

Chapter 4: Headers

Base Headers

These are the base headers open to everyone at the start of play. You must choose at least one of these as part of character creation. You may purchase as many of these as you want. All base headers cost 2 CP. Purist Headers only allow you to purchase 1 base header.

Skills listed as a [Skill Name] [#-###] refer to skills that can be purchased multiple times where each purchase has a unique name and requirement of the previous Skill Name # in numerical order.

Trapper 1-3 is a description for skills Trapper 1, Trapper 2, Trapper 3. Where Trapper 2 requires purchase of Trapper 1.

Berserker

We are Berserkers. We are willing to sacrifice limbs and body to eliminate our foes. We strike like an avalanche and are fueled by the rage we hold inside. We are used to being injured and have learned to ignore our pain to reach any goal, even if that means sacrificing our limbs or ruining our bodies along the way.

Skill	CP	Effect	Cost
Animal Instincts	1	"Cure Root and 2 Damage to Self"	-
Blood Rage	2	"Frenzy to Self and Triple Grant 3 Damage to Self"	AA
Bonebreaker	2	"Maim"	TT
Brutal Strike	2	"4 Damage and Disarm"	TT
Great Cleave	4	"Triple 4 Damage" if attack lands, "Short Maim to Self"	TTT
Indomitable Life	3	"Purge Death to Self and Heal 3 to Self", can only be used when dead.	- / C
Manic Will	1	"Resist Stun"	AAA
Natural Armor	1	Heavy armor without wearing an armor rep.	-
Quickened Refit	2	"Repair All Armor to Self".	A
Reckless	1	"Cure Maim and Short Frenzy to Self"	AA
Roar	2	"By My Gesture Repel by Fear"	TTT
Shake it Off	1	"Short Root and Heal 4 to Self"	A
Stoke the Flames	1	"2 Damage and Frenzy"	T
Thick Skin	3	+1 Vitality	-
Tireless	1	"Resist Drain and Reduce to 2 Damage"	A

Too Light	3	"Double Grant Guard to Self"	AA
-----------	---	------------------------------	----

Animal Instincts - "Cure Root and 2 Damage to Self". This cures you of the root effect while dealing 2 damage to your vitality.

This skill has not cost.

Blood Rage - "Frenzy to Self and Triple Grant 3 Damage to Self". This causes you to frenzy while giving you the ability to do your next 3 weapon or missile attacks for 3 damage.

This skill costs 2 Aegis.

Bonebreaker - "Maim" for 1 melee or missile attack.

This skill costs 2 Threat.

Brutal Strike - "4 Damage and Disarm" for 1 melee or missile attack.

This skill costs 2 Threat.

Great Cleave - "Triple 4 Damage" for 1 melee or missile attack, if attack lands, "Short Maim to Self"

This skill costs 3 Threat.

Indomitable Life - "Purge Death to Self and Heal 1 to Self", can only be used on yourself while dead.

First use free. Additional uses require 1 Clarity per use.

Manic Will - "Resist Stun"

This skill costs 3 Aegis.

Natural Armor -

Prerequisite: Heavy Armor.

You gain the benefits of Heavy Armor whether you wear an armor rep or not, so long as you are well costumed with visible body tattoos similar to blue woad tattoos.

Quickened Refit - If you are benefitting from armor, you may roleplay adjusting your armor for 3 seconds then call "Repair All Armor to Self" If you are hit while roleplaying this ability you must restart your roleplay or abandon using this skill.

This skill costs 1 Aegis.

Reckless - "Cure Maim and Short Frenzy to Self". This cures a maim at the cost of making you go into a frenzy.

This skill costs 2 Aegis.

Roar - "By My Gesture Repel by Fear", you must shout before using this skill.

This skill costs 3 Threat.

Shake it Off - "Short Root and Heal 4 to Self". This heals 4 vitality in exchange for becoming rooted.

This skill costs 1 Aegis.

Stoke the Flames - "2 Damage and Frenzy" for 1 melee or missile attack. This deals 2 damage to someone else and causes them to frenzy.

This skill costs 1 Threat.

Thick Skin - You gain an additional point of vitality.

Tireless - "Resist Drain and Reduce to 2 Damage". This lets you resist a drain effect and reduce it to 2 damage to your vitality.

This skill costs 1 Aegis.

Too Light - "Double Grant Guard to Self". This allows you to prepare for the next attacks by letting you "Guard" against the first two attacks that land. This can't be used on others.

This skill costs 2 Aegis.

Crafter

We are Crafters. We turn the raw materials of the world into useful items through our skill and experience. We can employ our knowledge of our craft in battle as well as in our shops and have learned to see similarities in many of our crafts, while others of us have become extremely specialized in particular fields of work. Our creations know no equal. After all, necessity is the parent of creation.

Skill	CP	Effect	Cost
Alchemist 1-3	1	Can make 1 alchemical item at a time per purchase.	-
Armor Proficiency	3	+1 Armor	-
Armor Refit	2	"Repair All Armor"	AA
Crafter's Eye	3	"Destroy"	TT
Crafter's Pride	2	"Resist Destroy"	AA
Crafter's Rhythm	2	"Double 4 Damage"	TT
Crafter's Strength	1	"3 Damage"	T
Fixer	2	"Repair"	AA
Item Hunter	1	"Expose [Ingredient]", also can find ingredients between events.	-
Master Armorer	3	"Grant 2 Protection"	A
Need Oil	1	"Short Paralyze"	TT
Potion Brewer 1-3	1	Can make 1 potion at a time per purchase. Max 3.	-
Quick Armor Upgrade	1	"Grant Protection"	A
Shaper 1-3	2	Sustain 1 item per purchase. Can make 1 shaper item at a time per purchase.	-
Spot Weakness	2	"Stun"	TTT
Tinkerer 1-3	2	Can make a 1 use item at a time per purchase.	-

Alchemist 1-3 - You may make alchemical items with the purchase of this skill. When searching creatures or plants you may "Search for Alchemical Ingredients". Items produced may be delivered as packet attacks or weapons attacks. All item uses are delivered "by Poison," unless the recipe gives it another trait, after 3 seconds of roleplay either applying the alchemy to a weapon, or activating the ingredients as a gas globe represented by a packet. This represents mixing the recipe with the appropriate catalyst for your delivery method. You must have appropriate representations for your uses.

Tim the Mage picked up some Alchemy so they can apply fire-ant venom to their dagger so they can hear their rival scream in pain when they sneak into the guild hall and poke them with it. Tim remembers their training and wears gloves to keep the venom from touching their skin and carefully dips a brush into the pot of venom. They coat their blade gingerly, then, lick the brush to put a fine point on it to sign their name...and fall down in screaming pain.

You can make 1 alchemical item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You may make inexpensive recipes that sustain armor.

You can carry one extra ingredient per level purchased.

Once you reach level 3 you are skilled enough to substitute a rarer ingredient for a more common ingredient when crafting.

Armor Proficiency - You gain an additional point of armor on top of whatever armor you currently wear and represent.

Armor Refit - "Repair All Armor"

This skill costs 2 Aegis.

Crafter's Eye - "Destroy". This may be applied to armor, weapon, item, shield, or form.

This skill costs 2 Threat.

Crafter's Pride - "Resist Destroy"

This skill costs 2 Aegis.

Crafter's Rhythm - "Double 4 Damage" for 1 melee or missile attack.

This skill costs 2 Threat.

Crafter's Strength - "3 Damage" for 1 melee or missile attack.

This skill costs 1 Threat.

Fixer - Touch deliver "Repair" to any broken item.

This skill costs 2 Aegis.

Item Hunter - "Expose [Ingredient]", monsters carrying an item of that type will cry out. You also can find 2 random ingredients between events.

Master Armorer - "Grant 2 Protection"

This skill costs 1 Aegis.

Need Oil - "Short Paralyze" for 1 melee or missile attack.

This skill costs 2 Threat.

Potion Brewer 1-3 - You may make potion items with the purchase of this skill. When searching creatures or plants you may "Search for Potion Ingredients". All of these item uses are delivered "by Medicine," unless the recipe gives it another trait, after 3 seconds of roleplay consuming the item or force feeding it to another. These items must be represented with a container that can hold at least 1 ounce of liquid. You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 potion at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You may make inexpensive recipes that sustain cloth items and other soft goods except weapons and armor.

You can carry one extra ingredient per level purchased.

Once you reach level 3 you are skilled enough to substitute a rarer ingredient for a more common ingredient when crafting.

Quick Armor Upgrade - "Grant Protection"

This skill costs 1 Aegis.

Shaper 1-3 - You can sustain 1 magic item per purchase of this skill up to a maximum of 3 purchases. You do not need to expend a consumable to sustain items with this ability.

Each event you may produce 2 copies of a recipe you are involved in crafting. You may do this 3 times per purchase of this skill and do not need to double the ingredients required.

So long as an item is sustainable, you may convert it into any expendable item for which you know the recipe after 5 minutes spent roleplaying the conversion.

You may make shaper items with the purchase of this skill. When searching creatures or plants you may "Search for Shaper Ingredients". All of these items will state their delivery method in the recipe. These may be used after 3 seconds of roleplay applying the item to the target object. These items must be represented with a paper which shows the rune, or a crystal. You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 shaper item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You may make inexpensive recipes that sustain metal and stone items except weapons and armor.

You can carry one extra ingredient per level purchased.

Once you reach level 3 you are skilled enough to substitute a rarer ingredient for a more common ingredient when crafting.

Spot Weakness - "Stun" for 1 melee or missile attack.

This skill costs 3 Threat.

Tinkerer 1-3 - You may make mechanical items, weapons with benefits above basic weapons, and armor with benefits above basic armor with the purchase of this skill. When searching creatures or plants you may "Search for Tinkering Ingredients". Items produced may be delivered as missile attacks or weapons attacks. All item uses are delivered "by Mechanism," unless the recipe gives it another trait, after 3 seconds of roleplay winding, setting, or activating the item. You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 tinkerer item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You may make inexpensive recipes that sustain weapons.

You can carry one extra ingredient per level purchased.

Once you reach level 3 you are skilled enough to substitute a rarer ingredient for a more common ingredient when crafting.

Mage

We are Mages. We use our minds and understanding of the nature of magic to explore the world. We talk to the dead and seek their help, use the aid of elementals and primal energies, or even borrow life from others to heal our allies. We focus our knowledge through powerful objects to bend the world around us to our will. Note: You must have a spell focus to channel your spells and many abilities. (See Primary Skill , then Ritual Magic for more information.)

Skill	CP	Effect	Cost
Acolyte's Boon	2	"Grant Shield"	AA
Bolt Storm	1	10x uncalled missile attacks. Rest to refresh.	T
Consultation	1	Info Skill.	-
Fly Fools!	2	"Repel by Presence"	TT
Mage Armor	1	Light armor without wearing an armor rep.	-
Magic Missile	2	3x "2 Damage by Magic"	TT
Primary School	1	Choose a school of magic	-
Primary Specialization 1-10	3	Additional Trait to primary spell school.	-
Primary School Apprentice	2	6 spells from the primary school.	*
Primary Adept 1-13	1	1 more spell from the primary school.	*
Primary Master 1-3	2	Double uses of a specific spell. Per event Max 3	*+T
Ritual Magic 1-3	3	You may lead rituals and power them yourself.	-
Secondary School	2	Choose a second school of magic	-
Secondary Specialization 1-10	4	Additional Trait to secondary spell school.	-
Secondary School Apprentice	4	6 spells from the secondary school.	*
Secondary Adept 1-13	2	1 more spell from secondary school.	*
Secondary Master 1-3	3	Double uses of a specific spell. Per event. Max 3	*+T
Scribe Scroll 1	1	Scribe Spells from Memory Costing 1 Attribute	-
Scribe Scroll 2	2	Scribe Spells from Memory Costing 2 Attributes	-
Scribe Scroll 3	3	Scribe Spells from Memory Costing 3 Attributes	-
Sorcerer Supreme	5	8 Determination per use, max 8	-/C

*See spell lists for costs.

Acolyte's Boon - As long as you are holding your spell focus, "Grant Shield". Touch Delivery. This can target an ally or yourself.

This skill costs 2 Aegis.

Bolt Storm - As long as you are holding your spell focus forward, you may make 10 uncalled missile attacks. To make these uncalled packet attacks, the character must be holding their focus unencumbered in their other hand so that it is visible to the target. Call "Imbue to Self" to indicate activating this skill. A sound should be made for each thrown packet to help indicate the effect to the target. Your focus acts as a launcher, which acts similar to a bow, that if struck, you must spend 3 seconds of activity to refocus before using it again. You may move while this skill is active. This skill may be refreshed without spending additional attributes by the character spending a Short Rest focusing on their spellcasting focus. Then they can repeat the uncalled missile attacks. They may keep doing this as long as no other skill is used.

Changing between modifications of bolt storm does not reset your pool count like a short rest, if you spent some of the pool and change modifiers, those uses remain spent until you take a short rest as per normal.

If you call a different incantation or skill then the bolt storm ends. Calling defenses does not end the bolt storm.

This skill costs 1 Threat.

Consultation - Info Skill. Between events you can consult your spellbooks, spirits, mentors, etc for information on one topic relating to arcane matters. During an event you may get information at check in or during an event.

Fly Fools! - As long as you are holding your spell focus you may throw a packet attack for "Repel by Presence".

This skill costs 2 Threat.

Mage Armor -

Prerequisite: Light Armor.

You gain the benefits of Light Armor whether you wear an armor rep or not, so long as you are well costumed in costuming that suits your primary school of magic.

Magic Missile - As long as you are holding your spell focus you may throw a packet attack for "2 Damage by Magic" for the next 3 consecutive packets.

This skill costs 2 Threat.

Primary School - Choose a [school of magic](#): Augmenter, Invoker, Necromancer; pick 1 Trait from that school in the list below. This trait replaces [Trait] in you spell delivery. You gain the spell listed in that school, which modifies your Bolt Storm skill.

You must have a spell focus to channel your spells which you hold at your side except when using Bolt Storm. This may be a glove, bracer, wand, book, rod, staff, weapon, shield, armor, or

a symbol you hold in your hand which represents your spell school, A Necromancer might use a skull, an Augmenter might use a piece of flesh, and an Invoker might use an image of flames.

You may make as many foci as you want for your own use.

One spell focus on your person may be used as a light source per long rest. Call "Imbue Light" to activate it. This is dispelled by Silence.

Augmenter:

Traits: Aging, Blood, Nurture, Thorns

Gain Spell: Augmented Health

Invoker:

Traits: Fire, Earth, Storm, Ice

Gain Spell: Elemental Maelstrom

Necromancer:

Traits: Awe, Fear, Inspiration, Madness

Gain Spell: Wrath of Ancestors

Primary Specialization 1-10 -

Prerequisite: Primary School

You can add an additional trait to your primary spell school to alternate with the primary trait the spell is delivered with. You may purchase any default Trait from that school, listed below, to be used with any of your spells with a delivery of [Trait]. Alternatively, after some research, you may establish a bane to a type of foe to use as [Trait] in your primary school spells. Ex: [To Goblins] or [To Sunburst Orc] or [To Unmaker]. Using a bane reduces the spell cost by 1 attribute to a minimum of 1 attribute. This trait cannot be used to replace "by Weapon". This skill may be purchased as many times as you have Clarity.

Augmenter:

Traits: Aging, Blood, Bone, Disease, Nurture, Pain, Poison, Radiation, Sleep, Thorns

Invoker:

Traits: Fire, Earth, Storm, Ice, Cold, Lightning, Sand, Embers

Necromancer:

Traits: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will

Primary School Apprentice -

Prerequisite: Primary School

Choose 6 spells from the spell list for your Primary School.

This skill cost varies with the spell cast.

Primary Adept 1-13 -

Prerequisite: Primary School Apprentice

Learn 1 more spell from the spell list for your Primary School. May be purchased multiple times.

This skill cost varies with the spell cast.

Primary Master 1-3 -

Prerequisite: Primary School Adept

Double the number of times you can use a specific spell from your Primary School while only paying the cost once. When you purchase this skill you must choose one spell from your primary school. Once per event you may cast that spell twice for one incantation and spend the cost once plus an additional T for the second casting. You may not apply this skill to a spell which has no cost or whose cost lists Clarity or Determination to throw. I. This skill may be purchased 3 times on different spells. Each purchase of it is only usable once per Event. .

Tim the Mage has chosen to Master "Pay the Iron Toll." Once per event Tim uses "Pay the Iron Toll" they recite the incantation for the spell, then cast the effect. They repeat the effect and deliver another spell effect without saying the incantation. "Heal All and Waste 2 Armor to Self." Change targets. "Heal All and Waste 2 Armor to Self." As waste only takes effect if there is something to reduce, Tim loses armor on the first spell to touch and heal an ally, and then may touch and heal another ally, but has run out of armor, so therefore loses no additional armor value. If Tim changes spells before delivering the second spell, the second spell is wasted and cannot be used later.

This skill cost varies with the spell cast.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Secondary School -

Prerequisite: Primary School.

Choose a second school of magic: Augmenter, Invoker, Necromancer; pick 1 Trait from that school in the list below and gain the spell listed in that school to modify bolt storm. This trait replaces [Trait] in you spell delivery. This may not be the same school as your Primary School.

You must have a spell focus to channel your spells which you hold at your side except when using Bolt Storm. This may be a glove, bheritager, wand, book, rod, staff, weapon, shield, armor, or a symbol you hold in your hand which represents your spell school, A Necromancer might use a skull, an Augmenter might use a piece of flesh, and an Invoker might use an image of flames.

You may make as many foci as you want for your own use.

One spell focus on your person may be used as a light source per long rest. Call "Imbue Light" to activate it. This is dispelled by Silence.

Augmenter:

Traits: Aging, Blood, Disease, Thorns

Gain Spell: Augmented Health

Invoker:

Traits: Fire, Earth, Storm, Ice

Gain Spell: Elemental Maelstrom

Necromancer:

Traits: Awe, Fear, Inspiration, Madness

Gain Spell: Wrath of Ancestors

Secondary Specialization 1-10 -

Prerequisite: Secondary School

You can add an additional trait to your secondary spell school to alternate with the primary trait the spell is delivered with. You may purchase any default Trait from that school, listed below, to be used with any of your spells with a delivery of [Trait]. Alternatively, after some research, you may establish a bane to a type of foe to use as [Trait] in your secondary school spells. Ex: [To Goblins] or [To Sunburst Orc] or [To Unmaker]. Using a bane reduces the spell cost by 1 attribute to a minimum of 1 attribute. This trait cannot be used to replace "by Weapon". This skill may be purchased as many times as you have Clarity.

Augmenter:

Traits: Aging, Blood, Disease, Poison, Radiation, Sleep, Thorns

Invoker:

Traits: Fire, Earth, Storm, Ice, Cold, Lightning, Sand, Embers

Necromancer:

Traits: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will

Secondary School Apprentice -

Prerequisite: Secondary School

Choose 6 spells from the spell list for your Secondary School.

This skill cost varies with the spell cast.

Secondary Adept 1-13 -

Prerequisite: Secondary School Apprentice

Learn 1 more spell from the spell list for your Secondary School. May be purchased multiple times.

This skill cost varies with the spell cast.

Secondary Master 1-3 -

Prerequisite: Secondary School Adept

Double the number of times you can use a specific spell from your Secondary School while only paying the cost once. When you purchase this skill you must choose the spell from your Secondary School to gain two castings for one incantation. The cost of casting that spell is increased by one Threat. This skill may be purchased 3 times on different spells. Each purchase of it is only usable once per Event. No spells without cost or which cost Clarity or Determination may be mastered but you can still spend Determination instead of Threat or Aegis.

Tim the Mage has chosen to Master "Pay the Iron Toll." Once per event Tim uses "Pay the Iron Toll" they recite the incantation for the spell, then cast the effect. They repeat the effect and deliver another spell effect without saying the incantation. "Heal All and Waste 2 Armor to Self." Change targets. "Heal All and Waste 2 Armor to Self." As waste only takes effect if there is something to reduce, Tim loses armor on the first spell to touch and heal an ally, and then may touch and heal another ally, but has run out of armor, so therefore loses no additional armor value. If Tim changes spells before delivering the second spell, the second spell is wasted and cannot be used later.

This skill cost varies with the spell cast.

Scribe Scroll 1 -

Prerequisite: Primary School Apprentice

You may scribe any spell you know from memory onto parchment that costs either 1 Aegis or 1 Threat. You must write the spell incantation you would use on the parchment three times. The incantation writing must be layered so each copy of the incantation can be read clearly. The scroll must be surrounded on four edges with a rune you associate with your power. Anyone may attune this scroll like any other crafted item. They may cast the spell written on the scroll just as you would with whatever trait you can use. This scroll must be written in a sanctuary, but does not require expending the attribute.

Ex: Tim scribes a scroll for their "Life Channeling" spell. They write on the scroll, layered three times, the incantation and spell effect along with their chosen spell trait. They decide to use the least despised of their traits for the spell. They scribe their incantation "By the cleansing light of this hand, 2 Damage by Radiation" then change targets and call "Heal 2 by Aging". They scribe this three times on the scroll, then draw the rune they associate with their magic on the four corners of the scroll. They then hand their scroll to Kearon. Kearon attunes the scroll and in the next battle siphons some vitality from a goblin and bestows it on Tim, saving their life at a critical moment in the battle.

Requirements: Parchment (from Potion Makers), Pen Nib (from Tinkerers), Scroll Ink (from Alchemists)

The required items must be used together to make the scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the parchment, pen nib, or scroll ink recipe should be ripped to show it is consumed. The scroll may be torn instead. Each scroll may be a different spell even if the same parchment, pen nib, and scroll ink recipes are used to a total limit of 3 scrolls. Parchment, Ink, and Nibs do not require attunement to use this way.

You can carry one extra ingredient.

Scribe Scroll 2 -

Prerequisite: Primary School Apprentice

You may scribe any spell you know from memory onto parchment that costs either 2 Aegis or 2 Threat. You must write the spell incantation you would use on the parchment three times. The incantation writing must be layered so each copy of the incantation can be read clearly. The scroll must be surrounded on four edges with a rune you associate with your power. Anyone may attune this scroll like any other crafted item. They may cast the spell written on the scroll just as you would with whatever trait you can use. This scroll must be written in a sanctuary, but does not require expending the attribute.

Ex: Tim scribes a scroll for their "Grave Vision" spell. They write on the scroll, layered three times, the incantation and spell effect along with their chosen spell trait. They decide to use the least despised of their traits for the spell. They scribe their incantation "Crack the bones and tear open the flesh, Paralyze by Madness". They scribe this three times on the scroll, then draw the rune they associate with their magic on the four corners of the scroll. They then hand their scroll to Kearon. Kearon attunes the scroll and in the next battle stops a goblin as it swings towards Tim, saving their life at a critical moment in the battle.

Requirements: Parchment (from Potion Makers), Pen Nib (from Tinkerers), Scroll Ink (from Alchemists)

The required items must be used together to make the scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the parchment, pen nib, or scroll ink recipe should be ripped to show it is consumed. The scroll may be torn instead. Each scroll may be a different spell even if the same parchment, pen nib, and scroll ink recipes are used to a total limit of 3 scrolls. Parchment, Ink, and Nibs do not require attunement to use this way.

You can carry one extra ingredient per level purchased.

Scribe Scroll 3 -

Prerequisite: Primary School Apprentice

You may scribe any spell you know from memory onto parchment that costs either 3 Aegis or 3 Threat. You must write the spell incantation you would use on the parchment three times. The incantation writing must be layered so each copy of the incantation can be read clearly. The scroll must be surrounded on four edges with a rune you associate with your power. Anyone may attune this scroll like any other crafted item. They may cast the spell written on the scroll just as you would with whatever trait you can use. This scroll must be written in a sanctuary, but does not require expending the attribute.

Ex: Tim scribes a scroll for their "Asphyxiation" spell. They write on the scroll, layered three times, the incantation and spell effect along with their chosen spell trait. They decide to use the least despised of their traits for the spell. They scribe their incantation "Feel the winds of change upon you, Death by Sand". They scribe this three times on the scroll, then draw the rune they associate with their magic on the four corners of the scroll. They then hand their scroll to Kearon. Kearon attunes the scroll and in the next battle reads the scroll and strikes an orc dead as it moves towards Tim, saving their life as they had not seen the orc approach behind them.

Requirements: Parchment (from Potion Makers), Pen Nib (from Tinkerers), Scroll Ink (from Alchemists)

The required items must be used together to make the scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the parchment, pen nib, or scroll ink recipe should be ripped to show it is consumed. The scroll may be torn instead. Each scroll may be a different spell even if the same parchment, pen nib, and scroll ink recipes are used to a total limit of 3 scrolls. Parchment, Ink, and Nibs do not require attunement to use this way.

You can carry one extra ingredient per level purchased.

Sorcerer Supreme -

Prerequisite: Primary Master or Secondary Master

You may cast spells using Determination in place of Base Attributes on a 1 Determination to 1 Attribute exchange rate. This skill cannot be used while resting. You gain 8 Determination per use of this skill to a maximum of 8 Determination available at one time. Call "With Determination, Imbue to Self". Any excess Determination gained from use of this skill that would put you over 8 Determination is lost.

Determination cannot be used in place of Clarity.

First use free. Additional uses require 1 Clarity per use.

Rogue

We are Rogues. We use our speed and dexterity to take on any target. We have learned the most vulnerable places to hit our targets and how to avoid being discovered while on the job. We fight with traps, and weapons. Fear our blade, for we never forget a target.

Skill	CP	Effect	Cost
Assassinate	4	"Death" from behind or to "Hunted".	TTT
Associate's Knowledge	1	Info Skill vs "Hunted"	-
Backstab	1	"Double 5 Damage" from behind or to "Hunted"	TT
Cad's Bravado	1	"Short Slow"	T
Call Out	1	"By my Voice Inflict Hunted Trait to <i>Name</i> "	1/C
Can't Stop Won't Stop	2	"Cure [Effect]", Root, Stun, Drain, Paralyze, or Slow	AAA
Dexterity Armor	1	Medium armor without wearing an armor rep.	-
Graceful Step	1	"Avoid"	AAA
Observant 1-10	1	"Expose [Trait]"	-/T
Poisoned Blade	4	"Stricken by Poison"	TTT
Predator	1	"And Inflict Hunted Trait to [Trait]"	T
Quickened Refit	2	"Repair All Armor to Self"	A
Silent Knife	3	"Silence"	TT
Sleight of Hand	3	"Grant Extra Defense Avoid to Self"	AA
Trapper 1-3	1	Can make 1 trap per purchase.	-
Twist the Knife	2	"Agony"	T
Whispers	3	"Double Stun"	TTT

Assassinate - "Death" for 1 melee or missile attack From Behind or if the target is marked as "Hunted".

This skill costs 3 Threat.

Associate's Knowledge - Info Skill. This skill allows a single submission for information on any target marked as "Hunted" by the Rogue between events. This information can be as much or as little as the plot team chooses to provide, but it will always provide some answer to the question submitted.

Backstab - "Double 5 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 2 Threat.

Cad's Bravado - "Short Slow" for 1 melee or missile attack.

This skill costs 1 Threat.

Call Out - "By My Voice Inflict Hunted Trait to Name".

The first use of this skill each event is free, Any later use costs one Clarity..

Can't Stop Won't Stop - When you are under a Root, Stun, Drain, Paralyze, or Slow effect by any delivery method, you may call "Cure [Effect]" to end that effect.

This skill costs 3 Aegis.

Dexterity Armor - Prerequisite: Medium Armor. You gain the benefits of Medium Armor whether you wear an armor rep or not, so long as you are well costumed in clothing that helps you blend in to your surroundings in the dark.

Graceful Step - "Avoid".

This skill costs 3 Aegis.

Observant 1-10 - "Expose [Trait]". Valid [Trait] is one of the traits you have chosen upon purchase of this skill. This skill may be purchased multiple times with a different trait chosen on each purchase. Traits that may be chosen include: Elbael, Gnome, Greenskin, Human, Lacuna, Pacted, Weirkin, Ghost*, Elemental, Beast, Undead, Beyzor, Elihalen, or Unmaker. Always grants Hunted as a Trait you can Expose. The trait Ghost* requires you have an ability or spell Exposing that Trait.

This skill costs 1 Threat but the first use of any version after a Long Rest is free.

Poisoned Blade - "Stricken by Poison" for 1 melee or missile attack.

This skill costs 3 Threat.

Predator - "and Inflict Hunted Trait to [Trait]" for 1 melee or missile attack where [Trait] is any trait gained from the **Observant** skill or the same trait as your heritage or any trait which you have just Exposed or any CommunityName of which you are a member.

This skill costs 1 Threat.

Quickened Refit - If you are benefitting from armor, you may roleplay the act of adjusting your armor for 3 seconds then call "Repair All Armor to Self" If you are hit while roleplaying this ability you must restart your roleplay or abandon using this skill.

This skill costs 1 Aegis.

Silent Knife - "Silence" for 1 melee or missile attack.

This skill costs 2 Threat.

Sleight of Hand - “Grant Extra Defense Avoid to Self”.

This skill costs 2 Aegis.

Trapper 1-3 - You can make 1 trap per event per purchase of this skill up to a maximum of 3 purchases so long as you have the ingredients to make a trap. Ingredients need to include a trigger and a source. The trapper must provide the container and the trap representation, which must actually work as a triggered trap. When disarming a trap you may “Search for Trap Ingredients”. When making a trap you must provide a card describing the trap effects that is affixed to the trap representation. Traps must follow all trap rules.

You can carry one extra ingredient per level purchased.

Twist the Knife - “Agony” for 1 melee or missile attack.

This skill costs 1 Threat.

Whispers - “Double Stun” for 1 melee or missile attack.

This skill costs 3 Threat.

Warchanter

We are Warchanters. We use our voices to inspire and protect others. We are skilled negotiators, performers, and combatants who have honed our talents and studies. Our voices can carry like the ringing of a bell. When we aren't in combat we can be found seeking new stories to share, knowledge to ply to our advantage, and songs to play or sing. Alone we are strong, but in large numbers our performances will carry above anything.

Skill	CP	Effect	Cost
Battlesong	1	"By My Voice Grant 2 Damage to [CommunityName]" ***	T
Build Up	2	"By My Voice Cure Slow to [CommunityName]" ***	AA
Chanter's Band	1	"Permanent Imbue [CommunityName] Trait ". 10 Max	-
Charmer	2	"By My Voice Short Silence"	TT
Check the Records	1	Info Skill.	-
Defender	3	"By My Voice Grant Guard to [CommunityName]" ***	AA
Diplomacy	2	"2 damage and Short Stun"	TT
Inspire Group	2	"By My Voice Heal 2 to [CommunityName]." ***	A
Inspired Word	2	"By My Voice Grant 3 Damage by Inspiration to [CommunityName]"	A
Performer's Grace	1	"Avoid"	AAA
Rallying Cry	3	"By My Voice Cure Weakness to [CommunityName]" ***	AA
Ritual Magic 1-3	3	You may lead rituals and power them yourself.	-
Scribe's Hearth	2	Create a Hearth and enter Non-Combat Status	-
Small Pick Me Up	3	"By My Voice Heal 4 to Town" ***	- / C
Stand Strong	2	"Cure Weakness"	AA
Stare Down	2	"By My Voice Cure Stun to [CommunityName]" ***	AA
Unstoppable Legion	1	"By My Voice Cure Root to [CommunityName]" ***	AA

*** Performance required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Battlesong - "By My Voice Grant 2 Damage to [CommunityName]". Requires Performance.

This skill costs 1 Threat.

Build Up - "By My Voice Purge Slow to [CommunityName]". Requires Performance.

This skill costs 2 Aegis.

Chanter's Band - You may create a community and induct members limited to 10 members in addition to yourself. You are a part of community names you create, or you may join another community, take on it's community name, and use it as your own when using skills that apply "to [CommunityName]". You must get plot approval for your community name which must consist of 3 words. You must perform an induction ceremony and touch the new members and call out "Permanent Imbue [CommunityName] Trait" to welcome the new members into your community. These members permanently gain your community trait. You may normally only belong to and induct members into one community. Anyone in [CommunityName] may call "Purge [CommunityName] Trait to Self" at any time, but may not take on another [CommunityName] for a full event. You do not need to "Purge [CommunityName] Trait to Self" if you join another person's community instead of inducting members into your own community. Taking on another persons community name does not allow that community to exceed 10 members in addition to the community name creator.

You are limited to sustaining two Communities at a time. Let staff know if you plan to retire or change a community name as the Traits are tracked and change is expected to be rare, not constant.

Charmer - "By My Voice Short Silence"

This skill costs 2 Threat.

Check the Records - Info Skill. This skill allows you to refer back to places of research you have discovered or know and back to stories and rumors you may have heard in your travels and studies. This information may or may not be accurate, but you will usually be presented with a few small points of information on a topic. This can only be used to look into things you've specifically heard about, even if only in passing.

Defender - "By My Voice Grant Guard to [CommunityName]". Requires Performance.

This skill costs 2 Aegis.

Diplomacy - "2 damage and Short Stun" for 1 melee or missile attack. Requires a weapon.

This skill costs 2 Threat.

Inspire Group - "By My Voice Heal 2 to [CommunityName]". Requires Performance.

This skill costs 1 Aegis.

Inspired Word - "By My Voice Grant 3 Damage by Inspiration to [CommunityName]". Requires at least a 10 second Performance instead of the standard 30 second performance.

This skill costs 1 Aegis.

Performer's Gheritage - "Avoid"

This skill costs 3 Aegis.

Rallying Cry - "By My Voice Purge Weakness to [CommunityName]". Requires Performance.

This costs 2 Aegis.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Scribe's Hearth - Set-up a Hearth per the Hearth rules. You may only use this skill to speak or write or perform (instrument, song, speech). You activate this skill by stepping into the Hearth and entering non-combat status while calling "Imbue by Hearth". Only people with Hearth skills may enter the circle at any time. If the Hearth is deactivated, the character calls out "Inflict Death to Self" and walks to the Hearth before they may activate any other abilities. All performance skills may still be used while in Scribe's Sanctuary but you may not make any weapon strikes.

Small Pick Me Up - "By My Voice Heal 4 to Town". Requires Performance.

1st use free. Additional uses require 1C per use.

Stand Strong - "Cure Weakness"

This skill costs 2 Aegis.

Stare Down - "By My Voice Cure Stun to [CommunityName]". Requires Performance.

This skill costs 2 Aegis.

Unstoppable Legion - "By My Voice Purge Root to [CommunityName]". Requires Performance.

This skill costs 2 Aegis.

Warrior

We are Warriors. We have prepared to fight against enemies and defend others in many situations. We are skilled with the weapons we wield and reading the movements of anything that threatens us. We fight with blade, bow, shield, staff or anything we can get our hands on.

Skill	CP	Effect	Cost
Armor Expertise	3	+1 Armor	-
Big Damn Hero	1	"Disengage"	A
Cleave	3	"Double 5 Damage"	TT
Disarming Strike	2	"2 Damage and Disarm"	T
Don't Stop Me Now!	1	"Cure Root"	AA
Endurance	3	+1 Vitality	-
Hammer Strike	2	"Slam"	TT
Laceration	1	"3 Damage"	T
Onslaught	2	3x "2 Damage"	TT
Quickened Refit	2	"Repair All Armor to Self"	A
Ringing Blow	1	"Agony"	T
Riposte	2	"Reduce to 1 damage and Reflect"	- / C
Stumble	1	"Root"	T
Sword Breaker	2	"Destroy", weapon, shield, armor, or form	TT
Warden's Hand	2	"Grant Guard"	AA
Warriors Defense	1	"Parry"	AAA

Armor Expertise - You gain an additional point of armor on top of whatever armor you currently wear and represent.

Big Damned Hero - "Disengage"

This skill costs 1 Aegis.

Cleave - "Double 5 Damage" for 1 melee or missile attack.

This skill costs 2 Threat.

Disarming Strike - "2 Damage and Disarm" for 1 melee or missile attack.

This skill costs 1 Threat.

Don't Stop Me Now! - When you are under a Root effect by any trait, you may call "Cure Root" to end that effect.

This skill costs 2 Aegis.

Endurance - You gain an additional point of vitality.

Hammer Strike - "Slam" for 1 melee or missile attack. You must then ignore that target for 3 seconds. You must rest before you can use this skill again.

This skill costs 2 Threat.

Laceration - "3 Damage" for 1 melee or missile attack.

This skill costs 1 Threat.

Onslaught - "2 Damage" for your next 3 melee or missile attacks.

This skill costs 2 Threat.

Quickened Refit - If you are benefitting from armor, you may roleplay the act of adjusting your armor for 3 seconds then call "Repair All Armor to Self" If you are hit while roleplaying this ability you must restart your roleplay or abandon using this skill.

This skill costs 1 Aegis.

Ringing Blow - "Agony" for 1 melee or missile attack.

This skill costs 1 Threat.

Riposte - "Reduce to 1 Damage and Reflect" to any single weapons blow that hits except those delivered by "Piercing".

First use free. Additional uses require 1 Clarity per use.

Stumble - "Root" for 1 melee or missile attack.

This skill costs 1 Threat.

Sword Breaker - "Destroy" for 1 melee or missile attack. If used on a missile attack, call "Destroy Armor", "Destroy Shield", "Destroy Weapon" or "Destroy Form" instead.

This skill costs 2 Threat.

Warden's Hand - Touch delivery. "Grant Guard". May be used on self or others.

This skill costs 2 Aegis.

Warriors Defense - "Parry".

This skill costs 3 Aegis.

Open Skills

You may purchase any of these skills no matter what your base header or culture. Your first weapon skill purchase is free.

Skill	CP	Effect
Diagnose Stable	-	"Diagnose Stable"
Field Medic	1	"Diagnose [Effect]"
First Aid	1	"Stabilize"
First Responder	3	"Cure Maim"
Arm/Disarm Trap	1	With tools, can disarm traps or arm them.
Harvest Ingredient	2	"Search for Ingredients".
Pick Locks	1	With tools, can pick locks
Prepper	2	You may swap items from inventory with unused, attuned items.
Read and Write	-	Can read any text the player can already read.
Ritual Knowledge	2	You may cast ritual magic, but have no pool to fuel powerful rituals.
Tough	1	+1 Vitality
Tougher	5	+1 Vitality
Experienced [Profession]	1	[Profession] is any skill not already listed in the rulebook.
Skilled [Profession]	1	Must share the same Profession Name as Experienced. [Profession] is any skill not already listed in the rulebook.
Master [Profession]	1	Must share the same Profession Name as Skilled. [Profession] is any skill not already listed in the rulebook.
Multitasking	-	Refresh all skills requiring rest during the same rest period.
Unified Attributes	2	(Aegis + Threat)*.75 Round Down, Use on any skill not requiring Clarity.

Skill	CP	Effect
Light Armor	-	Can wear light armor. When worn gives 2 armor.
Medium Armor	2	Can wear medium armor. When worn gives 3 armor.
Heavy Armor	4	Can wear heavy armor. When worn gives 4 armor.
1 Handed Weapon	1	Can use any One Handed Weapon. First weapon skill is free.
Short Weapon	1	Can use any Short Weapon. First weapon skill is free.
Fists	1	Can wield a single claw, fist, or natural weapon. Must be red. Cannot be disarmed. First weapon skill purchased is free.
Ranged Weapon	1	Can use any Ranged Weapon. First weapon skill purchased is free.
2 Handed Weapon	1	Can use any 2 Handed Weapon, blunt or bladed or staff. Cannot deal damage if wielded 1 Handed. First weapon skill purchased is free.
Buckler	-	1.5 ft diameter circle or equivalent.
Shield	2	2 ft diameter circle, or 2 ft by 3 ft with 534" sq max area.
Tower Shield	4	3 ft diameter circle, or 2.5 ft by 4 ft rectangle max

Skill	CP	Effect
Bow and Blade	2	May wield a short sword and bow to block without taking damage. Short sword must be sheathed to fire the bow.
Bow and Blade Master	2	May hold short sword in bow hand and fire.
Bow and Buckler	2	May wield a strapped buckler in the hand that holds the bow.
Hunter's Retreat	-	Once per long rest, "By My Gesture, Repel" with a ranged weapon.
Staff and Blade	2	May wield a short sword and staff to block without taking damage.
2 Handed Weapon and Buckler	4	May wield a strapped buckler on one of your arms while wielding a 2 Handed Weapon.
Florentine	2	May wield a short sword and any One Handed Weapon. This includes spear and short sword.
Dual Long Blade	2	May wield a one handed weapon in your off hand and your primary hand and block with either without taking damage. Both may be used to deal damage.
Dual Shield	2	May wield a second shield.

Diagnose Stable - "Diagnose Stable" on any downed person. This will tell you if the person is bleeding with a yes or no response. Yes, stable, means they are not bleeding or worse. Usually this will happen if a person has been downed by uncalled damage.

Field Medic - "Diagnose [Effect]". You can diagnose any negative effect. [Effect] can be Root, Slow, Frenzy, Drain, Weakness, Agony, Maim, Slam, Silence, Stun, Paralyze, Repel, Stricken, or Death.

First Aid - Spend some time roleplaying applying bandages, then call, "Stabilize" on an unstable person. This will restore anyone who is bleeding and at -1 to 0 Vitality. Allowing them to stand up with 1 Vitality after a rest.

First Responder -

Prerequisite: First Aid

Spend some time roleplaying setting bones and applying splints, then call, "Cure Maim" on a person who is maimed. This will allow them to use the limb again. You must expend 1 ingredient to do this; this may be any crafting ingredient that is unprepared or preserved.

Arm/Disarm Trap - With tools you provide yourself, you can disarm traps or arm them. This still requires the physical ability to arm and disarm the traps you use.

Harvest Ingredient - Harvest ingredients from creatures you kill. This allows you to "Search for Ingredients" from a creature. Without this skill you may not find any ingredients on creatures. This skill allows you to gather ingredients from other sources.

Pick Locks - With tools you provide yourself, you can pick locks. This still requires the physical ability to arm and disarm the traps you use.

Prepper - If you have attuned items into your crafted item slots but have not used them, you may spend a short rest and swap an item from your inventory for that attuned item. You may then use that item as if it were attuned. This does not allow you to exceed the attuned item limits, nor does it allow you to swap an item for an item slot that has already been used. This represents your ability to prepare for emergencies through planning and foresight.

Read and Write - You can read any text that you know how to read in your personal life. This does not grant instant understanding of code or other text you cannot normally read.

Ritual Knowledge - You may lead rituals as a ritual leader. You need not have other magic skills to use this ability. You do not gain any ritual points to fuel your rituals, but working with others will still allow you to accomplish even the most difficult of rituals. You will still gain insight into how to improve rituals you have done before, making subsequent rituals of the same type easier.

Tough - Gain a permanent increase of +1 Vitality to your maximum.

Tougher - Gain a permanent increase of +1 Vitality to your maximum.

Experienced [Profession] - [Profession] is any skill not already listed in the rulebook. You can roleplay that you have enough knowledge in a skill to gain some advantage when working on tasks in this profession and not be lying. This will not likely have any live play benefits unless specifically stated in an encounter. The plot team at profession creation may suggest a change to the profession name with a core profession name followed by a comma and your profession name. This is for determination of between game actions, especially when multiple characters with related skills are involved.

Skilled [Profession]

Prerequisite: Experienced [Profession].

This skill must share the same Profession as the Experienced [Profession] you already possess. [Profession] is any skill not already listed in the rulebook. You can roleplay that you have enough knowledge in a skill to gain a clear advantage when working on tasks in this profession and not be lying. This will not likely have any live play benefits unless specifically stated in an encounter. The plot team at profession creation may suggest a change to the profession name with a core profession name followed by a comma and your profession name. This is for determination of between game actions, especially when multiple characters with related skills are involved.

Master [Profession]

Prerequisite: Skilled [Profession].

This skill must share the same Profession as the Skilled [Profession] you already possess. [Profession] is any skill not already listed in the rulebook. You can roleplay that you have enough knowledge in a skill to gain a major/definitive advantage when working on tasks in this profession and not be lying. This will not likely have any live play benefits unless specifically stated in an encounter. The plot team at profession creation may suggest a change to the profession name with a core profession name followed by a comma and your profession name. This is for determination of between game actions, especially when multiple characters with related skills are involved.

Multitasking - Skills that reset over a rest can be reset simultaneously to other skills that reset over the same rest timeframe. This may also be done while restoring attributes in a sanctuary for any skills that would refresh in the duration you have rested or less.

Unified Attributes - You combine the total of all your Base Attribute pools (Aegis and Threat), multiply that by 0.75 rounded down and use that value as universal base attribute points to use with any skill in place of their attribute costs during a live event. This unified base attribute is consumed for skills at a 1 to 1 exchange rate from this pool and cannot be used for skills requiring Clarity.

Taking this skill represents a lifestyle choice. It alters all uses of the Base Attributes, Threat and Aegis, for you permanently. It exists to support those players prefer simplicity over complexity.

Note: anything which reduces either pool reduces the Unified Pool as well. Thus becoming Taxed will drop your Unified Pool Max by 2 (one from each) to a minimum value of 3. The spirit of the rule is simplicity and round down. Staff reserves the right to refund its purchase if the spirit is violated.

Light Armor - You can wear light armor. When you are wearing this, or using a skill that allows you to gain this benefit, you may have a maximum armor pool of 2 points.

This pool may be refreshed during a long rest unless modified by another skill. At the end of the long rest, call "Repair All Armor"

Medium Armor

Prerequisite: Light Armor.

You can wear medium armor. When you are wearing this, or using a skill that allows you to gain this benefit, you may have a maximum armor pool of 3 points.

This pool may be refreshed during a long rest unless modified by another skill. At the end of the long rest, call "Repair All Armor"

Heavy Armor

Prerequisite: Medium Armor.

You can wear heavy armor. When you are wearing this, or using a skill that allows you to gain this benefit, you may have a maximum armor pool of 4 points.

This pool may be refreshed during a long rest unless modified by another skill. At the end of the long rest, call "Repair All Armor"

One Handed Weapon - You can use any One Handed Weapon. This includes blunt or bladed weapons, and spears. Blunt or bladed weapons may be from 36" up to 46" long from pommel to tip, including any length occupied by a thrust tip. Spears may be up to 58" long from end to end. A thrust tip is required for thrusting attacks.

Your first weapon skill purchased is free.

Short Weapon - You can use any Short Weapon. This includes blunt or bladed weapons. This includes blunt or bladed weapons, and spears. Blunt or bladed weapons may be from 24" up to 36" long from pommel to tip, including any length occupied by a thrust tip. A thrust tip is required for thrusting attacks.

Your first weapon skill purchased is free.

Fists - You can wield a single, short sword length claw, fist, or natural weapon. This must be red over the majority of its length. This weapon cannot be disarmed. If hit with a disarm effect, call "Reduce to Uncalled" which deals you one point of uncalled damage to your vitality. In addition, like a claw, they cannot be destroyed. Instead you would call "Reduce to Maim" and take the maim effect on the arm that was hit. You can replace a short sword in any style with this weapon. This weapon can be 36" long from pommel to tip, including the length occupied by a thrust tip. A thrust tip is required for thrusting attacks.

Your first weapon skill purchased is free.

Ranged Weapon - You can use any Ranged Weapon. This includes thrown weapons which may be made of closed cell foam but may not have a hard core. Thrown weapons can be no more than 12" long from end to end. This also includes bows and crossbows. Bows may be an unstrung representation of a bow which you aim at your target as you throw packets at them with your other hand. You may also use a B3 style packet bow with a draw limiter to launch packets. You may also use toys that fire foam darts if the device is approved by the plot team for use. In all cases for bows and crossbows, you must make a firing sound for any uncalled missile attacks. Your bow representation cannot be larger than 64" from its furthest separated points. Hits to your bow/crossbow require you to spend 3 seconds restringing before you can make another missile attack.

Your first weapon skill purchased is free.

2 Handed Weapon - You can use any 2 Handed Weapon. This may be a blunt or bladed weapon, staff or polearm. You cannot deal damage if this weapon is wielded 1 Handed, and you must drop it on the third single handed hit. Blunt or bladed weapons may be up to 62" long from pommel to tip, including any length occupied by a thrust tip. Staves may be up to 76" from end to end. Polearms may be up to 80" long from end to end. Two handed weapons should be at least 50" (48" for staff and spear, 60" for polearms and the like.)

Your first weapon skill purchased is free.

Buckler - You can use a buckler, which must be strapped to your arm. It must be used without a weapon in that hand. And may not be larger than 1.5 feet in diameter. It must leave you with a free hand. This shield must be padded around the outside and cannot have any sharp points that may damage weapons.

This skill is free.

Shield

Prerequisite: Buckler.

You can use any shield 2 ft diameter circle, or 2 ft by 3 ft with 534" sq max area without a weapon in that hand. This shield must be padded around the outside and cannot have any sharp points that may damage weapons.

Tower Shield

Prerequisite: Buckler.

You can use any shield 3 ft diameter circle, or 2.5 ft. by 4 ft. rectangle max without a weapon in that hand. This shield must be padded around the outside and cannot have any sharp points that may damage weapons.

Bow and Blade

Prerequisite: Ranged Weapon.

You may wield a short sword in one hand and bow or crossbow in your other hand to block without taking damage. Your short sword must be sheathed at your side to fire the bow.

Bow and Blade Master

Prerequisite: Bow and Blade.

You may hold a short sword in your bow/crossbow hand with your bow/crossbow and fire without being hindered. You no longer need to sheath your sword to fire. Hits to your sword or bow/crossbow do cause you damage but do not break you bowstring.

Bow and Buckler

Prerequisite: Ranged Weapon.

You may wield a strapped buckler in the hand that holds your bow/crossbow and block with that buckler without needing to restring your bow/crossbow or taking damage.

Hunter's Retreat

Prerequisite: Ranged Weapon.

Once per long rest you may call, "By My Gesture, Repel" with a ranged weapon.

Staff and Blade

Prerequisite: 2 Handed Weapon.

You may wield a short sword in one hand and staff no longer than 66" in your other hand to block without taking damage. Your short sword must be sheathed at your side to swing with your staff.

2 Handed Weapon and Buckler

Prerequisite: 2 Handed Weapon.

You may wield a strapped buckler no more than 12" wide, strapped to one of your arms while wielding a 2 Handed Weapon and block with that buckler or weapon without taking damage.

Florentine

Prerequisite: One Handed Weapon.

You may wield a short sword in one hand and any One Handed Weapon in your other hand and block or swing with either without taking damage. This includes spear and short sword.

Dual Long Blade

Prerequisite: Florentine.

You may wield a one handed weapon in one hand and another one handed weapon in the other and block or swing with either without taking damage. This includes dual spear.

Dual Shield

Prerequisite: Buckler, or Shield.

You may wield a second shield. You may not have a tower shield in either hand. Neither hand may hold a weapon.

Companion Spirit

A companion spirit is often drawn to those who adventure. They can sometimes step inside and take over the body of the adventurer and make them act closer to what they are. They only bond with those who find kinship in their presence. They do prefer to shape themselves to who they are bonded to rather than break from the kinship they have found. Often they provide a sort of guiding hand to a life path or a way to attain something the one they bind to could not accomplish on their own.

You may only purchase this header once. It grants you +2 Vitality just as headers like tough do representing the aid of your companion.

A companion spirit will have a [Name] of at least three words. That [Name] also becomes a trait for your character. While these don't have to be unique, they should be as unique as you want them to be. They are a part of who you are.

This header costs 5 CP to unlock and once unlocked may result in interactions during events with your companion spirit if you should find an able bodied mage to assist. Companion spirits have a tendency to know things their bonded kin does not.

Companion Spirits are meant specifically to provide options for roleplay interactions.

When a spirit is possessing you it is cool and intended that you adjust costuming usually by adding an appropriate mask to represent that change and stand in for all the little things we can't represent well enough in our environment.

Prestige Headers

You may take only one prestige header, but you may take however many base headers you wish.

All Prestige Headers cost 5 CP.

Apothecary

Prerequisite: Rogue and Crafter Headers.

We create stronger and more insidious poisons, gases, traps and acids and deliver them in unexpected ways. We can always find some way to use even the most unusual combinations of ingredients to make something useful. We are often called Alchemists.

Skill	CP	Effect	Cost
Alchemist 4-6	2	Can make 1 alchemical item at a time per purchase.	-
Blade Venoms	2	Consume a "Red Juice" and add "and 3 Damage".	TT
Enhanced Poisons	3	"Double [<i>PoisonEffect</i>] and Slow" for weapons attacks.	TT
Extra Strength Poison	4	"Triple [<i>DamagePoison</i>]"	TT
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must use R, E, or S to craft it.	-
Master of Poisons	5	"Double" a "by Poison" attack. May use Aegis for any alchemy skills but this one.	T
Poison Blades	1	"Double [<i>PoisonEffect</i>]" for weapons attacks.	T
Poison Miser	5	Get twice as many uses of a poison.	-

Alchemist 4-6 -

Prerequisite: Alchemist 3

You may make alchemical items with the purchase of this skill. When searching creatures or plants you may "Search for Alchemical Ingredients". Items produced may be delivered as packet attacks or weapons attacks. All item uses are delivered "by Poison," unless the recipe gives it another trait, after 3 seconds of roleplay either applying the alchemy to a weapon, or activating the ingredients as a gas globe represented by a packet. This represents mixing the recipe with the appropriate catalyst for your delivery method. You must have appropriate representations for your uses.

Tim the Mage picked up some Alchemy so they can apply fire-ant venom to their dagger so they can hear their rival scream in pain when they sneak into the guild hall and poke them with it. Tim remembers their training and wears gloves to keep the venom from touching their skin and carefully dips a brush into the pot of venom. They coat their blade

gingerly, then, lick the brush to put a fine point on it to sign their name...and fall down in screaming pain.

You can make 1 alchemical item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

In addition, after purchasing Alchemist 4, you may craft master alchemy alone. You may swap in 1 ingredient of any kind in place of an alchemy ingredient per purchase, but the recipe must still be made with at least one alchemy ingredient.

You can carry one extra ingredient per level purchased.

Blade Venoms - Consume a "Red Juice" and add "and 3 Damage" to a called missile or melee attack that does not already deal damage. This "Red Juice" is an alchemy recipe, but you do not need to attune it to use it for this skill.

This skill costs 2 Threat.

Enhanced Poisons - Modify an attack that is delivered with a missile or melee weapon that has been treated with a poison. You increase the effectiveness of the poison to "Double [PoisonEffect] and Slow" where *PoisonEffect* is the normal effect of the poison. Poisons that already deliver as Double or Triple cannot be used with this skill.

This skill costs 2 Threat.

Extra Strength Poison - Deliver a damage poison that is not already doubled or tripled as "Triple [DamagePoison]" where *[DamagePoison]* is its damage call.

This skill costs 2 Threat.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. This swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per long rest. This item may be used immediately without attuning to a simple item slot.

Master of Poisons - "Double" any "by Poison" melee or missile attack you make.

In addition, you may use Aegis to pay for any alchemy skills but this one when you activate this skill in combination with other skills.

This skill costs 1 Threat.

Sal the Shadow Assassin prepares a blade venom doing 4 Damage by Poison. Because they are a Master of Poisons their attack will be "Double 4 Damage by Poison" and Jo

the Bodyguard will expend their "Guard Poison" stopping the first 4 Damage but take the second, falling as their Vitality of 4 drops to zero. Sadly for Mal the Merchant, Sal the Shadow Assassin has a second venom, albeit only a 3 damage by poison. Still "Double 3 Damage by Poison" takes Mal down despite their 3 Vitality and Light Armor of 2, the first 3 taking out the armor and then dropping Mal to 2 vitality and the second 3 taking Mal down (Mal's vitality would drop below 1, indeed below zero so Mal falls, in the death spiral.

Poison Blades - Double any effects delivered by weapon resulting from use of alchemy that is not already double or triple. Call "Double [PoisonEffect]" where *PoisonEffect* is the normal effect of the alchemy.

This skill costs 1 Threat.

Poison Miser - You have learned how to use the barest minimum poison required to get your desired effects, and have found poisons are created in much larger batches than you actually need. You get twice as many uses of a poison as the recipe normally provides.

Argent

Prerequisite: Rogue and Warchanter Headers.

We use our voices as a means to get what we want. We are agents of shadows and influence. Our whispers ring clear and true to those we work as a silver bell in a concert hall.

Skill	CP	Effect	Cost
Closing Statements	2	"By my Voice Short Silence to Oathbreaker and Cure Silence to Self". or "By My Voice Short Silence to [OathName] and Cure Silence to Self". You may call "Purge Oathbreaker".	A
Dancing Shadows	2	<i>Info Skill</i>	-
Guilty Conscious	3	"Expose Oathbreaker". If anyone calls out, "By My Voice, Short Root to Oathbreaker".	T
Headspersons Decree	4	"By my Voice Agony and 5 Damage by Madness to Oathbreaker"	TTT
Judgment	2	"Purge OathName and Inflict Oathbreaker Trait".	T
Oath Bound	2	"By My Gesture Inflict OathName Trait". You may also at any time call "Expose OathName."	T
Silver Tongue	3	"Cure Silence". Touch cast.	AA
Survivors Guilt	4	"Expose Oathbreaker". If anyone calls out and after a minute of roleplay "Death to Oathbreaker".	C

Closing Statements - Once per event you may call "By my Voice Short Silence to Oathbreaker and Cure Silence to Self". You may choose to call "By My Voice Short Silence to [OathName] and Cure Silence to Self" instead. You may use your PathName or any OathName you are aware of.

In addition, and not limited to once per event, after one minute of roleplay about an Oath you may call "Purge Oathbreaker" to someone you are roleplaying with.

This skill costs 1 Aegis.

Dancing Shadows - Info Skill - You have a network of friends and information who can help with the topics you care about most. You can ask them a question or invest your time in expanding your connections in a given area or topic.

Guilty Conscious - You can call "Expose Oathbreaker". If anyone calls out, you may follow with "By My Voice, Short Root to Oathbreaker".

This skill costs 1 Threat.

Headspersons Decree - You may call "By my Voice Agony and 5 Damage by Madness to Oathbreaker"

This skill costs 3 Threat.

Judgment - If you witnessed an Oath you can call "Purge OathName and Inflict Oathbreaker Trait". You may use your OathName or any OathName you are aware of. You may only do this if you judge the person as having broken their Oath.

This skill costs 1 Threat.

Oath Bound - You must witness a written or verbal Oath, either the signing of it, or just viewing and reading the completed writing. When the oath is agreed on and/or given, you may call "By My Gesture Inflict OathName Trait" gesturing at the parties agreeing to the oath. OathName's must meet rules for CommunityName. Choose an OathName when purchasing this skill. You may also at any time call "Expose OathName" for any OathNames you know from having witnessed oaths being inflicted or for your own OathName.

If you see or read oaths from the past, you can use those as your OathName as if you were present when the OathName was inflicted.

Morelevant the Necro-liche swore an oath to Kinder the Good Egg Knight that he would never harm any children as he sought power. Kinder passed away, and Morelevant decided they were no longer bound by that Oath. Chedwick sees a vision of the Oath and learns that Kinder actually named it NoChildDies. Now, Chedwick can use "Expose NoChildDies" or use the OathName to declare Morelevant an Oathbreaker, which allows Chedwick to use Oathbreaker affecting skills against Morelevant.

This skill costs 1 Threat.

Silver Tongue - You whisper words of assurance to someone who is silenced. Touch cast, and call "Cure Silence".

This skill costs 2 Aegis.

Survivors Guilt - You can call "Expose Oathbreaker". If anyone calls out, you may approach them and after a minute of roleplay with them about the oath they broke, you may call, "Death to Oathbreaker". You may call this even if they don't engage your roleplay about their broken oath.

This skill costs 1 Clarity.

Bloodrager

Prerequisite: Berserker and Warrior Headers.

We have learned to focus our rage making ourselves better at delivering the blows that tax our enemies while keeping our bodies ready for the fight. We have learned that while rendering a foe useless is important, it is only important if we stay on our feet to disable them further. We have learned to understand combat better than anyone else around us and are nearly unstoppable in battle.

Skill	CP	Effect	Cost
Broken Bone Defense	2	If maimed, "Guard" then "Cure Maim and 2 damage to Self"	A
Crushing Blow	2	"Maim and Agony"	TT
Deep Breath	2	If frenzied, "Disengage" then "Purge Frenzy to Self"	AA
Defensive Posture	3	"Cure Root and Grant Parry"	AA
Grounding Blow	2	If frenzied, "Purge Frenzy to Self" then "4 Damage and Root"	TT
Masterful Cleave	5	"Triple 4 Damage", when attack lands "Agony to Self".	TT
One Last Stand	5	"Purge Death and Disengage". Can use when dead.	C
You, Duck!	2	"By My Gesture Grant Guard"	T

Broken Bone Defense - If you are maimed, you may call "Guard" against any missile or melee attack that hits you, then call "Cure Maim and 2 damage to Self".

This skill costs 1 Aegis.

Crushing Blow - "Maim and Agony" with a missile or melee attack.

This skill costs 2 Threat.

Deep Breath - If you are frenzied, you may call "Disengage" then "Purge Frenzy to Self"

This skill costs 2 Aegis.

Defensive Posture - "Cure Root and Grant Parry"

This skill costs 2 Aegis.

Grounding Blow - If you are frenzied, you may call "Purge Frenzy to Self" then "4 Damage and Root"

This skill costs 2 Threat.

Masterful Cleave - You may make a missile or melee attack for "Triple 4 Damage". When the attack lands, call "Agony to Self".

This skill costs 2 Threat.

One Last Stand - After you have fallen down and take the “Dead” trait, you may call "Purge Death and Disengage". You can use this skill when you are dead.

This skill costs 1 Clarity.

You, Duck! - "By My Gesture Grant Guard". You may only gesture at a single target.

This skill costs 1 Threat.

Composer

Prerequisite: Warchanter and Crafter Headers.

We can create performances that stir even the deafest of beings from their resting places. We have learned not only to channel our performances into helping others, but into making them better than they could be on their own. Communities dance to the heartbeat of our works.

Skill	CP	Effect	Cost
Cobbler's Chant	1	Complete 2 recipes at the same time. ***	-
Fortissimo	5	You may expend threat to power warchanter skills.	A + *
Glissando	2	"By Your Name [CharacterName], Cure Stricken".	AAA
Orchestrated Defense	3	"By My Voice Grant Physical Defense, Resist to Town". ***	AA
Orchestrated Shield	3	"By My Voice Grant Elemental Defense, Resist to Town". ***	AA
Orchestrated Strategy	3	"By My Voice Grant Mental Defense, Resist to Town". ***	AA
Protect Song	3	By spending a crafted Parchment you record your voice so as to be able to use a specific Warchanter skill even when Silenced. Each Parchment is good once only.	-
Sanguine Performance	3	"By My Voice Cure Disease and Cure Drain to Town". ***	AA

* This cost varies

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an art form such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Cobbler's Chant - Once per long rest you can perform during crafting and increase the output of the crafting as if one additional crafter was assisting you. This means you can produce 2 recipes at the same time, but must still provide all the resources to craft both recipes.

Fortissimo - You may expend threat to power warchanter skills in addition to the cost of this skill. May not be used on skills that cost Clarity.

This skill costs 1 Aegis plus a variable cost for the other skill, paid in threat.

Glissando - "By Your Name [CharacterName], Cure Stricken". You must share a community name with the target of this skill.

This skill costs 3 Aegis.

Orchestrated Defense - "By My Voice Grant Physical Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Orchestrated Shield - "By My Voice Grant Elemental Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Orchestrated Strategy - "By My Voice Grant Mental Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Protect Song - By using a crafted Parchment you can record your performance so as to be able to use a specific Warchanter skill, which you describe on the parchment, even when Silenced. Each Parchment may be used once for this purpose and is consumed when the performance is completed with the parchment record. Parchment may be used to record any kind of performance, so long as it describes the actions you would do in some way. Call "Imbue to Self." You must still spend the time required to do the performance, but if your performance requires you to speak, you may still speak for the purposes of that skill use as pre-recorded only. You must still pay the cost of the skill you are using from the parchment which must be noted on the parchment.

Sanguine Performance - "By My Voice Cure Disease and Cure Drain to Town". Requires Performance.

This skill costs 2 Aegis.

Enchanter

Prerequisite: Mage and Crafter Headers.

We have learned to weave magic into our crafts. We can produce weapons and armors others have only dreamed of, and some of us can even bring life to objects. Others of us can fuse the spirits of those that have passed into vessels to continue to aid the living.

Skill	CP	Effect	Cost
Combine Magic Item	5	Combine two magic items into one item.	C
Disassemble Item	2	Break a sustainable item down into ingredients	T
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must us R, E, or S to craft it.	-
Ritual Magic 1-3	3	<i>Ritual Magic.</i> You understand the basics of creating magical items with ritual magic.	-
Rune Projector 1-3	2	Can make a Rune Projector.	-
Shaper 4-6	2	Sustain 1 item per purchase. Can make 1 shaper item at a time per purchase. Swap in 1 ingredient in place of a shaper ingredient per purchase. May craft master shaper items alone.	-
Simply Compact	4	Can equip 1 additional simple item.	-
Simply Small	4	Can equip 1 additional simple item.	-

* This skill cost varies.

Combine Magic Item - You may rebuild two magic items into one new but similar item, Each item loses one effect when being combined with another item. The new item must have a similar function to one of the two items consumed in the process. While combining items, you should spend time enacting the transfer of energy from one item to another as well as enacting the combination of the physical items into a single piece. Your item should have a tag which describes the effects the item now has. The effects must be a mix of the previous items, and you may drop any effects you wish from the item. You may even combine a weapon with itself to remove detrimental effects. Once the process is complete, you will only have one item card from the items that were combined. This combined item does not need to be sustained before the next event. You may use this ability as many times as you wish.

This skill costs 1 Clarity.

Disassemble Item - You may break a sustainable down into ingredients. Each effect on the item may be broken into ingredients based on how frequently an effect on it can be used.

Per Event = S

Per Day = E

Per Long Rest = R

Per Rest = U
Single Use = C

When broken down into ingredients, the type of ingredient (Alchemy, Potion, Shaper, or Tinkerer) must be chosen and the ingredient type must be marked in a pattern that mimics the ingredient symbol when found normally. This symbol can be marked in pen for this purpose.

This skill costs 1 Threat.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. This swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open attunement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Rune Projector 1-3 - You may wield rune projectors with the purchase of this skill. A rune projector is a tube like device that launches a projectile powered by runes. These items are fairly unstable, but powerful. They are capable of dealing “3 Damage” as a base projector. After they deal damage the barrels breach and require extensive repair time, this taxing activity takes a long rest. You may also craft modifications to projectors. Projectors may benefit from any other crafted items that do not modify damage if they come from other crafting disciplines. Damage modification to Projectors can only come from this crafting discipline. All Projector attacks are delivered “by Weapon,” which may be dropped from the call, unless the recipe gives it another trait. You must have appropriate representations for your Projector. This should look more like a mortar tube than a dart blaster.

You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 rune projector item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You may make Rune Projectors.

You can carry one extra ingredient per level purchased.

Shaper 4-6

Prerequisite: Shaper 3

You can sustain 1 magic item per purchase of this skill up to a maximum of 3 purchases. You do not need to expend a consumable to sustain items with this ability.

Each event you may produce 2 copies of a recipe you are involved in crafting. You may do this 3 times per purchase of this skill and do not need to double the ingredients required.

So long as an item is sustainable, you may convert it into any expendable item for which you know the recipe after 5 minutes spent roleplaying the conversion.

You may make shaper items with the purchase of this skill. When searching creatures or plants you may "Search for Shaper Ingredients". All of these items will state their delivery method in the recipe. These may be used after 3 seconds of roleplay applying the item to the target object. These items must be represented with a paper which shows the rune, or a crystal. You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 shaper item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store components at your workshop/lab.

You may make inexpensive recipes that sustain metal and stone items except weapons and armor.

You may swap in 1 ingredient in place of a shaper ingredient per purchase but each recipe must still have at least one shaper ingredient per recipe. You may craft master shaper items alone after purchasing Shaper 4.

You can carry one extra ingredient per level purchased.

Simply Compact - You can attune 1 additional simple item per long rest, having found better ways to carry them while keeping them stable.

Simply Small - You can attune 1 additional simple item per long rest, having found ways to make their containers smaller.

Forte

Prerequisite: Berserker and Warchanter Headers.

We have learned to use our voice to drive fear into the hearts of those that oppose us. Our performances can become so powerful our foes run before they even cross blades with us. And that's just when we yell.

Skill	CP	Effect	Cost
Breath and Prepare	2	"By My Gesture Cure Frenzy and Heal 1"	A
Charge Them	2	"By My Voice Grant 2 Damage and Frenzy to [CommunityName]"	T
Commanding Voice	4	"By My Voice, Cure Frenzy". ***	A
Dissonant Scream	3	"By My Gesture Triple 3 Damage" then "Silence to Self"	TT
Imposing Roar	3	"By My Voice, Triple Repel by Fear".	T
Name Foe	2	"By My Voice Grant Agony to [CommunityName]". ***	TT
Primal Terror	2	"By My Voice Short Root"	T
The Look	5	"By My Gesture Paralyze". ***	TTT

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Breath and Prepare - "By My Gesture Cure Frenzy and Heal 1". Point at one person in your community to break their frenzy and heal them.

This skill costs 1 Aegis.

Charge Them - "By My Voice Grant 2 Damage and Frenzy to [CommunityName]"

This skill costs 1 Threat.

Commanding Voice - "By My Voice, Cure Frenzy". Requires Performance. You cry out in a manner that cannot be ignored by anyone. For a moment, it is like everyone hears you and obeys.

This skill costs 1 Aegis.

Dissonant Scream - "By My Gesture Triple 3 Damage" then "Silence to Self"

This skill costs 2 Threat.

Imposing Roar - "By My Voice, Triple Repel by Fear".

This skill costs 1 Threat.

Name Foe - "By My Voice Grant Agony to [CommunityName]". To activate this skill identify a foe and declare your desire to defeat them. No time minimum for this.

This skill costs 2 Threat.

Primal Terror - "By My Voice Short Root"

This skill costs 1 Threat.

The Look - "By My Gesture Paralyze". Requires Performance.

This skill costs 3 Threat.

Fury

Prerequisite: Berserker and Rogue Headers.

Darkness may be the ally of most of those who train in the arts of stealth, but for us, it fuels our rage. As we sneak about, quietly and patiently waiting for our moment, our targets test our patience. We stoke the fires inside with fuel until we get close enough, and then, they wish they'd never heard of us or seen our work.

Skill	CP	Effect	Cost
Building Fury	5	"Double 3 Damage", "Double 4 Damage", then "Double 5 Damage" from behind or to hunted.	- / C
Cloaked in Shadows	3	"Spirit for 60s. You may set traps and "Inflict" people with traits but not attack. Twice per event.	C
Fiery Rage	4	If Frenzied, "Purge Frenzy" then "4 Damage" 3 times	TTT
Fury Breeds Silence	2	If Frenzied, "Purge Frenzy" then "Silence and 4 Damage"	TT
Healing Fervor	2	If not Frenzied, "Heal 2 to Self" and "Frenzy to Self"	A
Pause to Breath	2	If Frenzied, "Purge Frenzy and Short Root to Self"	A
Quiet Rage	3	"Silence and Frenzy"	TT
Shadow Strike	2	If "Cloaked in Shadows" for 50s or more, you may call "Triple 4 Damage and Frenzy to Self"	-

Building Fury - "Double 3 Damage" for one melee or missile attack From Behind or if the target is marked as "Hunted".

When the strike lands for "Double 3 Damage" you may increase your strike to "Double 4 Damage" then again to "Double 5 Damage" for one hit each. If at any point, while using this skill, you are hit or use another skill, this skill ends, even if your strike did not land.

First use free. Additional uses require 1 Clarity per use.

Cloaked in Shadows - Call "Imbue to Spirit" then go to Spirit, following all rules for Spirit Form. You may move for 60s. Then call "Purge Spirit" and return to your physical form where you stand. You may not use combat skills without calling "Purge Spirit" but you may set traps and "Inflict" people with traits. You may use this skill twice per event.

This skill costs 1 Clarity

Fiery Rage - If you are under a Frenzy effect, call "Purge Frenzy" then you may call "4 Damage" for 3 missile or melee attacks.

This skill costs 3 Threat.

Fury Breeds Silence - If you are under a Frenzy effect, call "Purge Frenzy" then you may call "Silence and 4 Damage" for 1 missile or melee attack.

This skill costs 2 Threat.

Healing Fervor - If you are under a Frenzy effect, call "Heal 2 to Self" and "Frenzy to Self"

This skill costs 1 Aegis.

Pause to Breath - If you are under a Frenzy effect, call "Purge Frenzy and Short Root to Self"

This skill costs 1 Aegis.

Quiet Rage - "Silence and Frenzy"

This skill costs 2 Threat.

Shadow Strike - If you have used "Cloaked in Shadows" for 50s or more, you may call "Triple 4 Damage and Frenzy to Self"

Hammerfall

Prerequisite: Warrior and Crafter Headers.

We have learned the craft to support ourselves on the field of battle. We use our practical knowledge of what works best in the field to create better and more useable weapons and armor. Our time in the workshop has made us more focused on getting more for less effort driving us to masters of efficiency on and off the battlefield.

Skill	CP	Effect	Cost
Efficient Crafter	4	Craft two copies of any recipe.	-
Efficient Repairs	2	Touch delivery. "Repair All"	A
Flawless Riposte	4	"Reflect"	AAA
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must us R, E, or S to craft it.	-
Recycle	3	"Double" a called damage attack enhanced by crafted items	-
Rhythmic Assault	2	"Double" any damage effects not already double or triple.	T
Rhythm of the Forge	2	"Double" any non-damage effects not already double or triple.	TT
Steady Rhythm	2	After two attacks on the same opponent "3 Damage".	TT

Efficient Crafter - Craft two copies of any recipe for the addition of any single common component while producing the recipe.

Efficient Repairs - Touch deliver "Repair All" to any broken item.

This skill costs 1 Aegis.

Flawless Riposte - "Reflect" to any single weapons blow that hits except those delivered by "Piercing".

This skill costs 3 Aegis.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. This swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open attunement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

Recycle - Once per Long Rest you may call "Double" before a called damage attack made with a missile or melee weapon that has been enhanced by simple crafted items like poisons or runes that are not already double or triple

Rhythmic Assault - You may "Double" any damage effects delivered by missile or melee weapons that are not already double or triple.

This skill costs 1 Threat.

Rhythm of the Forge - You may "Double" any non-damage combat effects delivered by weapons that are not already double or triple.

This skill costs 2 Threat.

Steady Rhythm - After two attacks with a missile or melee weapon which strike the same opponent, whether the attacks are defended, deal called damage, deal uncalled damage, or deliver effects, you may call "3 Damage" on your next Swing. Pay to use this skill when you call the damage.

This skill costs 2 Threat

Rageshaper

Prerequisite: Berserker and Crafter Headers.

We use what we know of alchemy and other crafts and have created tattoos to empower us in the field. We can turn most any of the things we find in the wild to some effect. We have learned that the right mix of mushrooms, plants, and molds can bring us closer to perfection, at least temporarily, and we have learned how to maximize that opportunity.

Skill	CP	Effect	Cost
Awaken with Fury	2	"Purge Stun and Frenzy to Self"	A
Quick Immunity Tattoo	3	*, ** "Resist" then "Short Stun to Self"	AA
Reinforce Runic Tattoo	2	"Refresh 3 Tattoos"	-
Tattoo of Alchemy	3	*, ** "By My Gesture, [<i>AlchemyEffect</i>]" Two uses per Long Rest.	TT
Tattoo of Armor	4	*, ** "Grant 3 Protection"	AA
Tattoo of Calming	3	*, ** "Resist Frenzy and Heal 2 to Self"	A
Tattoo of Fury	4	*, ** "3 Damage", "Waste Tattoo of Fury" unless frenzied. You are frenzied you may call "Purge Frenzy to Self" instead.	-
Tattoo of Shielding	2	*, ** "Guard"	A

* **Runic** - These skills require your character to have been marked personally or on an item, as may be appropriate with one or more Runic symbols and for you to make a suitable representation of that. Some other skills may be able to affect this skill or ability, refreshing it or exhausting it or otherwise modifying it by referring to the scope of effect as Runic.

** **Tattoo** - These skills require your character to receive a suitable tattoo in game and for the player to apply a suitable physical representation if the skill is to be used at a given event. Some other skills may be able to affect this skill, refreshing it or exhausting the Tattoo. You may only have 3 tattoos unless the skill says otherwise.

Awaken with Fury - "Purge Stun and Frenzy to Self"

This skill costs 1 Aegis.

Quick Immunity Tattoo - *Runic, Tattoo* Consume crafted ink and nibs to scribe a tattoo on yourself. You may call "Resist" to any one effect that would otherwise affect you. After calling this Resist you must call "Short Stun to Self". Pay for this skill when the tattoo is activated.

This skill costs 2 Aegis.

Reinforce Runic Tattoo - During a Long Rest spend an Ink and a Nib to refresh three *Runic Tattoo*. Only 3 *Runic Tattoos* may be active at a time. Call "Refresh 3 Tattoos"

Tattoo of Alchemy - *Runic, Tattoo* Consume an alchemical recipe, then call "Resist" to the effects of that alchemy. You may then call "By My Gesture, [AlchemyEffect]" where [AlchemyEffect] is the effect the alchemy would have done to you. Pay this skill cost to use the tattoo. You may use this tattoo twice per Long Rest. You may only have 3 tattoos active per long rest.

This skill costs 2 Threat.

Tattoo of Armor - *Runic, Tattoo* "Grant 3 Protection", scribe once per long rest, pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 2 Aegis.

Tattoo of Calming - *Runic, Tattoo* "Resist Frenzy and Heal 2 to Self", scribe once per long rest, pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 1 Aegis.

Tattoo of Fury - *Runic, Tattoo* You may call "3 Damage" with any melee or missile attack, then call "Waste Tattoo of Fury" unless you are currently frenzied. If you are frenzied you may call "Purge Frenzy to Self" instead and do not need to "Waste" the tattoo. You may use this tattoo until it is Drained or Wasted. You may only have 3 tattoos active per long rest.

Tattoo of Shielding - *Runic, Tattoo* "Guard", pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 1 Aegis.

Rampager

Prerequisite: Berserker and Mage Headers.

We weave magic and fury as if they share the same source. Our injuries stoke our rage and our rage stokes our spells and the cycle of spell, weapons blow, and rage rings with harmony in our movements. Spells fly from our weapons; raining from our blows as if the weapons were our voice.

Skill	CP	Effect	Cost
Mindful Fury	2	"Grant Packet Defense, Resist" then "Frenzy to Self"	AA
Pain Makes Me Angry	2	When hit for called damage "Increase and Frenzy"	-
Raging Spell	3	If Frenzied, "Purge Frenzy" then "Double" costing up to 3A or 3T.	T+*
Regain Focus	5	If Frenzied, "Purge Frenzy and Grant 2 Determination to Self"	-
Ritual Magic 1-3	3	You may lead rituals and power them yourself.	-
Set at Ease	3	"Purge Frenzy and Heal 2 to Self"	A
Shield Breaker	2	"Destroy Shield and 1 Damage to Self"	T
Singular Focus	2	"Elude Mental and Frenzy to Self"	A
Stoke the Fire	4	If Frenzied 3x, then 3 attacks for "Double 4 Damage".	TT

* The cost to use this skill varies, see the spell for additional costs.

Mindful Fury - "Grant Packet Defense, Resist" then "Frenzy to Self"

This skill costs 2 Aegis.

Pain Makes Me Angry - When hit for called damage you may instead call, "Increase and Frenzy", still taking the damage and becoming frenzied.

Raging Spell - If you are Frenzied, call "Purge Frenzy" then deal any spell effect that is not already doubled as "Double" and it's spell effect after you call it's incantation. You must pay the cost of the spell in addition to this skill. You may not use this skill for spells that cost Clarity or Determination.

This skill costs 1 Threat.

Regain Focus -

Prerequisite: Sorcerer Supreme.

If you are Frenzied, "Purge Frenzy and Grant 2 Determination to Self". You may use this skill 6x per event.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Set at Ease - "Purge Frenzy and Heal 2 to Self". You may use this skill even if you are not Frenzied.

This skill costs 1 Aegis.

Shield Breaker - "Destroy Shield and 1 Damage to Self".

This skill costs 1 Threat.

Singular Focus - "Elude Mental and Frenzy to Self"

This skill costs 1 Aegis.

Stoke the Fire - After you have been Frenzied 3 times, resetting when you take a long rest or you use this skill, you may deal 3 melee or missile attacks for "Double 4 Damage".

This skill costs 2 Threat.

Shadow Hexer

Prerequisite: Rogue and Mage Headers.

We use our magic and our stealth to become a perfect blend of shadow and silence. We complete our missions with little more noise than the snoring of all those in the building, and the light sound of metal on oiled leather as our knife returns to its sheath, job complete. Our magic makes us the ultimate silent killer.

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait]".	- / C or 5D
Channel Power	2	Add "by [Trait]" to any attack skill.	T
Cloaked in Shadows	3	"Spirit for 60s. You may set traps and "Inflict" people with traits but not attack. Twice per event.	C
Focused Spell	2	Cast any spell known "to Hunted"	*
Improved Backstab	4	"Triple 4 Damage" from behind or to "Hunted".	TT
Infused Weapon	2	Cast spells through weapon blows after incantation.	T + *
Ritual Magic 1-3	3	You may lead rituals and power them yourself.	-
Shadow Hex	2	"Inflict Shadow Hex" (provide inflict card) or "Cure Shadow Hex"	A
Strengthened Magic 1	4	"by Piercing" trait for spells 2 times, cannot be "Death" effects.	T + *

* This skill cost varies.

Abjure Magic - Choose any Trait you know when using this spell. You may cast "Reflect [Trait]". First use free. Additional uses cost 1 Clarity or 5 Determination per use.

Channel Power - You can add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack skill effect followed by "by [Trait]" where [Trait] is any trait you can use for your spell deliveries. You must still pay the original skill cost as well.

This skill costs 1 Threat.

Cloaked in Shadows - Call "Imbue to Spirit" then go to Spirit, following all rules for Spirit Form. You may move for 60s. Then call "Purge Spirit" and return to your physical form where you stand. You may not use combat skills without calling "Purge Spirit" but you may set traps and "Inflict" people with traits. You may use this skill twice per event.

This skill costs 1 Clarity

Focused Spell - You may cast any spell you know "to Hunted" instead of other traits you can use for spells. You must still pay the normal spell cost.

Improved Backstab - "Triple 4 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 2 Threat.

Infused Weapon - You may cast any attack spell you know through your weapon by calling the incantation then swinging your weapon with the effects call of the spell by any trait you can use for your spells. You may repeat this swing without incantation until a defense is called or the blow is acknowledged or you use a different skill. You must still pay the spell cost in addition to this skill.

This skill costs 1 Threat.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6. Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Shadow Hex - You must write out an inflict card that you will give to the target of your Shadow Hex. This inflict effect must describe roleplay based only challenges to penalize that target for whatever has caused you to inflict them with your Shadow Hex. Each Shadow Hex may be unique to your target. Shadow Hex's last until removed which must be noted on the inflict card. This inflict card must end with "or you may reduce this effect to agony by calling "Reduce to Agony".

Key Note: No Shadow Hex may ever force a target to lose their free will in a manner that makes them do actions they (especially the person representing the target, ie, the real world person) wouldn't consider doing normally. They may be convinced to listen to you specifically from the Shadow Hex, but they will still act under their own decision making power, even if your Shadow Hex makes your suggestions bear more weight than they normally would, much like a deeply trusted friend.

This inflict is delivered as "Inflict Shadow Hex" and may be done while Cloaked in Shadows.

You may spend time talking to someone under the influence of a Shadow Hex to understand the hex that is affecting them, then call "Cure Shadow Hex" to free them of the hex.

Shadow Hexes may be any interesting role play effect from "You will stub your toe on every doorway you walk through" to "You will cut yourself every time you pick up a knife." No hex may be directly deadly, but once the hex has been taken the person affected must act it out. They only need to act it out once an hour so long as the appropriate conditions are present but they

may act out the hex as often as they wish. They may even purposely avoid the triggering conditions of this hex.

This skill costs 1 Aegis.

Strengthened Magic 1

Prerequisite: Sorcerer Supreme.

Use "by Piercing" trait for spells up to 2 times per event, cannot be "Death" effects.

This skill cost varies with the spell cast and costs an additional 1 Threat.

Skald

Prerequisite: War Chanter and Warrior Header

Through performance, song, and chant, we fuel our own rhythms on the battlefield. Our performances make us better fighters, feeling the interplay of our opponents moves like a dance, their breath like a song, their intention like an epic, and we re-write their stories as our own.

Skill	CP	Effect	Cost
Aid Wounded	5	"By My Voice Heal 2 to Bloodied". ***	AAA
Armor Proficiency	2	+1 Armor	-
Bardic Immunity	2	"Reduce to 1 Damage" then "Death by Inspiration", if no skills used yet.	-
Battle Tempo	3	Reduce performance to 10s. 3x per long rest.	*
Get Down!	3	"Guard Weapon" and "Grant Elude Weapon" to Ally	AA
I Understand	4	"Drain Weapon"	TT
Marching Beat	2	"By My Voice Cure Slow to [CommunityName]". ***	A
Protect and Serve	2	"Heal 1 and Grant Parry to [CommunityName]". ***	AA

* This skill cost varies

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Aid Wounded - "By My Voice Heal 2 to Bloodied". Requires Performance.

This skill costs 3 Aegis.

Armor Proficiency - You gain an additional point of armor on top of whatever armor you currently wear and represent.

Bardic Immunity - When you are hit with any effect, once per long rest, you may call "Reduce to 1 Damage," then may attack for "Death by Inspiration" against the attacker using any delivery method you have access to. This ability may only be used as the first game skill you use after that Long Rest. Using your shield does not count as a skill use here unless using the shield can cause an attack against anyone. The intent is to give a serious enforcement of the traditional immunity of a bard to attacks for what they say.

Battle Tempo - After resetting from a flurry, you may reduce the time required for a performance to activate a skill to 10 seconds instead of 30 seconds. Call "Imbue to Self" before starting the performance. You must still pay the cost for the skill requiring a performance. You may use this skill 3x per long rest.

Get Down! - "Guard Weapon" then you may touch cast "Grant Elude Weapon" to an Ally
This skill costs 2 Aegis.

I Understand - "Drain Weapon" with a missile or melee attack.
This skill costs 2 Threat.

Marching Beat - "By My Voice Cure Slow to [CommunityName]". Requires Performance.
This skill costs 1 Aegis.

Protect and Serve - "Heal 1 and Grant Parry to [CommunityName]". Requires Performance.
This skill costs 2 Aegis.

Spelldancer

Prerequisite: Mage and War Chanter Headers.

Our performances play upon our magic, allowing us to share the effects of our spells with many others around us. We can raise our incants as a song to fuel others spells. We can increase the range of effect which our spells have by focusing on performing them perfectly or enhancing them with our knowledge of the effect of word, song, or dance on the magic of the world around us.

Skill	CP	Effect	Cost
And One for Me	2	Any spell to community member, cast on yourself.	* + *
Community Bond	1	"By Your Name, [Name], [SpellEffect] by [Trait]"	*
Echoing Encore	2	"By My Voice,[SpellEffect] to [CommunityName]". ***	- / **
Inspired Defense	3	"Grant Packet Defense, Shield to Town". ***	AAA
Ritual Magic 1-3	3	You may lead rituals and power them yourself	-
Spell Dance	3	"By My Gesture, [SpellEffect] by [Trait]", 2T or less cost spell.	TTT
Spell Song	3	"By My Voice, [SpellEffect] to [CommunityName]" 3 times per long rest. ***	AAA
Unstoppable Performance	5	Use "by Piercing" trait for spells. 3 times per event. ***	T+*
Willful Performance	3	"Grant 2 Determination to Self". 6 times per event. ***	-

* This skill cost varies

** Cost of 1C or 5D

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

And One for Me - Any time you cast a spell on a member of your community or a community you are a part of, you can immediately cast that same spell on yourself as well for one third the cost rounded up without calling the incantation again.

This skill cost varies.

Community Bond - You may deliver any spell you know to any of your community members as long as they can hear you. Call the spell incantation, then call "By Your Name, [Name], [SpellEffect] by [Trait]", where [Name] is the name of anyone in your community or the community you are part of, where [SpellEffect] is the effect of the spell, and [Trait] is any trait

you can use with your spells. The cost of this skill is the cost of the spell.

This skill cost varies.

Echoing Encore - After a spell is touchcast on you, you may Perform, then you may repeat the spell by calling "By My Voice, [SpellEffect] to [CommunityName]", where [SpellEffect] is the effect of the spell.

First use free. Additional uses require 1 Clarity or 5 Determination per use.

Inspired Defense - "Grant Packet Defense, Shield to Town". Requires Performance.

This skill costs 3 Aegis.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6. Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Spell Dance - You may use a Performance in place of a spell incantation to deliver any spell you know so long as the spell cost 2 Threat or less. This may not be used for spells that cost Aegis. After finishing that Performance, you may call "By My Gesture, [SpellEffect] by [Trait]" where [SpellEffect] is the effect of the spell and [Trait] is any trait you could use to deliver your spell. This gesture may be a sweeping motion. This gesture effects anyone that sees it. This replaces the spell cost.

This skill costs 3 Threat.

Spell Song - You may deliver any spell you know as "By My Voice, [SpellEffect] to [CommunityName]", so long as the spell costs 2 Aegis or less, where [SpellEffect] is the effect of the spell. Requires Performance. This may not be used for spells that cost Threat. This replaces the spell cost. You may use this skill 3 times per long rest.

This skill costs 3 Aegis.

Unstoppable Performance - You may deliver any skill or spell that you have completed a performance for "by Piercing" instead of using the skill or spell's original trait. This may be used on spells converted into Performances by other skills. All skill costs stack. You may use this skill 3 times per event.

This skill costs 1 Threat + the cost of the spell + any other skill costs.

Willful Performance -

Prerequisite: Sorcerer Supreme.

After completing a Performance, you may call "Grant 2 Determination to Self". This may not be used to exceed your maximum Determination pool. You may use this skill 6 times per event.

Spellsword

Prerequisite: Warrior and Mage Headers.

We have learned to focus our magic in battle so we cannot be interrupted. We have learned to channel our spells through our blades as if they are an extension of our own fingers. We have woven our knowledge of our school of magic into our arms and armaments. If you think our armor screams like the dead, you have yet to see what our blade can do.

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait]".	- / C or 5D
Arcane Shield	3	"Reduce to 1 and Slam", Once per long rest.	AA
Channel Power	2	Add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack then "by [Trait]"	T
Ensorcelled Weapon	2	If a spell hits your weapon, "Reflect".	AA
Incapacitating Power	2	"Agony and Disarm Focus by [Trait]"	TT
Infused Weapon	2	Cast spells through weapon blows after incantation.	T + *
Repulsive Spell	3	Incantation, then "[SpellEffect] and Disengage by [Trait]"	TTT
Ritual Magic 1-3	3	You may lead rituals and power them yourself.	-
Vengeful Aegis	5	When armor is 0, the first time after a long rest, "By My Gesture, Death by [Trait]"	-

* This skill cost varies

Abjure Magic - Choose any Trait you know when using this spell. You may cast "Reflect [Trait]". First use free. Additional uses require 1 Clarity or 5 Determination per use.

Arcane Shield - "Reduce to 1 and Slam" if you are hit with a melee attack. One use per long rest.

This skill costs 2 Aegis.

Channel Power - You can add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack skill effect followed by "by [Trait]" where [Trait] is any trait you can use for your spell deliveries. You must still pay the original skill cost as well.

This skill costs 1 Threat.

Ensorcelled Weapon - If a spell hits your weapon, you may call "Reflect".

This skill costs 2 Aegis.

Incapacitating Power - You may call "Agony and Disarm Focus by [Trait]" as a missile or melee attack where [Trait] is any trait you can use with your spells.

This skill costs 2 Threat.

Infused Weapon - You may cast any attack spell you know through your weapon by calling the incantation then swinging your weapon with the effects call of the spell by any trait you can use for your spells. You may repeat this swing without incantation until a defense is called or the blow is acknowledged or you use a different skill. You must still pay the spell cost in addition to this skill.

This skill costs 1 Threat plus the cost of the spell.

Repulsive Spell - You may call an incantation and deliver a spell as a missile or melee attack. Call "[SpellEffect] and Disengage by [Trait]" where trait is shared by the spell and the disengage and [SpellEffect] is the full effect call for the spell. This spell must cost 3 Threat or less. This skill cost replaces the spell cost.

This skill costs 3 Threat.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6. Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Vengeful Aegis - When your armor breaches, the first time after a long rest, you may point at whoever broke the armor and call "By My Gesture, Death by [Trait]" where trait is any spell trait you know.

Swashbuckler

Prerequisite: Rogue and Warrior Headers.

We fight with flourish. Our attacks seem both quick, and delicate. Our movements following our opponents and our strikes finding every opening in their armor as if they were an unattended coin pouch on a shelf. We may seem confident in our action, but that is simply because we know we are stronger, faster, and more opportunistic than you.

Skill	CP	Effect	Cost
Assassins Eye	5	One target, "Destroy All Armor" until your next long rest.	TT
Cloak and Dagger	2	"Guard and 3 Damage"	AA
Dramatic Parry	3	"Reflect" to any 'Damage' less than 5	AA
Hasty Explosive 1-3	3	Craft an explosive in 3 seconds. " <u>Root</u> ," " <u>Stun</u> ," or " <u>7 Damage</u> ".	-
Heroic Escape	2	"Elude and Slam" Usable once per Long Rest	T
Nimble Step	2	"Avoid and Disengage"	AA
Panache	4	"...And 4 Damage" to any attack without a damage call.	T + *
Resourceful	2	Use any item acquired from another character without attuning.	T

Assassins Eye - Spend 3 seconds looking over your target, then call "Ah, there it is," then call "Imbue to Self". Any time you attack that target, you may make a melee or missile attack for "Destroy All Armor." This skill stays in effect until your next long rest. Only one target may be affected by this skill at a time, if another target is chosen, you may not call "Destroy All Armor" for the previous target.

This skill costs 2 Threat.

Cloak and Dagger - "Guard and 3 Damage" for one missile or melee attack.

This skill costs 2 Aegis.

Dramatic Parry - "Reflect" to any 'Damage' attack with a Damage number less than 5 unless it is delivered "by Piercing."

This skill costs 2 Aegis.

Hasty Explosive 1-3 - Craft an explosive in 3 seconds by making notions like you are combining powders or liquids into a small container. You must use two C ingredients and one R, E, or S to craft it. Recipes made with R may be called as a packet attack for "Root by Explosion." Recipes made with E may be called as a packet attack for "Stun by Explosion." Recipes made with S May be called as a packet attack for "7 Damage by Explosion." These explosives must be used immediately. You may use this skill once per purchase per long rest.

Heroic Escape - "Elude and Slam" for a missile or melee attack. You may not engage the slammed target for 3 seconds. This is usable once per Long Rest.

This skill costs 1 Threat.

Nimble Step - "Avoid and Disengage" for a melee attack.

This skill costs 2 Aegis.

Panache - "...and 4 Damage" to any attack without a damage call attached to it. This cost is in addition to the cost of the skill this modifies.

This skill costs 1 Threat + the cost of the skill it modifies.

Resourceful - Once per long rest can use any weapon or expendable item acquired from another character DURING the same melee without needing to spend time attuning it.

This skill costs 1 Threat.