

Chapter 4: Headers

A key choice for each character is what skills they have, Most characters start with a few of the open skills listed below and then select one or more of the Base Headers which follow.

Open Skills

You may purchase any of these skills no matter what other header, heritage, or culture you take. Your first weapon skill purchase is free.

This is where we find skillsthat are more universal than the stylized base headers: your basic combat skill, simple medicine, literacy. It also gives access to skills that are less common but handy and not header specific such as picking locks, or keeping fit (Touch and Tougher) as well as a way for those without magic to learn some ritual magic.

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.
Parole	1	
Dispense Justice	2	

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 a 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 also 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 ed 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 ed item. You may then use that item as if it were ed. This does not allow you to exceed the ed 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. NOTE: do not take this skill if you are taking Ritual magic under another header and if you later add that you should have this skill removed and the points returned.

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. In so far as it is needed the plot team will support your assertions but note that 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. As mentioned in the section on In-Between Game Actions, this skill is a natural choice upon which to base related IBGA. **The specific profession name should be entered into the Character Sheet.**

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. In so far as it is needed the plot team will support your assertions but note that 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. In so far as it is needed the plot team will support your assertions but note that 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.

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. All shields including Bucklers can block uncalled ranged attacks.

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. Can block uncalled ranged attacks.

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. Can block uncalled ranged attacks.

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 your 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.

New Open Skills

You can only take one of these two skills and once chosen it can be changed only through ritual magic.

Parole 2 CP

Often in battle you may face enemies who do not deserve death. Examples include honorable foes, conscripts, guards just doing their jobs, etc. Rather than slay them, you may ask for their parole, and allow them to depart the field knowing that they will not re-enter that particular battle. Subsequent new battles will not be binding to a parolee. (A good rule of thumb would be if there was an opportunity for a long rest between two battles.)

Touch a helpless enemy with a weapon or packet as though performing a Deathstrike, but instead call "**Let hostilities be done between us, depart in peace, Imbue Spirit by Parole**" or comparable roleplay taking the same time ending in "**Imbue Spirit by Parole.**" If the enemy sincerely intends to honor the parole, they will become a spirit, and depart the field. Otherwise an intelligent foe may call "Refuse" to let the player know they intend to re-enter the field, or "No Effect" if they are unable to accept parole. These calls are partially OOG short hands used instead of the verbose ones (No Effect by Will or No Effect by Law) calls to ensure both players understand the agreement may or may not be made here.

Only intelligent foes can give honorable parole. This skill will seldom work on enemies that are apparently mindless, demonic, elemental or the like.

This skill may not be taken if the character already has Dispense Justice

Note: If this skill works, your character will know for certain that the subject will honor the parole. If you see the same NPC in the field again, it is clear to you that they are representing another character.

Note: if used on a player character they may Refuse the Imbue but if they accept it they must leave the field and go and resurrect as usual save they do not become Taxed.

*Note: If there are detailed terms desired an "Inflict Card" should be prepared by Plot and provided as part of the transaction. There is a separate skill "**Bound by Law**" which covers this case as does the Oath skill set of Warchanters and related headers.*

Dispense Justice 2 CP

When you find someone guilty of a crime, you may mark them such that others may see their shame. Touch a willing or helpless target, call “Inflict Permanent Justice Mark,” and present them with a card for the mark. (Cards should have “Justice Mark” at the top, and an optional brief description of the crime that brought the mark about.)

In addition, you may detect the presence of Justice Marks on people with whom you converse. After one minute of roleplaying, point at them and call “By my gesture, Diagnose Justice Mark.” If your target has such a mark, they will be forced to reveal it, as well as any message placed with it.

Finally, if you and one other with the Dispense Justice skill come to an agreement that a Justice Mark has been wrongly placed on someone, you may remove it by touching the marked person and calling “With “Trait” Cure Justice Mark.”

Justice Marks must be presented to the Reaper when a spirit is collected. The Reaper will evaluate each one individually with all due knowledge available. Any person who inflicts Justice Marks frivolously or falsely may be taken to task for wasting the reapers resources.

Kaurath has a long tradition of Redemption and Redemption quests. Those who have committed crimes may take up a Quest for Redemption, often offered by the noble or magistrate who convicted them. How this works now is unclear but if a mark is placed and one has taken up and completed such a quest a Reaper might confirm and clear the Mark.

This skill may not be taken if you already have the Parole skill.

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. There are special benefits for picking one base header and just mastering it and pushing beyond. That is represented by the Purist Headers only available to those who have only one 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	"Disarm" and then "3 damage"	TT
Dont Care	2	Roleplay for 3 undisturbed seconds, "Frenzy and Grant 2 Extra Protection" to self only	A
Great Cleave	4	<i>Frenzied</i> "Triple 5 Damage" if attack lands, "Short Maim to Self"	TT
Great Roar	2	<i>Frenzied</i> "By My Voice Short Repel by Fear"	TT
Indomitable Life	3	"Purge Death to Self and Heal 3 to Self", can only be used when dead.	-/C
Manic Will	4	"Reduce to Frenzy"	AAA
Natural Armor	1	Medium armor without wearing an armor rep.	-
Ouch	2	"Reduce Missile to 1 and Frenzy"	A
Reckless	1	"Cure Maim and Short Frenzy to Self"	AA
Roar	2	"By My Gesture Repel by Fear"	TT
Shake it Off	1	<i>Frenzied</i> "Short Root and Heal 3 to Self" Once per short rest	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

A skill marked *Frenzied* can only be used when under Frenzy

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 no 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 - "Disarm" and then "3 damage" for 1 pair of melee or missile attack.

This skill costs 2 Threat.

Don't Care - You may roleplay for 3 seconds then call "Frenzy and Grant 2 Extra Protection" to yourself only. If you are hit while roleplaying this ability you must restart your roleplay or abandon using this skill.

This skill costs 1 Aegis.

Great Cleave - "Triple 5 Damage" for 1 melee or missile attack, if attack lands, "Short Maim to Self". Can only be used when under Frenzy.

This skill costs 2 Threat.

Great Roar - "By My Voice Short Repel by Fear", you must shout before using this skill. Can only be used when under Frenzy.

This skill costs 2Threat.

Indomitable Life - "Cure Death to Self and Heal 3 to Self". Can only be used on yourself while you are dying. You are alive, not a spirit or ghost and 3 Vitality (or 2 if you only hve a max vitality of 2.)

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

Manic Will - "Reduce to Frenzy"

This skill costs 3 Aegis.

Natural 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 with visible body tattoos similar to blue woad tattoos.

Ouch - "Reduce Missile to 1 and Frenzy". This reduces any missile attack (except by Piercient" to one point of called damage and your Frenzy. It can be used if you are already Frenzied.

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 2 Threat.

Shake it Off - "Short Root and Heal 4 to Self". This heals 4 vitality in exchange for becoming rooted. **Must be Frenzy-ing. Usable once per short rest.**

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" to someone wearing visible armor	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 Ingredients 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 delivers "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" **Target must be wearing visible armor.**

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 Ingredients 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 Ingredients 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 Ingredients 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 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 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. **This means that these attacks can be blocked by Shields..** 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.

Each school of magic has an ability which lets you switch your Boltstorm packets from simple uncalled missiles to some other effect. Changing between modes of bolt storm does not reset your pool count like a short rest, if you spent some of the pool and changed 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 your 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 your 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, 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, 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 es 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 element 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 uses 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 element 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 es 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 ement 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	2	"3 Damage" from behind or to "Hunted"	T
Cad's Bravado	1	"Short Slow"	T
Can't Stop Won't Stop	2	Focus "Purge [Effect]", Root, Stun, Drain, Paralyze, or Slow	AA
Dexterity Armor	1	Medium armor without wearing an armor rep.	-
Graceful Step	2	"Avoid"	AAA
Observant	2	"Expose Hunted"	-/A
Poisoned Blade	4	"Stricken by Poison"	TTT
Planning the Heist	3	Focus Plan for a minute then grant specific bonuses; per event	-
Quickened Refit	2	"Repair All Armor to Self" 1/normal Refit	A
Slit the Throat	5	Add "and Disengage" to an attack from Behind.	-/A
Silent Knife	3	"Silence"	TT
Slip Away	2	Disengage	A
Slippery	4	Gain Elude when you Refit Armor	-
Tag, Your It	2	Add "and Inflict Hunted" to any melee or missile attack	*/T
Trapper 1-3	1	Can make 1 trap per purchase.	-
Twist the Knife	2	"Agony"	T
Whispers	3	"Stun" or "Double Stun" "To hunted or from Behind"	TTT

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

This skill costs 4 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 - "3 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 1 Threat.

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

This skill costs 1 Threat.

Can't Stop Won't Stop - *Focus for 3 seconds* when you are under a Root, Stun,, Paralyze, or Slow effect by any delivery method, you may call "Purge [Effect]" to end that effect.

This skill costs 2 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 into your surroundings in the dark.

Graceful Step - "Avoid". This skill lets you avoid any attack that is not called By Piercing.

This skill costs 3 Aegis.

Observant - "Expose Hunted".

First use after a Long Rest is free. It costs 1 Aegis Thereafter.

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

This skill costs 3 Threat.

Planning the Heist -- Discuss and plan tactics with other members of the same active CommunityName for at least one minute of Focus. You can grant up to three different members "**3 Damage to Hunted**" or "**and 2 Damage to Hunted**". You can pay the cost of one other skill costing at most 2 points and Grant it to a community member. All such grants expire in 10 minutes or when the grantee takes a Rest or Full Refresh, whichever comes first for them.

This skill can be used once per event.

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. You may not use this ability again until you spend a minute refitting your armor

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

This skill costs 2 Threat.

Slit the Throat - Add “Disengage” to an attack from behind
First use after a Long Rest is free then costs 2 Aegis

Slip Away - “Disengage”
This skill costs 1 Aegis.

Slippery - Gain Elude to Self when you Refit your Dex Armor.
This skill is free but requires you perform the refit.

Tag Your It - “Inflict Hunted” as a melee or missile attack or Add “...and Inflict Hunted” to 1 melee, missile or packet attack. First use is free but to use again before your hunted dies or you take a Short Rest costs 1 Threat **NOTE: Must be made as a normal melee or missile attack or added to one.** If used as part of an otherwise Uncalled attack it inflicts no other damage.

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” “To Hunted” or “From Behind” for 1 melee or missile attack. Or just “Stun” from the front.
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.	-
Clear Throat	2	Focus for 3 seconds and "Cure Silence" or Touch	A
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	By My voice Short Repel"	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	-
Speak Up	4	"By My Voice Cure Silence to [CommunityName]" ***	AA
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. ** Short 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. You can not complete a Performance while under a **Silence** even if your performance is not verbal.

**** Short Performance** - Like Performance but only takes ten seconds. Used for skills affecting few people at once. **Silence** still prevents performance.

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

This skill costs 1 Threat.

Build Up - "By My Voice Cure 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 two communities. Anyone in [CommunityName] may call "Purge [CommunityName] Trait to Self" at any time, but may not take on another [CommunityName] as a replacement 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 person's 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.

Clear Throat -- *Focus for 3 seconds* and their either "Purge Silence" or Touch "Cure Silence"

This skill costs 1 Aegis.

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 Grace - 'By My Voice Short Repel'.
This costs 3 Aegis.

Rallying Cry - "By My Voice Cure 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.

To shut down a hearth intentionally no other character can be within 20 feet and all those imbue to this hearth must be present or dead. Call "Purge Hearth" and lift the H so it can be seen then clean up the circle. Once you start this process you are no longer non-combat due to the Hearth.

Small Pick Me Up - "By My Voice Heal 4 to Town". Requires Performance.
1st use free. Additional uses require 1C per use.

Speak up -- "By My Voice Cure Silence to [CommunityName]" Required Performance.
Costs Aegis.

Stand Strong - "Cure Weakness" Requires a Short Performance. 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 Cure 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 a 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	"Double Disarm"	T
Don't Root, Me Yo!	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" once per normal refit.	A
Ringing Blow	1	"Agony"	T
Riposte	2	"Reduce to 1 damage and Reflect by Clarity"	-/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 Weapon"	A

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 Root Me, Yo! - 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. You may not use this ability again until you spend a minute refitting your armor normally

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

This skill costs 1 Threat.

Riposte - "Reduce to 1 Damage and Reflect by Clarity" to any single weapon 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 Weapon". Should role play this strongly and let that slow you combat pacing a little. This is a player RPing note and is envisioned as about 3 seconds.

This skill costs 1 Aegis.

Chapter 5: Magic Schools and Spells

Spells require a verbal incantation in order to focus their energies. Incantations for Augmentation, Invocation, and Necromancy come to every practitioners mind. There is a basic incantation that each practitioner knows as soon as they embark down their path of study and it is the same for everyone. No practitioner has proven why this is true yet.

Speaking your incantation requires Focus. This can be interrupted by non-beneficial effects.

Augmentation incantations usually start as: **“Knit all the Bones and Bind the Flesh,”**

Invocation incantations usually start as: **“Unleash the Mighty Primal Force,”**

Necromancy incantations usually start as: **“My Whispered Plea I Call to You,”**

Many practitioners continue to use these incantations throughout their lives, but others have found, so long as their incantations are long enough, any practical, and memorable chant works as a focus for their power.

All incantations must be a minimum of 8 syllables long and must be completed before the effect is called.

Ex: “I call to the jaws of the earth, Imbue Shield by Earth to Self” would be valid as a Mirage spell.

Unless specifically Noted otherwise none of these spells can be cast while affected by a Silence.