

## Chapter 5: Purist

You may choose PURIST as the one prestige header you are allowed. This option represents focusing on a single Base Header and becomes extraordinary with it. It enhances the set of skills for the single Base Header you are specializing in. The cost of these will be the same as that of taking an additional base header and then a Prestige Header, 7 CP, since they give the same level of benefits.

Purchasing a Purist Header will lock you out of any other base headers. And you cannot purchase a Purist Header if you have more than one Base Header.

### Pure Berserker

Prerequisite: Berserker

We are sometimes referred to as Brutes, Fervants, or Renders. Our rage knows no bounds. Our bodies are simply a tool, to be disposed of and destroyed as we see fit. We will fix them up after the fighting is done. We see all emotion as fuel for our frenzy. Joy can burn just as easily as anger in the fires we keep.

Skill	CP	Effect	Cost
Accurate Blow	2	"3 Damage by Piercing" then "1 Damage to Self".	T
Armor of Rage	5	+1 Armor.	-
Break Free	1	"Purge Root to Self", requires 3 seconds to break out.	-
Brutal Blow	3	"5 Damage by Piercing" then "2 Damage to Self".	TT
Charlie Horse	2	"Stun".	TT
Deadly Visage	5	<i>Tattoo</i> "By my gaze, 10 Damage by Despair".	TT
Dense Bones	3	"Reflect" vs Stun.	AAA
Don't Stop Me Now	5	"Purge Death and Heal All to Self", can use when dead.	- / C
Endurance	4	+1 Vitality.	-
Face of Awe	3	<i>Tattoo</i> "Stricken by Awe".	T
Finish Them Off	5	"Double 7 Damage by Piercing" then "Death to Self".	TTT
Hard Head	2	When hit with Paralyze, "Reduce to 3 Damage".	AAA
Imposing Roar	3	"By my voice, Triple Repel by Fear".	T
Indomitable Will	2	"Purge Mental and Frenzy to Self".	A
Lick Wounds	2	"Heal 2 to Self".	A
Line Breaker	3	"Slam".	T
Masterful Cleave	5	"Triple 5 Damage", when attack lands "Agony to Self".	TT

Medusa's Gaze	3	<i>Tattoo</i> "Paralyze by Trance".	T
Mortal Blow	4	"7 Damage by Piercing" then "3 Damage to Self".	TTT
Nightmare Mask	1	<i>Tattoo</i> "Agony by Fear".	-
Painful Break	1	"2 Damage and Maim".	T
Rhino Hide	5	+1 Vitality.	-
This Hurts You More	3	After successful Deathstrike, "Heal 4 to Self".	AAA
Unending Focus	5	At Unstable, "Frenzy to Self"; all damage "Reduce to Root". 5 mins.	-

**Accurate Blow** - "3 Damage by Piercing" for 1 melee or missile attack. Then call "1 Damage to Self".

This skill costs 1 Threat.

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

**Break Free** - "Purge Root to Self", requires 3 seconds roleplaying breaking out of the root effect.

This skill has not cost.

**Brutal Blow** - "5 Damage by Piercing" for 1 melee or missile attack. Then call "2 Damage to Self" after the attack lands.

This skill costs 2 Threat.

**Charlie Horse** - "Stun" for 1 melee or missile attack.

This skill costs 2 Threat.

**Deadly Visage** - *Tattoo* You may use 3 tattoo effects at a time. "By my gaze, 10 Damage by Despair". You may use of this skill once per long rest.

This skill costs 2 Threat.

**Dense Bones** - You may call "Reflect" vs any Stun effect.

This skill costs 3 Aegis.

**Don't Stop Me Now** - "Purge Death and Heal All to Self", this can be used when dead.

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

**Endurance** - You gain an additional point of vitality.

**Face of Awe** - *Tattoo* You may use 3 tattoo effects at a time. "Stricken by Awe". You may use of this skill once per long rest.

This skill costs 1 Threat.

**Finish Them Off** - "Double 7 Damage by Piercing" for 1 melee or missile attack. Then call "Death to Self"

This skill costs 3 Threat.

**Hard Head** - When hit with a Paralyze effect, "Reduce to 3 Damage".

This skill costs 3 Aegis

**Imposing Roar** - "By my voice, Triple Repel by Fear"

This skill costs 1 Threat.

**Indomitable Will** - "Purge Mental and Frenzy to Self".

This skill costs 1 Aegis.

**Lick Wounds** - "Heal 2 to Self"

This skill costs 1 Aegis.

**Line Breaker** - "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 1 Threat.

**Masterful Cleave** - "Triple 5 Damage" for 1 melee or missile attack. When and only when the attack lands, call "Agony to Self".

This skill costs 2 Threat.

**Medusa's Gaze** - *Tattoo* You may use 3 tattoo effects at a time. "Paralyze by Trance". You may use of this skill once per long rest.

This skill costs 1 Threat.

**Mortal Blow** - "7 Damage by Piercing" for 1 melee or missile attack. Then call "3 Damage to Self".

This skill costs 3 Threat.

**Nightmare Mask**- *Tattoo* You may use 3 tattoo effects at a time. "Agony by Fear". You may use of this skill once per long rest.

This skill has not cost.

**Painful Break** - "2 Damage and Maim" for 1 melee or missile attack.

This skill costs 1 Threat.

**Rhino Hide** - You gain an additional point of vitality.

**This Hurts You More** - After a successful Deathstrike, "Heal 4 to Self".

This skill costs 3 Aegis.

**Unending Focus** - At Unstable (0 Vitality), stand up and call "Frenzy to Self". For all incoming damage for the next 5 minutes call "Reduce to Root". After 5 minutes fall to dead and begin a 1 minute death count before going to spirit per the usual death mechanic. You may use this skill once per long rest.

This skill has not cost.

## Pure Crafter

Prerequisite: Crafter

We are sometimes called Artisans, Experts, or Savants. We seek a purity of art that is unmatched by any but our closest rivals. We will not be outdone in our field. We can turn the worst ingredients into works of art, sought after by the pickiest of collectors and can make potions others can't even imagine.

Skill	CP	Effect	Cost
Adaptive Crafting 1-3	2	Swap a component from another crafting discipline.	-
Armor Expertise	2	+1 Armor	-
Armor Mastery	2	+1 Armor	-
Collectors Hand 1-3	1	Start an event with 1 random ingredient per purchase.	-
Craft Armored Cloth	1	Can craft simple cloth that provides 1 Armor.	-
Crafters Might	2	4 Damage"	T
Crafters Cadence	3	"Double 5 Damage"	TT
Efficient Crafter	4	Craft two copies of any recipe.	-
Efficient Projector Holster	5	May equip two projectors.	-
Experimentation	2	Info Skill: Develop new recipes.	-
Expose Openings	2	"Stun"	TT
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must us R, E, or S to craft it.	-
If I Made it	4	Use any item you made. Even if not skilled in its use.	-
I Made This	5	Make master recipes without help.	-
Meet and Make	2	Info Skill: Consult other crafters.	-
Projectors Are Simple 1-2	5	Equip a projector as a simple item.	-
Projector Repair	1	Can repair a Rune Projector in 5 minutes.	-
Quick Projector Fix	4	Can repair a Projector in one minute. Once per long rest.	-
Rune Projector 1-3	2	Can make a Rune Projector.	-
Rust Over	5	"Paralyze"	TT
Sunder Armor	5	"Destroy All Armor"	TT
Tighten up	3	"By Your Name [CharacterName] Repair All Armor"	AA
Timely Crafter	3	Make any recipe in a single crafting session.	-
Weigh Down	1	"Root" at the cost of one crafting component.	-

**Adaptive Crafting 1-3** - Swap a component of equal rarity from another crafting discipline for an ingredient in the recipe you are crafting once per event. Limit one component swapped per purchase.

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

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

**Collectors Hand 1-3** - Start an event with 1 common ingredient from a random discipline per purchase.

**Craft Armored Cloth** - Create a simple item of cloth that provides 1 Armor that anyone can wear. This armor does not stack with any other armor. The highest valued armor takes precedent.

**Crafters Might** - "4 Damage" for 1 melee or missile attack.  
This skill costs 1 Threat.

**Crafters Cadence** - "Double 5 Damage" for 1 melee or missile attack.  
This skill costs 2 Threat.

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

**Efficient Projector Holster** -

Prerequisite: Rune Projector 1.

You may equip two projectors at the cost of one consumable slot. Only one consumable slot may benefit from this skill at a time.

**Experimentation** - Info Skill: You may spend time between events performing experiments using available ingredients and recipes to develop a new one. List resources available and the sort of recipe sought. Results will indicate if any of the resources were not consumed and will provide either a new recipe or information on how to proceed next or a something to pursue.

**Expose Openings** - "Stun" for 1 melee or missile attack.  
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 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.

**If I Made it** - Once per Event you may use an item you made as if you had any single required skill or header to use it.

**I Made This** - You may make master recipes without needing a second set of hands to aide in its creation. This costs one extra common resource for each recipe you make this way.

**Meet and Make** - Info Skill: You can ask a question of fellow crafters between events. Ingredients, crafter goods, and rare recipes are suitable bribes for better information.

### **Projectors Are Simple 1-2** -

Prerequisite: Efficient Projector Holster.

You may equip a projector as a simple item. They must still be sustained but do not occupy a consumable item slot during play.

**Projector Repair** - You can repair a Rune Projector in 5 minutes.

**Quick Projector Fix** - You can repair a Projector in one minute. You can do this once per long rest.

**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.

**Rust Over** - "Paralyze" for 1 melee or missile attack.

This skill costs 2 Threat.

**Sunder Armor** - "Destroy All Armor" for 1 melee or missile attack.

This skill costs 2 Threat.

**Tighten up** - "By Your Name [CharacterName] Repair All Armor"

This skill costs 2 Aegis.

**Timely Crafter** - Make any recipe in a single crafting session except master recipes. Can include master recipes if you have "I Made This". Requires all the crafting components to be present.

**Weigh Down** - "Root" for 1 melee or missile attack at the cost of one crafting component.

## Pure Mage

Prerequisite: Mage

We are sometimes called Arcanists, Occultists, or Wizards. We have employed our minds to the task of study to attain spells never considered more than legend. We have perfected our spells to the point they are nearly effortless. We have learned to manipulate the magic we know into new forms and have learned spells truly unique to ourselves.

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait]".	- / **
Advanced Mage Armor	1	Medium Armor without wearing an armor rep.	-
Deep Wells of Magic	5	4 additional Determination to your Determination pool.	-
Double Trouble	1	"Double" any called Damage attack using your magic. 1 per Long Rest	TT+*
Duelists Disarm	3	"Disarm by [Trait]".	T
Effigy Magic	1	Create an ad hoc ritual. "Inflict Effigy by [Trait]".	-
Feel the Flow	2	Regain 1 point of Determination spent since last Long Rest.	-
Grand Master 1-3	3	Triple uses of any one spell. Once per event.	T+2*
Primal Magi - Absorb	2	"Cure [Effect]" then "[Effect] by [Trait] to Self".	A
Primal Magi - Absorb Pain	2	"Reduce to Waste [X] Vitality". One use per long rest.	-
Primal Magi - Absorb Through Aegis	2	"Reduce to Waste [X] Aegis". One use per long rest.	-
Primal Magi - Absorb Through Determination	2	"Reduce to Waste [X] Determination". One use per long rest.	-
Primal Magi - Absorb Through Threat	2	"Reduce to Waste [X] Threat". One use per long rest.	-
Primal Magi - Channel	2	"Purge [Effect] to Self" then "[Effect] by [Trait]".	- / ***
Primal Magi - Channel Pain	2	"Cure Waste to Self" then "[X] Damage by [Trait]". One use per long rest.	-
Primal Magi - Combine	2	"Purge [Effect] to Self" and "Purge [Effect] to Self" then "[Effect] and [Effect] by [Trait]"	- / ***
Primal Magi - Shed	2	"Imbue by [Trait]" on long rest is complete."Cure All to Self".	-
Ritual Magic 1-3	3	You may lead rituals and power them yourself	-
Strengthened Magic 1-3	3	"by Piercing" trait for spells 2 times	T+*
Studious Illuminator	4	Use one scroll twice per long rest.	-

Suffuse With Magic	1	"Cure Death by [Trait]".	AAA
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\* See spell lists for additional cost.

\*\* Cost of 1C or 5D

\*\*\* Cost of 1C or 6D

**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.

### **Advanced Mage Armor** -

Prerequisite: Medium Armor.

Gain the benefits of medium armor while wearing appropriate mage clothing enhanced by charms, jewels, runes, or fetishes.

**Deep Wells of Magic** - Gain 4 additional Determination to your Determination pool from Sorcerer Supreme. This additional Determination refreshes whenever your Determination refreshes.

**Double Trouble** - "Double" any called Damage spell attack. You must still pay the cost of the base spell but this alters the call. 1 use per long rest.

*Ex: When casting Disrupt, Tim decides to double the damage to ensure the earth elemental before them can not harm their friends. Tim pays the 2 Threat for the spell, and an additional Threat to use Double Trouble. Tim calls "Fall back to the heart of the world, Double 7 Damage to Elemental". Normally their Disrupt spell would only deal 7 damage to the elemental but this skill improved their damage.*

This skill cost is that of the spell cast plus an additional 2 Threat to the cost for the modification.

**Duelists Disarm** - You get "Disarm by [Trait]" as a spell attack using any Trait you know.

This skill costs 1 Threat.

**Effigy Magic** - Create an ad hoc ritual, using an effigy. An effigy must be a representation of your target in a scroll, drawing, name, or clay. This effigy must be built while performing the ritual. In addition you must write an inflict card to hand to the target which will describe in plain text the intention of your ritual.

Key Note: No Effigy Magic 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 ritual, but they will still act under their own decision making power, even if your suggestions bear more weight than they normally would, much like a deeply trusted friend.

This magic may never be employed for negative effects against anyone with the “Town” trait when used by a character with the “Town” trait.

The benefits or detriments caused by this magic may never increase attribute pools.

Remember when creating effects, that as stated in our “Theme” section, this is intended as a PvE game with consent based PvP combat. Anyone that does not consent to the inflict described may instead take “Reduce to Double 5 Damage by Effigy” instead, which must be clearly written on the inflict card.

Once the Inflict card and Effigy are complete, call “Inflict Effigy by [Trait]”. Choose any Trait you know. The target may reduce the inflict effect instead of taking the actions described, meaning the ritual was unsuccessful or less effective than intended.

The chances of this magic working as intended increases as more people and elements are involved in it. The weaker the described effect is the more likely it is to take effect. The stronger the effect, the more must be involved in the ritual for it to work.

*Tim performs Effigy Magic on the Unmaker of Lawless Fae (Ulf). They have been dealing with this entity for quite some time and have learned that Ulf is immune to most magic. Their friends are strong mages, but none of them are much good with blades, so Tim creates an Effigy of Ulf to make them susceptible to their friends magic. Tim and their friends pull together a plan to call Ulf to their home turf and spring a trap with the whole town on Ulf. Tim will begin their Effigy ritual as soon as Ulf appears and the rest of town will keep Ulf and their allies busy. Tim and their friends gather around and start chanting in unison their intent to weaken Ulf to magic. Some of the town picks up the chant as well. Tim finishes a clay sculpt that looks roughly like Ulf, if you squint until your eyes are nearly shut. Tim then finishes the Inflict card stating “With this Effigy and Chant, the Unmaker of Lawless Fae, Fisadesuvwoad, will be weak to all magic cast by those in this town. As weak to such magics as they are to the blades of our warriors.” Tim, satisfied with the description builds the chant louder and louder as they and their friends rush towards Ulf. Tim throws a spell attack at Ulf “Inflict Effigy by Despair”. Ulf takes the hit, calls “Imbue to Spirit” and walks over to Tim’s player to review the inflict effect, then returns to where they were standing before going to spirit and calls “Purge Spirit to Self.” Ulf falls down screaming in pain. Tim and their allies assumes their Effigy failed as Ulf mutters some soft words. Ulf turns on Tim in a rage, howling in their face as they strike, and Tim’s friend in panic throws a spell attack “7 Damage by Fire”. A look of fear comes over the Ulf’s face and they try to run as Tim and friends bury the creature in spells.*

A bit of a long winded example, but this embodies the intent of this skill. There are infinite variations of possibility here. Be creative. Avoid effects that control the actions of others, and instead shape the battlefield to your advantage.

**Feel the Flow** - During a Long Rest regain up to 1 point of determination you spent since the last Long Rest. If no determination was spent since that last Long Rest, no Determination is regained.

### **Grand Master 1-3 -**

Prerequisite: Primary Master or Secondary Master

Triple the number of times you can use a specific spell benefitting from Primary Master or Secondary Master while only paying the cost once. When you purchase this skill choose the spell to gain three castings for one incantation and spending the cost twice. Once this skill is used on a spell, that spell may not be used again until you complete a Long Rest. This skill may be used twice per event for each spell for which it has been purchased. You must take a Long Rest between uses of this skill on a given spell. You may not apply this skill to a spell which has no cost or whose cost lists Clarity or Determination to throw. If you apply this skill to a spell for which you already purchased Mastery (for example under Mage above you must choose a different spell to replace that Mastery subject to the limitations of that skill and this one.)

*Tim the Mage has chosen to be a Grand Master of "Pay the Iron Toll." When Tim decides to use their knowledge on "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 twice. "Heal All and Waste 2 Armor to Self." Change targets twice and "Heal All and Waste 2 Armor to Self" each time. 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 or third spell, the remaining spells are wasted and cannot be used later.*

This skill costs the normal casting cost for casting the spell twice plus 1 Threat .

### **Primal Magi - Absorb -**

Prerequisite: Sorcerer Supreme.

Take an effect from another character if it exists on them. "Cure [Effect]" then "[Effect] by [Trait] to Self". Trait can be any trait from your primary school and primary specialization.

*Ex: "Cure Stricken" then "Stricken by Poison to Self"*

This skill costs 1 Aegis.

### **Primal Magi - Absorb Pain -**

Prerequisite: Primal Magi - Absorb.

Modifies Primal Magi - Absorb. Take any incoming called damage and call "Reduce to Waste [X] Vitality" where [X] is the amount of damage called.

One use per long rest.

### **Primal Magi - Absorb Through Aegis -**

Prerequisite: Primal Magi - Absorb Pain.

Modifies Primal Magi - Absorb Pain. Take any incoming called damage and call "Reduce to Waste [X] Aegis" where [X] is the amount of damage called.

One use per long rest.

### **Primal Magi - Absorb Through Determination -**

Prerequisite: Primal Magi - Absorb Pain.

Modifies Primal Magi - Absorb Pain. Take any incoming called damage and call "Reduce to Waste [X] Determination" where [X] is the amount of damage called.

One use per long rest.

### **Primal Magi - Absorb Through Threat -**

Prerequisite: Primal Magi - Absorb Pain.

Modifies Primal Magi - Absorb Pain. Take any incoming called damage and call "Reduce to Waste [X] Threat" where [X] is the amount of damage called.

One use per long rest.

### **Primal Magi - Channel -**

Prerequisite: Primal Magi - Absorb.

Take an effect you have absorbed and throw it at another target. "Purge [Effect] to Self" then "[Effect] by [Trait]" and deliver as a packet attack. Trait can be any trait from your primary school and primary specialization.

One free use per long rest. Additional uses for 1 Clarity or 6 Determination.

### **Primal Magi - Channel Pain -**

Prerequisite: Primal Magi - Absorb Pain.

Modifies Primal Magi Channeling. Take any damage reduced to a waste effect and throw it at another target. "Cure Waste to Self" then "[X] Damage by [Trait]" and deliver as a packet attack. [X] is the amount of damage you reduced to waste and [Trait] is any trait from your primary school and primary specialization. If the Cure Waste has no effect to cure, this ability cannot be used.

### **Primal Magi - Combine**

Prerequisite: Primal Magi - Channel.

Modifies Primal Magi - Channeling. Take any 2 effect you absorb and combine them to be thrown at another target. "Purge [Effect] to Self" and "Purge [Effect] to Self" then "[Effect] and [Effect] by [Trait]" and deliver as a packet attack. Trait can be any trait from your primary school and primary specialization.

One free use per long rest. Additional uses for 1 Clarity or 6 Determination.

### **Primal Magi - Shed**

Prerequisite: Primal Magi - Absorb.

Take any effects you absorb with Primal Magi, on a long rest they are all removed. This includes Vitality or Attributes lost to "Waste" effects. Call "Imbue by [Trait]" when your long rest is complete then "Cure All to Self". Trait can be any trait from your primary school and primary specialization.

**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.

### **Strengthened Magic 1-3**

Prerequisite: Sorcerer Supreme.

Use "by Piercing" trait for spells up to 2 times per event, cannot be "Death" effects or Damage numbers greater than 5 or with the modifiers Double or Triple.

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

### **Studious Illuminator -**

Prerequisite: Scribe Scroll 3.

Use a scroll twice before consuming the scroll. The first use is free, then tear the scroll or recipe attached on the second use. The scroll still only occupies one consumable item equip spot.

Two uses per long rest.

### **Suffuse With Magic -**

Prerequisite: Primal Magi - Shed.

"Cure Death by [Trait]". Trait can be any trait from your primary school and primary specialization.

This skill costs 3 Aegis.

## Pure Rogue

Prerequisite: Rogue

We are sometimes called Assassins, Harriers, or Spies. In comparison to our skill, the wind is a clumsy fool. We no longer rely on stealth alone to employ advantage, we can look at a person and know exactly where they are least defended, easiest to topple. Fear poorly made goods, for we will find the weak spot in your armor.

Skill	CP	Effect	Cost
Acute Awareness	4	"Grant Elude".	AA
Collectors Hand 1-3	1	Start an event with 1 random ingredient per purchase.	-
Cutpurse	2	Sustain 1 Extra Magic Item	-
Expert Mixologist	5	"Cure Death by Poison".	AA
Final Strike	5	"Purge Death and Grant 3 Damage to Self". Can use when dead.	- / C
Hamstring	2	"Root".	T
Hobble	1	"Slow to Hunted".	A
Ick	2	"Avoid Metabolic".	A
Improved Backstab	3	"Triple 4 Damage" from behind or to "Hunted".	TT
Induced Dread	3	"By my voice, Short Paralyze to Hunted".	TT
Infectious Blade	2	"3 Damage by Poison".	T
Poison Mastery	5	Double any "by Poison" attack you make.	T
Poison Miser	5	Get twice as many uses of a poison.	-
Quick On Your Feet	3	"Double Avoid".	AA
Roguish Smile	2	"Disarm by Presence".	T
Silent Stalker	5	"Imbue to Spirit", move for 30s, "Purge Spirit".	- / C
Takedown	2	"Short Stun to Hunted".	TT
Toxic Blade	3	"5 Damage by Poison".	TT
Trap Mastery	4	No trigger component required when making a trap.	-
Trapper 4-6	2	Can make 1 trap per purchase.	-
Wear Down	2	"Drain to Hunted".	T

**Acute Awareness** - "Grant Elude".

This skill costs 2 Aegis.

**Collectors Hand 1-3** - Start an event with 1 common ingredient from a random discipline per purchase.

**Cutpurse** - Sustain 1 extra magic item between events.

**Expert Mixologist** - "Cure Death by Poison".

This skill costs 2 Aegis.

**Final Strike** - "Purge Death and Grant 3 Damage to Self". This can be use when dead.  
First use free. Additional uses require 1 Clarity per use.

**Hamstring** - "Root" for 1 melee or missile attack.

This skill costs 1 Threat.

**Hobble** - "Slow to Hunted" for 1 melee or missile attack.

This skill costs 1 Aegis.

**Ick** - "Avoid Metabolic".

This skill costs 1 Aegis.

**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.

**Induced Dread** - "By my voice, Short Paralyze to Hunted".

This skill costs 2 Threat.

**Infectious Blade** - "3 Damage by Poison" for 1 melee or missile attack.

This skill costs 1 Threat.

**Poison Mastery** - "Double" the effect for any "by Poison" attack you make that is not already delivered as "Double" or "Triple" You must still expend one consumable item or pay the cost of activating the skill once in addition to the cost of this skill.

This skill costs 1 Threat.

**Poison Miser** - Get twice as many uses of a poison you apply or use.

This skill has no cost.

**Quick On Your Feet** - "Double Avoid".

This skill costs 2 Aegis.

**Roguish Smile** - "Disarm by Presence" for 1 melee or missile attack.

This skill costs 1 Threat.

**Silent Stalker** - Call "Imbue to Spirit" then go to Spirit, following all rules for Spirit. You may move for 30s. Then call "Purge Spirit" and return to your physical form where you stand.

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

**Takedown** - "Short Stun to Hunted" for 1 melee or missile attack.

This skill costs 2 Threat.

**Toxic Blade** - "5 Damage by Poison" for 1 melee or missile attack.

This skill costs 2 Threat.

**Trap Mastery** - No in game world trigger component is required when making a trap. You can use things you can find around you while making the trap in place of a pre-made trigger. Note that the resulting Trap must still meet the real world requirements for being a valid safe trap.

**Trapper 4-6** -

Prerequisite: Trapper 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 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.

**Wear Down** - "Drain to Hunted" for 1 melee or missile attack.

This skill costs 1 Threat.

## Pure Warchanter

Prerequisite: Warchanter

We are sometimes called Jongleurs, Minstrels, or Virtuosos. The reach of our performances is unmatched. We can bring support to anyone we know as an ally with as little effort as those we hold close. We have learned how to read a room so that our work is appreciated by everyone around us.

Skill	CP	Description	Cost
All Are Welcome	5	Community size limit up from 10 to 12 in addition to yourself.	-
All Together Now	2	"By My Voice Repair 2 Armor" ***	A
Bardic Immunity	2	"Reduce to 1", then "Death by Inspiration".	-
Beat the Drums	2	"By My Voice Frenzy and Cure Slow" ***	T
Come Back Friend	3	"By Your Name [ <i>name</i> ], Cure Mental and Heal 3"	AA
Distraction	2	"Disengage"	A
Halt!	3	"By My Voice Short Paralyze" ***	C
Harmony Through Discord	5	Once per Event you can challenge to a Warchanting contest. May use T in place of A for Warchanter/Pure Warchanter skills	-
Marching Beat	2	"By My Voice Cure Slow to [ <i>CommunityName</i> ]" ***	A
March to War	3	Hearth "By My Voice Grant Shield Weapon and 2 Damage to [ <i>CommunityName</i> ]" ***	TT
Performers Recovery	3	After first performance in Hearth "Heal 4 to Self"	-
Plowshares to Swords	2	"By My Voice Repair Weapon to Town" ***	T
Praise to the Fallen	2	Praise fallen member of [ <i>CommunityName</i> ] Reduce their time to return to instantaneous when back in a sanctuary.	-
Rise Up	5	"By My Voice Cure Death to [ <i>CommunityName</i> ]" ***	C
Ritardando	2	Hearth, "By My Voice Slow by Awe" ***	AA
Scribes Focus	2	"Imbue to Spirit", to record observations, "Purge Spirit"	-/C
Song of the Spirits	3	Hearth, "By My Gesture Repel to Ghost" ***	-
Strength of Kinship	2	Hearth, and can see a member of your [ <i>CommunityName</i> ] "Purge Repel and Purge Slam to Self"	A
Steadying Words	4	"By My Voice Grant 1 Aegis"	AA
Words of Healing	3	Hearth, "By My Voice Heal 2 to Town" ***	AAA
Word of Respite	2	"By My Voice Cure Mental to [ <i>CommunityName</i> ]" ***	AAA

Word of Warning	3	"By My Voice Grant Elude to Town"	AA
Word of Vengeance	3	"By My Voice Grant 4 Damage by Madness to [CommunityName]" ***	AA
With One Voice	4	Hearth, replace "to [CommunityName]" with "to Town" ***	-/C+*

\* Cost varies, see description.

\*\*\* **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.

**All Are Welcome** - Increase community size limit from 10 to 12 in addition to yourself.

**All Together Now** - "By My Voice Repair 2 Armor" Requires Performance.

This skill costs 1 Aegis.

**Bardic Immunity** - If you have used no skills since your last Long Rest and you take an effect you can call "Reduce to 1," then "Death by Inspiration" as a counter attack.

**Beat the Drums** - "By My Voice Frenzy and Cure Slow" Requires Performance.

This skill costs 1 Threat.

**Come Back Friend** - "By Your Name [CharacterName], Cure Mental and Heal 3". Substitute the name of your target for [CharacterName].

This skill costs 2 Aegis.

**Distraction** - "Disengage"

This skill costs 1 Aegis.

**Halt!** - "By My Voice Short Paralyze" Requires Performance.

This skill costs 1 Clarity.

**Harmony Through Discord** - Once per Event you can challenge another person to a Warchanting contest of alternating performances lasting a between 1 and 5 minutes in all. If they accept, get an odd number of people to agree to vote for a winner as an audience. The audience should stand behind the Warchanter that they feel wins the challenge. The winner may call "Grant 2 Threat" and "Grant 2 Aegis" to anyone they wish. The loser calls "2 Damage by Inspiration to Self" and "Grant 2 Aegis" to anyone they wish. Ties cause "Triple 10 Damage to Self" to both challengers.

You may use Threat in place of Aegis to power Pure Warchanter, and Warchanter skills. This benefit is always available after purchasing this skill.

**Marching Beat** - "By My Voice Purge Slow to [CommunityName]" Requires Performance.

This skill costs 1 Aegis.

**March to War** - If you are standing in a Hearth you can call "By my voice Grant Shield Weapon and Grant 2 Damage to [CommunityName]". Requires Performance.

This skill costs 2 Threat.

**Performers Recovery** - Once per long rest, after completing the first performance in a Hearth you have created, call "Heal 4 to Self"

**Plowshares to Swords** - "By My Voice Repair Weapon to Town" Requires Performance.

This skill costs 1 Threat.

**Praise to the Fallen!** - Praise a fallen member of your [CommunityName] over their body or to their spirit for 1 minute. This reduces their time to return to life from death to instantaneous when back in a sanctuary. This may be done over their body or to their spirit at any time after they have died.

**Rise Up** - "By My Voice Cure Death to [CommunityName]". Requires Performance.

This skill costs 1 Clarity.

**Ritardando** - If you are standing in a Hearth you can call "By my Voice Slow by Awe" Requires Performance.

This skill costs 2 Aegis.

**Scribes Focus** - "Imbue to Spirit" and you can record your observations while you are a spirit. You may not speak or use warchanter or pure warchanters skills while you are a spirit. When you are done then call "Purge Spirit".

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

**Song of the Spirits** - If you are standing in a Hearth you can call "By my gesture Repel to Ghost" Requires Performance.

This skill costs 1 Clarity.

**Strength of Kinship** - If you are standing in a Hearth and you can see a member of your [CommunityName] you can call "Purge Repel to Self and Purge Slam to Self"

This skill costs 1 Aegis.

**Steadying Words** - "By My Voice Grant 1 Aegis"

This skill costs 2 Aegis.

**Words of Healing** - If you are standing in a Hearth you may call "By my voice Heal 2 to Town"  
Requires Performance.

This skill costs 3 Aegis.

**Word of Respite** - "By My Voice Purge Mental to [CommunityName]." Requires Performance.

This skill costs 3 Aegis.

**Word of Warning** - "By My Voice Grant Elude to Town"

This skill costs 2 Aegis.

**Word of Vengeance** - "By My Voice Grant 4 Damage by Madness to [CommunityName]."

Requires Performance.

This skill costs 2 Aegis.

**With One Voice** - If you are standing in a Hearth you can replace "to [CommunityName]" with "to Town" in your skill calls. Requires Performance.

First use free. Additional uses require 1 Clarity per use. This is in addition to the cost of the skill you are using.

## Pure Warrior

Prerequisite: Warrior

We are sometimes called Chevaliers, Gallants, or Veterans. In comparison to our skill, the wind is a clumsy fool. We no longer rely on stealth alone to employ advantage, we can look at a person and know exactly where they are least defended, easiest to topple. Fear poorly made goods, for we will find the weak spot in your armor.

Skill	CP	Effect	Cost
Anvil Strike	2	"Slam"	T
Armor Expertise	2	+1 Armor	-
Armor Mastery	2	+1 Armor	-
Bonebreaker	1	"Maim"	TT
Bone Bruiser	2	"Short Drain Weapon"	T
Brutal Onslaught	3	3x "4 Damage"	TT
Brutal Strike	3	"5 Damage and Disarm"	TT
Cup Block	2	"Reduce to Agony" then "3 Damage"	AA
Dead Leg	2	"5 Damage and Root"	TT
Flawless Riposte	4	"Reflect"	AAA
Force an Opening	5	"Parry" then "Double 5 Damage and Short Stun"	TTT
Get Down!	3	"Guard Weapon" and "Grant Elude Weapon" to Ally	AA
Glancing Blow	5	"Reduce to 1 Damage"	AA
Interceed	2	Touch "Heal and Grant Guard"	AA
Jump Back	3	"Disengage" then "Heal to Self"	A
Line Abreast	1	"Grant Parry" by touch to someone who just made an attack	AA
Logic of Defense	1	"Avoid Weapon"	AA
Not Today	2	"Avoid Elemental"	A
Precise Blow	2	"2 Damage and Disarm X" for any X they are carrying	T
Rhino Hide	5	+1 Vitality	-
Ringing Flurry	2	3x "Agony"	T
Stand My Ground	3	"Guard Slam"	A
Stop the Press	1	"Disengage" Twice per long rest.	-
Wingman	2	"Disengage and Grant 3 Damage"	A

**Anvil 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 1 Threat.

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

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

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

This skill costs 2 Threat.

**Bone Bruiser** - "Short Drain Weapon" for 1 melee or missile attack.

This skill costs 1 Threat.

**Brutal Onslaught** - "4 Damage" for your next 3 melee or missile attacks.

This skill costs 2 Threat.

**Brutal Strike** - "5 Damage and Disarm" for 1 melee or missile attack.

This skill costs 2 Threat.

**Cup Block** - "Reduce to Agony" against any weapon strike, then may call "3 Damage" for for 1 melee or missile attack.

This skill costs 2 Aegis.

**Dead Leg** - "5 Damage and Root" for 1 melee or missile attack.

This skill costs 2 Threat.

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

This skill costs 3 Aegis.

**Force an Opening** - "Parry" against any weapon strike then gain "Double 5 Damage and Short Stun" for 1 melee or missile attack.

This skill costs 3 Threat.

**Get Down!** - "Guard Weapon" against any weapon strike and "Grant Elude Weapon" to Ally within weapon reach to be used against any weapon strike.

This skill costs 2 Aegis.

**Glancing Blow** - "Reduce to 1 Damage" to any single weapons blow that hits except those delivered "by Piercing".

This skill costs 2 Aegis.

**Interceed** - Touch delivery, "Heal and Grant Guard"

This skill costs 2 Aegis.

**Jump Back** - "Disengage" then "Heal to Self"

This costs 1 Aegis.

**Line Abreast** - "Grant Parry" by touch to someone who just made an attack.

This skill costs 2 Aegis.

**Logic of Defense** - "Avoid Weapon" against any weapon strike except those delivered by "Piercing".

This skill costs 2 Aegis.

**Not Today** - "Avoid Elemental" against any attack delivered by an elemental trait.

This skill costs 1 Aegis.

**Precise Blow** - "2 Damage and Disarm [X]" for 1 melee or missile attack where [X] is any Shield, Weapon, or Focus they are carrying.

This skill costs 2 Threat.

**Rhino Hide** - You gain an additional point of vitality.

**Ringing Flurry** - "Agony" for your next 3 melee or missile attacks.

This skill costs 1 Threat.

**Stand My Ground** - "Guard Slam" against any attack except those delivered by "Piercing".

This skill costs 1 Aegis.

**Stop the Press** - "Disengage" Twice per long rest.

**Wingman** - "Disengage" then "Grant 3 Damage"

This skill costs 1 Aegis.

## Advanced Headers and Rules

These are character goal developed headers and other headers specifically tied to the game world. These are available to all characters whether they have chosen Prestige Headers, multiple Base Headers, or Purist Headers. These will all cost 7 CP and may be discovered from other characters in the game world. Some may be released or teased here as well. They may be learned from another player who has already mastered them with appropriate roleplaying or researched by a combination of role playing during and between game actions.

### Dragon Mage

#### Natural Philosophy

Students of Natural Philosophy seek to understand how the world works and the underlying principles beneath it. It is hoped that based on a deeper understanding one can make many practical steps.

#### Rune Magic

Runic sigils can gather and hold power for specific purposes.

#### Mentalist

We have focused on the Mental powers that apply equally to the embodied and others who have a Will. By focusing our Will we can affect the physical world through the people and spirits in it.

This Advanced header requires mental training from a current practitioner or discovering a path to self training.

Prerequisite: Trainer

Skill	CP	Effect	Cost
Battle Possession	2	After Mental Intrusion "Purge Possessed to [Name]"	A
Forcible Re-embodiment	1	"Cure Death by Will"	C
Foresight	1	"Grant Avoid Mental"	AAA
Induce Listlessness	2	"Drain by Will"	T
Medium	2	"Speak to Spirit"	A
Mental Assault	1	"4 Damage by Will"	T

Mental Barrier	1	"Grant Mental Defense, Shield"	AA
Mental Healing	1	"Purge Mental" while using Mental Intrusion	A
Mental Intrusion	1	Attempt direct mental contact.	-
Mind Blast	1	"2 Damage to Self" then "Double 6 Damage by Will"	TT
Mind Shield	2	"Shield Will to Self"	A
Overwhelming Visions	1	"Paralyze by Will"	TTT
Possession	1	"Short Inflict Possessed"	C
Psychic Therapy	1	"Cure Mental by Will"	AA
Repel Spirit	2	"Repel to Ghost"	T
Sever Spirit	1	Info Skill. Prepare to perform a possession.	-
Shred Mind	3	"10 Damage by Will"	C
Shred Spirit	2	"10 Damage to Ghost"	-/C
Sights of Your Doom	1	"Stricken by Will"	TTT
Voices from Beyond	2	"Speak to Ghost"	A

### **Battle Possession -**

Prerequisite: Mental Intrusion.

Use the Mental Intrusion skill to roleplay with someone who is possessed for one minute. Call *"I strengthen your spirit to resist the possession, Purge Possessed to [name]"*. It is important that you use the name of the victim not the possessing spirit or the skill use will not succeed.

This skill use costs 1 Aegis.

**Forcible Re-embodiment -** You may call "Cure Death by Will"

This skill costs 1 Clarity.

**Foresight -** You may call "Grant Avoid Mental"

This skill costs 3 Aegis.

**Induce Listlessness -** You may call "Drain by Will".

This skill costs 1 Threat.

**Medium -** You may call "Speak to Spirit" to talk with anything that has the Spirit trait.

This skill costs 1 Aegis.

**Mental Assault -** You may call "4 Damage by Will".

This skill costs 1 Threat.

**Mental Barrier -** You may call "Grant Mental Defense, Shield"

This skill costs 2 Aegis.

**Mental Healing -**

Prerequisite: Mental Intrusion.

When you are in mental contact with someone, through Mental Intrusion, you may call "Purge Mental"

This skill costs 1 Aegis.

**Mental Intrusion -** You may attempt to initiate mental contact with another character. This is a purely roleplaying interaction and the target of the contact has full control over how it goes and may end it at any time. Because any sort of 'I am actually wandering your mental landscape' is hard to represent during play it is expected that, absent such a setup, the players will narrate their efforts as an in character commentary on their effort and save more complex interactions for other styles of events such as online roleplaying and between game actions.

**Mind Blast -**

Prerequisite: Mental Assault.

You may call "2 Damage to Self" then call "Double 6 Damage by Will" as an attack.

Cost 2 Threat

**Mind Shield -** You may call "Shield Will to Self"

This skill costs 1 Aegis.

**Overwhelming Visions -** You may call "Paralyze by Will".

This skill costs 3 Threat.

**Possession -**

Prerequisite: Currently hold a Possession Inflict Card.

You may call "Inflict Possessed" on another character. Hand them the Possession Card you are carrying, which represents part of your personality, or another possessing spirit, overshadowing the victim. They may choose how to roleplay these effects. The targets possession ends when they take a short rest. Once you have used this skill you can no longer call defenses against Mental Attacks until you have taken a Long Rest.

This skill costs 1 Clarity.

**Psychic Therapy -** You may call "Cure Mental by Will"

Prerequisite: Mental Healing.

This skill costs 2 Aegis.

**Repel Spirit -** You may call "Repel to Ghost".

This skill costs 1 Threat.

**Sever Spirit - Info Skill** - In game you are focusing and preparing to separate some or all of your spirit from your body. As your Info Skill submission you must provide Logistics with enough information to assist them in preparing a Possession Card representing part of your personality to inflict on a victim. If you provide the information needed as a between game action submission you will receive the Possession Inflict Card during check-in.

**Shred Mind**- You may call "10 Damage by Will".

Prerequisite: Mental Assault.

This skill costs 1 Clarity.

**Shred Spirit** - You may call "10 Damageto Ghost".

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

**Sights of your Doom** - You may call "Stricken by Will".

Prerequisite: Overwhelming Visions

This skill costs 3 Threat.

**Voices from Beyond** - You may call "Speak to Ghost" but what they say is up to them.

This skill costs 1 Aegis.

## Mental Contact

With the correct skills one character may attempt to initiate mental contact with another character. This is a purely roleplaying interaction and the target of the contact has full control over how it goes and may end it at any time by saying "Purge Mental Contact". It is delivered as a Touch casting.

Because it is so hard to provide an immersive representation of wandering your mental landscape during a live action event it is expected that, absent specially prepared sets and hazards, the players will narrate their efforts as part of their effort to focus their will, this narration is out loud and can be heard by anyone passing and they will keep such interactions to the abstract and simple during a live action event and save more complex interactions for other styles of events such as tabletops and online roleplaying.

## Possession

Sometimes a hostile Spirit of some sort, usually a Ghost, attempts to take control of a character. Most possessions can be fought off if you take a Rest to do so since we want to avoid inflicting unwanted roleplaying on players who are not up to it. Accepting and roleplaying a possession is likely to give information you can retain and you may receive bonuses, skills, and addition

information available through creative use of skills such as Info Skills. If you are sorely wounded most Possessing spirits have the power to heal you if you voluntarily permit them to overshadow you for a time.

*After fighting the insane denizens of the Howling Manor and dropping to 0 Vitality, the Vengeful Spirit tried to take possession of Ted the Warrior. Accepting the possess healed all that missing Vitality and would have Purge Death itself if needed and granted Ted the use of several interesting skill and a delightful desire to murder anyone wearing red until the next Long Rest. Ted was able to retain the story of how Bo the Bard died and became a Ghost. And even after being Dispossessed, since Ted did RP the possession, they retain two things from the possession a skill to attack with "Agony by Madness" as well as the ability to Speak to Spirits for the rest of the Event, as indicated on the Inflict Card for the Possessing Spirit.*

# Domains of Power

There are some ideas which do not fit the existing aspects of magic but do resonate with the world. The core concepts that seem strongest are: Animal, Crafts, Creation, Destruction, Harvest, Healing, Law, Light, Magic, Plants, Shadow, War. They appear to be the flavors of the axes of the magic which makes up the world.

Researchers have found both natural opposites in these domains of power such as Light and Shadow. But also they also seem to have natural partners. The ones we have found are: Light and Destruction, Shadow and Creation, Magic and Crafts, Healing and Harvest, Animals and Law, Plants and War.

At the end of our first year in Erúmír we have discovered one reason for this: **The Gods.**

## Deities

There appears to be beings of power in the world which are worshiped as if they were Deities. So far each being of power appears to be tied to two or more of the Domains of Power mentioned above. We have identified some of them:

*Imperious the Butcher* - Law god of the Beyzor Imperium.

Gift of Enforcement - Cause rules to become manifest as force

Gift of Community - Bond a community together into a single unit

Gift of the Gentle Death - Cause those killed to pass peacefully on without painful resurrections of hostility.

*Welland the Archer* - Goddess of Archers.

Gift of Perception - Aid in finding one's prey

Gift of Precision - Aid in striking one's prey very precisely

Gift of Purification - Aid in removing outside influences large or small

*Lore Keeper* - Guardian of Hidden Knowledge. She trades secrets to those who discover new ones.

*Forgemaster* - Speaks from the fires and guides crafters in all forms of creation.

*Flaming Sword of Light* - The power which burns away corruption.

Gift of Destroying - Drive out or Destroy Corruption where ever it is seen

The Shadowed One - Guide of the Soul and Sovereign of Dreams. Patron of Psychopomps and Spirit Guides as well as Birth.

Gift of Easy Passage - Resist agony with short RP and reduce pain of birth and death

Gift of Travel - Can cross the Veil and bring others at cost; can guide movement beyond the Veil and return those they bring over; but have duty to guide spirits to their destinations.

Gift of Advice - InfoSkill - ask Plot and players about a characters actions and appropriate afterlives as needed.

Gift of Dreams - Can inflict pleasant and restful or disturbing dreams on someone.

Gift of Nightmare Defense - Can damage creatures with Madness and? Traits.

*The Voices in the Shadows* - Not much is known about this being

Gift of The Loom - Ritual use of Shadow Places of Power

Gift of Creation - Create Ingredients or small items from pure shadow

Gift of the Mother - Healing by Shadow, Removing Blights (etc)

Gift of the Dragons - Spend for an InfoSkill or ask for Evil Plots

Gift of Shrouding - Gain or Grant Evade by Shadow

Gift of Greater Creation - Can add a simple universal ambient effect

*Bounty of the Sea* - Gift the Sea and have good harvest, fail and you are harvested for the sea. Also gives lore of crafting potions, poultices, and direct healing magics

Gift of Gifting - know how to sacrifice to the sea to ensure good harvests

Gift of Curing - know how to make poultices and potions that can heal many ill

Gift of Sailing - know how to read the weather and sail in it and to survive in and out of the water

*Harvest* - Rules sowing and reaping, agriculture and the dying and rising rulers.

Gift of Healing, mastery of curative magics

Gift of Sowing and Growing, can create and sow appropriate seeds and aid in their growth and that of the crops in the field

Gift of Reaping, can harvest quickly and efficiently take heads.

*Blood Priests* - Master healers and surgeons, with strong affinity for blood.

Gift of Blood Potions - can make potions from the blood of creatures useful for healing and inflicting certain statuses

Gift of Transplantation - can move organs from one body to another

Gift of Life - Can suffuse a body with the power of healing and life causing it to knit together an animate as best it can.