this ability may be utilized to neutralize the effects of Nerve Gas and Sleep. Like other skills, the Paladin must be conscious to make use of this ability.

This spell-like effect is delivered via touch and is accompanied by the phrase, *“By my will, I Purge Impurity.”*



Rallying Cry

With this skill, the character may issue a call of *“Voice-radius: Remove Fear”* in a firm, speaking tone, effectively removing the effects of Fear from those within earshot. This skill may be used once per purchase, and may be purchased once for every five levels the character possesses.

Rot Armor

Once per purchase of this skill, a Paladin with a negative Alignment may issue a Spell Packet-based attack, effectively causing 10 points of damage to

their target's armor with the phrase, *“By my will, I corrode your armor.”*

A Paladin with a positive Alignment however, may repair 10 points of armor using the phrase, *“By my will, I mend your armor.”*

Rot Soul

With this skill, a Paladin with two negative Alignments may deliver a Spell Packet-based Cause Death spell with the incantation, *“By my will, I Cause Death.”*

Shatter Oppression

A Paladin with a positive Alignment may use this skill once per purchase to free themselves or others from magical bindings and other movement-impairing effects including Entangle, Hold, and Web. To do so, they may utilize a Spell Packet and recite the incantation, *“By my will, I Release you.”*

Shield of Contempt

With this ability, a Paladin with one negative Alignment may call *“Reflect”* once per purchase, in place of otherwise using a Resist skill, including Resist Charm, Resist Magic, Resist Poison, and Resist Sleep.

The use of this skill consumes both it, as well as the converted Resist ability, and it may only be utilized once for a given effect.

Example: Thoril uses Shield of Contempt to convert his Resist Magic into a Reflect Magic to reflect a Cause Death spell back at the Mage who had initially cast it. The Mage then reflects the spell back to Thoril, who may not use a second Shield of Contempt to reflect it back once more, and must instead resort to expending a normal Resist Magic ability.

Shield of Faith

Once per purchase of this skill, a Paladin may grant themselves or another the effects of the Divine Armor or Shield Spells. Doing so does not require the use of Divine magic or Spell Slots, and requires only that the Paladin touch their target and recite the incantation, *“By my will, I grant you <Divine Armor/a Shield.>”*

Table 4-8: Ranger Path Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Archery [*]	4	N/A	Gain proficiency with bows, crossbows, and slingshots.
Crippling Shot †◇	3	Archery	Apply the Crippling effect to one shot.
Daze †◇	3	Archery	Apply the Stun effect to one shot.
Expand Quiver †	5	Archery	Improve a quiver's ammunition capacity.
Exploit Weakness †◇	4	3x Overdraw	Deal +3 damage for three attacks with an Archery weapon.
Fletcher †‡	3	N/A	Produce bows, crossbows, slingshots, and their ammunition.
Hunter of (X) †	3	Weapon Proficiency	Deal +1 damage against a specific type of creature.
Overdraw †◇	2	Archery	Deal +1 damage for three attacks with an Archery weapon.
Pinning Shot †◇	3	1x Crippling Shot	Apply the Pin effect to one shot.
Recover Arrows	4	Archery	Recover & reuse half a spent quiver's ammunition.
Sharp Eye †	6	3x Exploit Weakness, 5x Character Levels	Deal +1 damage with Archery weapons.
Tracking †	3	N/A	Attempt to track a target.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ‡ See Production. ^{*} See Weapons.

Ranger Path Skills

Archery

A character with this skill is considered well-trained and proficient with all manner of archery weapons, including bows, crossbows, and slingshots.

Crippling Shot

Once per purchase of this ability, the Ranger may add the Crippling modifier to the beginning of their damage call when attacking with a bow, crossbow, or slingshot, and inflict the Crippled effect upon their target.

Daze

With this ability, a character may add the Stun modifier to the beginning of their damage call when attacking with an Archery weapon, effectively allowing them to inflict the Stun effect upon their target once per purchase.

Expand Quiver

This skill allows a character the ability to contain an additional 10 units of ammunition in any quiver they possess, up to a maximum of 30. Initially, quivers may hold up to 10 projectiles.

Exploit Weakness

For every three purchases of Overdraw a character possesses, they may purchase Exploit Weakness once. With it, they may deal an additional three points of damage with three consecutive shots from an archery weapon, once per purchase.

Fletcher

With this ability, a Ranger may produce bows, crossbows, slingshots, and their respective ammunition.

Hunter of (X)

This skill represents a character's knowledge regarding a specific creature's weaknesses (*E.g. Bears, Zombies, Humans, etc.*). With it, they may deal an additional point of damage against the specified creature, per purchase. Hunter of (X) may be purchased up to three times for a given creature type, and the creature must be specified at the time of purchase.

Overdraw

For each purchase of Overdraw, a character may deal an additional point of damage with Archery weapons for three consecutive attacks, once per purchase.

Pinning Shot

For each purchase of Crippling Shot, Pinning Shot may be purchased once. With it, the character may use it to apply the Pinning modifier to the start of their damage call when attacking with an Archery weapon, and inflict the Pin effect upon their target once per purchase.

Recover Arrows

A character with this ability may recover and reuse half of their spent Archery ammunition, rounded down.

Sharp Eye

A character with this skill may deal an additional point of damage with the Archery weapons they are proficient with, once per purchase. Sharp Eye may be purchased once for every three purchases of Exploit Weakness, and every five character levels (*I.E. 5, 10, 15, etc.*) up to three times.

Tracking

This ability represents a character's ability to track another creature but does not guarantee success. More ranks indicate better skill and chances, though.

Table 4-9: Rogue Path Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Alchemy †‡	5	Read & Write	Create and identify alchemical substances.
Fatal Blow †◊	3	3x Sneak Attack	Deal +5 damage from behind a foe for three attacks.
Mercy Strike †◊	3	Weapon Proficiency	Render a target unconscious.
Pickpocket †	4	N/A	Attempt to steal items off a target's person.
Pick Locks	6	N/A	Attempt to pick locks.
Piercing Strike †◊	3	Small Weapons, 1x Character Level	Deal Piercing damage with a dagger.
Sneak Attack †◊	2	Weapon Proficiency	Deal +1 damage from behind a foe for three attacks.
Thrown Weapon ◊	4	N/A	Gain proficiency with thrown projectile weapons.
Trapper †‡	5	N/A	Create and arm traps.

† The skill may be purchased multiple times. ◊ The skill may be used once per purchase. ‡ See Production. ◊ See Weapons.

Rogue Path Skills

Alchemy

A character with this skill may create, identify, and mix poisons and other alchemical substances into food and drink.

Fatal Blow

Once for each purchase of this skill, a Rogue may issue three consecutive attacks from behind their target, dealing an additional five damage while doing so. For every three purchases of Sneak Attack, the character may purchase Fatal Blow once.

Mercy Strike

Once per purchase, the character may strike a target from behind and render them unconscious. The call for this attack is, “*Mercy Strike*,” and is considered Out-of-Game.

Mercy Strike may only be performed with melee and blunt thrown weapons with which the character is proficient.

Note: This ability renders the target unconscious for one minute, but does not reduce their Hit Points or place the character into the Unconscious state; rather, after the duration passes, the target awakens with the same Hit Point total as they had when they were attacked, unless they otherwise receive damage within this time frame.

Pickpocket

With this ability, the character may attempt to steal directly from another person's pocket or pouch, but success is not guaranteed. Each additional purchase allows the thief to steal more items in a single attempt.

To pick a pocket, the player must attach a clothespin to the desired pocket or pouch, and contact a Thief GM to recover the stolen items from their target. The thief may advise the Thief GM if they are attempting to take a specific kind of item—such as potions or coins—but the items taken are

randomized at the discretion of the Thief GM.

Pick Locks

A character with this skill possesses the ability to attempt to pick a lock, but they are not guaranteed success in doing so.

Players are expected to provide their own lock picks. However, in the event that such tools are restricted by law in the real world, players must possess representations of similar tools, while the Event Staff and those players who wish to utilize locks must provide an alternative method for bypassing them.

Piercing Strike

Once per purchase, this ability allows the character to issue a melee attack with a dagger, using the Piercing damage modifier. This skill may be purchased once per character level.

Sneak Attack

With this skill, a character may deal an additional point of damage while striking their target from behind with a weapon they are proficient with, for three consecutive attacks, once per purchase.

Thrown Weapon

This ability represents a character's training and proficiency in the use of thrown weapons, such as shuriken, javelins, and throwing knives, axes, and rocks.

Trapper

A character with this skill may produce various forms of traps. In addition, characters with this ability may set and arm—as well as rearm—traps they possess or those which they come across.

All characters may attempt to disarm traps, regardless of their skills.

Table 4-10: Technician Path Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Dismantle †◊	3	N/A	Break items down for material components.
Druggist †‡	4	Read & Write	Produce and identify salves and salts.
Firearms °	4	N/A	Gain proficiency with pistols and rifles.
Gunsmith †‡	4	Read & Write	Produce pistols, rifles, and their ammunition.
Precise Shot †◊	2	Firearms	Deal an additional point of damage with three shots.
Repair †◊	3	Read & Write	Repair a broken item.

† The skill may be purchased multiple times. ◊ The skill may be used once per purchase. ‡ See Production. ° See Weapons.



Technician Path Skills

Dismantle

A Technician with this ability may dismantle items with one minute of role-play, once per purchase. In doing so, the object will be destroyed, but will grant the Technician a number of supplies associated with the item's necessary Production Skill and production level. These supplies may then be used as crafting materials to aid in the production process.

Druggist

A character with this ability may create and identify salves and salts.

Firearms

This ability represents a character's training and proficiency with pistols and rifles.

These weapons are represented by foam dart blasters with magazine capacities of no more than six rounds. Guns must be modified to meet the aesthetic standards of the LARP.

Gunsmith

Technicians with this ability may produce pistols, rifles, and bullets.

Precise Shot

Once per purchase of this skill, the Technician may deal an additional point of damage with three consecutive attacks with a firearm.

Repair

With one minute of role-play, the Technician may repair a broken weapon or set of armor once per purchase. Items repaired in this manner lose any previously-applied magical effects and enchantments.

Classes



Classes

Upon reaching Level 10, a character may choose to devote themselves to a specialized Path, called a Class. Classes provide a means to excel in particular means, such as protection, control of a battle, or expertise with a certain weapon; though doing so leaves behind areas of study that do not further this goal. Some classes may also offer a number of specialty items that can be crafted by particular means of production.

A character who pursues a Class must seek out a mentor to train them for no less than 36 hours, and training may begin at any time prior to the character reaching 10th Level. While training for a Class—as with training per the Teach skill—additional skills or Class training cannot be undertaken by the pupil at the same time as their Class training. Likewise, the mentor may not act as a pupil in any form while actively training a pupil themselves, and a mentor may only train one pupil at a time. As with the Teach skill, the training necessary for a Class may be completed over the course of multiple events, and the pupil must train in the presence of their mentor for the majority of the overall duration. Once finished, the mentor and pupil must report to a designated Logistics Officer to have the training properly documented as necessary.

Note: A mentor is not required to possess the Teach skill in order to train a pupil to enter a Class; they must simply be a member of the Class, themselves. As with a Path, a character must spend Skill Points to gain access to the ability to purchase skills from the Class.

Table 5-1: Classes and Prerequisites

Class	Prerequisites
Assassin	Monk Path, Rogue Path
Bard	Mage Path, 5x Trade Skill: Performer
Bone Guard	Fighter Path, 5x Vitality
Commander	Fighter Path, Teach
Conduit	1x Arcane Ritual Magic
Dragoon	Polearm proficiency
Druid	Barbarian Path, 1x Divine Ritual Magic
Duelist	Fighter Path, Two Weapons
Hospitalier	Fighter Path, Paladin Path
Marksman	Technician Path
Necromancer	Mage Path, 1x Divine Ritual Magic
Oracle	Mage Path, 1x Divine Ritual Magic
Ritualist	1x Arcane or Divine Ritual Magic
Royal Guard	Fighter Path, Mage Path
Rune Knight	Fighter Path, 1x Arcane Ritual Magic
Shura	Barbarian Path, Monk Path
Titan	Barbarian Path, Fighter Path
Warden	Ranger Path, Rogue Path



Assassin Class

Requirements: Monk Path and Rogue Path

Gameplay

Assassins stalk their prey from the shadows and strike when they find an opening. Most often, Assassins prefer the use of daggers and short swords, though many are also skilled martial artists, or employ potent alchemical substances and poisons.

Assassins are masters of shadows and silence, and are trained to quickly eliminate a target, and vanish before being detected. While most would assume an Assassin to be a hired blade, few know their true motives.

Rumors suggest Assassins wield supernatural powers, granting them the ability to bypass nearly any physical or magical barrier.

Table 5-2: Assassin Class Skills				SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description	
Assassin's Strike †	4	3x Fatal Blow, 5x Character Level	Deal +2 damage from behind a foe with all Small Weapons.	
Shadow Arts	3	N/A	Represents a character's specialized training in stealth and infiltration.	
Shadow Dance †◇	4	Shadow Arts	Teleport from shadow to shadow.	
Shadow Step †◇	5	Shadow Arts	Pass through magical barriers.	
Silent Knife †◇	4	Shadow Arts, 1x Fatal Blow	Instantly kills the target.	
Smoke Bomb ‡	3	Shadow Arts, 3x Alchemy	Produce Smoke Bombs.	

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ‡ See Production.

Assassin Class Skills

Assassin's Strike

Representing the character's advanced training with Small Weapons, Assassin's Strike grants an additional two points of damage dealt with all Small Weapons. This skill may be purchased up to three times, and may be purchased once for every three purchases of Fatal Blow and five character levels (I.E. 5, 10, 15) the character possesses. This skill may be used while unarmed, but does not stack with the effects of Style Master.

Shadow Arts

Clans of Assassins closely guard their knowledge of techniques and alchemical recipes. A character with this skill is considered to have gained access to this knowledge.

Shadow Dance

Once per purchase, the Assassin may meld into the shadows and move about while Out-of-Game for up to 30 seconds. During this time, they may talk, interact with objects, and may be affected by Area of Effect effects, but they may not attack or be subjected to attacks, themselves. Should the max duration be met or exceeded, the Assassin suffers from Shadow Sickness until the next Renewing Winds. Note as well, that Shadow Dance may not be activated while the Assassin or any of their equipment remains under the effects of the Light spell.

Shadow Step

With three seconds of role-play, an Assassin may pass through a magical barrier once per purchase. One use of this skill allows the character to pass one-way through a Wall of Force or similar barrier.

Silent Knife

With this skill, a character may mortally wound their target with a single blow from behind; causing their target to immediately enter the Dead state. The call to activate this skill is, "<Damage Type> Silent Knife," and is Out-of-Game.

Silent Knife may be purchased once for each purchase of Fatal Blow. This skill bypasses the protection of Divine Armor, and may only be defended against by means of Evasive Maneuver.

Smoke Bomb

A Smoke Bomb is an alchemically-crafted item that blinds anyone nearby when it is thrown to the ground.

To use a Smoke Bomb, the user throws a green Spell Packet to the ground and calls, "Smoke Bomb" in a firm speaking voice, causing anyone who hears the call to be blinded for five seconds.

Table 5-2a: Additional Alchemy Production (Assassin Class)								
Item Name	C	G	I	W	Item Level	Components	Description	Duration
Smoke Bomb		X			3	4x Plant/Fungi	Causes blindness to those in earshot.	5 Sec.

Bard Class

Requirements: Mage Path and (5) Trade Skill: Performer

Gameplay

Bards are skilled in the performing arts; employing poetry, music, and similar means of entertainment to help their patrons recover from injuries and restore magical energies.

The Bard is a master of entertainment. They captivate their audience with skilled performances and leave them with a sense of renewal—and a bit less coin. Most Bards are skilled musicians, though many more find acting, acrobatics, or poetry to suit them better. While Bards find little use on open battlefields, many tavern-goers or passers-by enjoy their performances and appreciate the benefits they bring.

Skill Name	SP Cost	Prerequisite	Description
Aria of Restoration †◇	4	Divine Arts	Acts as the spell, Restore.
Ballad of the Magus †◇	6	Arcane Arts	Restores spent Spell Slots.
Battle Hymn †◇	4	N/A	Gain proficiency with wielded weapons.
Hymn of the Goddess †◇	5	Divine Arts	Heal audience members.
Song of Rejuvenation †◇	8	N/A	Restores expendable skills.
Song of Valor †◇	3	N/A	Grants immunity to Fear effects.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase



Bard Class Skills

Aria of Restoration

After spending at least one minute performing, the Bard's audience is granted the effects of the Restore spell. At the beginning of the performance, the Bard must first announce the name of this ability to the audience.

Ballad of the Magus

After announcing the name of this ability to the audience, the Bard may perform, restoring one spent Spell Slot per minute. Spell Slots restored in this way are replenished from lowest to highest level, and only spells of levels one through four are affected. This ability does not grant additional Spell Slots.

Example: Terry has spent three First-Level, and two Second-Level Spell Slots. His First-Level Spell Slots will all be replenished before his Second-Level Spell Slots will be affected.

Battle Hymn

Once per purchase, the Bard may sing or hum a tune, and grant themselves proficiency with whatever weapon or shield they wield for the duration of the song. While under the effects of Battle Hymn, the Bard may also add the Piercing or Crushing damage modifiers to their damage call for three attacks, if they are wielding a bladed or bludgeoning weapon respectively.

Hymn of the Goddess

To begin using this skill, the Bard must announce its name to the audience. During the performance, members of the audience are healed for one Hit Point per minute.

Song of Rejuvenation

With at least one minute of performance, the Bard's song restores one spent skill for each member of their audience, for each minute the performance lasts. The skills refreshed in this manner are renewed in the order of the audience member's choice, and this effect does not affect Spell Slots.

To begin this performance, the Bard must first announce the name of the ability. Note however, that this ability may not be used to replenish the Bardic abilities of other Bards, nor of the Bard performing the Song of Rejuvenation.

Song of Valor

To begin, the Bard must announce the name of the ability before their performance. After at least one minute of performance, the audience is granted immunity to the next Fear effect they may receive.

Bone Guard Class

Requirements: Fighter Path and (5) Vitality

Gameplay

The Bone Guard uses blood magic to sustain themselves in a fight, in order to protect those around them, firmly holding to the mentality of “the best defense is a better offense.”

Due to the corruptive nature of the Bone Guard’s blood magic, the character suffers from Inverse Healing once they become a Bone Guard.

Rumors tell of those who bind their souls to beings of ancient power in exchange for a portion of those powers. Those who practice this form of martial training are referred to as Bone Guards. It is often thought that on the brink of death, a Bone Guard goes mad from the scent of their own blood, driving them into a rage and blood-thirst so volatile, their body gives way after a sudden surge of extreme physical demand.

Table 5-4: Bone Guard Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Blood Strike †◇	4	1x Siphon Strike	Deal +3 damage by inflicting 3 points of damage to self.
Harvest †◇	4	1x Blood Strike	Consume a helpless target to recover from injuries.
Siphon Strike †◇	3	N/A	Recover HP equal to weapon base damage.
Sown Silence †◇	5	N/A	Inflicts Silence as a Channel Strike effect.
Undying †◇	10	1x Harvest	Temporarily remain conscious and under the Insanity effect when normally Unconscious.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Bone Guard Class Skills

Blood Strike

For each purchase of Siphon Strike, the Bone Guard may purchase Blood Strike once. With this skill, they may deal an additional three points of damage with one blow. However, in order to use this ability, the Bone Guard must rake their weapon across their body, dealing three points of damage to themselves which cannot be mitigated by any means such as Adrenaline, Divine Armor, or the protection of armor. Blood Strike may be used once per purchase.

Harvest

Once per purchase, Harvest enables the Bone Guard to consume the life force of any helpless creature within reach, fully healing any sustained injuries in the process, while serving as a Coup de Grace to the target. This skill may be used once per purchase, and requires at least three seconds of role-play to complete; along with the call, “Harvest.”

Harvest may be purchased once for each purchase of Blood Strike.

Siphon Strike

With this ability, the Bone Guard may use the blood they draw from their opponents to heal their own wounds, once per purchase. However, the amount of Hit Points recovered may only equal their weapon’s base damage value.

Sown Silence

With this ability, the Bone Guard may inflict the Silence effect upon their target by striking them with

their weapon and calling, “*Channel Strike: Silence.*” Sown Silence may be used once per purchase.

Undying

Channeling the necromantic powers of their Master, the Bone Guard may ignore pain and their impending death with the hopes of killing those that bested them. To use this ability, one must call, “*Undying*” once they have been reduced to the Dying state. Once activated, the Bone Guard is affected by Insanity and will continue to fight for one minute. During this period, they may not use their skills or speak; instead only issuing bloodthirsty roars. At the end of this ability’s duration, the character immediately enters the Dead state, regardless of any healing they may be received during the use of this ability.

Undying may be purchased once for each purchase of Harvest, and may be used once per purchase.



Commander Class

Requirements: Fighter Path and Teach

Gameplay

Commanders improve the combat effectiveness of their unit, providing additional offensive and defensive capabilities. When not leading others in combat, they may continue to assist them with training during their down time.

Anyone can follow, but it takes a special character to lead. Whether holding the line in a shield wall or directing volleys of fire from a distance, Commanders carry their allies to victory with martial cunning and an inspiring presence.

Table 5-5: Commander Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Drill Instructor	6	Teach	Teach skills to the Unit.
Formation Tactics	4	Resist Magic x2	Unit members may resist effects for one another.
Hardened Veteran †	2	1x Vitality	Gain a temporary Hit Point.
Leadership †	5	N/A	Gain a Unit Token.
Standard Bearer	4	Leadership x4	Standard becomes the new focus for the Unit.
Weapon Doctrine †	4	Weapon Proficiency	Gain +1 damage with the chosen weapon type.

† The skill may be purchased multiple times.

Commander Class Skills

Drill Instructor

All Unit members may be taught skills by the Commander as per the Teach skill, simultaneously. Characters must be in the Commander's Unit during all training in a given skill to receive the benefits of being taught in this manner, and the Commander may not teach skills to characters outside of their Unit while using this skill. Similarly, the Commander may not learn skills via Teach while utilizing this skill.

Formation Tactics

Thanks to this ability, Unit members may use their resistance skills for others within their Unit thanks to the Commander having this skill. To do so, they must make contact with their intended target an issue the call, "Resist!"

Formation Tactics may be purchased so long as the character has purchased Resist Magic Twice.

Hardened Veteran

Each purchase of this skill grants all Unit members one additional Hit Point which does not count toward the character's maximum Hit Point limit. Hardened Veteran may be purchased up to 10 times, and may be purchased once for each purchase of Vitality.

Leadership

The Commander acquires a token of their choosing, such as a band, necklace, hat, surcoat, or an actual token, which may be given to another character after five minutes of role-played inspection or instruction. A player who is given a token in this manner is considered part of the Command-

er's Unit, and may benefit from Unit effects and skills so long as they are within earshot or line of sight to their Commander, and the Commander is conscious and capable of using their skills.

A Commander is always considered to be a member of their own unit, unless they are a member of the Unit of another Commander, in which case they and the troops in their Unit take on the superior Commander's Unit's benefits.

A Unit may consist of a total of five members, including the Commander.

Standard Bearer

With this ability, the Commander no longer serves as the Unit's source of inspiration; allowing a banner or standard atop a 7' pole and bearing the Unit's emblem to serve as the Unit's focus so long as it is within line of sight and carried by a conscious member of the Unit.

Weapon Doctrine

This ability grants the Commander to issue a series of orders, effectively granting Unit members the ability to deal an additional point of damage with the chosen weapon type so long as they are proficient with such a weapon, per purchase of this skill. Only one weapon type may be selected and active at a given time, and one minute of role-play is required to change active doctrines. The Commander must be proficient with the appropriate weapon for each type of doctrine chosen, and Weapon Doctrine may be purchased twice for each weapon type.

Weapon types include Melee, Archery, or Firearms.

Conduit Class

Requirements: Arcane Ritual Magic

Gameplay

The Conduit is capable of conjuring elements at will, and may cast a spell without reciting an incantation. Due to their body serving as a locus of great elemental and magical energy, Conduits experience Discharge; causing them to issue one point of damage corresponding with the last elemental spell they cast, to the first object or creature they touch.

The Conduit is a mage who through the Ritual Magic they may no longer access, has turned themselves into a locus of mystical power at the cost of their ritual capabilities. They channel Arcane magic with naught but a whispered thought and a snap of their fingers. Beware standing too close: every spell cast leaves residual energy in the Conduit which will discharge immediately when they touch an object—or an ally.

Table 5-6: Conduit Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Arcane Affinity †*	4	N/A	Cast spells without reciting incantations.
Elemental Blade †◇	3	N/A	Summon a temporary blade of elemental energy.
Elemental Burst †◇*	4	2x Spell Barrage, 1x Arcane Affinity	Deal elemental damage to all within earshot.
Elemental Pool †◇*	5	1x Arcane Affinity	Create a pool of elemental energy and tap it to cast Bolts of that element.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic



Conduit Class Skills

Arcane Affinity

With each purchase of this ability, the Conduit becomes more familiar with Arcane spells of the level equal to the number of purchases made. In doing so, they remove the necessity to rely on spell books and incantations.

To cast spells affected by Arcane Affinity, the Conduit states the spell's name and casts a Spell Packet. This call is considered Out-of-Game, but may be accompanied by In-Game phrases, such as, "Snowball fight! Ice Missile!"

Example: Mordecai purchases Arcane Affinity twice. He may cast any Arcane spell of the first or second spell level without using incantations or having his spell book on his person. He may not however, do so for spells of higher levels.

Elemental Blade

An Elemental Blade is a weapon formed by manifesting the energies of a chosen element. Following 10 seconds of role-play, the Conduit may deal two points of damage in the form of the chosen element with a sword-sized weapon with a red striking surface. When the weapon leaves the grasp of the Conduit or they are rendered Unconscious, the Elemental Blade disperses. This skill may be used once per purchase.

Elemental Burst

With this ability, the Conduit may issue a blast of elemental energy in the form of the call, "Voice-radius: <Spell Name>," affecting all within earshot with its effects. Only element-based spells may be used with Elemental Burst, and the use of this ability also expends the respective Spell Slot of the spell used. The call for this ability is to be given in a firm speaking voice, and is considered Out-of-Game.

Elemental Burst may be purchased once for every two purchases of Spell Barrage and one purchase of Arcane Affinity. Elemental Burst may be used once per purchase.

Elemental Pool

Once per purchase of this skill, the Conduit forms a reserve of elemental energy, and may tap into it at will to cast up to 10 individual element-based Bolt spells in succession. The incantation for this ability is, "With arcane power, I build a pool of <Element>. <Element> Bolt!"

Dragoon Class

Requirements: Polearm Proficiency

Gameplay

Dragoons are fighters who specialize in the use of polearms. They use their advantageous reach to disable and delay encroaching enemies.

Masters of the lance, Dragoons stand at the front of every charge on the battlefield. These warriors are light on their feet and deadline-precise, striking the weak points of their foe's armor with lightning speed. Though fighting on foot in present day, historical texts show Dragoons charging into battle on horseback to shatter enemy formations and break sieges. Legends still speak of Dragoons who rode drakes into the fray, decimating foes with spear and claw.

Table 5-7: Dragoon Class Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Dismember †◇	5	N/A	Remove the target's limb.
Leg Sweep †◇	4	N/A	Knock the target prone.
Phalanx	2	Strength x1	Wield a polearm in one hand.
Piercing Spiral †◇	2	Strength x1	Deal Piercing damage with three attacks.
Pinning Thrust †◇	3	2x Critical Hit	Immobilize the target.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Dragoon Class Skills

Dismember

Once per purchase, the Dragoon may add “*Enervate*” to the beginning of their damage call. If the attack causes damage to the target, the limb struck with this attack is considered to have been removed or otherwise disabled.

Leg Sweep

With this skill, a Dragoon may call, “*Leg Sweep!*” while striking their target's leg, causing them to fall to the ground. This skill may be used once per purchase.

Phalanx

So long as the Dragoon is proficient with the weapon used, Phalanx allows them to deal full damage while wielding a polearm in one hand. In order to purchase Phalanx, the Dragoon must have purchased Strength at least once.

Piercing Spiral

Piercing Spiral grants the Dragoon the ability to apply the Piercing modifier to three consecutive attacks, once per purchase. This skill may be purchased so long as the Dragoon has purchased Strength at least once.

Pinning Thrust

With this ability, the Dragoon may add the Pin effect to the beginning of their damage call once per purchase, inflicting said effect on their target if their attack causes damage to the target's Hit Points. Pinning Thrust may be purchased once for every two purchases of Critical Hit.



Druid Class

Requirements: Barbarian Path and Divine Ritual Magic

Gameplay

Through the power of Gaia, Druids may calm savage beasts and commune with the plants and animals around them, and reshape natural materials into useful improvised weapons.

Working tirelessly to maintain the delicate balance of the natural world is the Druid. Armed with a passion for wildlife and plants, their affinity for Divine magic, and the blessings of the goddess, Gaia upon them, they are more than capable of offering support to their allies while also deescalating hazardous situations involving flora and fauna.

Table 5-8: Druid Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Commune with Nature	4	N/A	Obtain wisdom from plants and animals.
Gaia's Blessing †◇*	4	One with Nature x2	Quickly provide allies with protective magical effects.
Manaberry †◇	4	N/A	Produce berries which may restore Spell Slots when consumed.
Nature Provides †◇	3	N/A	Craft improvised weapons from natural materials.
Thorns †◇	2	1x Crushing Blow	Add the Piercing modifier to three attacks.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic

Druid Class Skills

Commune with Nature

With this ability, a Druid may attempt to speak with plants or animals to gain information by imbuing the target with the ability to speak and comprehend common languages. This does not guarantee that the information provided will be clear or useful, however, and the effects of this ability last for five minutes.

The call to activate this ability is, *"By Gaia's grace, I grant you the gift of speech."*

Gaia's Blessing

So long as the Druid has purchased One with Nature twice, they may begin to purchase Gaia's Blessing. With it, they may imbue their target with the effects of Divine Armor, Protection from Magic, and Protection from Poison simultaneously.

This skill may be used once per purchase, and requires the incantation, *"By Gaia's grace, I grant you Gaia's Blessing."*

Manaberry

Each purchase of this ability allows the Druid to manifest a plump berry which may be eaten to restore one Level 1 Spell Slot, or multiple berries may be consumed together to restore a Spell Slot of the level equal to the number of berries consumed. These berries may be given to others to eat, but the effects of the berries from two separate Druids cannot be combined.

The incantation to activate this ability is, *"By Gaia's grace, I create a Manaberry."*

Nature Provides

Once per purchase of this ability, the Druid may reshape natural materials into usable weapons. Doing so requires one minute of role-play.

Weapons crafted in this manner may only deal Normal, base damage for their type, and will resume their natural form after 24 hours.

Thorns

Once per purchase of this skill, the Druid may cause their weapon to sprout thorns, allowing it to be used to deal Piercing damage for the next three attacks. This ability may only be used with Bludgeoning weapons, and may be purchased once for each purchase of Crushing Blow.

Table 5-8a: Additional Spell List (Druid Class)				
Spell Name	Spell Level	Spell School		Duration
		Divine	Arcane	
Calm Animal	2	X		5 Min.

By default, the Druid gains access to the spells listed in Table 5-8a.

Calm Animal

Level 2; Divine

Duration: 5 Minutes

This spell soothes hostile animals, calming them and rendering them neutral, if not friendly.

"By Gaia's grace, I command you to be calm."

Duelist Class

Requirements: *Fighter Path and Two Weapons*

Gameplay

Duelists specialize in combat using two weapons simultaneously to most efficiently avoid or redirect incoming attacks, as well as disarm their foes or relieve them of vital armor.

Keen reflexes and a pair of blades are the greatest assets of any Duelist. With the proper training, he is capable of defending himself from nearly any blow, or delivering fatal counter-attacks in the blink of an eye. On the battlefield, Duelists have a reputation for frustrating their enemies; as hard to catch as smoke, and yet so very tangible when their steel strikes flesh.

Skill Name	SP Cost	Prerequisite	Description	SP Cost:
Disarm †◇	3	1x Parry	Force the target to drop their weapon.	
Expose †◇	4	N/A	Removes the target's armor.	
Hamstring †◇	2	N/A	Cripple the target.	
Master Parry †◇	4	2x Parry	Parry weapon, spell, and gas poison attacks.	
Riposte †◇	5	1x Parry	Reduce the target to -1 HP.	

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Duelist Class Skills

Disarm

With this skill, the Duelist may force their opponent to drop their weapon, once per purchase. The target's weapon must be struck and the call, "Disarm!" issued in order to activate this skill. For each purchase of Parry, Disarm may be purchased once.

Expose

Expose enables a Duelist to cut away the straps and ties of an enemy's armor, effectively removing sections thereof. When "Expose <location>" is called with a blow to the location specified, the target's armor's protection in that location is considered to no longer be present, rendering that location vulnerable to attacks as though they dealt Piercing damage. Armor lost in this manner may be returned to normal by standard role-played methods for refitting armor. This ability may be used once per purchase.

Example: Terry uses Expose to remove Jill's cuirass. He then strikes her in the torso with a poison-coated dagger. No longer benefiting from her armor's protection in that area, the damage dealt by the dagger directly affects Jill's Hit Points and therefore, imparts the effects of the poison as well.

Hamstring

Once per purchase, this skill allows the Duelist to add "Crippling" to the beginning of their damage call before striking their target's leg, imparting the Cripple effect and removing the target's ability to run.

Master Parry

This ability represents a Duelist's precision with weapon maneuvers, allowing them to parry any attack, once per purchase. As with an ordinary Parry, "Parry" should be called when using this ability. Master Parry may be purchased once for every two purchases of Parry.

Riposte

Available for purchase once for every purchase of Parry, this ability represents the Duelist's ability to deliver a lethal counter-attack, reducing their target to -1 HP. The call to use this ability is "Riposte," and this skill may be used once per purchase.

Riposte may only be used immediately following a successful physical parry of an incoming weapon-based attack, or the activation of the Parry or Master Parry skills.



Hospitalier Class

Requirements: Fighter Path and Paladin Path

Gameplay

Hospitaliers often tend to the wounded or hunt undead abominations. They excel in combining Divine magic and martial skill to be effective combatants in nearly any scenario.

Hospitaliers specialize in incorporating Divine magic and physical prowess to serve a vast number of roles. They hunt undead, hold the front-line of the battlefield, surge mercilessly into enemy ranks, and tend to the fallen on the battlefield. While many hold to a strong devotion to Prana or Fuka, others have been known to come from more diverse backgrounds, religious or not.

Table 5-10: Hospitalier Class Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Hallowed Ground †◇	3	N/A	Create a magical barrier which Undead cannot pass through.
Holy Shield †◇	3	Shield Proficiency	Block spells that call upon Endo with a shield.
Holy Weapon †◇	4	N/A	Deal 10 points of Magic damage to an Undead creature.
Prana's Blessing †◇*	2	N/A	Gain three charges of the Cure Light Wounds spell.
Radiant Lance †◇	4	2x Holy Weapon	Deal 20 points of Magic damage to an Undead creature.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic



Hospitalier Class Skills

Hallowed Ground

Calling upon their deity's power, the Hospitalier may form a wall of Divine energy, preventing any Undead from moving through it. A length of rope,

ribbon, or other marking material no longer than 10 feet represents this wall. When using this skill, the Hospitalier places the representation on the ground and recites the incantation, "I call upon Prana to consecrate these grounds!"

Hallowed Ground lasts for five minutes, and may be used once per purchase.

Holy Shield

Focusing Holy energy, the Hospitalier may block a harmful Divine spell with their shield once per purchase. However, by purchasing Holy Shield, they forfeit the ability to purchase and learn Holy Weapon.

Holy Weapon

Once per purchase, this ability allows the Hospitalier to focus Holy energy into their weapon, enabling them to deal a massive blow to an undead creature, dealing 10 points of Magic damage in doing so. However, by purchasing Holy Weapon, the Hospitalier forfeits the ability to purchase and learn Holy Shield.

Prana's Blessing

For each purchase of this ability, the Hospitalier is imbued with three uses of the Cure Light Wounds spell.

Radiant Lance

Once per purchase, a Hospitalier may deliver a packet-based attack to an undead creature, dealing 20 points of Magic damage. Radiant Lance may be purchased once for every two purchases of Holy Weapon.

Marksman Class

Requirements: Technician Path

Gameplay

Marksmen may fire in their target's direction and intentionally miss to instill them with fear. Some Marksmen use specialized barrels or ammunition to knock their marks backward or blind their foes.

Those who devote their time and practice toward the mastery of firearms are known as Marksmen. These individuals often serve as soldiers or sharpshooters in newly-formed military units, while others prefer the solitary life of a hunter or the fame that come with being an exhibition shooter. Nevertheless, Marksmen hold unquestionable skill with rifles and sidearms alike.

Table 5-11: Marksman Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Bird Shot †◇	5	Firearms	Blind the target with a blast of small shot.
Chemist †‡	4	Gunsmith x3	Utilize poisoned darts to inflict various effects.
Overpack †◇	3	Firearms	Knock the target back five paces.
Steady Aim †◇	3	Firearms, 2x Character Level	Deal double damage for one shot.
Warning Shot †◇	3	1x Precise Shot	Fire dangerously close to the target, instilling them with fear.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. ‡ See Production.

Marksman Class Skills

Bird Shot

Representing the use of miniature shot often used for hunting birds, this skill may be used to inflict the Blind effect upon the Marksman's target once per purchase. This ability may only be used with rifles and pistols.

Chemist

With each purchase of Chemist, the Marksman may employ a new type of poisoned dart, which they may use to afflict their target with certain effects. Chemist may be purchased so long as the Marksman has already purchased Gunsmith at least three times. Producing one set of darts yields six units of ammunition.

Refer to Table 5-11a for more details.

Overpack

Once per purchase of this skill, the Marksman may add the Knock-back effect to the beginning of their damage call, knocking their target back five paces with one attack with a firearm.

Steady Aim

With this ability, the Marksman may deal double

damage with one shot from a pistol or rifle. Steady Aim may be purchased once for every two levels the character possess, and may be used once per purchase.

Warning Shot

Once per purchase of this skill, the Marksman may fire at their target with a firearm, instilling them with the Fear effect by adding, "Cause Fear" to the beginning of their damage call.

This skill may be purchased once for each purchase of Precise Shot.



Item Name	Item Level	Components	Description
Hallucinogen Dart (6)	3	4x Metal/Wood	Imparts the Hallucinogen effect as a poisoned bullet.
Strength Drain Dart (6)	3	4x Metal/Wood	Imparts the Strength Drain effect as a poisoned bullet.
Silence Dart (6)	4	5x Metal/Wood	Imparts the Silence effect as a poisoned bullet.
Sleep Dart (6)	4	5x Metal/Wood	Imparts the Sleep effect as a poisoned bullet.
Insanity Dart (6)	5	6x Metal/Wood	Imparts the Insanity effect as a poisoned bullet.
Paralysis Dart (6)	6	7x Metal/Wood	Imparts the Paralyze effect as a poisoned bullet.

Necromancer Class

Requirements: Mage Path, Divine Ritual Magic

Gameplay

The Necromancer may limit or hinder their enemy's capability to resurrect, or inflict a hunger upon them so ravenous, they are compelled to savagely devour the nearest living creature as a meal.

In the shadows and out of the public eye, some mag-es lurk, practicing forbidden spells to unravel the mysteries of life and death. These few, often reclusive magicians are known as Necromancers. Their magic calls upon Endo and his dark and often corrupting power to fuel their magic, which —whether their intentions are for good or ill—is a power of truly unholy and despised nature.

Table 5-12: Necromancer Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Call Undead *	4	2x Control Undead	Call forth various Undead creatures.
Control Undead †◇	2	N/A	Manipulate and control Undead creatures.
Endo's Grasp *	8	N/A	Temporarily reduce a target's opportunities to resurrect.
Hunger †◇	4	1x Thirst	Force the target to attempt to kill and eat the nearest creature.
Retribution †◇	4	N/A	Reflect incoming physical damage.
Thirst †◇	3	N/A	Force the target to consume all available fluids.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic.

Necromancer Class Skills

Call Undead

Purchase of this skill enables the Necromancer to utilize the Call Undead ritual. When cast, nearby Undead creatures are drawn to the Necromancer's location. Creatures summoned in this manner are not innately under the Necromancer's control.

The incantation for this ritual is, *"I call upon Endo to call Undead!"*

Refer to Table 5-12b for additional information.

Control Undead

Affecting one creature per purchase of this ability and so long as the Necromancer—visibly bearing a Holy Symbol of Endo—remains within sight, they may direct the targeted mindless Undead creature through verbal commands. This ability's effects remain until the targeted creature is dispatched, the Necromancer loses consciousness, or visual contact is broken.

The incantation for this ability is, *"I call upon Endo to control Undead!"*

Endo's Grasp

Purchase of this ability grants the Necromancer access to the Endo's Grasp ritual. With it, they may temporarily corrupt their target's soul, reducing their total number of available resurrection opportunities by five. Should the target die and require resurrection while under the effects of this spell, the effects will become permanent.

A bladed weapon which has been used to attack the target—and only the target—as well as a length of chain no less than six feet in length are required

to serve as special components for the ritual. In exchange for such immense power however, the Necromancer subjects themselves to the same possible fate as their target, for so long as the curse remains in effect.

Endo's Grasp lasts so long as the Necromancer remains in possession of the chain, the chain remains unbroken, and the Necromancer maintains reasonable proximity to their mark.

The incantation required for this ritual is, *"I call upon Endo to grasp the soul of <target's name>!"*

Refer to table 5-12b for additional information.

Example: William uses a dagger to strike Ulrok and later uses the dagger as his focus to cast Endo's Grasp upon Ulrok. In order to maintain the spell, he must keep his chain intact and on his person at all times. In addition, the player portraying William must continue to portray William at any following events they wish to maintain the spell, or William will be considered to have broken necessary proximity to his target, thus ending the spell's effect.

Hunger

Once per purchase, Hunger inflicts the target with a ravenous hunger, compelling them to kill and feverishly devour the remains of the nearest living creature with 10 seconds of role-play. Hunger may be purchased once for every purchase of Thirst. The effects of this ability remain for five minutes, or until the target is able to kill and consume a creature.

The incantation for Hunger is, *"I call upon Endo to afflict you with cannibalistic hunger!"*

Retribution

Once per purchase, the Necromancer may grant themselves protection from the next incoming physical attack and in doing so, reflect the damage they would otherwise receive back upon their attacker.

The incantation for this ability is, *"I call upon Endo to grant myself retribution!"*

Thirst

With this ability, the Necromancer's target feels as though their throat is completely dry, and the only way to satisfy their overwhelming thirst is to consume any and all fluids on hand, including potions, poisons, and alchemical substances. The effects of Thirst last for five minutes.

The incantation for Thirst is, *"I call upon endo to afflict you with dire thirst!"*

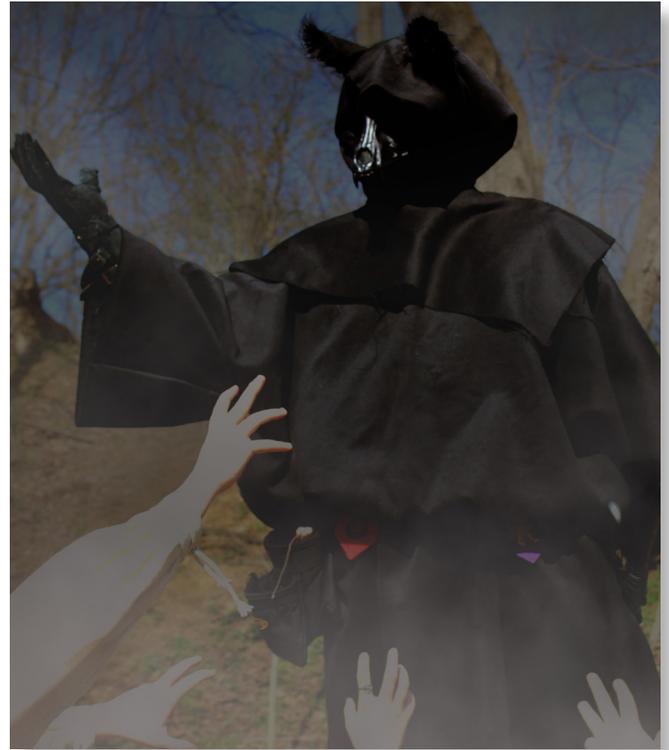


Table 5-12a: Additional Spell List (Necromancer Class)

Spell Name	Spell Level	Spell School		Duration
		Divine	Arcane	
Siphon Minor Wounds	1	X		Instant
Siphon Light Wounds	2	X		Instant
Siphon Wounds	4	X		Instant
Siphon Serious Wounds	6	X		Instant

By default, the Necromancer gains access to the spells noted in Table 5-12a.

Siphon Minor Wounds

Level 1; Divine

Instant

Drain the target's life force away, dealing one point of damage, while simultaneously healing the caster for the same value.

"I call upon Endo to siphon minor wounds!"

Siphon Light Wounds

Level 2; Divine

Instant

Drain the target's life force away, dealing two points of damage while simultaneously healing the caster for the same value.

"I call upon Endo to siphon light wounds!"

Siphon Wounds

Level 4; Divine

Instant

Drain the target's life force away, dealing five points of damage while simultaneously healing the caster for the same value.

"I call upon Endo to siphon wounds!"

Siphon Serious Wounds

Level 6; Divine

Instant

Drain the target's life force away, dealing 10 points of damage while simultaneously healing the caster for the same value.

"I call upon Endo to siphon serious wounds!"

Table 5-12b: Additional Rituals (Necromancer Class)

Spell Name	Spell Level	Spell School		Components				Duration	Target	Casting Time
		Divine	Arcane	A	E	F	W			
Call Undead	1	X		1				Instant	Ground	5 Min.
Endo's Grasp	3	X		1	2	1	1	Indefinite	Creature	5 Min.

Oracle Class

Requirements: Mage Path and Divine Ritual Magic

Gameplay

Oracles often serve as mid-line healers and fill support roles. Their magic and abilities closely connected with the god whom they serve, and they risk losing their Oracle abilities until the next Renewing Winds if they cast spells associated with other gods. Like the Conduit, Oracles forfeit Ritual Magic capabilities, and build a surplus of Divine energy after casting Cure and Cause spells, causing them to discharge this energy in the form of a Cure or Cause Minor Wounds spell when they next touch a creature or object.

The voice of the gods, an Oracle delivers their deity's message through actions and service. They are the mortal finger of the Divine, the living will of the Eternal. They have foregone the pursuit of Ritual spells, in favor of embracing the pure power offered by their god; power so raw that any spell they cast still lingers on their skin, waiting to be discharged indiscriminately upon friend or foe.

Table 5-13: Oracle Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Divine Affinity †*	4	N/A	Cast Divine spells without incantations or need for a spell book.
Divine Blessing †◇*	3	N/A	Cast a Restore spell regardless of active status effects or alignment.
Divine Pool †◇*	5	1x Divine Affinity	Create a pool of Divine energy and tap into it to cast Light-level spells of the pool's energy type.
Grace of the Divines *	5	N/A	Gain three uses of a Cure or Cause spell.
Mercy Healing †◇*	3	N/A	Sacrifice HP to heal others, or siphon HP from the target.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic.

Oracle Class Skills

Divine Affinity

For each purchase of this ability, the Oracle becomes more familiar with spells of the level equal to the number of purchases made. In so doing, she has removed the necessity to rely on her spell book to serve as a focus, in addition to the use of incantations. To cast spells affected by this ability, the Oracle states the spell's name and casts a Spell Packet. This call is considered Out-of-Game, but may be accompanied by In-Game phrases.

Example: Ellyn, an Oracle of Prana, has purchased Divine Affinity three times. She may cast any first, second, or third tier spell that calls upon Prana without using her spell book, or reciting incantations. However, she cannot do the same for spells of higher tiers, and she may not use this ability with spells that call upon Endo or Gaia.

Divine Blessing

An Oracle with this ability is capable of making use of a Restore spell, regardless of their alignment and without using a Spell Slot. This skill is usable even when the character is normally unable to use their skills, such as when affected by Idiocy. Divine Blessing may be used once per purchase.

Divine Pool

With this ability, an Oracle may form a reserve of Divine energy, which they may tap into to cast 10 individual Light-tier spells attuned to their god,

in succession. Divine Pool may be used once per purchase, and it may be purchased once for each purchase of Divine Affinity.

The spells associated with this ability include Cause Light Wounds (Endo), Entangle (Gaia), and Cure Light Wounds (Prana).

The incantation for this ability is, *"I call upon <god> to build a pool of energy. <Spell Name!>"*

Grace of the Divines

Once purchased, this ability allows an Oracle to cast three Cure or Cause spells from a single appropriate Spell Slot. These spells must be cast in succession though, as any other action or spells end the effects of the ability on the spent Spell Slot.

Mercy Healing

Once for each purchase of this skill, an Oracle aligned with Prana may heal another creature with a chosen Cure Spell while sacrificing the same amount of their own Hit Points rather than consuming a Spell Slot. Oracles who align with Endo however, may choose to cast a Cause spell, while healing themselves for the same amount of damage inflicted thereby.

This ability may only be used to sacrifice an amount of Hit Points the caster possesses.

Ritualist Class

Requirements: *Mage Path and Arcane or Divine Ritual Magic*

Gameplay

The Ritualist may focus their energy to create manifestations of elemental and magical power, reduce reliance on magical foci, or mitigate botched and flawed rituals.

The Ritualist has devoted themselves to higher learning as a mage. They are skilled with and attentive to lower tiers of magic within their school of study, but their focus is on those feats of superior magic which require extensive and complex rituals and special material components to be cast. Through their extensive studies, they may unlock the secrets of the aether, and harness powers and spells not known to lesser mages.

Skill Name	SP Cost	Prerequisite	Description
Eschew Components †◇*	3	N/A	Reduce the number of necessary components to cast a ritual.
Focus Elements †◇*	5	1x Manifest Elements	Produce enhanced components.
Manifest Elements †◇*	4	1x Arcane or Divine Ritual Magic	Produce components for ritual magic.
Substitute Components †◇*	5	N/A	Substitute one type of component for another.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase. * See Magic.

Ritualist Class Skills

Eschew Components

Once per purchase of this ability, the Ritualist may spend one less component of their choice to cast a ritual spell. This benefit may be applied multiple times to the same ritual casting, though the total number of components required to cast a ritual may not be less than one.

Focus Elements

Once per purchase of this skill, a Ritualist may refine a standard magical component of their choice, so that it grants an additional 10% chance for an enchantment's effects to act as per-day effects. Doing so requires 10 minutes of role-play to complete.

Manifest Elements

For each purchase of this skill, the Ritualist may manifest elemental energy into physical form, creating a magical component of their choice, once. Doing so requires 10 minutes of role-play to complete.

Substitute Components

Once per purchase, this ability allows the Ritualist to substitute one magical component for another when casting a ritual spell.

Spell Name	Spell Level	Spell School		Components				Duration	Target	Casting Time
		Divine	Arcane	A	E	F	W			
Circle of Power	1	X	X	1	1			5 Min.	Ground	5 Min.
Imbue with Skill	3	X	X	1	2	1	1	One Day	Object	5 Min.

By default, Ritualists gain access to the rituals noted in Table 5-14a.

Circle of Power

Level 1; Arcane and Divine

5 Minute Casting Time; 5 Minute Duration

When cast upon an Arcane or Divine Magic Circle which has been adorned with nine runes, this ritual's effect causes non-ritual spells cast within the affected Circle to affect all within its area.

"With arcane power, I create a circle of power!"

"I call upon Gaia to create a circle of power!"

Imbue with Skill

Level 3; Arcane and Divine

5 Minute Casting Time; One Day Duration

This ritual allows the Ritualist to enchant an object so that it imparts the user with a skill which the caster possesses. Skills imbued by items may not be Imbued with this ritual.

"With arcane power, I imbue this <object> with <skill>."

"I call upon Gaia to imbue this <object> with <skill>."

Royal Guard Class

Requires: Fighter Path and Mage Path

Gameplay

The Royal Guard is a master of defense in his ability to nullify and redirect incoming damage, as well as his ability to brace his shield against physical attack, nullifying damage outright.

Sworn to the defense of the realm, the Royal Guard is a bastion; a tireless guardian of the masses, denying even an inch to the enemies of the people. They stand firm against any threat, no matter how dire; there is no room for doubt or fear in the heart of the Royal Guard. For this selfless defender, their shield is all that stands between the people and utter ruin.

Table 5-15: Royal Guard Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Perfect Guard †◇	4	Shield Proficiency	Negate an incoming weapon-delivered attack.
Protector's Call †◇	3	N/A	Take damage and effects intended for others.
Shield Slam †◇	4	1x Shield Bash	Stun and knock the target back five paces.
Spirit Strike †◇	4	Weapon Proficiency	Deal 5 points of Magic damage and inflict the Silence effect.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.



Royal Guard Class Skills

Perfect Guard

This skill enables the Royal Guard to defend themselves with a shield against any incoming weapon-based attack that would otherwise inflict harm upon them, once per purchase.

Protector's Call

Once per purchase, Protector's Call enables the Royal Guard to throw themselves in the way of an attack intended for another person. To do so, they must make contact with their target and call, "Protection!" immediately after their target is struck or otherwise receives the effect intended to be nullified.

Shield Slam

With this ability, the Royal Guard may strike their target with their shield once per purchase and call, "Shield Slam!" In doing so, they knock their target back five paces and inflict the Stun effect. Shield Slam may be purchased once for each purchase of Shield Bash.

Spirit Strike

Once per purchase of this skill, the Royal Guard may strike their target and call, "Spirit Strike!" By doing so, they deal five points of Magic damage to the target, as well as inflict the Silence effect upon them.

Rune Knight Class

Requirements: *Fighter Path and Arcane Ritual Magic*

Gameplay

The Rune Knight is adept at deflecting blows and redirecting magical energy, using it to their own benefit or their allies'. As they meld martial prowess with the application of magic, Rune Knights find little use for shields, as they must keep a hand free for casting spells. Given their extensive focus on melding arcane magic with martial skill, the Rune Knight shall find themselves unable to cast Divine spells over Level 3, in addition to Ritual spells of either school of magic.

Rune Knights are warriors who have mastered the use of arcane power to augment their skills in combat. Whether standing fast as a stoic bulwark against an onslaught, or cleaving a blazing swath through throngs of foes, the Rune Knight commands the attention of whatever battlefield they stand upon as they alternately cut down enemies and burst with arcane magics.

Table 5-16: Rune Knight Class Skills			SP Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Arcane Bulwark †	5	1x Extra Armor	Gain five points of magical armor.
Baneblade †◇	4	Weapon Proficiency	Absorb a spell and channel it into an attack.
Elemental Barrier †◇	6	1x Level 5 Arcane Spell Slot	Gain four resistances to a specified element.
Greater Mystic Blade	5	Mystic Blade	Shorten the focus duration of Mystic Blade.
Mystic Blade	3	Weapon Proficiency	Modify a weapon's damage type.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Rune Knight Class Skills

Arcane Bulwark

For each purchase of this ability, the Rune Knight gains five points of magical armor which grants protection as any standard physical armor, but does not require a physical representation to be worn by the Rune Knight. The protection Arcane Bulwark grants may be depleted by standard physical attacks, or outright eliminated by means of Dispel Magic. However, this armor may be replenished and otherwise restored by means of one minute of meditation. As this armor is metaphysical in nature, the Rune Knight may benefit from both its protection, as well as that of the standard, physical armor they may wear.

Arcane Bulwark may be purchased up to six times; once for each purchase of Extra Armor.

Baneblade

Once per purchase, this ability grants the Rune Knight the ability to ignore the effects of an arcane spell cast upon them; instead absorbing it and channeling it into their weapon to use as their own, as if through the Channel Magic skill.

Elemental Barrier

Once per purchase, a Rune Knight may protect themselves from four attacks from a chosen element. Only one Elemental Barrier may be active at a given time, and must be recast to select a new element. In order to use this ability, the Rune Knight must focus with 10 seconds of role-play. Elemental Barrier may be purchased once for each Level 5

Arcane Spell Slot the character possesses.

Greater Mystic Blade

With this ability, the Rune Knight may change their Mystic Blade's aura with 10 seconds of meditation, rather than spending a full minute to do so.

Mystic Blade

With this skill, the Rune Knight may imbue their weapon with an elemental aura by means of one minute of role-play. This aura may be changed or dispelled by means of another minute of role-play, and is only effective when the Rune Knight wields the weapon.



Shura Class

Requirements: Monk Path and Barbarian Path

Gameplay

A Shura may assume a stance, allowing them the ability to modify their offensive and defensive calls. However, they must assume and maintain a given stance which mimics or represents the chosen animal's appearance or behavior, through the duration of the effects they wish to benefit from.

Seeing combat the one truly pure experience, the Shura rushes headlong into the fray with little regard for consequence or their own safety, reveling in the thrill of unrestrained ability and unleashing flurries of blows. Using wild animals as their inspiration, they release primal rage upon their foes, attempting to overwhelm them with the fury of a rampaging beast.

Table 5-17: Shura Class Skills			SP Cost: 3
Skill Name	SP Cost	Prerequisite	Description
Furious Tiger †◇	4	2x Iron Fist	Deal an additional two points of damage with five unarmed blows.
Graceful Crane †◇	6	2x Dexterity	Parry up to five weapon attacks.
Lashing Viper †◇	5	2x Shout of Spirit	Add the Piercing modifier to five unarmed attacks.
Savage Ape †◇	5	2x Crushing Blow	Add the Crushing modifier to five unarmed attacks.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Shura Class Skills

Furious Tiger

Upon assuming this stance, the Shura may deal an additional two points of damage with their fists for the next five attacks. Furious Tiger may be purchased once for every two purchases of Iron Fist, and it may be used once per purchase.

Graceful Crane

Once per purchase and upon assuming this stance, the Shura may parry the next five physical attacks targeting them. Graceful Crane may be used once per purchase, and may be purchased once for every two purchases of Dexterity.

Lashing Viper

Upon assuming this stance, the Shura may add the Piercing damage modifier to their next five unarmed attacks, once per purchase. Lashing Viper may be purchased once for every two purchases of Shout of Spirit.

Savage Ape

Once per purchase upon assuming this stance, the Shura may add the Crushing damage modifier to their next five unarmed blows. Savage Ape may be purchased once for every two purchases of Crushing Blow.



Titan Class

Requirements: *Fighter Path and Barbarian Path*

Gameplay

Titans are immovable as their stone-based skills suggest. They are capable of brushing off attacks that would deal considerable damage, and knock prone the foolish who would dare charge them.

With skin like stone and armed with the fury of the earth, the Titan is a commanding and fearsome visage. Slings and arrows mean little to this massive champion of the crag; forests shudder and mountains rumble with every step or swing of his mighty weapon. Many a foe falters before their colossal countenance as they advance down the field of battle.

Table 5-18: Titan Class Skills			SP Cost: 5
Skill Name	SP Cost	Prerequisite	Description
Carbon Filter †◇	3	N/A	Resist a Poison-based attack.
Mountain Breaker †◇	4	Strength x2	Knock a target prone.
Obsidian Prison †◇	5	N/A	Temporarily become invulnerable to attacks.
Roar of the Earth †◇	4	Strength x2	Knock a target back five paces.
Stone Flesh †	5	5x Character Level	Negate incoming physical damage.
Might of Amaran	2	1x Strength	Wield a Two-Handed weapon in one hand.

† The skill may be purchased multiple times. ◇ The skill may be used once per purchase.

Titan Class Skills

Carbon Filter

Once per purchase, this ability enables the Titan to resist the effects of poison.

Mountain Breaker

For each purchase of this skill, the Titan may add “*Knock-Down*” to the beginning of their damage call, thus allowing them to knock their target prone with a melee attack. Mountain Breaker may be purchased so long as the Titan has purchased Strength at least twice.

Obsidian Prison

Once per purchase, this skill allows the Titan to encase their body in volcanic glass, becoming immune to all incoming attacks, poisons, and spells, while also rendering themselves immobile and thus incapable of speaking, moving, or using other skills. Obsidian Prison lasts for five minutes and may be activated with the incantation, “*By the earth, I form an Obsidian Prison!*”

Roar of the Earth

For each purchase of this skill, the Titan may call out, “*Voice-radius: Knock-Back,*” shaking the ground around them and forcing others within earshot back by five paces. Roar of the Earth may be purchased so long as the Titan has purchased Strength at least twice.

Stone Flesh

For every five levels the character possesses, the Titan may purchase Stone Flesh once, up to three times in total. With each purchase, their skin thickens and hardens as a response to harsh impacts, causing them to become immune to all but one

point of damage by certain degrees of physical attacks. Damage that does not meet the protection that Stone Flesh grants is dealt in full, and Piercing damage ignores the benefits of this ability, affecting the Titan normally. Stone Flesh grants no protection against poisons or spells and the damage or effects dealt thereby.

The effects of Stone Flesh are permanent and may be purchased once at Level 10, up to two times at Level 15, and once more at Level 20.

The first purchase of this ability grants protection against blows dealing 10 points or more of damage. The second reduces the minimum threshold to seven points of damage or more, and the third lowers the threshold once more to four points of damage or more. Damage values below these thresholds are dealt in full.

Might of Amaran

With Might of Amaran, the Titan may wield a two-handed weapon in one hand proficiently, and deal full damage while doing so. This ability does not affect the use of polearms in such a manner, however.

Warden Class

Requirements: Ranger Path and Rogue Path

Gameplay

Wardens are primarily skilled in the use of archery weapons, and are able to employ them to cripple their target, or as a delivery method for particularly potent alchemically-treated missiles.

As skilled with a bow as with concocting alchemical substances, the Warden is both a craftsman and an archer. By combining extensive knowledge of archery and its weapons, as well as an understanding of alchemical concoctions and herbalism, they may produce unique ammunition that carries a dose of select substances upon impact with their mark. For this, many are wary of the Warden's cunning ways.

Skill Name	SP Cost	Prerequisite	Description
Alchemical Arrows †‡	5	Fletcher x4	Create ammunition containing alchemical substances.
Blinding Shot †◊	3	Archery	Add the Blinding modifier to one shot.
Silencing Shot †◊	4	Archery	Add the Silencing modifier to one shot.
Stupefy †◊	5	Archery	Add the Idiocy effect to one shot.

† The skill may be purchased multiple times. ◊ The skill may be used once per purchase. ‡ See Production.

Warden Class Skills

Alchemical Arrows

So long as the Warden possesses at least four ranks of the Fletcher skill, they may begin purchasing Alchemical Arrows. With each purchase of this skill, they unlock a new variety of alchemically-treated ammunition to produce. Items produced in this manner yield 10 units of ammunition.

Refer to Table 5-19a for more information.

Blinding Shot

Once per purchase of this ability, the Warden may add the Blinding modifier to the beginning of their damage call, inflicting the Blinded effect upon their target with one shot from an archery weapon.

Silencing Shot

With this ability, the Warden may silence their target by adding the Silencing modifier to the beginning of their damage call, once per purchase, when attacking with an archery weapon.

Stupefy

Once per purchase, the Warden may add "Idiocy" to the beginning of their damage call, inflicting the Idiocy effect upon their target from one shot with an archery weapon.



Item Name	Item Level	Components	Description
Sleep Arrow (10)	3	4x Wood/Cordage	Imparts the Sleep effect as a poisoned arrow, bolt, or shot.
Strength Drain Arrow (10)	3	4x Wood/Cordage	Imparts the Strength Drain effect as a poisoned arrow, bolt, or shot.
Acid Arrow (10)	4	5x Wood/Cordage	Imparts the effects of acid as a poisoned arrow, bolt, or shot.
Paralysis Arrow (10)	4	5x Wood/Cordage	Imparts the Paralyze effect as a poisoned arrow, bolt, or shot.
Cause Death Arrow (10)	5	6x Wood/Cordage	Imparts the Cause Death effect as a poisoned arrow, bolt, or shot.

Magic



Spells

Spells are manifestations of energy which are concentrated and released by touch or lobbed as a projectile by the caster, with the intention of imparting a particular effect, causing damage to the target, or mending wounds. While the caster's hand—or weapon in the case of Channel Magic applications—may suffice for touch-based delivery of spells, Spell Packets represent spells used in a missile-like manner. By default, a mage must have a spell book in their possession in order to cast a spell.

In order to affect a target, a Spell Packet must make contact with their shield, weapon, body, or appendage (whether prosthetic or otherwise). Spells which make contact with loose clothing are ineffective when none of these elements may be found behind it (*Eg. A cloak blowing in the wind*). Spells may be physically parried away with a weapon when there is a noticeable effort to do so. Spells which cause harm ignore the protection of physical armor, that granted by magical or metaphysical armor such as Arcane Bulwark, as well as that of Dexterity; instead, the damage directly affects the target's Hit Points.

Should the caster receive damage to their Hit Points while they are in the process of casting a spell, the spell will be interrupted and must be restarted. Spells which are interrupted do not consume Spell Slots, whereas those which miss their target or are otherwise rendered ineffective consume their affiliated Spell Slots as per normal.

Spell Books

By default, mages must keep a spell book or grimoire on their person to serve as a focus for casting their spells. The representation for such an object must be a functioning book, no smaller than 2x3" in size. Though this representation is not required to be populated by text or decorated by any means, players are welcome, if not encouraged to utilize it as an opportunity to document information pertaining to spells they are likely to utilize.

Spell Slots

Spell Slots represent the amount of magical energy and the capability to manipulate it a mage possesses. With each Spell Slot, a mage may a spell of the correlating school and level. When all of the Spell Slots of a given level have been consumed however, they may elect to expend those of a higher level to continue to cast spells of the lesser level.

Like other consumable skills, Spell Slots may each be used once per purchase, and are wholly refreshed for use with other consumable skills when the Renewing Winds occur.

Spell Targets

Though most spells may be cast upon whomever or whatever the caster sees fit, some must be cast upon a particular target in order to be effective.

Example: The Destroy spell may be cast upon an object in order to severely damage it beyond use, but casting it upon a creature will not cause harm to their body in most cases. Likewise, the Revive spell may restore life to a fallen creature, but it will prove ineffective at returning life to a dead and broken tree branch.

Spell Durations

Each spell has a particular duration of its effects. Those which inflict damage upon the target act immediately upon contact, whereas those which cause an effect—such as forcing the target to fall asleep—typically last for five minutes, though spells which erect barriers usually last for one or two days. Those spells with indefinite durations offer effects which remain with the target until dispelled, the targeted creature resurrects, or the effect is utilized. Finally, spells noted as having concentration-based durations last so long as the caster performs a certain action, such as facing their open palm toward their target.

Spell Name	Spell Level	Spell School		Duration
		Divine	Arcane	
Cause Minor Wounds	1	X		Instant
Cure Minor Wounds	1	X		Instant
Divine Armor	1	X		Indefinite
Elemental Missile	1		X	Instant
Light	1	X	X	One Day
Shield	1		X	Indefinite
Slow	1	X	X	5 Sec.
Arcane Strike	2		X	Indefinite
Bless Weapon	2	X		Indefinite
Calm	2	X		Instant
Cause Light Wounds	2	X		Instant
Charm	2		X	5 Min.
Cure Light Wounds	2	X		Instant
Detect Magic	2		X	Instant
Elemental Bolt	2		X	Instant
Entangle	2	X	X	One Min.
Release	2	X	X	Instant
Cause Fear	3	X	X	5 Min.
Cleanse	3	X		Instant
Disarm	3		X	Instant
Elemental Weapon	3		X	Indefinite
Hold	3	X	X	One Min.
Remove Fear	3	X		Instant
Repel	3		X	Conc.
Resist Element	3	X	X	Indefinite
Silence	3		X	One Min.
Sleep	3	X	X	5 Min.
Spiritual Weapon	3	X		Indefinite
Telekinesis	3		X	Instant
Cause Wounds	4	X		Instant
Cure Wounds	4	X		Instant
Elemental Blast	4		X	Instant
Idiocy	4	X		Indefinite
Magic Lock	4		X	2 Days
Preserve	4	X		5 Min.
Restore	4	X		Instant
Shatter	4		X	Instant
Web	4	X	X	One Min.
Banish	5	X	X	Instant
Dispel Magic	5	X	X	Instant
Enervate	5	X	X	Indefinite
Insanity	5	X		5 Min.
Magic Prison	5		X	5 Min.
Magic Trap	5		X	2 Days
Petrify	5		X	Indefinite
Prot. from Magic	5	X		Indefinite

Spell Name	Spell Level	Spell School		Duration
		Divine	Arcane	
Prot. from Poison	5	X		Indefinite
Wall of Force	5		X	2 Days
Cause Serious Wounds	6	X		Instant
Cure Serious Wounds	6	X		Instant
Elemental Storm	6		X	Instant
Force Wave	6		X	Conc.
Paralyze	6	X	X	5 Min.
Cause Death	7	X		Instant
Create Undead	7	X		1 Hour
Destroy	7		X	Instant
Destroy Undead	7	X		Instant
Divest	7		X	Instant
Invest	7		X	Indefinite
Reflect Magic	7	X		Indefinite
Revive	7	X		Instant
Suffocate	7	X	X	Instant

Spell Descriptions

Arcane Strike

Level 2; Arcane

Indefinite

Imbue a weapon with magical energy, enabling its wielder to deal an additional point of damage for their next three strikes.

The effects of Arcane Strike do not stack with those of Bless Weapon.

“With arcane power, I grant you an Arcane Strike!”

Banish

Level 5; Divine and Arcane

Instant

Force an Elemental or similar creature to immediately return to their natural plane.

“With arcane power, I banish you!”

“I call upon Gaia to banish you!”

Bless Weapon

Level 2; Divine

Indefinite

Lightly enchant a weapon, enabling its wielder to deal an additional point of damage for their next three strikes.

The effects of Bless Weapon do not stack with those of Arcane Strike.

“I call upon Gaia to bless this weapon.”

Calm

Level 2; Divine

Instant

Cause a gentle breeze to blow over the target, soothing them and removing the effects of Insanity.

"I call upon Gaia to calm you."

Cause Death

Level 7; Divine

Instant

Form a shadowy sphere which instantly kills the target upon contact.

"I call upon Endo to cause your death!"

Cause Fear

Level 3; Divine and Arcane

Five Minutes

Overwhelm the target with a sense of sheer terror and impending doom, forcing them to flee from or cower before the caster.

"With arcane power, I cause fear!"

"I call upon endo to cause you fear!"

Cause Light Wounds

Level 2; Divine

Instant

Form a sphere of dark energies which form wounds when contact is made with the target, dealing two points of damage.

"I call upon Endo to cause light wounds!"

Cause Minor Wounds

Level 1; Divine

Instant

Form a sphere of dark energies which form wounds when contact is made with the target, dealing one point of damage.

"I call upon Endo to cause minor wounds!"

Cause Serious Wounds

Level 6; Divine

Instant

Form a sphere of dark energies which form wounds when contact is made with the target, dealing 10 points of damage.

"I call upon Endo to cause serious wounds!"

Cause Wounds

Level 4; Divine

Instant

Form a sphere of dark energies which form wounds when contact is made with the target, dealing five points of damage.

"I call upon Endo to cause wounds!"

Charm

Level 2; Arcane

Five Minutes

Lightly enchant the target, temporarily altering their memories and convincing them that the caster is a good friend.

"With arcane power, I charm you!"

Cleanse

Level 3; Divine

Instant

Nullify or otherwise remove foreign substances and toxins from foodstuffs and drinks.

"I call upon Gaia to cleanse this <food/drink>!"

Create Undead

Level 7; Divine

One Hour

Animate a corpse, imbuing it with false life. The targeted creature rises with their Hit Points replenished and their consumable skills reset. The resulting zombie lacks a will and follows the caster's commands so long as the caster remains conscious and within sight. While the zombie may use their skills and fight normally, they are unable to run. This spell's effects last so long as the creature maintains at least one Hit Point or the duration expires, after which point, the creature may resume their Dying or Dead count if it applies.

"I call upon Endo to create undead!"

Cure Light Wounds

Level 2; Divine

Instant

Form an orb of pale green mist which mends open wounds and resets or otherwise reforms broken bones, healing the target for two Hit Points.

"I call upon Prana to cure light wounds."

Cure Minor Wounds

Level 1; Divine

Instant

Form an orb of pale green mist which mends open wounds and resets or otherwise reforms broken bones, healing the target for one Hit Point.

"I call upon Prana to cure minor wounds."

Cure Serious Wounds

Level 6; Divine

Instant

Form an orb of pale green mist which mends open wounds and resets or otherwise reforms broken bones, healing the target for 10 Hit Points.

"I call upon Prana to cure serious wounds."

Cure Wounds

Level 4; Divine

Instant

Form an orb of pale green mist which mends open wounds and resets or otherwise reforms broken bones, healing the target for five Hit Points.

"I call upon Prana to cure wounds."

Destroy

Level 7; Arcane

Instant

Magically cause an object no larger than a door to crumble to dust, destroying it in the process.

"With arcane power, I destroy this object>!"

Destroy Undead

Level 7; Divine

Instant

Form an orb of concentrated holy energy which immediately dispatches an undead creature.

"I call upon Prana to destroy Undead!"

Detect Magic

Level 2; Arcane

Instant

Reveal the magical auras emanating from an object. Note however, that this spell does not identify magical properties or effects present.

"With arcane power, I detect magic."

Disarm

Level 3; Arcane

Instant

Force the target to drop the weapon(s) they are wielding.

"With arcane power, I disarm you!"

Dispel Magic

Level 5; Divine and Arcane

Instant

Remove all lesser (non-Ritual) magical effects from the target. Note that Dispel Magic may be used to remove magical tattoos, but the spell must be cast directly upon the intended tattoo to be effective. Only non-permanent magical effects are affected by this spell, and Magic Lock, Magic Trap, and Wall of Force also ignore its effects.

"With arcane power, I dispel magic!"

"I call upon Gaia to dispel magic!"

Divest

Level 7; Arcane

Instant

Revoke the target's attunement to a Wall of Force, Magic Trap, or Magic Lock. Note that in order to be effective, the caster must be attuned to the intended Wall of Force, Magic Trap, or Magic Lock.

"With arcane power, I divest you from this <magical effect>."

Divine Armor

Level 1; Divine

Indefinite

Create a magical barrier around the target's body, protecting them by negating the next incoming physical attack they may suffer. Note however, that Divine Armor is ineffective against Silent Knife.

"I call upon Gaia to grant you divine armor!"

Elemental Blast

Level 4; Arcane

Instant

Form an orb of elemental energy which may cause injuries to the target upon contact, dealing five points of damage in the form of the chosen element. Elements available for use with this spell include Fire, Ice, Lightning, Magic, and Stone.

"With arcane power, I call forth a(n) <element> Blast!"

Elemental Bolt

Level 2; Arcane

Instant

Form an orb of elemental energy which may cause injuries to the target upon contact, dealing two points of damage in the form of the chosen element. Elements available for use with this spell include Fire, Ice, Lightning, Magic, and Stone.

"With arcane power, I call forth a(n) <element> Bolt!"

Elemental Missile

Level 1; Arcane

Instant

Form an orb of elemental energy which may cause injuries to the target upon contact, dealing one point of damage in the form of the chosen element. Elements available for use with this spell include Fire, Ice, Lightning, Magic, and Stone.

"With arcane power, I call forth a(n) <element> Missile!"

Elemental Storm

Level 6; Arcane

Instant

Form an orb of elemental energy which may cause injuries to the target upon contact, dealing 10 points of damage in the form of the chosen element. Elements available for use with this spell include Fire, Ice, Lightning, Magic, and Stone.

"With arcane power, I call forth a(n) <element> Storm!"

Elemental Weapon

Level 3; Arcane

Indefinite

Temporarily imbue a weapon with the aura of a chosen element, allowing it to be used to deal that element's damage type for the wielder's next three attacks therewith. Elements which may be selected include Fire, Ice, Lightning, Magic, and Stone.

"With arcane power, I imbue this weapon with a(n) <element> aura!"

Enervate

Level 5; Divine and Arcane

Indefinite

Choose a limb of the target's to paralyze and render useless until it is restored by means of the Regeneration ritual.

"With arcane power, I enervate your <limb>!"

"I call upon Endo to enervate your <limb>!"

Entangle

Level 2; Divine and Arcane

One Minute

Cause tendrils to spring from the ground and wrap around the target's feet, rooting them in place.

"With arcane power, I entangle you!"

"I call upon Gaia to entangle you!"

Force Wave

Level 6; Arcane

Concentration

A magical force pushes all creatures that the caster points their palm to back by five paces, and does not allow them to advance so long as the palm remains facing them. This effect lasts so long as the caster continues to aim their palm toward their target.

Note: This spell does not require the use of a Spell Packet to be cast.

"With arcane power, I call forth a force wave!"

Hold

Level 3; Divine and Arcane

One Minute

Bind the target's arms to their body with a magical force.

"With arcane power, I hold you!"

"I call upon Gaia to hold you!"

Idiocy

Level 4; Divine

Indefinite

Remove the target's ability to utilize their skills.

"I call upon Endo to cause you idiocy!"

Insanity

Level 5; Divine

Five Minutes

Cause the target to believe that all other creatures they see are attempting to kill them; causing them to become hostile and attempt to kill those perceived as potential threats at any cost.

"I call upon Endo to cause you insanity!"

Invest

Level 7; Arcane

Indefinite

Grant the target attunement to a Wall of Force, Magic Lock, or Magic Trap, allowing them to bypass such barrier freely. In order to be effective, the caster must be attuned to the Wall of Force, Magic Lock, or Magic Trap the target is to be invested in.

"With arcane power, I invest you into this <magical effect>."

Light

Level 1; Divine and Arcane

One Day

Summon a magical light that glows for one day.

"With arcane power, I grant you a light."

"I call upon Gaia to grant you a light."

Magic Lock

Level 4; Arcane

Two Days

Create a magical lock on a container or door, which only the caster and those they are in physical contact with while casting the spell may open. After the spell is cast, an "L" must be marked on the container or door the spell is cast upon.

"With arcane power, I magically lock this <container/door>."

Magic Prison

Level 5; Arcane

Five Minutes

Surround the target in an impenetrable magical field, rendering them incapable of movement and speech. The caster may dispel this spell at will, and is the only creature capable of causing harm to the target while they remain under the effects of this spell. Cloaks and other loose clothing cannot be used to form rigid barriers with this spell.

"With arcane power, I magically imprison you!"

Magic Trap

Level 5; Arcane

Two Days

Trap a container or door, causing anyone but the caster or those the caster invests in the spell to activate the trap when the container or door is opened. The caster decides what type of effect or damage the trap will cause upon casting the spell (*refer to Table 6-2 for details*), and a “T” must mark the targeted object once the spell has been cast. The trap is effective for one use.

“With arcane power, I magically trap this <object>.”

Damage Type or Effect	Damage Value
Fire	10
Ice	10
Lightning	10
Magic	10
Paralyze	N/A
Sleep	N/A
Stone	10

Paralyze

Level 6; Divine and Arcane

Five Minutes

Render the target immobile and incapable of speaking.

“With arcane power, I paralyze you!”

“I call upon Gaia to paralyze you!”

Petrify

Level 5; Arcane

Indefinite

Turn the target to stone. Should the resulting statue be struck with a Destroy spell or is otherwise affected by any means which would normally cause damage or break stone, it will crumble and the target will be considered to be Dead, thus beginning their Death count.

Players affected by Petrify may elect to die and resurrect after one hour, should their character otherwise remain petrified indefinitely, though effects that would otherwise prevent normal resurrection such as Contingency-based spell effects are rendered ineffective.

“With arcane power, I petrify you!”

Preserve

Level 4; Divine

Five Minutes

Halt the targeted dead creature’s Death count temporarily, offering them additional time to receive further assistance such as a Revive spell.

“I call upon Prana to preserve you.”

Protection from Magic

Level 5; Divine

Indefinite

Lightly enchant the target, rendering them immune to the next spell cast upon them.

“I call upon Gaia to protect you from magic!”

Protection from Poison

Level 5; Divine

Indefinite

Lightly enchant the target, rendering them immune to the next poison or harmful alchemical substance-based effect they may suffer.

“I call upon Gaia to protect you from poison!”

Reflect Magic

Level 7; Divine

Indefinite

Envelop the target in a magical barrier that is capable of reflecting the next incoming spell to affect the target, back upon its caster.

When struck with a spell, the target of this spell calls, “Reflect!”

“I call upon Gaia to reflect magic!”

Release

Level 2; Divine and Arcane

Instant

Negate mobility-impairing spell effects, such as those caused by Entangle, Hold, Slow, and Web.

“With arcane power, I release you!”

“I call upon Gaia to release you!”

Remove Fear

Level 3; Divine

Instant

Inspire courage in the target, removing the effects of Fear from them.

“I call upon Prana to remove your fear!”

Repel

Level 3; Arcane

Concentration

Force the target back by five paces, preventing their advance so long as the caster continues to aim an empty palm toward them.

“With arcane power, I repel you!”

Resist Element

Level 3; Divine and Arcane

Indefinite

Grant the target immunity to the next attack—spell-based or otherwise—of the element chosen.

“With arcane power, I grant you resistance to <element>!”

“I call upon Gaia to grant you resistance to <element>!”

Restore

Level 4; Divine

Instant

Remove mind-altering effects such as those of Charm, Idiocy, Insanity, Intoxication, and Mind-wipe, as well as general effects such as those of Nerve Gas, Silence, Sleep, and Strength Drain. This spell is only effective against the effects of Mind-wipe if the spell is cast within five minutes of the target being affected.

"I call upon Gaia to restore you!"

Revive

Level 7; Divine

Instant

Restore life to a dead character, raising them with one Hit Point.

"I call upon Prana to revive you!"

Shatter

Level 4; Arcane

Instant

Destroy an object no larger than a shield or polearm. This spell is only effective against up to 10 points of armor.

"With arcane power, I shatter this <object>!"

Shield

Level 1; Arcane

Indefinite

Grant the target five temporary armor points which do not count toward their maximum physical armor point limit and may not be replenished by any means. Armor points granted by the Shield spell are consumed by taking physical damage, and prior to those granted by Arcane Bulwark, physical armor, and Dexterity.

"With arcane power, I grant you a shield!"

Silence

Level 3; Arcane

One Minute

Temporarily remove the target's ability to cast spells and communicate by speech.

"With arcane power, I silence you!"

Sleep

Level 3; Divine and Arcane

Five Minutes

Cause the target to fall into a deep sleep.

"With arcane power, I cause you to sleep!"

"I call upon Gaia to cause you to sleep!"

Slow

Level 1; Divine and Arcane

Five Seconds

Temporarily remove the target's ability to run.

"With arcane power, I slow you!"

"I call upon Gaia to slow you!"

Spiritual Weapon

Level 3; Divine

Indefinite

Lightly enchant a weapon, imbuing it with a(n) Holy or Unholy aura, allowing it to deal damage in the form of the aura's damage type for the wielder's next three attacks.

"I call upon Prana to imbue this weapon with a Holy aura."

"I call upon Endo to imbue this weapon with an Unholy aura."

Suffocate

Level 7; Divine and Arcane

Instant

Forcefully draw the air from the target's lungs, preventing them from breathing and speaking, and reducing them to 0 Hit Points.

"With arcane power, I suffocate you!"

"I call upon Gaia to suffocate you!"

Telekinesis

Level 3; Arcane

Instant

Manipulate a door, container, or trap within sight. Items and objects may not be interacted with thanks to this spell, through physical or magical barriers, nor does this spell ignore the effects of Magic Lock.

To utilize this spell, the caster casts the spell and moves while Out-of-Game to manipulate the object before returning to their original position and resuming In-Game status.

"With arcane power, I <open/disarm> this <object>."

Wall of Force

Level 5; Arcane

Two Days

Erect a barrier around a room or building, preventing spells, weapons, poisons, and unwanted creatures from penetrating it while those invested may enter and exit freely. To cast the spell, the caster must walk the perimeter of the space to be affected at arm's length before reciting the incantation. All creatures within the space at the time of casting are innately invested in the Wall of Force, and a "W" must be marked on all entrances to the area affected.

"With arcane power, I create a wall of force!"

Web

Level 4; Divine and Arcane

One minute

Bind the target's body from the neck-down, preventing movement and holding them in place.

"With arcane power, I web you!"

"I call upon Gaia to web you!"

Rituals

Unlike lesser spells which may be cast at will so long as the caster possesses unused Spell Slots, Ritual spells require greater effort to cast. Not only do most rituals require a particular amount of time spent role-playing the ritual itself, special materials which are attuned to each of the four elements must be utilized and consumed for the spell to be successfully cast. In exchange for these considerably cumbersome casting requirements, Ritual Magic spell effects are often more potent than those of lesser spells.

Much like lesser spells, Ritual spells often offer limited-duration effects, and may require a specific target to be cast upon.

Components

Magical components or foci are almost always necessary for casting Ritual spells. Each component is aligned with or acts as a physical manifestation of one of the four elements: Air, Earth, Fire, and Water.

Ritual Magic Levels and Scrolls

Unlike lesser spells which consume Spell Slots when cast, Rituals consume available Ritual Magic levels (also referred to as ranks).

Example: Roche possesses five levels of Arcane Ritual Magic, and spends one to create an Arcane Magic Circle which she may use for further Ritual spell castings. However, she may only cast spells whose

sum levels are equal to or less than the four remaining levels she possesses, until the next Renewing Winds.

Ritual Magic Scrolls possess the magical energy of a completed Ritual. As such, casting the Ritual contained within such a scroll does not consume the user's available Ritual Magic levels or additional material components. Any character capable of casting Ritual spells may identify and use Ritual Magic Scrolls of their respective school of magic, regardless of their total Ritual Magic level.

Flaw & Backfire Potential

As such magics as those employed in Ritual spells are considerably powerful and often questionably stable, casting a ritual may carry with it the risk of some form of backfire, or the resulting effects being flawed in some form. A ritual that is interrupted however, will innately suffer a Backfire.

Casting Needs

Before casting a Ritual spell, the caster must ensure they are sufficiently prepared to do so. In order to cast any ritual which requires a five minute ritual to complete, the casting must be supervised by an appointed Ritual Magic GM, and the casting must take place within an appropriate Ritual Magic Circle of the respective school. Naturally, all material components or scrolls should be prepared for use, and the target should be present for the casting.

Table 6-3: Ritual Magic Spells by Level

Spell Name	Spell Level	Spell School		Components				Duration	Target	Casting Time
		Divine	Arcane	A	E	F	W			
Create Circle	1	X	X			o	o	1 Day	Ground	Instant
Create Ritual Scroll	1 ^	X	X	+	+	o+	o+	Indefinite	Object	5 Min.
Identify	1		X			1		Instant	Object	Instant
Imbue with Spell	1	X	X			o	o	1 Day	Creature	Instant
Contingency	2	X	X		1		1	1 Day	Creature	Instant
Healing Pool	2	X		1	1		1	5 Min.	Ground	Instant
Imbue Weapon	2	X	X	*	1 *	*	*	1 Day	Object	5 Min.
Regeneration	2	X		1			1	Instant	Creature	Instant
Enchant	3	X	X	1 ~	1 ~	1 o	1 o	1 Day	Object	5 Min.
Mark	3	X	X	1		1		Indefinite	Any	5 Min.
Unmark	3	X	X		1		1	Instant	Any	5 Min.
Dispel Ritual Magic	4	X	X	1	2	2		Instant	Any	5 Min.
Lore	4	X		2	1		2	5 Min.	Self	5 Min.
Permanency	4	X	X	2	3	1	1	2 Yrs.	Any	5 Min.
Planar Door	4		X	1 *	1 *	2 *	*	1 day	Ground	5 Min.
Fortify	5	X	X	2	3	1	2	1 Day	Object	5 Min.
Fuse to Spirit	5	X	X	3	3	2	2	Indefinite	Creature/Object	5 Min.
Refresh Spirit	5	X		4		3	3	Instant	Creature	5 Min.

o +1 Component attributed to the school of magic (Arcane = Fire, Divine = Water). * +1 Component relating to the plane or element.

~ +1 Component per additional effect. + Requires additional components necessary for the intended ritual to be contained.

^ Requires the caster to expend additional Ritual Magic levels as required by the intended ritual to be contained.

Ritual Spell Descriptions

Contingency

Level 2; Divine and Arcane

Instantly Cast; One Day Duration

Cast a lesser spell upon the target that will activate when a specific trigger parameter is met. There may only be one Contingency spell active upon a given target at one time.

Spell effects which may be used in conjunction with Contingency include Cure Minor Wounds, Cure Light Wounds, Cure Wounds, Cure Serious Wounds, Revive, Divine Armor, Protection from Poison, Reflect Magic, Dispel Magic, Restore, and Shield.

"With arcane power, I grant you a <spell name> contingent upon <parameter>."

"I call upon Prana to grant you a <spell name> contingent upon <parameter>."

Create Circle

Level 1; Divine and Arcane

Instantly Cast; One Day Duration

Establish a Ritual Magic Circle no larger than 25 feet in circumference in which to cast Ritual spells and/or resurrect the dead. Any mage may attune to such a circle with one minute of role-play. Circles which would otherwise dissipate while a ritual is being performed within them, will last until the ritual's completion. Magic Circles do not function as magical barriers.

Circles may be represented by any means of marking out the appropriate designated space.

"With arcane power, I create an Arcane Circle!"

"I call upon Gaia to create a Divine Circle!"

Create Ritual Scroll

Level 1; Divine and Arcane

5 Minute Casting Time; Indefinite Duration

Create a scroll for a Ritual spell. The scroll provides the levels and components necessary to cast the spell to the user, and the total levels and components required to cast the spell to create the resulting scroll must include those of the spell intended.

"With arcane power, I create a <spell name> scroll!"

"I call upon <god> to create a <spell name> scroll!"

Dispel Ritual Magic

Level 4; Divine and Arcane

5 Minute Casting Time; Instant Duration

Remove the effects of various lesser and Ritual spells. Dispel Ritual Magic affects the following: Magic Locks, Magic Traps, Walls of Force, Healing Pools, Contingency, Imbue Weapon, Imbue with Skill, Enchant, Mark, Permanency, Planar Door, Fortify, and Fuse to Spirit.

"With arcane power, I dispel Ritual Magic!"

"I call upon Endo to dispel Ritual Magic!"

Enchant

Level 3; Divine and Arcane

5 Minute Casting Time; One Day Duration

Imbue an object with a single use of a lesser spell, with a small chance that enchantments applied to the target will be usable once per day, rather than once, ever. Additional charges may be applied by spending one additional Air and Earth component per charge. One additional Fire or Water component must be spent, depending on the caster's school of magic (Arcane and Divine respectively).

Up to five effects may be applied to the target at any time, including those granted by the Fortify and Fuse to Spirit Ritual spells. The caster must select their intended effects upon initiating the ritual.

"With arcane power, I enchant this <object> with <spell name>!"

"I call upon Gaia to enchant this <object> with <spell name>!"

Fortify

Level 5; Divine and Arcane

5 Minute Casting Time; One Day Duration

Render the targeted object indestructible.

"With arcane power, I fortify this <object>!"

"I call upon Gaia to fortify this <object>!"

Fuse to Spirit

Level 5; Divine and Arcane

5 Minute casting Time; Indefinite Duration

The target object and creature cannot be separated and the object will appear on the creature's person when they resurrect. When the creature permanently dies, the object will fuse to the next living creature to make contact with it. The caster must maintain continued contact with the targeted object and creature throughout the casting of the ritual, and objects affected by Fused to Spirit must be marked with a white or silver string, cloth, or ribbon.

"With arcane power, I fuse this <object> to your spirit!"

"I call upon Prana to use this <object> to your spirit!"

Healing Pool

Level 2; Divine

5 Minute Casting Time; 5 Minute Duration

Create a magical pool within a Divine Circle. Anyone within the circle for the duration of this spell is healed for five Hit Points per minute.

"I call upon Prana to create a healing pool!"

Identify

Level 1; Arcane

Instantly Cast; Instant Duration

Cast upon an object to discern and identify the magical properties and effects upon an item.

"With arcane power, I identify this <object>!"

Imbue Weapon

Level 2; Divine and Arcane

5 Minute Casting Time; One Day Duration

Imbue a weapon with a magical or elemental aura, adding one of the damage types, *Fire, Holy, Ice, Lightning, Magic, Stone, or Unholy* to the weapon. The additional component cost should be considered when adding an elemental aura to a weapon, whereas a Magic aura requires an additional Air component, and a Holy or Unholy aura require additional Water or Earth components respectively.

"With arcane power, I grant this <object> a(n) <element> aura!"

"I call upon <Prana/Endo> to grant this <object> a(n) <Holy/Unholy> aura!"

Imbue with Spell

Level 1; Divine and Arcane

Instantly Cast; One Day Duration

Grant the targeted creature the ability to cast one lesser spell which the caster knows. The target is not required to possess the ability to cast spells in order to utilize the spell granted to them in this manner, and only one spell may be imparted to any given creature at one time.

Note: Utilizing this Ritual spell expends the Spell Slot that would normally be consumed upon casting the desired spell.

"With arcane power, I imbue you with a <spell name> spell!"

"I call upon Gaia to imbue you with a <spell name> spell!"

Lore

Level 4; Divine

5 Minute Casting Time; 5 Minute Duration

Grant the caster an audience with the avatar of the god of their choosing, which they call upon when casting this Ritual spell.

"I call upon <god> to grant me lore."

Mark

Level 3; Divine and Arcane

5 Minute Casting Time; 5 Minute Duration

Create a mark of the caster's choosing no larger than the palm of their hand, upon the target.

"With arcane power, I mark you."

"I call upon Endo to mark you."

Permanency

Level 4; Divine and Arcane

5 Minute Casting Time; 2 Year Duration

Extend temporary lesser or Ritual spell effects to last for two years. The effects of Permanency may be renewed prior to the existing effects fading.

Permanency may affect the following: *Magic Locks, Magic Traps, Walls of Force, Magic Circles, Healing Pools, Enchantments, Imbued Weapons, Planar Doors, Fortifications, and Imbued Skills.*

"With arcane power, I extend this <spell name>!"

"I call upon Gaia to extend this <spell name>!"

Planar Door

Level 4; Arcane

5 Minute Casting Time; One Day Duration

Create a portal to another plane, which is represented by a circle up to 15 feet in circumference, adorned with no less than five runes.

"With arcane power, I build a door to the plane of <element>!"

Refresh Spirit

Level 5; Divine

5 Minute Casting Time; Instant Duration

Remove the target's skills, refreshing their available Skill Points. New skills must be purchased immediately by the target, and Refresh Spirit may only affect a given target once; additional castings fail.

"I call upon Gaia to refresh your spirit!"

Regeneration

Level 2; Divine

Instantly Cast; Instant Duration

Restore the target's body to its original state, returning functionality to lost/disabled limbs.

"I call upon Prana to regenerate you!"

Unmark

Level 2; Divine and Arcane

5 Minute Casting Time; Instant Duration

Remove a mark created by the Mark ritual.

"With arcane power, I unmark you."

"I call upon Prana to unmark you."

Production



Item Production

Characters who have purchased production skills such as Alchemy or Apothecary are capable of producing useful items through role-play and the use of craft-specific material components. The types of items a given character may produce are limited, based upon the crafting skills they have purchased, how many levels of these skills they possess, and how many components they have access to. A given item's Production Level indicates the requisite level in the appropriate skill to produce the item, and Production Levels granted by items do not stack with those levels the character has directly acquired.

Production Duration

For every Production Level necessary to produce an item, production requires five minutes of role-play. This role-play should include the preparation of tools and materials, drafting or reviewing schematics and recipes, and the manufacture of the intended good. Some skills may serve to reduce the time required.

Material Components

A given number and variety of components are necessary to produce an item, and some skills may serve to reduce the time required. Materials may be acquired by normal means through merchants or found as random loot. A character may also exchange coin for materials prior to an event, purchasing a number of components equal to their total number of crafting skill levels, and at a rate of three coppers apiece. However, components are most commonly available by simply gathering them while exploring at a given event. While most materials are considerably common, rare varieties may yield specialized effects which may be imparted to an item crafted from them, so long as at least all but one of the components utilized offer the same effect. Others meanwhile, may require particular parameters be met before such benefits may manifest. Only one such effect may be imparted to an item in this manner, and effects applied in this

way do not count toward an item's magical effect limit.

Example: Ardium, a rare ore resembling orange volcanic glass imparts the Piercing damage modifier to bladed weapons crafted by it. However, this benefit only manifests when the weapon is sharpened, and only for the first three attacks following such treatment. The weapon may be sharpened again to regain this benefit again as the user sees fit.

It is possible for some materials to be used in place of others, so long as their general properties are similar, and they may be reasonably used for the intended application.

Example: A collection of bones may be used to fashion a suit of crude armor in a manner similar to some techniques used for metal and/or leather plates. However, as bones are not innately flexible, they could not be reasonably be used in place of wood or metal when constructing a bow.

Material Refinement

It is possible for a character who possesses at least one level in a crafting skill to refine their materials into purer forms, effectively providing themselves with an additional use of the refined material. To do so, they must expend two samples of the same material (*Eg. Two chunks of iron ore*) and spend 10 minutes of role-play processing the materials.

Note: Material refinement cannot be performed with those materials which impart effects to items they are used to produce.

Workshops

Whether found as portable kits or as more permanent features of estates and guild halls, Workshops offer tools and supplementary materials which allow a character to further extend their available materials, effectively reducing the number of necessary components to craft a given item by one (minimum of one required).

Alchemy

Regardless of a character's skills and abilities, they may make use of Alchemical items.

Alchemical Substance vs. Poisons

Whereas Poisons typically interact with the target's metabolism and therefore may be resisted with certain spell effects or skills, Alchemical Substances generally do not and may not be resisted.

Contact Poison

Contact Poisons are gel-like substances which may be applied to surfaces, covering up to one square foot. When such a substance is to be applied to a weapon, a piece of green thread or string is the preferred representation. Contact Poisons deliver their effects when contact is made with a player's exposed skin.

Gas Poison

Gas Poisons are concentrated vapors or small amounts of potent fluids which are contained within a fragile container that may be thrown from a safe distance. These poisons are represented by means of a green Spell Packet, and the call accom-

panying their use consists of "<Poison name> Gas!"

Ingested Poison

Though they may be consumed or fed to a helpless target, Ingested Poisons may also be mixed into food or drink with three seconds of role-play, and the Item Tag must accompany the food's container.

Weapon Poison

Weapon Poisons are viscous variants of certain substances which apply their effects when damage is dealt by the poisoned weapon to the target's Hit Points. Applying Weapon Poisons requires 10 seconds of role-play, and is represented by a strip of green cloth attached to the weapon. Weapon Poisons may not be applied to ammunition, and are expended after the first attack with the weapon they are applied to, regardless of the attack's success. However, parrying with a poisoned weapon does not expend an applied poison.

The name of the poison applied to a weapon follows the weapon's damage type in the damage call used for the attack

Example: "Piercing Silver Cause Death Strike Two!"

Table 7-1: Alchemy Production

Item Name	C	G	I	W	Item Level	Components	Description	Duration
Cause Light Wounds	X	X	X		1	2x Plant/Fungi	Deals two points of damage.	Instant
Cure Light Wounds *	X	X	X		1	2x Plant/Fungi	Restores two lost Hit Points.	Instant
Ale *			X		1	2x Plant/Fungi	Acts as one dose of Intoxicant.	1 Hour
Stun		X			1	2x Plant/Fungi	Applies the Stun effect.	5 Sec.
Cause Wounds	X	X	X		2	3x Plant/Fungi	Deals five points of damage.	Instant
Charm	X	X	X		2	3x Plant/Fungi	Applies the Charm effect.	5 Min.
Hallucinogen	X	X	X		2	3x Plant/Fungi	Applies the Hallucination effect.	5 Min.
Nullify Poison *			X		2	3x Plant/Fungi	Negates poisons in food/drink.	Instant
Strength Drain	X	X	X	X	2	3x Plant/Fungi	Applies the Strength Drain effect.	Indefinite
Alchemical Adhesive *	X				3	4x Plant/Fungi	Adheres items or creatures to surface.	5 Min.
Alchemical Solvent *	X				3	4x Plant/Fungi	Negates Alchemical Adhesive and Grease.	Instant
Grease *	X				3	4x Plant/Fungi	Renders surfaces too slick to stand on.	5 Min.
Idiocy		X	X		3	4x Plant/Fungi	Applies the Idiocy effect.	Indefinite
Silence	X	X	X		3	4x Plant/Fungi	Applies the Silence effect.	1 Min.
Vodka *			X		3	4x Plant/Fungi	Acts as three doses of Intoxicant.	1 Hour
Liquid Fire *o		X			4	5x Plant/Fungi	Deals five points of fire damage.	Instant
Neutralizer *			X		4	5x Plant/Fungi	Applies the Protection from Poison effect.	Indefinite
Sleep	X	X	X	X	4	5x Plant/Fungi	Applies the Sleep effect.	5 Min.
Whiskey *			X		4	5x Plant/Fungi	Acts as five doses of Intoxicant.	1 Hour
Acid *	X	X		X	5	6x Plant/Fungi	Applies the Shatter effect to the item struck.	Instant
Cause Serious Wounds	X	X	X		5	6x Plant/Fungi	Deals 10 points of damage.	Instant
Insanity	X	X	X	X	5	6x Plant/Fungi	Applies the Insanity effect.	5 Min.
Paralysis	X	X	X	X	5	6x Plant/Fungi	Applies the Paralysis effect.	5 Min.
Cause Death	X	X	X	X	6	7x Plant/Fungi	Immediately kills the target.	Instant
Mindwipe	X	X	X		6	7x Plant/Fungi	Applies the Mindwipe effect.	Indefinite
Phantasea *			X		6	7x Plant/Fungi	Combines five Intoxicants with Hallucinogen.	1 Hour

* Alchemical Substances may not be resisted, and their item names should be adjusted to reflect "Substance."

o The damage dealt by Liquid Fire first affects the target's armor, and may affect creatures typically resistant to poisons.

Apothecary

Apothecaries meld magic with herbal concoctions, producing helpful potions, which any character may utilize, regardless of skills or abilities. Potions impart spell effects and the requisite production level for each is that of the spell's level. An Apothecary must know the spell they wish to create a potion of. The production of potions does not consume Spell Slots.

Mana Potions

Mana Potions may be consumed to restore a spent Spell Slot of the corresponding level.

Nota

Notas produce magical tattoos that contain a single

use of a chosen spell, which may be activated by the tattooed character, regardless of their skills or abilities. The level of Nota required to produce a given tattoo equals that of the desired spell. A Nota must know the spell they intend to create a tattoo of. The production of magical tattoos does not consume Spell Slots.

Scribe

Scribes produce scrolls, which contain a single use of a lesser spell they know, which may later be utilized by characters with Divine or Arcane Arts, depending on which school of magic the scroll's spell relates to. The production of scrolls does not consume Spell Slots.

Table 7-2: Apothecary, Nota, & Scribe Production

Item Name	Pot.	Scroll	Tatt.	Item Level	Components	Description
Cause Minor Wounds		X	X	1	2x Plant/Fungi	As the spell, Cause Minor Wounds.
Cure Minor Wounds	X	X	X	1	2x Plant/Fungi	As the spell, Cure Minor Wounds.
Divine Armor	X	X	X	1	2x Plant/Fungi	As the spell, Divine Armor.
Elemental Missile		X	X	1	2x Plant/Fungi	As the spell, Elemental Missile.
Light	X	X	X	1	2x Plant/Fungi	As the spell, Light.
Mana Potion (Level 1)	X			1	2x Plant/Fungi	Restore one Level 1 Spell Slot.
Shield		X	X	1	2x Plant/Fungi	As the spell, Shield.
Slow		X	X	1	2x Plant/Fungi	As the spell, Slow.
Arcane Strike		X	X	2	3x Plant/Fungi	As the spell, Arcane Strike.
Bless Weapon		X	X	2	3x Plant/Fungi	As the spell, Bless Weapon.
Calm		X	X	2	3x Plant/Fungi	As the spell, Calm
Cause Light Wounds		X	X	2	3x Plant/Fungi	As the spell, Cause Light Wounds.
Charm		X	X	2	3x Plant/Fungi	As the spell, Charm.
Cure Light Wounds	X	X	X	2	3x Plant/Fungi	As the spell, Cure Light Wounds.
Detect Magic		X	X	2	3x Plant/Fungi	As the spell, Detect Magic.
Elemental Bolt		X	X	2	3x Plant/Fungi	As the spell, Elemental Bolt.
Entangle		X	X	2	3x Plant/Fungi	As the spell, Entangle.
Mana Potion (Level 2)	X			2	3x Plant/Fungi	Restore one Level 2 Spell Slot.
Release		X	X	2	3x Plant/Fungi	As the spell, Release.
Cause Fear		X	X	3	4x Plant/Fungi	As the spell, Cause Fear.
Cleanse		X	X	3	4x Plant/Fungi	As the spell, Cleanse.
Disarm		X	X	3	4x Plant/Fungi	As the spell, Disarm.
Elemental Weapon		X	X	3	4x Plant/Fungi	As the spell, Elemental Weapon.
Hold		X	X	3	4x Plant/Fungi	As the spell, Hold.
Mana Potion (Level 3)	X			3	4x Plant/Fungi	Restore one Level 3 Spell Slot.
Remove Fear	X	X	X	3	4x Plant/Fungi	As the spell, Remove Fear.
Repel		X	X	3	4x Plant/Fungi	As the spell, Repel.
Resist Element	X	X	X	3	4x Plant/Fungi	As the spell, Resist Element.
Silence		X	X	3	4x Plant/Fungi	As the spell, Silence.
Sleep		X	X	3	4x Plant/Fungi	As the spell, Sleep.
Spiritual Weapon		X	X	3	4x Plant/Fungi	As the spell, Spiritual Weapon.
Telekinesis		X	X	3	4x Plant/Fungi	As the spell, Telekinesis.
Cause Wounds		X	X	4	5x Plant/Fungi	As the spell, Cause Wounds.

Table 7-2: Apothecary, Nota, & Scribe Production (Continued)

Item Name	Pot.	Scroll	Tatt.	Item Level	Components	Description
Cure Wounds	X	X	X	4	5x Plant/Fungi	As the spell, Cure Wounds.
Elemental Blast		X	X	4	5x Plant/Fungi	As the spell, Elemental Blast.
Idiocy		X	X	4	5x Plant/Fungi	As the spell, Idiocy.
Magic Lock		X	X	4	5x Plant/Fungi	As the spell, Magic Lock.
Mana Potion (Level 4)	X			4	5x Plant/Fungi	Restore one Level 4 Spell Slot.
Preserve	X	X	X	4	5x Plant/Fungi	As the spell, Preserve.
Restore	X	X	X	4	5x Plant/Fungi	As the spell, Restore.
Shatter		X	X	4	5x Plant/Fungi	As the spell, Shatter.
Web		X	X	4	5x Plant/Fungi	As the spell, Web.
Banish		X	X	5	6x Plant/Fungi	As the spell Banish.
Dispel Magic	X	X	X	5	6x Plant/Fungi	As the spell, Dispel Magic.
Enervate		X	X	5	6x Plant/Fungi	As the spell, Enervate.
Insanity		X	X	5	6x Plant/Fungi	As the spell, Insanity.
Magic Prison		X	X	5	6x Plant/Fungi	As the spell, Magic Prison.
Mana Potion (Level 5)	X			5	6x Plant/Fungi	Restore one Level 5 Spell Slot.
Petrify		X	X	5	6x Plant/Fungi	As the spell, Petrify.
Protection from Magic	X	X	X	5	6x Plant/Fungi	As the spell, Protection from Magic.
Protection from Poison	X	X	X	5	6x Plant/Fungi	As the spell, Protection from Poison.
Wall of Force		X	X	5	6x Plant/Fungi	As the spell, Wall of Force.
Cause Serious Wounds		X	X	6	7x Plant/Fungi	As the spell, Cause Serious Wounds.
Cure Serious Wounds	X	X	X	6	7x Plant/Fungi	As the spell, Cure Serious Wounds.
Elemental Storm		X	X	6	7x Plant/Fungi	As the spell, Elemental Storm.
Force Wave		X	X	6	7x Plant/Fungi	As the spell, Force Wave.
Mana Potion (Level 6)	X			6	7x Plant/Fungi	Restore one Level 6 Spell Slot.
Paralyze		X	X	6	7x Plant/Fungi	As the spell, Paralyze.
Cause Death		X	X	7	8x Plant/Fungi	As the spell, Cause Death.
Create Undead		X	X	7	8x Plant/Fungi	As the spell, Create Undead.
Destroy		X	X	7	8x Plant/Fungi	As the spell, Destroy.
Destroy Undead		X	X	7	8x Plant/Fungi	As the spell, Destroy Undead.
Divest		X	X	7	8x Plant/Fungi	As the spell, Divest.
Invest		X	X	7	8x Plant/Fungi	As the spell, Invest.
Mana Potion (Level 7)	X			7	8x Plant/Fungi	Restore one Level 7 Spell Slot.
Reflect Magic	X	X	X	7	8x Plant/Fungi	As the spell, Reflect Magic.
Revive	X	X	X	7	8x Plant/Fungi	As the spell, Revive.
Suffocate		X	X	7	8x Plant/Fungi	As the spell, Suffocate.



Using Potions, Scrolls, and Tattoos

Whereas consuming or feeding a helpless target a potion requires three seconds of role-play, scrolls and magical tattoos require specific engagement. To use such items and utilize their effects, a player must make contact with the scroll or tattoo using a Spell Packet, and recite the incantation of the spell contained within the item. When this process is completed, the user may throw the Spell Packet or otherwise cast the spell upon their target as desired.

Tattoos must first be applied to the body (max of three at a given time) before they may be used, and may be nullified by the effects of Dispel Magic.

Druggist

Druggists produce salts, salves, and other consumable items which impart useful effects akin to those of potions. All characters may make use of these items, regardless of their skills or abilities.

Item Name	Item Level	Components	Description	Duration
Cure Minor Wounds Salve	1	2x Plant/Fungi	Restores one Hit Point.	Instant
Light Salve	1	2x Plant/Fungi	As the spell, Light.	1 Day
Sacred Grass Cigarette	1	2x Plant/Fungi	Acts as one dose of Intoxicant.	1 Hour
Cure Light Wounds Salve	2	3x Plant/Fungi	Restores two Hit Points.	Instant
Shield Salve	2	3x Plant/Fungi	As the spell, Shield.	Indefinite
Smelling Salts	2	3x Plant/Fungi	Nullifies the effects of Sleep.	Instant
Cure Wounds Salve	3	4x Plant/Fungi	Restores five Hit Points.	Instant
Opium	3	4x Plant/Fungi	Acts as three doses of Intoxicant.	1 Hour
Stone Flesh Salve	3	4x Plant/Fungi	Reduces the next incoming physical attack's damage to one point.	Indefinite
Poultice Salve	4	5x Plant/Fungi	As the spell, restore.	Instant
Preserve Salve	4	5x Plant/Fungi	As the spell, Preserve.	5 Min.
Cure Serious Wounds Salve	5	6x Plant/Fungi	Restores 10 Hit Points.	Instant
Dispel Magic Salve	5	6x Plant/Fungi	As the spell, Dispel Magic.	Instant
Vigor Salve	5	6x Plant/Fungi	Restores one spent consumable skill; does not affect spent Spell Slots.	Instant

Engineering

Engineers are capable of building and operating siege equipment, and producing the ammunition for such weapons. Only characters with at least one level of Engineering may operate siege engines effectively.

Engineers may also produce and attach locks to containers and doors. A physical representation of a lock must be present for the installation to be considered effective, and locked doors should be represented by hanging the lock from the door's knob or handle, facing outward. GM Notes and the Item Tag for the lock must accompany the representation, and designate which characters possess a copy of the lock's key. Locks may be represented by simple warded padlocks, and may be installed with one minute of role-play.



Item Name	Item Level	Components	Description
Ammunition (2)	1	2x Metal/Wood	Large stones, javelins, or cannonballs.
Catapult	2	3x Metal/Wood	A machine which hurls large stones.
Ballista	3	4x Metal/Wood	A machine which launches javelins.
Container Lock	3	4x Metal/Wood	A small lock which may be attached to a container.
Fortify Item *	+3	+1 Metal/Wood	Grants resistance to Shatter, Destroy, and Acid.
Trebuchet	4	5x Metal/Wood	A machine which hurls large stones.
Door Lock	5	6x Metal/Wood	A sizable lock which may be affixed to a door.

* Item fortifications must be applied when the item is crafted. Each fortification requires an additional component be spent to apply, and offers one innate resistance to the effects of Shatter and Destroy spells, and Acid-based alchemical substances. Fortifications may be applied multiple times.

Fletcher

Fletchers are those characters capable of producing bows, crossbows, slingshots, and their respective ammunitions. Strings and bands may be tweaked with one minute of role-play, allowing their respective weapons to deal an additional point of damage until the next Renewing winds.

Field Fletching

Any character with at least one level of the Fletcher skill may produce basic archery-related ammunition in the field by means of five minutes of role-play for each set of 10 units of ammunition they wish to craft. Doing so assumes the character gathers improvised materials from their surroundings. However, they may not produce more ammunition than will fully restock their empty quiver(s).

Smithy

Smiths are capable of crafting weapons and armor.

Metal Coatings

Weapons and ammunition may be coated with precious metals such as Copper or Silver to enhance their value and deal alternative types of damage. To coat a weapon or 10 units of ammunition, 20 coins of the desired metal must be melted down to serve as the coating.

Whetstones

Finding suitable materials from their surroundings, a Smithy may fashion a whetstone by means of five minutes of role-play. Any character may then use the resulting whetstone to sharpen their melee weapons, allowing them to deal an additional point of damage until the next Renewing Winds. Doing so requires one minute of role-play and effectively ruins the whetstone in the process.

Table 7-5: Fletcher & Smithy Production

Item Name	Fletcher	Smithy	Item Level	Components	Description
Armor (Per 2 AP)		X	1	2x Metal/Wood	Two Armor Points per level invested.
Club		X	1	2x Metal/Wood	One-Handed Weapon, Bludgeon.
Great Club		X	1	2x Metal/Wood	Two-Handed Weapon, Bludgeon.
Sap		X	1	2x Metal/Wood	Small Weapon, Bludgeon.
Shot (10)	X	X	1	2x Metal/Wood	Slingshot ammunition.
Slingshot	X	X	1	2x Metal/Wood	Archery weapon.
Staff		X	1	2x Metal/Wood	Two-Handed Weapon, Bludgeon.
Throwing Rock (2)		X	1	2x Metal/Wood	Throwing Weapon, Bludgeon.
Arrow (10)	X	X	2	3x Metal/Wood	Bow ammunition.
Battle Axe		X	2	3x Metal/Wood	One-Handed Weapon, Blade.
Bolt (10)	X	X	2	3x Metal/Wood	Crossbow ammunition.
Bow	X	X	2	3x Metal/Wood	Archery weapon.
Dagger		X	2	3x Metal/Wood	Small Weapon, Blade.
Flail		X	2	3x Metal/Wood	One-Handed Weapon, Bludgeon.
Great Axe		X	2	3x Metal/Wood	Two-Handed Weapon, Blade.
Hatchet		X	2	3x Metal/Wood	Small Weapon, Blade.
Javelin		X	2	3x Metal/Wood	Throwing Weapon, Blade.
Kama		X	2	3x Metal/Wood	One-Handed Weapon, Blade.
Mace		X	2	3x Metal/Wood	One-Handed weapon, Bludgeon.
Maul		X	2	3x Metal/Wood	Two-Handed Weapon, Bludgeon.
Nunchaku		X	2	3x Metal/Wood	One-Handed Weapon, Bludgeon.
Sai		X	2	3x Metal/Wood	Small Weapon, Blade.
Scythe		X	2	3x Metal/Wood	Two-Handed Weapon, Blade.
Shuriken (2)		X	2	3x Metal/Wood	Throwing Weapon, Blade.
Spear		X	2	3x Metal/Wood	One-Handed Weapon, Blade.
Throwing Axe (2)		X	2	3x Metal/Wood	Throwing Weapon, Blade.
Throwing Dagger (2)		X	2	3x Metal/Wood	Throwing Weapon, Blade.
Tonfa		X	2	3x Metal/Wood	One-Handed Weapon, Bludgeon.
Crossbow	X	X	3	4x Metal/Wood	Archery weapon.
Fortify Item *	X	X	+3	+1 Metal/Wood	Grants resistance to Shatter and Destroy effects.
Metal Coating	X	X	+3	20x Coins	Changes the weapon's damage type.

Item Name	Fletcher	Smithy	Item Level	Components	Description
Pike		X	3	4x Metal/Wood	Polearm, Blade.
Shield		X	3	4x Metal/Wood	Shield.
Sword		X	3	4x Metal/Wood	One-Handed Weapon, Blade.
Glaive		X	4	5x Metal/Wood	Polearm, Blade.
Greatsword		X	4	5x Metal/Wood	Two-Handed Weapon, Blade.
Piercing Heads	X	X	+4	+1 Metal/Wood	Apply the Piercing modifier to 10 units of ammunition or one Javelin.
Pole Axe		X	4	5x Metal/Wood	Polearm, Blade.
Pole Hammer		X	4	5x Metal/Wood	Polearm, Bludgeon.
Tower Shield		X	4	5x Metal/Wood	Shield.

* Item fortifications must be applied when the item is crafted. Each fortification requires an additional component be spent to apply, and offers one innate resistance to the effects of Shatter and Destroy spells, and Acid-based alchemical substances. Fortifications may be applied multiple times.

Gunsmith

Gunsmiths are characters who are capable of producing firearms and their ammunition. Gunsmiths are also capable of constructing cannons, though their operation functions akin to a siege engine.

Metal Coatings

Bullets may be coated with precious metals such as Copper or Silver to deal alternative damage types. To coat a set of six bullets with the desired metal, 20 coins thereof must be melted down to serve as the coating.

Zero-Sights

Just as a Fletcher or Smithy may temporarily improve the damage of the weapons produced by their craft by one point, so too may a Gunsmith. Following one minute of role-play adjusting sights and optics, the affected firearm deals an additional point of damage until the next Renewing Winds.



Item Name	Item Level	Components	Description
Bullets (6)	1	2x Metal/Wood	Firearm ammunition.
Pistol (Flintlock)	2	3x Metal/Wood	Single-shot handgun.
Fortify Item *	+3	+1 Metal/Wood	Grants resistance to Shatter and Destroy effects.
Metal Coating	+3	20 Coins	Changes bullet damage type to that of the metal used.
Rifle (Flintlock)	3	4x Metal/Wood	Large, single-shot firearm.
Armor-Piercing Point	+4	+1 Metal/Wood	Adds the Piercing modifier to bullet damage type.
Hollow Point	+4	+1 Metal/Wood	Adds the Crushing modifier to the bullet damage type.
Pistol (Revolver)	4	5x Metal/Wood	Up to six-shot handgun.
Repeating Rifle	5	6x Metal/Wood	Rifle with up to a six-round magazine capacity.
Cannon	5	6x Metal/Wood	A large gun which propels sizable projectiles.

* Item fortifications must be applied when the item is crafted. Each fortification requires an additional component be spent to apply, and offers one innate resistance to the effects of Shatter and Destroy spells, and Acid-based alchemical substances. Fortifications may be applied multiple times.

Trapper

Trappers are characters who are capable of crafting and arming various types of traps. Though any character with one level of Trapper may arm traps, any character may disarm them, regardless of skills or abilities.

If a trap is prematurely triggered while the Trapper is arming it, or if it is armed and triggered while being moved, the trap should be treated as activating and functioning normally, thus affecting the Trapper and/or those within the trap's effective range.

Traps generally consist of two main parts; a triggering mechanism (*Eg. A tripwire*), and an indication mechanism which signals the activation of the trap (*Eg. A buzzer, mouse trap, etc.*). Each variety of trap may differ in its effectiveness and application, its effective range, and the means by which it is represented.

When a trap is activated, a Cut should be called so the effective area may be measured and the damage and effects imparted by the trap may be determined.

Alarm Traps

Useful for offering an early warning of intruders in a given area, Alarm traps simply cause a noise when triggered.

Weapon Traps

Weapon traps are those which cause a weapon to strike the target upon being triggered. For every 10 minutes and three material components invested in their production, a weapon trap applies an additional point of damage to the base damage of the weapon used in conjunction with it, up to 20. Both the Item Tag for the trap, as well as that of the weapon used must accompany the representation of the trap when it is set and armed.

Additional adjustments may be applied, allowing the weapon trap to inflict various effects should its damage cause for the target to lose Hit Points.

Weapons utilized in weapon traps may also be poisoned as per normal, and the Item Tag for the poison used must accompany the trap as well.

Gas Traps

When triggered, a gas trap fills a space with a 10' radius from the trap's container with a gaseous substance or poison. An audible indication such as the snap of a mouse trap or the activation of a buzzer is necessary to represent the activation of such a trap. The gas trap's representation must include three green Spell Packets and the appropriate tags for each type of gas intended to be included in the trap, held within a container with a volume no less than 75 cubic inches. To aid in measuring the effective area of the trap, a 10'-long string, rope, or other length of material should also be included within the container.

Table 7-7: Trapper Production

Item Name	Item Level	Components	Description
Alarm Trap	1	2x Wood/Cordage	A trap which makes noise when triggered.
Stunning Mod.	+1	2x Wood/Cordage	Applies the Stun effect to a Weapon Trap.
Crippling Mod.	+2	3x Wood/Cordage	Applies the Cripple effect to a Weapon Trap.
Weapon Trap	2	3x Wood/Cordage	A trap which strikes the target with a weapon.
Pinning Mod.	+3	4x Wood/Cordage	Applies the Pin effect to a Weapon Trap.
Crushing Mod	+4	5x Wood/Cordage	Applies the Crushing modifier to a Weapon Trap.
Piercing Mod	+4	5x Wood/Cordage	Applies the Piercing modifier to a Weapon Trap.
Gas trap	5	6x Wood/Cordage	A trap which releases poison gases within a 10' radius.

Damage Types and Effects



Effects

Blindness

A blinded character has temporarily lost their vision, plunging them into utter darkness. Players who have been blinded must shut their eyes for the duration of the effect. Blindness lasts for five minutes.

Carrier Attacks

Any effect name that accompanies a damage call is known as a Carrier Attack. These are commonly found in the form of poisoned weapons and special attack modifiers such as Pinning Shot and Mountain Breaker. When struck by such an attack, the effect named in the beginning of the damage call only affects the target if they lose Hit Points as a result of the attack's damage.

Charm

A charmed character is led to believe that the character who inflicted the Charm effect upon them—or the first person they encounter if such a person cannot be readily identified—is a close friend. While charmed, they may interact with the designated charmer as they would any other friend, but the charmed character is not forced to behave in an abnormal way, or to go out of their way to perform tasks they would not normally perform. The effects of Charm last for five minutes.

Cripple

A crippled character has sustained damage to their leg, forcing them to walk with a painful limp, while running is far too painful to attempt. This effect remains until the character has received some form of healing.

Disease

Somehow, the character has been infected by a terrible disease. Each disease has its own conditions for contraction, their own unique incubation period, and their own symptoms. If left untreated, a disease may have permanent side effects. Players who have been afflicted with a disease will be

informed of the effects and/or role-play aspects of their disease following the encounter in which they contracted it.

Fear

The character is overcome by sheer terror, forcing them to flee from or cower before whomever or whatever instilled them with such emotions. The effects of Fear last for five minutes.

Hallucinogen

A character suffering from hallucinations sees creatures, hear sounds, and feel and smell sensations which do not exist to those around them. Hallucinations last for five minutes.

Idiocy

For better or worse, the character has been sapped of their knowledge and recollection of how to perform all but the simplest of tasks, rendering them incapable of using their skills, abilities, or calling upon their education. Idiocy continuously affects the character until they have received the effects of Restore or they resurrect.

Insanity

Overcome with paranoia and fear that anyone and everyone is conspiring to kill them, a character affected by Insanity is left to believe that the only solution to their problem is to be the first to act; forcing them to lash out, doing anything in their power to kill any creature they might see. The effects of Insanity last for five minutes, or until the player receives the effect of Calm, or they resurrect.

Intoxication

Many substances exist that allow a character to become intoxicated with enough doses. A character that consumes a number of such substances in one hour, that is equal to half of their total Hit Points rounded down, will become intoxicated.

An Intoxicated character takes half of all physical damage dealt to them, and they are immune to the effects of Fear. They cannot cast spells,



and it takes five seconds to aim an archery or thrown weapon correctly. Intoxicated characters stumble every fifth step, and melee attacks have a 50% chance of missing their mark (this should be role-played by deliberately missing the target with every-other blow).

A character who consumes a number of intoxicating substances in the same hour that are equal to their total number of Hit Points, will be considered to have overdosed. An overdosing character is considered to be in the Dying state, but can only be stabilized through magical healing. A Restore spell may be used to completely remove an intoxicating substance from a character's system. If a Restore spell is administered while the character is overdosing, they will be stabilized and enter the Unconscious state.

Inverse Healing

Due to the influence of corruptive energies, holy magic is doubly potent when affecting the target, but causes injuries rather than mending wounds. However, those unholy energies which are often called upon to inflict wounds offer succor instead.

Knock-Back

When struck with such immense force from a lateral blow or thrust, a character affected by Knock-back is pushed or hurled five paces back and away from their attacker.

Knockdown

Due to such awesome force accompanying a downward blow, a character affected by Knockdown is knocked off their feet and dropped to the ground in the prone position.

Mindwipe

Mindwipe poisons cause the target to forget the events of the 10 minutes prior to their poisoning. A character who receives a Restore spell or resurrects within five minutes of initial poisoning is cured of the effects of Mindwipe; otherwise the effects last

indefinitely.

Paralyze

Having lost control of their muscles, a character affected by Paralysis collapses to the ground, unable to move any of their limbs. Paralysis lasts for five minutes or until the character is affected by Restore.

Petrify

A character who has been petrified is turned to stone and cannot move or speak. Should they be struck by a Destroy spell or if they are affected by any other means which would normally cause damage or break stone, their statue will crumble and the target will be considered to have been subjected to a Coup de Grace, thus moving them to the Dead state. Players who have been petrified may elect to die and resurrect after one hour, should their character otherwise remain petrified indefinitely. However, doing so does not enable the player to utilize contingencies and other abilities which could prevent them from requiring resurrection.

Pin

Having been painfully impaled in the leg or foot, a character who has been affected by Pin cannot move their legs. Between the pain and difficulty of removing the object which pins them in place, the character cannot move their legs for one minute, or until they have received some means of healing.

Shadow Sickness

Whereas planar gates allow for virtually instantaneous transportation between planes, an Assassin utilizing skills such as Shadow Dance walk the shadowy realm between planes for an extended period of time, exposing their bodies to harmful energies. As such, practitioners of the so-called Shadow Arts often suffer from minor fatigue and nausea. However, when an Assassin exposes themselves for too great a time, their symptoms become far more severe and are referred to as Shadow Sickness. With their symptoms escalated to such an extent, any further use of Shadow Dance before the next Renewing Winds will result in the character's death.

Silence

Immediately suffering from shortness of breath and a dry throat, a silenced character is unable to speak for five minutes, or until they receive the effects of Restore.

Sleep

A character affected by Sleep falls into a comatose slumber and remains asleep for five minutes. A character under the effects of Sleep may be shaken awake with one minute of role-play, or the effect may be counteracted by means of Restore or the

use of Smelling Salts.

Strength Drain

Suffering from fatigue and aching muscles, a character affected by Strength Drain deals one less point of damage with all weapons until they have received the effects of Restore, or they resurrect.

Stun

With their senses overwhelmed, a stunned character is left disoriented for five seconds. While stunned, they may stumble about or lash out with uncoordinated attacks, but are ultimately incapable of making use of their skills.

Vampire Charm

Named for the creatures known to possess such a power, Vampire Charm may be resisted as a standard Charm effect, but lasts so long as the creature or character who implements the effect remains alive. In addition, whereas the standard Charm effect leads the subject to believe another person to be a trusted friend, Vampire Charm serves as a form of mind control, causing the affected subject to follow reasonable orders issued by the implementing creature or character. The extent to which a character may be forced to obey such orders is limited however: Those which the subject may deem extremely unreasonable may be resisted.

Damage Types

Crushing

Blunt force trauma resulting from a heavy blow, Crushing damage affects a target's Armor Points and/or Hit Points, even if the blow is blocked with a weapon or shield.

Fire

Licking flames given form without need for fuel and embodying the element of Fire. Mages are known to both manifest projectiles made of fire, and to permanently engulf the striking surface of weapons with it.

Holy

A manifestation of the gods' power, Holy damage cannot fatally wound a living creature, nor can Holy weapons be used to issue a Coup de Grace to the living. Rather, those who would otherwise receive a killing blow are instead stabilized and brought to 0 HP. However, weapons imbued with Holy energy are twice as lethal to the Undead.

Ice

Quickly forming a shard of ice by instantly drawing moisture from the air and cooling it, this common substance can be turned into a potentially lethal missile. Weapons imbued with the elemental energies of Water and Ice are often encased in durable shards of unmelting ice, or perpetually coated in a

thick frost.

Lightning

By drawing the essence of this fearsome spectacle directly from the air, one may harness it as a terrifying missile to turn against one's foes. Likewise, weapons imbued with the power of the element of Air readily crackle and spark as small arcs dance upon their surface.

Magic

Raw aether given form, the energy simply known as "magic" is considered perfectly neutral in regards to the elements. As such, some would argue it to be the superior manifestation for facing certain creatures.

Normal

Normal implements consist of those which have not imbued with elemental, holy, or other magical energies. As such, weapons fashioned from common, mundane materials such as steel, iron, and wood are referred to as "normal," with cold-forged iron implements also falling into this category.

Piercing

Capable of penetrating most armor thanks to a combination of a sharp, reinforced point and a strong blow, a piercing blow's damage is dealt directly to the target's Hit Points and ignores the protection of their armor. However, a shield or weapon may block the blow and render the attack ineffective.

Silver

Most implements may be coated in precious metals such as Copper, Silver, and Gold. Though primarily done as a symbol of wealth and status, some creatures are known to be easily dispatched with such a weapon, with rumors favoring the use of silver.

Stone

Though only one of many manifestations of the element of Earth, Stone is often thought to offer more practical uses in martial applications. As such, hulking masses of stone may be drawn from the earth and propelled toward one's mark, or formed at one's will over an existing weapon.

Unholy

Corrupted and evil power drawn from the deities of the Abyss, Unholy energy may be manifested into missiles or imbued in weapons of all sorts. Though harmful to living creatures, Unholy energies offer succor and healing to the Undead, making it useful for sentient Undead beings and necromancers alike. When used to issue a Coup de Grace to a living target, an Unholy weapon siphons away a portion of their life force, healing its wielder by up to five Hit Points.

Equipment



Table 8-1: Weapon Base Damage Values

Weapon	Weapon Type	Base Damage
Dagger	Small, Blade	1
Fist	Unarmed, Bludgeon	1
Hatchet	Small, Blade	1
Sai	Small, Blade	1
Sap	Small, Bludgeon	1
Shuriken	Thrown, Blade	1
Slingshot	Archery	1
Throwing Axe	Thrown, Blade	1
Throwing Dagger	Thrown, Blade	1
Throwing Rock	Thrown, Bludgeon	1
Battle Axe	One-Handed, Blade	2
Club	One-Handed, Bludgeon	2
Crossbow	Archery	2
Flail	One-Handed, Bludgeon	2
Javelin	Thrown, Blade	2
Kama	One-Handed, Blade	2
Mace	One-Handed, Bludgeon	2
Nunchaku	One-Handed, Bludgeon	2
Spear	One-Handed, Blade	2
Sword	One-Handed, Blade	2
Tonfa	One-Handed, Blade	2
Bow	Archery	3
Greatsword	Two-Handed, Blade	3
Great Axe	Two-Handed, Blade	3
Great Club	Two-Handed, Bludgeon	3
Maul	Two-Handed, Bludgeon	3
Pistol	One-Handed, Firearm	3
Scythe	Two-Handed, Blade	3
Staff	Two-Handed Bludgeon	3
Glaive	Polearm, Blade	4
Pike	Polearm, Blade	4
Pole Axe	Polearm, Blade	4
Pole Hammer	Polearm, Bludgeon	4
Rifle	Two-Handed, Firearm	4
Ballista	Siege	20 (Piercing)

Table 8-1: Weapon Base Damage Values (Cont.)

Weapon	Weapon Type	Base Damage
Cannon	Siege	20 (Crushing)
Catapult	Siege	20 (Crushing)
Trebuchet	Siege	20 (Crushing)

Archery Weapons

Archery weapons may not have a draw weight greater than 30 pounds at a 28" draw. Arrows must not be equipped with any form of point, and must be capped with a metal disk, and otherwise meet Thrusting Tip standards for weapon construction, and be no smaller than one's eye socket in diameter.

Ballista

A ballista must possess a table no shorter than four feet in length, and may launch javelins via torsion power.

Cannon

A cannon—being a large, stationary gun—may include a barrel no shorter than four feet in length set atop a weapon carriage, and powered via spring or compressed air. It may launch foam balls up to 28" in circumference.

Catapult

A catapult must include a main beam no shorter than three feet in length, powered by torsion. It may launch foam balls up to 28" in circumference.

Firearms

Firearms are represented by foam dart blasters, which may be lightly mechanically modified to improve range and performance, and must be aesthetically modified to fit within the setting. Firearms fire foam blaster darts.

Trebuchet

A trebuchet must include a main beam no shorter than three feet in length, powered by a counterweight. It may launch foam balls up to 28" in circumference.

Table 8-2: Weapon Construction Dimensions

Item	Grip Length †	Striking Surface Length †	Striking Surface Foam Thickness ‡	Shaft Length †	Shaft Foam Thickness ‡	Core Length	Chain Length †	Overall Length †
Battle Axe	10"	10" (x2)	0.5" CC, 0.5" OC	21"	0.5" CC	40"	--	43"
Club	10"	31"	0.5" CC	--	--	40"	--	43"
Dagger	6"	10"	0.5" CC	--	--	15"	--	18"
Flail	10"	14"	0.5" CC	10"	0.5" CC	19", 13"	3"	43"
Glaive	40"	18"	0.5" CC	24"	0.5" CC	81"	--	84"
Greatsword	24"	45"	0.5" CC	--	--	69"	--	72"
Great Axe	22"	12" (x2)	0.5" CC, 0.5" OC	24"	0.5" CC	57"	--	60"
Great Club	24"	45"	0.5" CC	--	--	69"	--	72"
Hatchet	6"	6"	0.5" CC, 0.5" OC	4"	0.5" CC	15"	--	18"
Javelin	--	--	--	46"	0.5" CC	45"	--	48"
Kama	10"	12"	0.5" CC	19"	0.5" CC	40"	--	43"
Mace	10"	10"	0.5" CC	21"	0.5" CC	40"	--	43"
Maul	22"	12" (x2)	0.5" CC, 0.5" OC	24"	0.5" CC	57"	--	60"
Nunchaku	--	12" (x2)	0.5" CC	--	--	9", 9"	3"	33"
Pike	40"	18"	0.5" CC	24"	0.5" CC	81"	--	84"
Pole Axe	40"	18"	0.5" CC, 0.5" OC	24"	0.5" CC	81"	--	84"
Pole Hammer	40"	18" (x2)	0.5" CC, 0.5" OC	24"	0.5" CC	81"	--	84"
Sai	6"	10"	0.5" CC	--	--	15"	--	18"
Sap	6"	10"	0.5" CC	--	--	15"	--	18"
Scythe	40"	18"	0.5" CC	24"	0.5" CC	81"	--	84"
Shield	--	--	--	--	--	--	--	864" sq.
Shuriken	--	6"	0.5" CC	--	--	--	--	6"
Spear	22"	12"	0.5" CC	24"	0.5" CC	57"	--	60"
Staff	6" (x2)*	70"	0.5" CC	--	--	69"	--	72"
Sword	10"	31"	0.5" CC	--	--	40"	--	43"
Throwing Axe	--	6"	0.5" CC	12"	0.5" CC	--	--	18"
Throwing Dagger	6"	12"	0.5" CC	--	--	--	--	18"
Throwing Rock	--	6" cu.	6" cu. OC	--	--	--	--	6" cu.
Tonfa	6"	15"	0.5" CC	--	--	15"	--	18"
Tower Shield	--	--	--	--	--	--	--	1152" sq.

† The value listed is the maximum. ‡ The value listed is the minimum. * The item noted is optional. CC refers to Closed-Cell Foam; OC refers to Open-Cell Foam.

Weapon Construction

Dimensions listed in **Table 8-2** account for aommel and thrusting tip to be included in the total length of the weapon. To create such an addition when building a boffer weapon, one should ensure the closed-cell foam used for the striking surface of the weapon extends past the weapon's core by approximately one-half inch before affixing a piece of one inch-thick open-cell foam to this section of coreless foam, using a + shaped piece of duct tape or similar material, with sides no shorter than three inches in length.

When covering striking surfaces and foam covering weapon shafts with materials such as duct tape, it is recommended that the material be placed parallel to the weapon's core to prevent foam compression. Likewise, it is recommended that the mate-

rial extend into the area intended to serve as the weapon's grip to offer a secure anchor to the core. This anchor may further be secured by wrapping the grip area with material such as electrical tape.

It is also recommended that when constructing most one-handed weapons, one-half inch Schedule 40 PVC be used as a basic core material. However, two-handed and polearm weapons may require a wider core such as a three-fourths inch or one inch Schedule 40 PVC pipe to maintain stability of the weapon.

For the sake of safety in combat, the core should not be felt when the weapon's tip and striking surfaces are firmly squeezed.

Marks



Earning Marks

Marks may be earned by donating requested equipment to the LARP, providing services such as mending equipment, and volunteering as an NPC at an event.

Players are also welcomed and encouraged to serve volunteer and Staff roles with their local Chapter. In doing so, they may earn a regular amount of Marks based upon the roles and responsibilities

they take on.

Generally speaking, Staff members are rewarded with 200 Marks per month, GMs are offered 100 Marks per month, and NPCs are offered 100 Marks per day of an event. However, in the case of NPCs, the Chapter's needs for additional NPC assistance at a given event may increase the amount of Marks offered. Note that NPCs also earn full Experience Points, in addition to random rewards offered by the Chapter producing the event they NPC at.

Table 9-1: Monthly Marks Rewards

Reward	Marks Cost
1 Copper (up to 100 per character, per month)	2
1 Experience Point (up to 100 per character, per month)	1
Production Package (one per character, per month)	100
Ritual Magic Component (up to five per character, per month)	30
Crafting Material Component (up to 10 per character, per month)	30

When claiming a Production Package, the player must declare what craft the intended items are produced by. Production Packages which may be claimed include those for the Alchemy, Apothecary, Druggist, Nota, and Scribe crafts, and contain a small, random assortment of items from the chosen craft.

Experience Points may be claimed for up to six months prior, so long as they have not been claimed previously.

In Memoriam



Mark Williams

Prince Rein Wolfheart of Nimri

Gone, but not forgotten.

