

## Chapter 9: Advanced Headers and Rules

These are character goal developed headers and other headers specifically tied to the game world. Advanced headers are in general available to all characters whether they have chosen Prestige Headers, multiple Base Headers, or Purist Headers. There might be exceptions but we do not have any examples of these yet.. All advanced headers 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

If you are initiated into the blood of the dragon you must be trained by a dragon or existing dragon mage. At that point you can take the base Dragon Mage and Select your primary element Trait. That trait will be the flavor of your breath weapon when mastered. You also gain that trait for your Evocation magic if any. The protective skills generally have a costuming requirement as listed.

Skill	CP	Effect	Cost
Dragon Mage	7	Select one Primary <i>Element</i> based on type of dragon Gain access to that Element as a Trait for Evocations.	-
Tough Skin	1	2 Protection to Self by <i>Element</i> , Costume Requirement visible scales	A
Scales	1	Armor +2, Costume Requirement Visible Scales	-
Resist <i>Element</i>	1	Resist <i>Element</i>	A
Resist <i>Related Element</i>	1	Resist <i>Element</i> for the related trait for that element	A
Inherent Resistance	2	<b>Reduce</b> attacks by <i>Element</i> by 1;; <b>Increase</b> attacks by any opposing Element by 1	-
Dragon Scales	2	<b>Reduce</b> attack by <i>Element</i> to 1; <b>Increase</b> attacks by any opposing Element to Stun; must costume with scales	-
Heal Scales	2	Repair All Armor, Costume Requirement Visible Scales	AA
Body Weaponry	0	Gain claws as Natural Weaponry, Costume Requirement such as scaled arms or hands	-

Breath Weapon	1	Packet attack for "3 Damage by <i>Element</i> ", Costume Requirement Mask	T
Deep Breath	2	Can start each Boltstorm with a use of Breath Weapon, must roleplay this as breath	
Empowered Weapon	1	Can deliver called attacks " <i>by Element</i> " until next rest	-/C
Claws of Power	1	Attack adds "...and 2 Damage by <i>Element</i> " or if using claws add 3 to their damage and " <i>by Element</i> "	TT
Roar	3	<b>"By my Voice Short Repel by Fear"</b>	-/C
Breath of Doom	3	"By My Gesture 3 Damage by <i>Element</i> " and then " <i>Short Silence to Self</i> "	-/C
Sharp Claws	3	Use claws to attack for 10 Damage by <i>Element</i>	C

**Tough Skin** - Grants 2 Protection to Self by *Element*, Costume Requirement is visible scales. Costs 1 Aegis.

**Scales** - Prerequisite; Tough Skin.

You gain 2 points of Armor which stacks with your other armor worn. The costume requirement is that the scales must be visible.

**Resist Element** -You can call Resist *Element* for your element. Cost 1 Aegis.

**Resist Relate Element** - Prerequisite: Resist Element

You can also call Resist for the related Element to yours  
Cost 1 Aegis.

**Inherent Resistance** -

"Reduce" attacks made by *your element* to do one less point of damage.

"Increase" attacks made by any opposing element by one point of damage.

**Dragon Scales** Prerequisite Inherent Resistance

Numbers for Inherent resistance go up from 1 to 2.

**Heal Scales** - Prerequisite Scales. Costume requirement is visible Scales.

"Repair All Armor."

Costs 2 Aegis.

**Body Weaponry** - Prerequisite Tough Skin. Costume: Scaled arms or Hands

Gain claws as natural weaponry

**Breath Weapon** Prerequisite: Tough Skin. Costume Requirement Mask.  
Packet attack for "3 Damage by *Element*",  
Cost 2 Threat

**Deep Breath - Prerequisite Breath Weapon**

Can start each Boltstorm with a use of Breath Weapon, must roleplay this as breath

**Empowered Weapon - Prerequisite: Breath Weapon**

Can deliver called attacks "by *Element*" until next rest  
Cost: first use free, then one Clarity to restart after a rest.

**Claws of Power - Prerequisite: Empowered weapon**

Can add "...and 2 Damage by *Element*" to called attack  
If using claws can call "3 damage by *Element*"  
Cost 2 Threat

**Roar - Call "By my Voice Short Repel by Fear"**

Cost: first use free then costs 1 Clarity.

**Breath of Doom - Prerequisite: Breath Weapon**

"By My Gesture 3 Damage by Element" and then "Short Silence to Self"  
Cost; First Use free, then 1 Clarity

**Sharp Claw - Prerequisite: Body Weaponry**

"8 Damage by *element*"  
*Cost: first use free, then 1 clarity*

## 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 "Cure Possessed to [Name]"	A
Exorcize Self	1	You can call <b>"Reduce Inflict Possession to Drain Mentalist"</b>	A
Forcible Re-embodiment	1	"Cure Death by Will"	C
Foresight	1	"Grant Avoid Mental"	AAA
Induce Listlessness	2	"Short 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	"Cure 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.	-
<b>Shred Mind</b>	<b>3</b>	<b>"Triple 4 Damage by Will "</b>	C
<b>Shred Ghost</b>	<b>2</b>	<b>"Triple 4 Damage to Ghost"</b>	-/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 “*strengthen your spirit to resist the possession, Cure Possessed to [name]*”. It is important that you use the name of the victim not the possessing spirit or the skill used will not succeed.

This skill use costs 1 Aegis.

### **Exorcize Self -**

Prerequisite: Battle Possession

You may call “**Reduce Inflict Possession to Drain Mentalist**” when a Ghost attempts to possess you and for the duration of the Drain. The duration of the drain is reset each time you use the call.

This skill costs 1 Aegis.

**Forcible Re-embodiment** - You may call “Cure Death by Will” . This also does a “to Spirit” or Purge Spirit

If needed due to a card. 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 “Cure Mental” and they can remove one effect taken via a mental trait.

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 by Piercing" 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 target's 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 "Triple 4 Damage by Will".

Prerequisite: Mental Assault.

This skill costs 1 Clarity.

**Shred Ghost -** You may call "Triple 4 Damage to Ghost".