

Kaurath 2.0.9

Rulebook contributions by:

Artemas Rookman

Dan Comstock

Dawn Locke

Sam Stone

Sean Croteau

Stephen Tihor

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Chapter 0: Theme

This Live Action Roleplaying Game (LARP) has been designed as a continuing high fantasy campaign game to explore themes of **conflict, entropy, oppression, institutional slavery, dictatorships, community, religious interpretation, cultural modification and elimination, what brings us together, and what drives us apart.**

This game is intended as a player versus environment (PvE) game for physical conflicts unless consent is given for character versus character (CvC) physical conflict. All other rules of contact still apply when consent is given for physical conflict. Player versus player (PvP) conflicts are intended to be role play based though they can be resolved through the option of a “Formal Duel” if both players consent.

To meet these ends, we have decided to craft a world where people of various levels of experience, both in and out of game, can affect change in the world around them.

The people of Kaurath have recently undergone a great change. They’ve left their world behind, some of their friends, and now they find themselves in a strange new world. They find themselves in unfamiliar bodies, ones adapted for this new world, but remember all their previous experiences. They recently defeated their greatest foe and their kingdom was torn apart in the process and sent scattered from the world. The kingdom they knew is half of what it was. It still resembles what they’ve seen on maps, but it is no longer the parts of the maps they’ve walked before. It is unfamiliar terrain and a path through the mountain. Soon they will discover what it was that lived outside the barrier. What they’d been protected from for so long.

Safety and -isms

We designed the world of Kaurath to be inclusive and not subject to the ethnocentric racism and misogyny that are often falsely attributed as a constant of medieval and ancient cultures. To be clear, we strongly condemn the ideology of white supremacy that has been co-opted by hate groups as well any doctrines encouraging religious intolerance. While medieval and ancient earth was a violent place filled with tragedy, we have sought to break down social barriers, and will not tolerate the use of real world bigotry or ‘isms.’

The world of Kaurath has its own social barriers to overcome and real world ‘isms’ are simply not welcome. For example, though this experience features themes of legacy and the feuding of cultures, heirs are chosen on merit rather than gender or orientation and aren’t necessarily even related by blood. A woman’s worth is in no way defined by her ability to have children, and age is not considered a burden but something to be respected. Likewise, we want to make it clear that our written cultures are not intended to be racial divides. Due to generations of intermingling and raiding, ethnocentrism and discrimination based on the color of one's skin is impractical.

This underscores our real-world commitment to center conflict in Kaurath around familial and kingdom tensions, not heritage.

Through all of this, we seek to provide a safe, consent driven narrative. If you feel you are unable to participate in collaborative storytelling and creating a safe space, then this experience is not for you.

Criminal actions witnessed by staff members may be reported to local authorities at the staff's choice. The default is to report these actions. Players may choose to bring a criminal action that has made them uncomfortable to the staff's attention and request local authorities deal with the problem, or they may request that the action be kept quiet.

Inclusivity

Kaurath will be a better experience without real world sexism, homophobia or transphobia, ableism, or racism. We ask that our participants respect this decision and avoid language or behaviors that could be interpreted as breaking this rule.

To be clear, participants who harass other players or break this rule will be removed from the experience.

Accessibility

Kaurath has been designed to accommodate a wide variety of play styles and levels of physicality. In medieval sagas, having skill at board games or being able to recite poetry was just as important as skill in arms. We want to reflect that in the world of Kaurath as well. This means that you don't have to be a warrior or lead troops in battle to enjoy the experience or be an important and respected member of your community.

That said, game sites often have some challenging terrain. We will try to accommodate the play experience for people who can't travel across distances, but it is often slippery and much of it is not wheelchair accessible.

Code of Conduct

Kaurath is a heroic sword and sorcery game set in an alternate earth-like world. Our story and setting have created a more gender and racially inclusive cultural situation than was the case in our own history. However, the thematic time period represented was dirty and violent and some controversial themes may come up in role play scenes. We ask that every player be respectful and considerate to each other.

As mentioned, overt, offensive, racist or sexist slurs aimed at any player's real or depicted race or gender will not be tolerated, but there is more to consider. A live event is one-part theater production, one part improvised: If your plan is to portray a character with controversial personal opinions or material in their backstory, we encourage you to talk with your fellow players about your role play and intentions before and after the game.

Tolerance

As part of our position against any prejudice regarding race, ethnicity, creed, gender orientation or expression, sexual orientation, et al we explicitly reserve the right to refuse service to players who express approval of intolerant behavior and we take complaints regarding the behavior of players in and out of game on a case by case basis. We also reserve the right not to offer service to any one for any reason we choose. This includes issues the player may have taken at other games with whom we partner or elsewhere. Any refunds are at our discretion since the costs are incurred when the site is booked.

If you hold positions incompatible with our standards of tolerance of our family friendly approach then this is probably not the right LARP for you. Please enjoy other games with more compatible standards. If over time your behavior appears to be compatible with our game we will gladly review any such situation. Our concern is always to comfort and enjoyment of our players and their ability to enjoy the sort of game we wish to offer.

Redemption

Kaurath supports the possibility of change and redemption both in game and out of game. The effort needed is proportionate to the nature of the issue. If a player has been given a time out due to an issue we will review the situation after that time has passed in the hope that the underlying problem has been addressed. If problems recur our response will increase and the possibility of a permanent time out is always there. There are always other LARPs to enjoy.

Requesting a Review

To ensure our process remains fair and transparent we will refer any request to review a “ban”, Time-out, or other restriction to a panel of former players and other experienced LARPer for outside review. Their recommendation may be adopted directly or reviewed by the game’s owners.

If steps were taken based on legal issues outside the scope of the game then those issues should be addressed first and then will be reviewed by the owners before being referred for review.

Nobility

Those who attain noble titles in game are expected to act in a manner that promotes inclusion in the game. This includes seeking those who are not actively involved in major plots and stories and adding them in if possible. If you are a noble and notice a player who has not been included in several encounters make an effort to find out if that is by choice. If they have not been involved because they have not been invited you should find ways to get them involved. If there is no story they wish to engage in, find out what they will engage if possible and get some feedback to staff/cast so it can be addressed. By taking on a noble title you become a liaison between the staff/cast and the player base. If you are not comfortable with this role you should seek other means of advancing your character goals.

Nobles will be heavily involved in character versus character drama when dispensing justice in accordance with in game laws. This may involve enforcing things that some characters actively seek to ignore. While you should still act in character in these scenarios, it is crucial to not let this turn into a method to bully players. If a character wants to engage in illegal activities per in-game laws do not follow them around everywhere so they cannot enjoy their character. But keep them on their toes so they know their actions are being noted. This is a fine line. But as a noble it is your responsibility to ensure the player can still have fun. When a player conflict comes up that can not be resolved with role play, it should be handled in a Formal Duel. Once the Formal Duel is over the dispute should be considered resolved. This is so that all players may experience conflict but so they have a way to end the conflict without permanently ruining play experience.

Formal Duel

A Formal Duel is intended to be a scene where both characters act out their conflict through physical aggression. Whatever the outcome of the Formal Duel, which depends on the terms agreed to by the players involved, that particular conflict should be considered settled until new incidents arise. This keeps the past settled and does not let conflict gain momentum over time.

Play to Lift

As a part of the general notes for nobles we expect all members of the community to share the work of moving the story forward. One key technique which has been given a good name is "Play to Lift".

In "Play to Lift" style gameplay, the goal is to create cool moments and experiences for others. An important facet of this style is to pick your character actions from a large set of possible choices based on what would make the scene better. There is an urge to say "I can't do that because it's not what my character would do" but if we think creatively we have found it is almost always possible to actually come up with a good answer. You have defined your character's limitations and how they approach the world.

If we found our characters unable to sweep others into a story or to delegate things to those not busy or unable to help make scene more striking, we would want to ponder if our characters approach to the world is not good for play and if it is not we would want to chat with our friends and staff about options and possibilities. His technique is harder for some than others. But if you find yourself having private scenes in small groups a lot that is probably a bad sign.

Similarly if you get plot handed to you (and people will push plot at some character preferentially, perhaps because they are noble or because you know they have a relevant skill) think of ways to bring others into it. Ask around for others with relevant skills, delegate a task to new players or others not otherwise occupied, draw them into conversations on plans and tactics and seek their "outside" opinions to "keep from getting stuck with old tactics".

Gestures

In this campaign we will be employing the use of specific gestures to indicate when you need a break from interaction and to check in during interactions. Check in gestures are entirely out of game and cannot be prevented by any effect.

Hand Gestures/Check in Gestures

Three hand gestures will be used for checking in. These require you to point from one shoulder to the opposite shoulder. This should be done with a tapping motion to draw attention to the gesture. This may be reinforced with tapping on your chest if your gesture is being ignored.

If you need to, seek out staff member help.

This is meant to create a positive collaborative experience and is subject to all harassment policies in regards to if an issue has been communicated.

This is never intended to be used as a way to avoid consequences for character actions and using this in such a manner may result in being asked to leave play.

Are you ok? Checking in.

To check in, point with one finger to your opposing shoulder in view of the player you are checking in with.

I am ok/This is all in character

To respond to a check in, or to communicate that the current action is acceptable to your play experience if you see hesitation, point with two fingers to the opposing shoulder in view of the player you are checking in with.

I am not ok/I need this action to stop

This is the most critical check in gesture. To respond to a check in or to communicate that the current action/interaction is not acceptable to your play experience, motion to your opposing shoulder with a closed fist in view of the player you are checking in with. You are encouraged, but not required to communicate the issue.

At any time you may signal this gesture for any reason. You should not be questioned about why you are making this gesture. It is expected that all players involved in an interaction where this gesture is made take every effort to cease the action that is causing an issue and/or move the offending interaction out of sight and hearing of the person using this gesture.

If you are using this gesture and the interaction that causes issue does not stop, you may call "Imbue to Spirit" and leave the interaction, returning to either a Sanctuary or a Safe Space away from any roleplaying and combat and calling "Purge Spirit" to come back into play. Take as much time as you need to get comfortable before returning.

Content Warning

Kaurath contains depictions of violence. It also contains the occasional use of: loud noises, fog machines, fireworks, smoke, flashing lights and absence of light, depictions of bigotry, depictions of abuse, depictions of graphic violence and injury and disrespect of religions that while based in fantasy, may bear similarities to real world religions.

Kaurath can have a strong horror or violence theme. Players may be subject to intentionally frightening or shocking stimulation. Though set in a fantasy world, Kaurath will endeavor to maintain a considerate and researched narrative approach when dealing with depictions of minorities and other marginalized groups. Kaurath will not ever condone the use of sexual assault or rape themes in depicted scenes.

Some players will want to explore darker themes which might echo traumatic real world issues for other players. Some of these topics should only appear in backstories and even conversations about those aspects of the character's life need to be handled carefully and respectfully with your audience. Use the check-in gestures when these topics come up and be polite to others who signal that this is not something they can roleplay.

Fit for Live Action Gaming and General Site Rules

If you have a medical condition including a need to take drugs of any sort we expect you to have received medical clearance to play from an appropriate and fully informed medical professional.

We don't need to see it, but we do require our players to have gotten that clearance. If you fail to do so or lie about medical clearance we must regretfully ask you to leave.

If you want to do something illegal under state or federal law or in violation of site policy do it elsewhere. Our insurance and agreements with our sites impose restrictions including the need to abide by those laws. Failing to do so risks our game and thus we will need to ask you to leave immediately and notify the appropriate parties.

Do not LARP impaired. Specifically, **do not play** while under the influence of **alcohol** or any other **judgement impairing drugs**, prescription or otherwise. To avoid problems we ask that **no one** uses alcohol, illegal drugs, or marijuana on site. For legal drugs we ask you to get clearance from an appropriate health professional.

Do not smoke around people. Participants and staff have allergies and respiratory issues aggravated by smoke. For safety reasons we restrict smoking and vaping to a small non-game area away from play.

As a matter of fairness do not hold in game conversations in such areas or while using these substances since it prevents players from participating in the roleplay.

Also note that our cabins are shared spaces, both with other LARPer during events, and used by others including young people on other days so it is vital that they are clean when you leave.

We expect and require you to work out issues with your cabin mates, avoiding things which upset them or will cause them problems where possible, and discussing your concerns in a reasonable, calm and polite way.

Some of our players are families with children and we expect responsible adult behavior around them too.

We expect our players to be responsible (or under responsible guardianship) and thus able to exercise good judgment.

As our game is based on trusting each other if we can not trust you in any given area we need to be concerned that we can not trust you in other key areas as well and that this may not be the LARP and community for you.

This section of rules can be summarized as “Be a calm, sensible, and reasonable person” and “discuss any issues calmly and work out a sane compromise” and “Do nothing risky or illegal as a player - regardless of your character’s morality.”

Chapter 1: Base Rules

Kaurath will be run using the base Accelerant rules. The world specific rules contained herein build on them to implement our vision of the Kaurath campaign.

Accelerant is a different system from the one Kaurath has been run under. One thing those coming from older rules may notice is that all the numbers are smaller and that most combat is silent or has very few game effects called. Most attacks are “uncalled”. No specific damage needs to be mentioned and the blow does one point. Combat is quiet enough to hear the incantations of spells and the orders of the field commanders.

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

-The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed.

-References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

-Whenever you are required to roleplay an effect you must always do so in a safe manner. If you must adjust your roleplay or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

-In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

-If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.

-Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

-Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.

-Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

Please note, that these rules of etiquette are normally placed throughout these base rules, but we have collected them in one spot for convenience so you can read them all at once and the rules can flow. The areas these have come from will state: "* See Rules of Etiquette."**

Game Actions

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed actions and effects players cannot actually perform from the gameplay. There are no creatures stepping through solid walls, no flying creatures, and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn to spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions such as chopping up bodies or breaking down doors that cannot be performed for logistical or safety reasons.

Always In Game

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual

game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave the game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game.

The system is also designed to minimize the times where you cannot act on what you see, hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales.

There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in game secrets to yourself, and if you talk out of game about something other players can decide they learned that information in game if they feel that the conversation unfairly inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets.

The only caveat is that sometimes players experienced with a game play different characters altogether. Perhaps you have lost a previous character to death and are playing a new character. Perhaps, as a change of pace, you are participating as a non-player character or you are playing a plot character for a time. If you play a different character, creature, or plot role within the same game world we ask you not transfer anything you learn to other characters.

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

We intend to use the always in game rule as written, but talk with people you want to share your excitement with before sharing if you want to keep it a secret. We understand how much you want to share your intrigue and secrets and encourage healthy ways to honor this rule, but still be able to discuss what has you excited. And we'd like you to be able to do that without in game consequences. So ask whoever you're talking to if they're "ok with you telling them about something you are doing in game that you don't want their character to talk about".

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need to pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in-game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of

what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called if there is a real problem and someone could be hurt. It is critical that when Emergency is called you stop moving. You could step on a person or a pair of expensive glasses if you move after this call.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance, roleplay the searching motion with both hands held out above their body, and tell them in a low voice "I am searching you." You may have items in your off hand during this process, but may not block with weapons. The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

Search For...

Some skills can give you the ability to use a special searching effect on a dead or helpless creature after you have finished your normal search. This searching attempt is represented by the verbal "Search for <Item Type>" where the item type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a response effect targeted on you. The Search effect is the name for the special search attempt, and the Search response is a resulting effect the targeted character calls out when you search them.

As an example, after you search an elemental you might have a skill that allows you to call out "With elemental harvesting, Search for True Elements." That NPC might give up additional items, it might reply "You find nothing," or it might even use a counter effect such as "Refresh 1 Fire." If searching some creatures is dangerous, the creature might even reply with a detrimental search response.

It is also possible for games to create skills that let you use a defense against some or all search responses.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and roleplay carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you roleplay falling to the ground. If you are being carried, you must roleplay an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

**** See Rules of Etiquette.**

No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game. If any drug or substance appears to inhibit a player's judgement a staff reserves the right to ask that player to rest, away from the action, or to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by

the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do so, although you can attempt to avoid them.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a yellow information sign. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered. Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with anyone else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers

Some games have locations in a game site that are normally accessible to players, but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area to read them, especially at night. To make this easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn

Back Markers hanging in the area, it means that the area is inaccessible and you should stay away unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is an impassable swamp. Another is that a mist has risen and players cannot find their way through the area. Sometimes players simply state that the area ahead looks uninteresting and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

Combat

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you. Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor of the attack so you may roleplay the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal you must listen to the phrase and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of [Effect] by [Trait]. For example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal. Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is

an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.

- All called hits must be acknowledged with roleplay. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't roleplay the effect, the attacker may assume that you were not struck and the skill not used.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A character trait is any trait that is somehow given to a character. An attack trait is added to an attack verbal and defines the flavor of that attack. A defense trait is added to a defense call. An item trait is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

A character's heritage, culture, and headers are always considered traits.

Deliveries

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a hand held weapon. Packet attacks are delivered by throwing a bean bag like projectile and striking an opponent. Missile attacks are delivered by throwing or firing a special foam weapon prop, although some games use packet based arrows and bolts that are firing by aiming a missile weapon prop at an enemy and then throwing a packet prop and striking that opponent with the projectile.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of roleplaying, we expect our players to roleplay in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to roleplay full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by roleplaying the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

Some skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits.

The Flurry Rule

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

That's all you need to remember, everything else are clarifications and answers for specific questions.

- Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shields, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact before resuming attacks on that opponent.
- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet, then you are throwing too

hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit with roleplay or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

**** See Rules of Etiquette.**

Concentrate

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks. Each skill or special ability that allows the use of Concentrate requires you to call out "Concentrate" when you use it.

**** See Rules of Etiquette.**

Missile Attacks (Packet)

For many games, missile attacks typically use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free hand that is

aimed at the target. Second, you must go through a firing motion for each missile attack. Bows require you to make a drawing motion and bring the packet to your cheek before throwing. Crossbows require that you pull the packet along the stock of the crossbow and pull it up to aim. After your motion you throw the attack while still pointing at the target with your free hand.

Although this system is typically used for bows and crossbows, games can use this system for thrown weapons, wands, or other ranged attacks that can be, in that setting, blocked with weapons or shields.

Like melee attacks, any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use the Concentrate ability as described above.

Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

Missile Attacks (Props)

Some games require special props for missile attacks. Foam balls for arrows and bolts, foam thrown weapons, nerf arrows, and other non-packet systems are possible in Accelerant games. Foam balls used as arrows or bolts require the attacker to point the launcher or implement at the target as described when using missile attacks with packets. Foam thrown weapons only need to be thrown at the target. Other missile props such as nerf bows, are aimed and fired when they are used.

Foam weapons are always blockable by those skilled with weapons or shields in a manner similar to melee attacks. Like melee attacks, any foam missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Touch Delivery

If a skill or ability is delivered with a touch, then the effect is delivered by touching a packet to the shoulder or arm of a willing or helpless recipient.

Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effects and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike.

The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

We have preserved this in the rules for commonality with all accelerant games, but we will not be using this call. If this call would seem appropriate, we would instead be using an inflict effect and give you an inflict card.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By My Gaze" followed by a verbal. A vampire might whisper "By My Gaze, Paralyze by Will." Other creatures might cause fear or other effects.

Gesture

Someone points at you with a hand or a weapon and calls out "By My Gesture" followed by a verbal. If the effect has a **duration that is not instantaneous**, then instead of the normal duration, the effect lasts **so long as they point** at you.

Name

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically if you know they are talking about you then you take the effect.

Room

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Search Response

Someone calls out an effect after you search them or use a special Search effect upon them. If multiple people are currently searching a creature (for some reason) then all searching characters take the effect.

Voice

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

**** See Rules of Etiquette.**

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, you will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to

the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of The Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skills while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect has a duration, but curing or removing that effect will end it.

Game Time

As the game progresses during an event, players generally spend time interacting with other characters, moving from place to place, and engaging in combat and other game activities. Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses an attribute point, the skill or attribute is not generally used up if you are interrupted while trying to use the skill.

Many games have a set of skills or attributes that can be refreshed when you have a chance to rest. Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas.

Rest

Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

**** See Rules of Etiquette.**

Effects which require rest can overlap; what this means is that a single rest time can be used for multiple effects. If you had a game skill that allowed you to reset some kind of magical defense after a minute of rest, and you were affected by a Root effect, and you were affected

by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense.

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest.

"Rest for one minute to end this effect."

"Rest for ten seconds and call out "Heal 2 to Self" to use this skill."

You Are Well Rested

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Focus

Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time roleplaying in a manner appropriate for the skill or ability you are using. You may talk with others during this roleplay time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you roleplay the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to roleplay each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the roleplay needed to act out the skill, followed by the result of the Focus.

"Focus for one minute, repairing your armor at a forge, to refresh your armor points."

"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb."

"Focus for three seconds, shaking off your fear, to purge one Fear effect."

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he roleplays repairing his armor, to

refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

Beneficial Effects

Effects that are intended to aid, bolster, or benefit a character are marked as Beneficial effects. If, for some reason, the recipient does not want to receive the benefit of one of these effects they may say "Refuse" to negate the attack or delivery.

Spells require focus while saying the incantation. This is also interrupted by non-beneficial effects.

Effect Listing

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure, Remove...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove either the Slow by Disease and the Slow by Will, and Travis can choose which one will end. A Cure Will would remove either the Slow by Will or the Drain by Will since they both have the Will trait. A Cure All Slow will remove both the Slow by Disease and the Slow by Will.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by heritage, skill, or the like.

Remove is used to simulate dispels or forced removal of effects. Remove works just like Cure except it is not a beneficial effect. This has several side effects. Where Cure can be touch cast, Remove cannot be touch cast. Where Cure can be refused because it is beneficial, Remove cannot be refused. Where Cure will not interrupt Focus, Remove will interrupt Focus. Where Cure is not negated by and does not consume Shield, Elude and Guard defenses, Remove will be stopped by and consume Shield, Elude, and Guard. Otherwise Remove works like Cure.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable. The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item.

An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal.

Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable."

Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

**** See Rules of Etiquette.**

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot

move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Please note that all NPCs in Kaurath may have disengage as an at will skill to use when they are feeling unsafe in a fight. We encourage player safety and if you feel the need to have people off of you for safety you may use this call and immediately leave the unsafe area. This should not be used as an opportunity for an offensive use for free, but please use this when you are feeling overcrowded. Safety for our players and npcs is paramount to game balance. This skill is not intended to be used tactically and an opponent pushed back can step forward right afterwards if appropriate but it is impolite not to give both sides a chance to catch a breath and settle in a safe and stable manner.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called.

Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect.

You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your

new target. The effect ends when you are rendered dead or unconscious.

Grant...

Beneficial Effect

You receive a boon, blessing or magical buff that enhances you in some way. There are a number of specific Grant effects, each with their own benefit. All Grant effects end if you die, and when the event ends.

Grant effects are confusing. Keep the restrictions below in mind, and do your best to follow the rules here, but don't worry about making mistakes on the use of this call. If you make a mistake with it, keep having fun. We won't penalize honest mistakes on this one.

Grant effects have some restrictions.

~ As a default you can have no more than three Grant effects at one time.

~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

There are five types of Grant effects.

... Armor

"Grant Armor"

"Grant 2 Armor by Inspiration"

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted.

You may only have one Grant Armor effect active.

... Attribute

"Grant Earth"

"Grant 2 Vitality by Magic"

"Grant 2 Karma by Inspiration"

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... **Protection**

"Grant Protection"

"Grant 3 Protection by Inspiration"

This Grant adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one Grant Protection effect active.

... **[Type] Defense**

"Grant Poison Defense, Shield"

"Grant Defense by Inspiration, Elude by Blur"

"Grant Melee Defense by Magic, Parry"

"Grant Packet or Missile Defense, Avoid"

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used the Grant effect ends. Grant effects which give you Elude, Guard or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to roleplay for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any melee, missile, or packet attack. You could choose to take an attack and save the defense for

later. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Poison Defense, Shield" would give you one defense against any attack with the Poison trait. You would have to use this defense against the first Poison attack that strikes you. You would call out "Shield" when you used the ability.

A "Grant Missile Defense by Wind, Avoid by Air" would give you one Avoid defense against a missile attack. You could choose to take the attack and save the defense for later. You would call out "Avoid by Air" when you used the ability.

Sylla has an active grant effect with the verbal "Grant Poison Defense, Shield" on her. She receives a new Grant effect with the verbal "Grant Poison Defense by Faerie, Resist." Sylla cannot have two Grant Defense effects with the same type, so she must choose one and decides to take the resist and let the shield end. Later, Sylla receives a new Grant effect with the verbal "Grant Disease Defense, Resist." Sylla can accept that Grant effect since her current Grant works against Poison and the new Grant effect works against Disease.

Travis has an active Grant effect with the verbal "Grant Defense, Avoid." He knows he can call out "Avoid" to negate one melee, missile or packet attack because the type isn't specified. Travis receives a "Grant Defense, Shield" but decides to keep the Avoid and the new Grant effect is lost. Later, Travis receives a "Grant Packet Defense, Avoid." He can keep that defense and his previous Grant because the type in the Grant verbal is not the same as one is unspecified and thus defaults to "Melee, Missile and Packet" and the other is specified as a "Packet" defense.

... [Delivery] Attack

"Grant Melee Attack, 2 Damage"

"Grant Missile Attack by Venom, Agony by Poison"

"Grant Packet Attack by Magic, Stun by Fear"

"Grant Attack by Arcane, 5 Damage by Fire"

"Grant Touch Attack, Heal 2"

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with roleplay or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack has a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you

used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Attack, Paralyze by Will" would allow you to choose melee, missile, or packet as the delivery and you would gain one attack of that type with "Paralyze by Will" as the verbal.

"Grant Touch Attack by Divine, Cure Poison" would allow you to touch a packet to a willing subject to cure a poison effect. Like any beneficial effect, the recipient could refuse the effect.

Grant Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

- ~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.
- ~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.
- ~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.
- ~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Travis has a "Grant 2 Armor" effect that brings his armor total to 4. A servant of his divine patron visits him before a big battle and gives him a "Grant Extra Armor" effect on him. He now has an armor total of 5, but he could not have an additional "Grant Armor" nor another "Grant Extra Armor" active.

Sylla has only a "Grant Extra Magic Defense, Resist" upon her. A friendly wizard gives her a "Grant Magic Defense, Shield" to her. She can accept this effect because her other "Grant ... Defense" effect is an "Extra" Grant effect.

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

Heal...

Beneficial Effect

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term “All” then all of your Vitality is restored. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imbue...

Beneficial Effect

This effect can be used in one of two ways. An Imbue effect with the verbal “Imbue [Trait Name] Trait” will give you the specified trait for the remainder of the event.

Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event.

Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities.

If a player can use an Imbue effect, that ability will always have some in-game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some items from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict...

This effect can be used in one of two ways. An Inflict effect with the verbal “Inflict [Trait Name] Trait” will give you the specified trait for the remainder of the event.

Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait.

If a player can use an Inflict effect, that ability will always have some in-game action that must

be accomplished before you can use it. You might need to gather and mix components. You might need to construct some items from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs. **While a Maimed leg might leave a sword and shield fighter kneeling on the ground so well protected they expose no legal target areas. From the front but if two are**

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Beneficial Effect

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair...

Beneficial Effect

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. You must still call out during Expose effects. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect you roleplay an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as you shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

Beneficial Effect

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect."

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work.

Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of roleplay to revive you and end this effect.

Speak

Beneficial Effect

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant moves out of reasonable conversation range.

Waste...

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points, but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called

effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire.

The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to roleplay the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional roleplay to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the roleplay of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the heritage of a character is always considered to be a trait of that character. Bane attacks allow no additional roleplaying; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

When it is possible to apply multiple defenses to an attack the defender decides which defense to use. Although Elude, Guard, and Shield defense must be used if an attack would

affect you, it is possible, for example, to use a skill that provides a Resist defense when an appropriate attack strikes you to “protect” a Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Elude, Guard, Shield

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

While these calls all work the same, they exist for flavor in the game. In Kaurath 2.0 we will be using Elude for fast defenses, Guard for strength based defenses, and Shield for defenses against magical sources. This is not a hard rule, but a conceptual rule.

Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

While these calls all work the same, they exist for flavor in the game. In Kaurath 2.0 we will be using Avoid for fast defenses, Parry for strength based defenses, and Resist for defenses against magical sources. This is not a hard rule, but a conceptual rule.

Purge

You may negate an attack after it has affected you. You must spend three seconds to roleplay this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while roleplaying the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use “Purge Death” in the verbal.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by “to” and the modified effect such as “Reduce to Maim” or “Absorb to Heal 2.” You must roleplay the new effect appropriately.

Increased

While not exactly a defense, this call indicates that the effect had a greater than normal effect on the target. If the target calls “Increased” in response to a beneficial effect, the target might have an ability or skill that allows them to receive additional benefit from the effect in question. If the target calls “Increased” in response to an attack, the target might have a weakness or vulnerability to the effect or trait that was used against them. Some games might use

“Increased to...” followed by an effect to specify extra information about the game effect.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense then the ability must use the Self trait and the character must roleplay that effect as if they had been struck by it.

For example, a Fire based attack strikes a Fire Elemental. The creature calls out "Resist

and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

For example, a strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, roleplays for 3 seconds, calls out "Purge and 2 Damage to Self" and then roleplays the damage effect.

For example, a character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

For example, a creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage.

For example, Travis is wearing a 2 point suit of armor. He roleplays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the effect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living

creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off, you will hear a trap sound, and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth-like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

While this effect exists, Kaurath 2.0 will not be using this effect during any events.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and roleplaying. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one of the verbal modifiers.

Short

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Permanent

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect.

In Kaurath, Permanent effects might last indefinitely. If you end the event with a Permanent effect submit to plot a description of the effect and how you received it.

Ambient

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it. Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

If, for example, someone from the plot team called out "By My Voice, Ambient Agony by Fire" then the players would know that throwing a Silence effect or trying to Paralyze the creature calling the effect would not prevent the plot person from calling the effect. A plot person could also call something like "By Your Name, Travis, Ambient Agony by Disease" to indicate that some plot condition is causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple

One single delivery causes multiple attacks to affect the target. "Double" causes two of the

specified attacks to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

For example, a spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

For example, a wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

Characters are built with character points. You spend these points to buy headers and skills. Skills allow you to use weapons and armor, deliver called effects, use information skills, use beneficial effects on other characters, and create special game items.

Traits

Each character has the following traits:

- You have the **Living** trait, unless you are currently dead.
- You have your heritage as a trait.
- You have your culture as a trait.
- Each skill header that you purchase is a trait. A character who has purchased the Rogue header, for example, has the Rogue trait.

Equipment

Characters start with whatever props for normal weapons, armor, and tools that they bring with them to the game. If you purchase weapon or armor skills, or skills that require specific tools then you are expected to bring the props needed to use those skills.

Players cannot forge game documents or produce replicas of game props or tags without plot

approval. These items must be acquired in game. If players encounter a similar prop or series of props outside of game that is used for a storyline or a treasure we ask that players not bring these items to the game.

From Behind

There are some skills that can only be used from behind a foe. These skills can only be used if you can see both shoulder blades of your opponent and you are in the rear 180 degree arc of the opponent as defined by the line of their shoulders. You cannot deliver these attacks by reaching around or over an opponent even if you can reach their back.

Spell-Like Ability

These abilities aren't spells, but they require the same type of concentration as spells. As with any packet attack, you cannot use these abilities while you are actively being hit. In addition, Spell-Like Abilities typically require that both your hands be free. Skills that allow you to cast spells while carrying a weapon or a shield in your off hand also work with Spell-Like Abilities.

Information Skills

Some skills allow you to pursue answers to questions between events. These skills are called information skills. Each information skill has a specifically defined source from which answers are drawn.

Some of these answers come from otherworldly beings, some from spirits, some from contacts, and some from hands on or library research. Your question is answered from the perspective and in the best manner that your source can pursue it. In order to use an information skill you must maintain a good relation with these sources.

Using your sources you make a request for knowledge. You submit the question you are pursuing among your sources to plot between events. The best way to submit questions is to email the question as plain text in the body of the message to plot. Give plot at least two weeks before an event or your answer will likely be delayed.

The use of information skills doesn't cost anything, but if the query is relevant to a skill or profession you possess you may receive an enhanced answer.

Information skills will always yield some information, but the complexity and detail of that information will vary based on the source of the information. All information will be accurate and truthful as far as the source is concerned, though in rare cases the source may be incorrect or misleading. If no information on your specific topic is available, then your source may attempt to fill in information that they feel is pertinent or helpful to your situation.

If you submit a new question before you get an answer, then the old question will be forgotten and the sources will begin to instead pursue the new question. Your answer will come in one of three ways; you might get a written response between events, you might get a verbal or written response at the opening of an event before it starts, or a contact might come to find you in game to deliver some piece of knowledge related to your question. If you are seeking answers to

difficult or obscure questions you may have to use the skill more than once to pursue the answers.

The best way to submit questions is to email the question as plain text in the body of the message to plot. Info skills must be submitted within two weeks after an event to be considered for the next one. A character may only use one information skill between events even if they know multiple types. It may take more than one event to receive a response.

Hidden Skills

Once you have begun to play a character, you will accumulate more character points and may purchase additional skills. You can purchase additional skills from this book. Skills that are not listed in the rules, or skills that you are normally restricted from learning, sometimes become available from teachers or as the results of research during the game. These are called hidden skills. As a rule, once players have started learning a hidden skill information about it leaks out, often from others motivated to research the same topic, and the skill becomes unhidden after a time, though it may still require you to be taught by someone who already knows the skill.

One Page Effect Summary

- Agony** - Intense pain. 10 seconds. Can defend. Can run.
- Cure...** - Remove one effect or trait. If more than 1, choose. Can't be Imbue or Inflict.
- Remove...** - Force remove an effect. No touch cast. Can defend.
- Damage** - Removes Armor, then Protection, then Vitality. Can't be removed or dispelled.
- Death** - An attack with this effect kills you. 5 minutes, then Spirit.
- Destroy...** - Target is destroyed and cannot be used until repaired.
- Diagnose** - Used to determine if called effect exists on a person. Yes/no answers; damage #
- Disarm...** - Must drop until it stops moving or place down for 5 seconds.
- Disengage** - Plant feet 3 seconds. Gesture with weapons everyone who is attacking you and gestured at must move back out of weapon range so that you cannot cross extended weapons.
- Drain** - No running. No Skills. If specified, can't use thing specified. Rest 5 Minutes.
- Expose...** - Call out if you have the specified trait, unless dead/unconscious.
- Frenzy** - Attack closest creature. Can use skills. Dead or Unconscious to end.
- Grant...** - You receive a boon. Limit 3 unless it is Grant Extra (limit 1). 1 per thing affected. Protection drops after armor, before health.
- Double and Triple** - Effect lands 2 or 3 times. Defend separately. Take what's left.
- Heal...** - Restores Vitality
- Imbue...** - Effect described on card.
- Inflict...** - Effect described on card.
- Maim** - Arm or leg. No effect on torso. Called or must hit the area affected. If leg, can't hop. No resting off.
- Paralyze** - You cannot move, but can hear. If posed or fall unconscious, fall down immediately. 5 minutes
- Refresh...** - Restores attribute or trait.
- Repair...** - Repairs armor up to max.
- Repel** - Prevents all attacks from the target. Stay 10 ft away. Rest 5 minutes.
- Root** - Right foot cannot move. May pivot on foot. Rest 5 minutes.
- Silence** - Can't talk. No incants. Out of Game verbals still happen. Rest 5 Minutes.
- Slam** - 3 steps back and fall down or take knee for 3 seconds.
- Slow** - No running. Rest 5 minutes.
- Stabilize** - Sets unstable to 0 vitality and stable.
- Stricken** - Cannot take positive effects until remove
- Stun** - Unconscious. Incapacitated. Rest while effected. 5 minutes.
- Speak** - Talk to target even if normally not able. May still not work.
- Waste...** - Consumes target effect/attribute. Can be refreshed or cured to restore. Ignores armor
- Weakness** - No called melee attacks or skills. Rest 5 minutes.
- Elude, Guard, Shield** - Dumb defense. Stops first valid attack. Must call when used.
- Avoid, Parry, Resist** - Smart defense. Stops chosen valid attack. Must call when used.
- Purge** - End an effect after it's affected you. 3 seconds to use.
- Reduce, Absorb** - Affected by effect, but take less of it, or stop it and turn into something else.
- Increased** - The effect used is more effective than normal.
- Reflect** - Sends effect back at source and negates effect. Can defend against returned effect.
- Spirit** - Insubstantial. No effect to all calls not "to Spirit". Eyes down, hands at side. Walk slow.
- Short** - Effect lasts until you rest for 10 seconds.
- Permanent** - Effect lasts until event ends, might continue next event. Tell plot. May be cured.

Chapter 2: Kaurath Specific Rules

Starting Characters!

A character must choose a Base Header (one of Berserker, Craftsperson, Mage, Rogue, Warrior, or Warchanter) as part of character creation.

Starting characters will receive **50 CP** to build their character.

This may be enhanced by an additional **5 CP** for plot approved character histories. Only 1 character history submission will be awarded per character, but we will support content from additional submissions where possible if you want to include more information.

If at any point you are truly unhappy with your character build, talk to core staff to have your character build reset for your next event. If you are having a miserable time with your current build, talk to core staff and they will work with you to reset your character on site.

CP Caps and Retirement

There are no CP Caps in this game. However, there is a requirement to retire if purchased attribute maximums are exceeded.

Characters are required to start a retirement path or depowering path after exceeding:

- A maximum Base Attribute of 11 per Attributes
- A maximum Clarity Attribute of 6

Retirement is only required after you purchase above the listed limits. The limits will never decrease. This is to keep new players feeling relatively effective when they start. You may carry as much unspent cp as you wish, which will transfer if you retire or permanently kill your character.

Retiring a character is setting the character on a path to be put aside so you may start a new character. This system keeps levels bounded but does not require you to retire on the spot and gives you a number of options to make the appropriate end for their story.

The retirement or depowering path includes one of the following, or another option agreed upon by the player and staff:

- Ascending to a story-influencing position, for example becoming a noble of kingdom influencing power like a prince, king, provencal ruler, or skald.

- Permanent death - this may be scripted if agreed to by staff
- Retiring from a life of adventure
- Exchanging your experience for a major impact to an ongoing storyline, this may include story resolution at plot discretion
 - Example: *Marcus the Wizard decides to use his experience to protect the capital once and for all against future invasions after a war that raged for 3 years. He weaves a great work of magic around the city using all his knowledge and skill. This magic taxes him so greatly that he loses access to his magic, and must retrain in the basics of his craft, just like when he was a new adventurer, but he may retain his untapped experience.*

You must choose and have the plot team start to execute the option you will take within 4 played events after exceeding the maximums or you will be given the default option, exchanging your experience for impact to an ongoing story.

If you choose to sacrifice your power to affect the story you will be granted all your unspent CP on top of the base CP for a new character to use for your character's skills. You may choose any headers and options you want at this point in spite of any decisions you made before, this can include changing prestige classes.

For any of the other paths you will now start a new character and carry over any unspent CP from the character that just permanently died or retired. Note that one method of continuing your core character goals while still starting a new character is to play a Lacuna motivated by a deep goal of your previous character.

Death

In this campaign death is possible but it is never designed to remove your ability to play your character against your will. There are some penalties to dying and you may get some information as a result of your death. You will accumulate a penalty each time you die during the same event.

When you die you may go to logistics to report your death and receive any information they wish to provide you. You may then return to a Sanctuary. After resting 2 minutes and roleplaying remembering your experiences in an Active Sanctuary, you will be able to return to the game having restored your physical form and allowing you to interact as normal, with your attributes and armor restored to their current maximum.

The in game understanding of what happens is:

When people die in this world, they reform at the nearest sanctuary. This is true for all people with the will to continue on or with something they feel they must do before they

can enter their final rest. Those that return are laid low by strange visions and images that they saw as their spirit drifted in the world. They must spend time sorting through the images before they can think clearly and finally form their body again.

The rest of this section of the rules describes the game mechanics you will follow and how we track how many times you have died.

The Core Accelerant rules describe what happens when you die. When you return as a spirit to the Sanctuary, you start the three minutes of roleplaying. To return from death, call “Purge Spirit, Heal All and Refresh All Armor to Self” at the end of the 3 minutes of roleplay.

Recovering from death is a taxing experience, it fatigues your mind and body. When you return to life in this way you gain the “Taxed” trait. Every time you resurrect, your Aegis, Threat, and Clarity scores (your ability pool maximum values) fall 1 point lower for the remainder of the event. This penalty increases for each death down to a minimum pool value of 2 points in each pool.

Thus if you were “Taxed” when you died, use the reduced Attributes when performing this calculation and your “Taxed” becomes “Taxed 2” and increases after each death. Your pools are Refreshed to the new, reduced values. If you had more points in a pool when you died than is permitted under the new reduced value the pool is Drained to that level.

Ex: You have a threat pool of 8 and a clarity pool of 3. When you die, you return with a threat pool of 7 and a clarity pool of 2, even if you’ve spent all of your attribute points before dying. Should you die again, your pools are reduced further to a threat pool of 6 and a clarity pool of 2 (as no pool can go any lower than 2.)

You recover from “Taxed” traits at the beginning of every event.

Sometimes, psychopomps or other beings who live beyond the veil of life and death will summon those who have visited death’s realm. If at any point, a being comes by and calls “Inflict to Taxed” your character is drawn to call “Imbue to Spirit” and follow them to whatever encounter awaits you.

If the “Taxed” trait is Purged by a special ability then all variations (Taxed, Taxed 2, etc) are purged. When that happens, you will have access to your full attribute pool maximums again. This does not Refresh your pools to their restored maximum unless another game effect specifically provides that.

Death by Choice

Character death can be a dramatic end to your character’s story, or the beginning of your next character’s story. Characters may choose any moment they want for their character to fall down

from a blow and permanently die. This can be done to create a dramatic death for any reason. You can take a wound in battle and fall immediately, or stubbornly fight through the injury until the end of the fight, and shortly after the combat is over, fall to a mortal wound. Many variations of this option are allowed so that you may set yourself up for a death that is dramatically appropriate for you.

After you are mortally wounded, any actions taken to heal your injuries will have “No Effect”. We recommend you continue to portray your character’s corpse for at least 10 minutes to reinforce that this character has died and cannot be restored.

Choosing this option never allows the character to be brought back in its original form.

You will now start a new character and carry over any unspent CP from the character that just permanently died. You have many options including the option of playing a Lacuna motivated by a deep goal of your previous, deceased character.

Attributes

Every character in Accelerant games has a Vitality attribute, which is not a base attribute.

You have a set of Base Attributes which each act as a pool of points you can spend to use certain game skills. And an additional attribute, Clarity, which determines how often these attribute pools can be refreshed.

Aegis and **Threat** attributes start at **4**.

Vitality and **Clarity** attributes start at **2**.

You can raise the Base Attributes or Clarity by spending character points. Each time you raise one of these attributes it costs a number of character points equal to the new value of the attribute. Raising Aegis from 3 to 4 would cost 4 character points. Raising Clarity from 2 to 5 would cost 3 character points to raise it to 3, 4 character points to raise it to 4, and 5 character points to raise it to 5.

Vitality is not increased directly, and not a base attribute. It is increased by purchasing skills.

Base Attributes

Aegis and **Threat**

These are the attribute pools used to power most skills. Some skills do not cost anything to use, for example melee or missile attacking a sword for the normal one point of Uncalled damage just requires that you know how to use a sword by having bought the Edged Weapon skill. Some others just require proper role playing. But some other skills are unusual enough that

they use up a point of either Aegis or Threat. Each pool of points starts at the value on your sheet at the start of the game and drops as you spend points.

Aegis

These are for defensive and restorative skills and boons

Threat

These are for offensive skills and debuffs.

A Long Rest in an Active Sanctuary refreshes all of these base attribute pools to their maximum value.

When an Attribute pool is refreshed, it is restored to its maximum rating. There is never carry-over for unused Attribute points in any reset.

Example: Tim the Wierkin Mage has 2 Aegis, 4 Threat, and 2 Clarity for his maximum Attribute pools. He casts several spells and is left with 1 Aegis, 0 Threat, and 1 Clarity, but still has enemies approaching and his allies are down. He decides he needs a full reset of his attributes and uses 1 Clarity. His pools immediately reset to their maximum giving him pools of 2 Aegis, 4 Threat, and 0 Clarity and now he can cast more spells. The excess Aegis and Threat he would have gained are lost during the refresh.

Clarity

Clarity is a special attribute which fuels powerful abilities, such as performing Ritual magic, or refreshing your attributes when not in an Active Sanctuary.

The Clarity Pool itself resets at the start of the event only. Points spent from this pool will not normally be recovered.

You can spend a point of Clarity at any time to refresh all of your Base Attribute,, OR Determination pools to full outside of an Active Sanctuary (inside of an Active Sanctuary you can already refresh your Base Attribute pools.) When you do this, call "Imbue to Self".

At long events there may be additional ways to recover Clarity that will be made clear when they happen via a Grant effect, usually sounding similar to "By My Voice, Grant 2 Clarity by Piercing". Numbers and calls may change. There may also be a special indicator in the primary Sanctuary for the event, normally the Tavern.

Determination

Special pool used by some skills as 'wild card' points which can substitute for using your Base Attributes.

Some mages and prestige headers have access to an additional pool of power which they can use to fuel their spells or skills. This power is referred to as their Determination Attribute. If you have access to this pool, it starts at its Max value of 8 (unless modified by a skill) at the start of each event.

Anyone with a Determination pool may spend a point of Determination instead of any one of the Base Attribute points needed to cast a spell or use a skill.

The only method most characters have to refresh this pool is by spending a point of Clarity.

Vitality

This pool represents your health. It is refreshed at the start of the event. It is reduced by Damage and increased by Healing calls up to the Maximum value on your character sheet. Some skills may increase how much Vitality you have. If your vitality drops below its maximum, gain the “Bloodied” trait temporarily. “Bloodied” is replaced by “Dead” when you are reduced below zero by a death strike or called damage. “Bloodied” is removed when you are restored to your available maximum.

Full Refresh

Any time a player spends a Long Rest in an Active Sanctuary (normally the Tavern) or an hour in a Cabin, while resting and getting a drink of water. The two basic attribute pools (Aegis and Threat) or Unified Base Attributes are restored to their maximum values, as is Armor, but not special pools such as Clarity or Determination.. One can also change the set of sustained Magic Items one has attuned.

Maximum Attribute Totals and Pool Totals

Each Attribute has a maximum value on your character sheet. It also has a current value which starts at the Maximum and then goes down as you spend points, and back up when you are granted points or refresh the attribute. Some game effects will reduce your maximum as long as they last (for example becoming “Taxed” as a result of Death), and in those cases you can not refresh the attributes pool above the new maximum.

Armor Points

These points can absorb damage done to you until they are exhausted. You can refresh this pool by spending 1 minute uninterrupted out of combat roleplaying adjusting your armor or whatever actions are appropriate for the armor you are wearing. Some skills may shorten this

time or allow you to restore another person's armor. After resting you must call "Refresh All Armor to Self".

Armor Points depend, in part, on the type and quality of the costuming you are using to represent the armor. If you change your costuming for your armor it should be re-evaluated.

Some armor skills require that you wear an appropriate prop when you use them instead of the regular armor rules.

This section describes what we expect from an armor prop for each armor type, and explains how many armor points a player can gain from those skills. Our goal with armor props is to add to the look and atmosphere of the game. We do not require armor that adds a lot of weight, nor must armor provide real life protection. We would rather have armor props made from lighter materials that look good and add to the atmosphere of the game, rather than armor hidden under a tabard or surcoat. Plate mail and metal pieces that look like rigid metal but are created from lighter materials painted to look like armor are perfectly acceptable.

There are three armor skills in the game that require an armor prop; Heavy Armor, Medium Armor, and Light Armor. Each skill requires you to be wearing an appropriate armor prop to use the skill. Armor props are evaluated for coverage and material. Your armor prop is evaluated, as described below.

Evaluating Armor and Armor Coverage

Armor coverage is divided into a number of areas; Chest and back, full helm or half helm, pauldrons or shoulders, forearms, hips, upper legs, and lower legs. To determine how many areas of coverage an armor prop is worth, count the armor type on each area using the chart below and add them all up.

Armor Description	Area of Coverage
Chest	1
Back	1
Helm	1
Shoulders/Pauldrons	1
Forearms	1
Hips	1
Upper Legs	1
Lower Legs	1

Certain skills can change the requirements of armor or the evaluation of the armor prop.

Each area of coverage only counts as 1 area of coverage even if two sides of your body are covered. So both shoulders covered still counts as 1 area of coverage.

For an area of coverage to count, it must be at least 75% covered.

At least 50% of the armor prop requirement must be met with the armor types listed, and all required zones must be covered, to count as that armor prop.

Tim wears a chainmail covering his back, chest, upper legs, and shoulders, and wears plate grieves. He is currently covering the 5 zones needed to count as heavy armor, but only wearing medium armor props. He accepts this and starts to play. Later, he decides to increase his armor, and puts on a plate helmet represented by foam (even a skull cap with exposed ears and free vision works here), and mock plate shoulders made of 1/16" plastic and attaches them to his chain. He now has at least 50% of the armor zones covered by plate with his chain shirt underneath. He could even opt to just wear a gambeson underneath, but he still would be considered to have a heavy armor prop, as all the zones required are covered, and there is at least half plate.

The basic requirements for the prop follows.

Heavy Armor

Heavy Armor provides 4 armor points. The requirements for your heavy armor prop are as follows:

Heavy Armor Prop

- ~ Requires chest coverage
- ~ Requires shoulders/pauldrons or a helm
- ~ The armor is plate armor, metal scale mail, or metal brigandine
- ~ Must provide 5 areas of coverage

Medium Armor

Medium Armor provides 3 armor points. The requirements for your medium armor prop are as follows:

Medium Armor Prop

- ~ Requires chest coverage
- ~ The armor is chain mail, leather scale, leather brigandine, or hardened leather
- ~ Must provide 4 areas of coverage

Light Armor

Light Armor provides 2 armor points. The requirements for your light armor prop are as follows:

Light Armor Prop

- ~ Requires chest coverage
- ~ The armor is light leather, hide, fur, or thick cloth armor (gambeson, etc).
- ~ Must provide 3 areas of coverage

Weapons

The details of what is a valid weapon are mentioned below in the skills section too but we pulled all the data together here along with construction notes. We allow Boffer Weapons, Latex, and Plastidip but because some players have latex allergies require players with Latex weapons make sure they are properly sealed and in good condition before each use as part of the normal requirement for all players to check that their weapons remain safe for use at all times.

Please note that while Dagger makes fine throwing weapons we do not permit the use of very short weapons in combat because of the risks of accidentally punching someone.

As with all safety rules this rule exists to avoid problems which are likely or have been seen elsewhere or at earlier events. All safety rules are reviewed when the state of the has changed, an unintended event occurs, or between seasons.

Weapon Name	Max Blade / Shaft Gap	Head Size	(Min Length) Max Length	Core Size	Max Grip Length	Thrust Tip
-	Between Blade and Crossguard / Grip	-	(Includes Thrust Tip and Pommel)	PVC / FWET	-	Open Cell Foam
Dagger	Not Allowed for Combat 24" Max Prop					
Short Weapon	2	6-18	36	0.5 / 0.505	14	2
One Handed Edged	2	6-18	46	0.5 / 0.505	14	2
Fists	2	None	46	0.5 / 0.505	14	2
Spear	2	6-18	58	0.75 / .745	30	No
Thrown Weapon	-	6-12	(12) 56	None	-	2
Bow	None		58	0.75 / -	14	No
Cross Bow			24	0.5 / .505	8	No
Foam Dart Bow			None	-	-	No
Two Handed Weapon	2	18-24	62	1 / .745	36	2
Staff	1	-	76	1 / 1.065	18	2
Polearm	2	18-24	80	1 / 1.065	36	2
Paired Staff	1	-	66	1 / .745	18	2

	Min Dimension	Max Dimension	Max Circle	Max Non-Circle Area	Straps Required
Buckler	6	18	18	-	Yes
Shield	-	24x36	24	534 sq in.	
Tower Shield	-	30x48	36	-	
Paired Buckler	6	12	12	-	Yes

Standard B3 packet bows with the limiter are permitted under the Bow rules.

Sanctuaries

There is at least one area in the game designated as a Sanctuary. During much (but not all) of the game there will be an indicator in that area that the Sanctuary is “Active”. For example a specific Lamp or glowing rune. When a Sanctuary is Active certain game rules apply such as the ability to perform a Refresh.

In essence, you may not duck into a Sanctuary to refresh for free then pop back into combat. Generally in cases where combat is close to town, sanctuaries will not be active until the fighting resolves.

Taking a Long Rest in an Active Sanctuary will allow you to Refresh your Base Attributes and Armor. This will permit you to spend those attributes on skills during upcoming encounters. While in an active sanctuary healing and grant skills may be used without expending Base Attributes. You must still follow all other requirements of the skill you use to heal.

You should take this opportunity to catch your breath, relax, and drink some water. Take this chance to ensure your armor is comfortable to wear and refresh your armor.

Occasionally a character will be able to tell you “You feel well rested”. This is a way for the staff to tell you that your character’s Base Attribute pools and Armor have been Refreshed.

Clarity points are reset at the start of an event but will not refresh on their own during play.

Cabins

For game purposes your cabin may be considered a slower Sanctuary and will grant the same benefits as an Active Sanctuary if you spend 1 hour there. Additionally resting here will restore your Vitality and Armor.

The cabins where players are sleeping become Safe Spaces if there is a suitable Talisman placed on the door to indicate that those within wish it to be a Safe Space, warded from intrusions and combats.

The intent of the Active Sanctuary rules is to avoid people refreshing attribute pools without using Clarity during field fights or other large scale activities. Cabins are less effective as a Sanctuary because the magic that flows in an active sanctuary is slower in your sleeping quarters.

This also allows you to leave your cabin after sleeping there with the advantages of a Refresh as you would after spending time in a normal Active Sanctuary.

Cabins are always Safe Spaces that are out of game spaces from 2 am to 8 am. No Talisman is required for this to be in effect.

Safe Spaces

An area away from combat may be used as a Safe Space to return to play. Your cabin is a safe space so long as you have a Talisman hanging on it to indicate you are using it as a Safe Space. This Talisman is not required from 2 am to 8 am. A Safe Space is a place where you are safe from any combat or negative plot consequences. People within the Safe Space may communicate additional social requirements by mutual consent.

If Tim the Mage is in a Safe Space and is having a hard time with seeing some of their friends fall in battle, they may ask others that enter the Safe Space to not talk about their friends falling so they can recover their mental fortitude.

Talismans

A talisman is any overtly protective looking symbol that is hung from your cabin while you are inside. This must be large enough to be visible. It must be distinct from any other cabin decorations. It should include a symbol or letter of power significant to at least one of the characters in the cabin. This could be a wooden "W" or a Nordic protection symbol or anything else you find suitably protective. It must meet site rules and use the provided hook or clip.

Definitions

Short Rest

10 seconds spent resting.

Rest

Whenever rest is not defined as short or long, this time is 1 minute.

Long Rest

10 minutes spent Resting in a Sanctuary, or 1 hour in a Cabin.

Day

The day begins at the start of dinner (around 6pm) and ends with the start of the following dinner. Skills which are per Day will Refresh at that moment.

Non-Combat

You must wear a glowing blue headband. You do not take damage from weapons blows or packet attacks but you may still roleplay like all other characters. You are expected to not jump in front of weapon blows or packet attacks or block passage for any reason. In general you need to avoid being in combat situations where it will be hard for others to avoid striking you in the heat of battle. Creatures will make all attempts to not engage you in combat but will still roleplay with you.

This indicator should not be used as a way to escape combat after it is engaged.

Similarly this status does not allow you to bypass a combat encounter or other obstacle during an adventure. Unless explicitly permitted (see Warchanter) tactical use of this status is a violation of the spirit of the rules.

Anyone may request Non-combat status for or during an event for any reason without being questioned. Any skills that grant this status will require you to put yourself in a specific place before you can drop this status.

Unless cleared by ownership or those agents ownership chooses, all children under 14 and all people with medical conditions that will be aggravated by boffer combat will always be asked to play as "Non-Combat".

With permission from their parent or guardian children over 14 who demonstrate the ability to play safely may play as combat capable characters with staff approval.

All players must take appropriate steps to ensure they are safe to participate, getting any appropriate clearances from suitable health professionals.

Hearth

This is a circle at least 6 feet in diameter bordered on the outside with a large 2' x 2' square featuring one side with an "H" and one side that is blank. The H must be legible from at least 10 feet away. It is expected that a Hearth will have a light to indicate if it is activated at night. When the Hearth is set up the "H" is placed face up.

If an NPC monster manages to touch and flip over this "H" the Hearth is considered deactivated and cannot be reactivated without being reset and the skill being reactivated.

No NPC or character without a Hearth skill may ever enter a Hearth for any reason. The inside of a Hearth is intended to store instrument cases and instruments to protect them from harm.

Multiple characters with Hearth skills may share the same Hearth but all characters using that Hearth will be affected by the Hearth deactivating should that happen.

Skills will describe what your character does when their Hearth deactivates. All characters using a Hearth will move as Spirits with their head down and hands at their side to return to a Hearth if it deactivates as soon as they are aware of it.

Sustain

This ability permits a sustainable item (what many would call a magical item) to remain active and usable. Items require a point of sustain for each active skill like effect they have. All the effects must be extended for the item to be extended. Each character may Sustain 1 effect between events in addition to Sustain gained through other skills and headers. Sustaining items requires the use of the appropriate consumable item to fuel the Sustain.

- Weapons require the sharpening/weight stone from a Tinkerer,
- Armor requiring armor polish from an Alchemist,
- Other metallic or stone good require the light of power formed by a Shaper,
- Soft-goods and natural products requiring a conditioner created by a Potion maker,
- Runic Symbols need to be re-inked, etc..

Some headers (Human, Hearth) have the very useful ability to Sustain an Entire Magic Item, no matter how many effects it has and they do so without the use of any consumables.

Attune

To be usable, a magical item or crafted item must be attuned by the person wielding it. This requires a Long Rest in an Active Sanctuary. The normal number of magic items you can attune is three. The normal number of crafted items you can attune is also three. When you attune a magic item you will know it's effects immediately after it's attuned. Even if they are negative effects. You will not know them before attuning, so you cannot avoid negative effects without identifying the item with a ritual.

Formal Duel

A “Formal Duel” is intended to be a scene where both characters act out their conflict through physical aggression but it may be resolved in other ways if both parties agree. Whatever the outcome of the Formal Duel, which depends on the terms agreed to by the players involved, that particular conflict should be considered settled until new incidents arise. This keeps the past settled and does not let conflict gain momentum over time.

Skill Tags

If a skill writeup starts with a specific short key word or phrase such as *Info Skill* that skill is an example of a broad class of skills which share common features. All those rules apply to all such skills.

Information Skill

As described in the base rules.

Full Refresh

If a skill is tagged *Full Refresh* or contains the text usable once per Full Refresh then this skill is Exhausted when used and will only be refreshed when you take a Full Refresh of any sort in game. A few such skills may be usable again at a high cost and if so will indicate a cost possible after a slash, e.g. *-/TTT* is free the first time and costs three Threat if used again.

Per Day

If a skill is tagged *Per Day* or contains the text usable once per Day then this skill is Exhausted when used and will only be refreshed at 6:00 pm.

Per Event

If a skill is tagged *Per Event* or contains the text usable once per Event then this skill is Exhausted when used and will only be refreshed at the start of the next Event.

A few such skills may be usable again at a high cost and if so will indicate a cost possible after a slash, e.g. *-/C* is free the first time and costs a Clarity if used again.

Runic

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

You hear the call “By My Voice Exhaust all Runic Skills”, The Rune of Armor Repair on your breastplate is no longer usable until it can be refreshed by someone with the correct inscription skill or the start of the next event.

Tattoo

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

From Behind

See the base rules.

Spirit Form

Some skills permit you to become a spirit and as such be immune to any effects which do not explicitly affect you as a Spirit. If the attack and the call is not explicitly “To Spirit” you can call “Spirit” and take no effect. If you do end up taking an effect (other than Speak) while in Spirit Form unless also Dead you purge Spirit and if the skill in you used to go to Spirit has any special effects that occur when it ends they occur now.

Performance Required

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.

Traits

Traits represent aspects of a character or object upon which various game effects can operate. They are the tools of skill interactions. All characters have the “Town” trait as well as traits for their Heritage, Culture, Headers, Character Name, and will acquire more over time.

Skills often have traits associated with them and defenses often work against skills with specific traits. Some creatures will be more susceptible to effects delivered from certain traits and less susceptible or even invulnerable to other traits. If a skill is delivered by or to, the word that follows is a trait.

Traits will usually give you an indicator of how to roleplay the effect, wherever possible react as if that trait influences your reaction.

Ex: Agony by Fire may involve trying to put out a fire on your body as you scream in pain, whereas Agony by Cold may involve shivering in pain as frostbite begins to form.

React to traits in ways that enhance the roleplay of others by showing when traits have more or less effect through your roleplay.

Presented below are the basic traits available in Kaurath. Others may be discovered during play. Access to using these traits may be granted at plots discretion or through the purchase of particular skills.

Elemental Traits

These are traits associated with primal powers, usually sourced from nature or elementals that the person using them calls to do their bidding. Those that currently exist in the game are Fire, Earth, Storm, Ice, Cold, Lightning, Embers, and Sand. Others might be formed from combinations. Abilities that work against Elemental effects will work against effects with any of these traits. You may roleplay an Elemental effect by crying out or stepping backwards as the effect is inflicted. Miming a burn if attacked by Fire or Embers or the like is ideal

Mental Traits

These are traits associated with spiritual powers, usually sourced from the mind or from thoughts. Those that currently exist in the game are Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. Others might be formed from combinations. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may roleplay a Mental effect by crying out or stepping backwards as the effect is inflicted. Touching one's head is often an ideal way to share that it was mental.

Metabolic Traits

These are traits associated with the body and how it reacts or associated with plants and animals. Those that currently exist in the game are Aging, Blood, Bone, Disease, Nurture, Pain, Poison, Radiation, Sleep, and Thorns. Others might be formed from combinations. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may roleplay a Metabolic effect by crying out or stepping backwards as the effect is inflicted. A small gesture appropriate to the attack type or at least a wince of pain may be an appropriate additional hint what hit you.

Physical Traits

These are traits associated with the physical world. Those that currently exist in the game are Acid, Crystal, Force, Silver, Sonic, Weapon, and Web. The effect is caused by a Physical force.

Abilities that work against Physical effects will work against effects with any of these traits. You may roleplay a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

These are traits with particular meanings that may come up during the game. Those that currently exist in the game are Alchemy, Bloodied, Dead, Magic, Mechanism, Medicine, Oathbreaker, Piercing, Possessed, Spirit, Taxed, Town, and Weapon. These traits are not included in any general trait, so abilities must specifically include them.

Alchemy

These are missile or melee attacks created from alchemical crafting. They generally only affect living beings with metabolisms.

Bloodied

Gain this trait any time your Vitality drops below maximum. This trait is cured whenever your Vitality is restored to its current maximum value.

Dead

Gain this trait any time you are affected by a death effect, death strike, or inflicted with death. When you are dead all temporary traits and effects are lost. Damage to your Vitality has no effect unless otherwise noted on a card.

Explosion

These are missile attacks created from crafting. They generally affect any being with or without metabolisms.

Magic

These are attacks or skills that pull from a domain known as magic. The source of these attacks is unchanged no matter what school of magic the caster may employ.

Mechanism

These are devices created from tinkerer crafting skills. They work on most beings with a physical form.

Medicine

These are potions created from the potion making crafting skill. They only affect beings with metabolisms.

Oathbreaker

This Trait may be inflicted or purged by a Warchanter who is witness to an Oath.

Plague

Kaurath is a heroic game populated by heroic characters, and players often go to extreme lengths in the game to accomplish a wide variety of heroic deeds. Sometimes, however, the realities of the real world intrude on the event and players cannot or should not participate in the game for out of game reasons. A player might not feel well, or might have pulled or twisted something, or might have succumbed to extreme hot or cold temperatures, or they might have to actually get sleep so they can drive a long distance home at the end of the event, or they may need to use the bathroom.

Characters can contract a special **Plague** at any time. This plague is a sickness that disables the character. It cannot be cured through any in game means. It is entirely up to you, the player, to determine when your character is suffering from this plague. In game this is a magical curse. Out of game this denotes that you cannot, for out of game reasons, participate in the game at that moment.

If you are sick, or cannot or should not participate in the game you should get some rest and tell people who are trying to interact with you in game that you are **Plagued**. This phrase indicates that although your character may be eager or even obligated to participate in some game event, they are physically and mentally incapable of doing so. This allows you to get the out of game rest or recovery time you need.

If you try to get someone to help with some task, and they tell you that they are Plagued, then in game you know they are debilitated and unable to adventure, fight, or even interact until the Plague has passed. If you encounter a character who is Plagued, respect that and don't try to talk or guilt them into participating in the game; instead give them time so they can recover.

Piercing

These are attacks or skills delivered that always affect the target. No defenses may be called to prevent these attacks or skills from taking effect, except rules which give a result of "Spirit" or "No Effect" Blocking with a shield will not protect a character from attacks or skills delivered with this trait. *Ex. You can not defend against this skill with any normal called defense: Elude, Guard, Shield, Resist, Parry, Avoid, or Reduce or Increase".*

There will never be a skill released in game that will stop this trait.

Possessed

You have been possessed by something else and are acting as if it was in charge of you. This is a role play focused trait and is normally gained and lost during roleplaying. The rules around it encourage consent based roleplaying of this sensitive area of play which our players requested be part of the game.

Spirit

This special trait is defined in the main Accelerant rules. A Spirit can not speak without a special skill use or plot permission. They can walk with their hands at their sides and eyes down. They do not interact and should try and avoid blocking doorways. They ignore all skill use not explicitly delivered "to Spirit".

Taxed

This is a trait that is gained from dying and going through the resurrection process. This trait need only be cured once, but the effects are cumulative each time it is inflicted. This will be tracked as "Taxed", then "Taxed 2", "Taxed 3" etc. This number is just for ease of tracking the penalty. Any skill or call that removes "Taxed" will remove any version of this trait.

Town

This is a trait that all player characters have.

Weapon

These are attacks that are always blockable with a shield. The shield will always protect a character from attacks or skills delivered with this trait. If a packet strikes your shield with no call or with a call ending "by Weapon" it has no effect and you should ignore it.

Domain Traits

These are traits associated with concepts the world of Kaurath is made of. These are undeniable concepts like gravity. Those that currently exist in the game are Animals, Crafts, Creation, Destruction, Harvest, Healing, Law, Light, Magic, Plants, Shadow, and War. Access to these traits may be granted through access to hidden headers or at plot discretion or if a skill allows access to them.

Communities

A community is a trait which a group of characters can be granted and are characterized by a three word tag such as "Heroes of Celtios". Specific Headers have the ability to create such a tag and to apply or remove it from a given character. Community traits, once granted, are active for the whole event but reset at the start of each event. One may hold more than one community trait. *Albie could be granted the We are Insects trait by the Warchanter of his band -- Its their name, as well as the Rescuer of Spirits trait by a different Warchanter who is leading the group trying to save all the captive spirits from the evil Ectomancer.*

Communities normally continue event to event but the need to reassert your active membership each event ensures everyone has a moment to focus on the goal of your community and any shared standards or principles.

If a header can create a Community it will have a specific skill which can be used to lead four specific ceremonies. There is also one action any member can choose at any time.

Create a new community

Because such tags must be globally unique they require Plot approval prior to an event and are entered into a portability database shared by cooperating plot teams.

Creating a new community inducts up to 10 characters present for the ceremony into the community in addition to the character that creates the community. They all gain the *CommunityName* as an Active Trait.

Induct a new member

This is a skill that adds one or more new characters to the community by granting them the [*CommunityName*] Trait; this trait is limited to 10 characters in addition to the character that creates the community total. They all gain the *CommunityName* as an Active Trait.

Remove a member

This ceremony allows you to remove a member from a community. By calling “Remove [*CommunityName*] to [*CharacterName*]” the person who created the community can remove a member from the community. Anyone who is removed from a community by the community creator can not join a community until the next event, though they may continue as a member of another current community.

Leaving a Community

Any member can choose to Purge the *CommunityName* trait from themselves voluntarily at any time but they may not join any Community again including rejoining the same one until the next event.

Chapter 3: Characters and Their Origins

Cultures

Each character has one of three cultures. Depending on your origin your culture will be more civilized, **Hearth**, more mobile, **Road**, sea/water faring, **Sailborne**, or survive away from the others, **Wild**.

Culture	CP	Effect	Cost
Hearth	0	Sustain 1 Extra Magic Item	-
Road	0	"Avoid" 1x per event.	-
Sailborne	0	Gain 4 random rare crafting ingredients per event.	-
Wild	0	"Disengage" 3x per event.	-

Hearth

You were raised in a village or city with many neighbors. Your life has been full of trade and barter of skill or time for food or goods.

Bonus -- Sustain 1 extra magic item between events.
Sustains a single item with any number of effects on it.

Road

You were raised on the road. Perhaps in a caravan, or a ship, or just travelling. You may have family and friends around or explore wherever your feet lead you. From facing a wide range of situations you know some tricks.

Bonus -- Gain "Avoid" once per event.

Sailborne

You were raised under the flapping of the sail cloth. Whether surfing the dunes of sand on a low skiff or the deep waters of the world's waters, you feel at home, the wind ever your guide.

Bonus -- Gain 4 random rare crafting ingredients at the start of each event.

Wild

You were raised in the wild, solo, or with a family or tribe. There was no village of houses around you nor a market to visit but you make up for this in survival instinct.

Bonus -- Gain "Disengage" three times per event.

Heritages

You must choose one of these at character creation. Paired with culture this defines what kind of person you are.

Header	Skill	CP	Effect	Cost
Elbaels	<i>Element</i> Alignment	0	Gain one bonus point of the Attribute you choose.	-
Gnome	Obsessed	0	"Purge [Effect] by Heritage". Death, Maim, Paralyze, Repel, Root, and Stun.	
Greenskins	Survivor	0	Gain one bonus point of Vitality	-
Humans	Resourceful	0	May sustain 1 additional item at the end of each event.	-
Lacuna	Abnormal Mind	0	"Reflect"	
Pacted	Compact	0	"With my pact, By my voice, Grant Extra Defense, Resist"	
Weirkin	Sturdy	0	Gain one bonus point of Armor	-

Elbaels

The Elbael are a long-living heritage tied to the primal elements of the world - fire, water, air, and earth. Those of light and shadow are not uncommon as well. Elbael are drawn to places of elemental power, for reasons even they cannot always explain. When asking a Fire Elbael, for example, why they were drawn to an active volcano during a time of crisis, they may just respond that "it felt right". Those more in tune with magic theory have mentioned, vaguely, something about ley line nexuses; there are rumours that the Elbael can detect them. Elbael have shadowed eyes that are ringed with the colour of their element (fire- red, earth- green, water- blue, and air- white, light- yellow, shadow- purple) and pointed ears.

Wild Elbael are drawn most typically to places of great primal power not established on an average map. Road Elbael travel along well-worn paths, carving roads to populated Elbael cities. These cities, home to Hearth Elbael, are rumoured to be located atop great places of primal power. One such city is simply known as Caldera, placed atop a large, sleeping volcano. Water Elbael can often be seen taking to the open seas, their children on these wanderings being Sailborne, learn to trade and locate goods.

Types: Fire (red), Water (blue), Earth (green), Air (white), Light (yellow), Shadow (purple)
 Makeup Req: visible eye markings in your element color (like this: <https://www.pinterest.com/pin/506514289312793918/>), elf ears

Bonus: Permanent pool increases by 1 in the base attribute pool of your choice. Does not count against pool totals when purchasing more points.

Gnomes

These genial folk often dwell underground and their primary Culture is Hearth. Most gnomes live in clans with a common focus and personality traits. Many of these clans make their homes in the mountains, but there are some clans, notably the Zvezdaria, who make their home elsewhere. They wear facial gems indicating some of those aspects, noted below.

The Zvezdaria clan, for example, study the stars and live amidst the peaks rather than below ground. Their facial gems are green, blue, and white.

It is said, however, that if a gnome decides to go against family tradition, that they are cast out from their ancestral homes. Therefore, pockets of banished gnomes do exist, working together to assure their mutual survival among the other heritages and cultures of the world.

An example of a banish-clan is the Unified Artisans Cooperative, operating from Greenborough Bend. They trade their goods along the rivers of that area.

Makeup Req: 3 face gems required. Each clan has a focus in a particular trade, and a personality associated with their face gems (like this: <https://www.pinterest.com/pin/500744052292213836/>). Families/clans specialize in different trades depending on the gems on their face. No two families/clans specialize in the same trade.

<u>Gem</u>	<u>Personality</u>
Red:	Familial, Loving, Passionate
Pink:	Kind, Open, Positivity
Orange:	Successful, Joyful, Cautious
Yellow:	Friendly, Innocent, Superstitious
Green:	Hopeful, Logical, Healthy
Blue:	Joyful, Harmonious, Peaceful
White:	Pure, Enduring, Zealous

Bonus: At the start of the event and when performing a Full Refresh of your Base Attributes you gain "Purge [Effect] by Heritage". Can be used on Death, Maim, Paralyze, Repel, Root, and Stun.

Greenskins

Goblins are a shamanistic people, with green tinted faces, and large ears. They live in small villages with yurts and other animal skin or mud structures. They form tight-knit Hearth communities with one person in each village held responsible for maintaining the village's knowledge, known as the Elder. The elder has many apprentices, one of which will assume the role of elder at any point should the elder fall ill or die. Goblins chant around fires and follow common superstitions in day to day life. To break an ill omen, it is said that you must carry salt and iron.

Orcs have grey tinted faces and tend to be scarred. They spend their lives on the road in search of battle and foes. They train regularly for battle, stopping only to replenish supplies. They leave their youngest and oldest in towns to grow food and train, using what strength they have to prepare the next army or keep the army going. They tend to fall under the Road and Hearth cultures, but there has been word of a retired Orc Captain who, grieving for the losses he caused, disappeared deep into the wilds and has not been heard of since. He was from the infamous Copper Legion.

Ogres have clear yellow tints to their skin tones mixed in with the contouring, Tusks or makeup tusks and tend towards wearing clothing made of plants, reeds, and animal skins. They spend their lives in the forest and other natural places. They hold a strong respect for the land around them, and despite their size and somewhat frightening appearance, hold to a life of minimal impact and burden to the land and creatures around them. They perform rituals to restore the land around them and help their people thrive in the environs around them, and always seek to right wrongs that outsiders have committed against nature. Ogres tend to favour the Wild, but they can be at home on the Road or in a quiet Hearth life, so long as they are surrounded by nature in some way.

Note: as with all makeup heritages you must ensure they can be recognized at a medium distance and there is no risk of mistaking them for a human with that real world skin tone or vice versa. When in doubt err on the side of politeness and inclusivity. Staff will work with you to craft a backstory that meets your needs and lets you use a safe makeup pattern.

There is a rumor that in the past, all greenskins looked the same, but most greenskins claim that tale comes from a traveler who did not recognize a birth defect when they met three green brothers. One was a goblin, one an orc, and one an ogre. All of them claimed to have the same mother and argued constantly about their father.

Types: Orcs (grey), Goblins (green), Ogres (yellow)

Makeup Req: green/grey/yellow skin dependent on choice. Contouring that evokes the feel of the skin tone may be acceptable. (Like this: <https://bit.ly/2qUN5Dr>, or this: <https://bit.ly/2KhMvsa>, <https://bit.ly/2ToTeVo>, <https://bit.ly/2KkbGuk>)

Bonus: Permanent 1 Vitality increase.

Humans

Willful and determined, humans are the most numerous of the heritages. They tend to be highly adaptable and creative and form communities, though they themselves vary within them. Their personality and disposition vary greatly, so it's a mixed bag on who you'll meet. The humans, like all the mortal heritages, are capable of great empathy and great cruelty.

A Human of the Wild can be a hermit, living apart from others, or of a clan that reveres natural things banding together in the wilds of the world. A Human of the Road could be a traveling musician or salesman, and find value in open sky and familiar (or not) paths. A Human of the Hearth often enjoys being surrounded by other people, in communities large or small, and doesn't take to traveling often. Sailborne humans may turn to piracy to accomplish their goals.

Makeup Req: None

Bonus: You may sustain 1 additional item at the end of each event.

Sustains a single item with any number of effects on it.

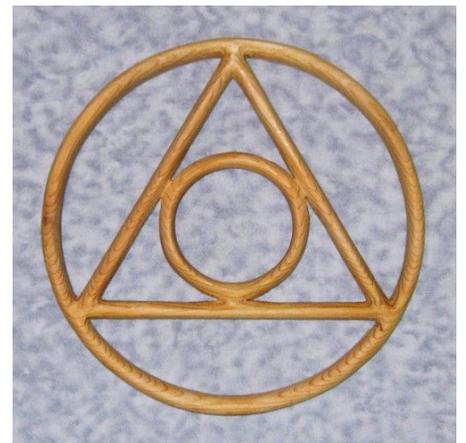
Lacuna

They say the first Lacuna was formed when a child wished so strongly for a playmate that their mind created a physical manifestation of their wish. All this manifestation wanted was to play; enjoyment was its singular focus. As the years turned and the child grew older, this manifestation stayed the same.

Lacuna do not often form communities, being very singularly-driven beings. They will, however, take on the culture that best suits their needs in achieving their goals. For example, there is a sea captain, a Sailborne, rumoured to be a Lacuna searching for the lost sword of the deity of War. That sword is rumoured to grant its wielder power over nature. This captain searches without cessation; who knows if the sword truly exists..?

A Lacuna is a strong thought given form. They can be a driving force for revenge against a particular person. They can be a never-ending quest for the magic of runes. Because of their one-track minds and singular focus, their ability to emote is limited by what they discover in the world around them. They have no memories of who they once were or, rather, whose thoughts they were. ((Author's Note: Playing a Lacuna is NOT an opportunity to play with mental illness. Please see "Safety and -isms", "Inclusivity", and "Code of Conduct" .))

Makeup Req: This alchemical symbol, visible. ----->



Bonus: Once per event “Reflect” any packet, missile, or melee attack.

Pacted

The Pacted are a mixed heritage that has been twisted by the great power within them. Power granted by beings whose motives are unknown. These powers, a conduit for greatness which all Pacted share, make them a unique heritage.

There are four types of Pact known- the Willful, the Paragon, the Guide, and the Burdened- and each of them have their own purpose in the pattern of the world. People of all heritages are drawn to or revile these Pacted, whose bond with higher powers makes them mysterious and has altered their forms from their original states. Some people are born Pacted and they appear across every other heritage, always looking the same. These pacts are not just linked in their lifetimes. A family member or creator, for example, could have made the pact with the power from which their strength is drawn. Or, more commonly, they could have made the Pact themselves and given up who they were and become one of the Pacted.

Sometimes becoming Pacted is hereditary and sometimes Pacted will bear children of their original heritage. In either case, they care for their children as any other would, acknowledging that their choices have had a lasting impact on the lives of everyone around them.

Pacted of the Willful have horns upon their brow, and some even have fur covered legs. Pacted of the Paragon have golden eyes and cheekbones and some even have wings. Pacted of the Guide have orange eyes and horns and some even have tails. Pacted of the Burdened are always life created from inanimate objects, but they always have a humanoid form to them.

The Pact of the Willful

The Pact of the Willful focuses primarily on the existence of free will, the pact made was to ensure themselves and others will not be subjugated by another’s will, whether that subjugation helps or hinders the one subjugated. One could find themselves as a champion for the enslaved and downtrodden, or the one who ends what little tie holds a person to sanity. They come from a culture that fears the mental subjugation of all free minds in the world. They move in small groups to keep from drawing attention to their work in freeing others. They are often self reliant in nature and have a strong leaning towards crafting, but they are also heavily focused on protecting their communal groups. Often, once they establish a home, they will set up their community with guards and watch and focus on ensuring none can entrap their minds. Their Pact makes horns grow from their head, a witness to their stubbornness and refusal to submit to the will of any being, both a warning, and a promise.

The Pact of the Paragon

The Pact of the Paragon focuses primarily on mastery of the self, the pact made was to be in service to others, whether others wish it or not. One could find themselves as a bastion against all evil, or creating opportunities for themselves through being the “best” at a chosen craft. They are very self-assured and motivated, always pushing themselves forward to achieve their goals, possibly even at the expense of others desires. Their Pact makes their form shimmer around the eyes in gold, and they may have iridescent wings, often causing others to stare at them in adoration and ignore the effects of what they do.

The Pact of the Guide

The Pact of the Guide focuses primarily on imposing their will on others, the pact made was to touch the world in a broad manner, sacrificing the self for the benefit of the many. A Guide may have made a pact in order to find a cure to save a village from a plague, or may be the only one who knows the cure. They focus on leading others by persuasion and example and seek to have a lasting legacy for the benefit of others. Their Pact makes their form glow orange or shrouded in black around the eyes, they grow horns on their heads, and they may have tails, often causing others to look away from them, and towards the work they do.

The Pact of the Burdened

The Pact of the Burdened is unique in that their creator’s will was imposed upon them to bring them to life. They could be constructs of wood, porcelain, iron, or stone, crafted with loving care. Many of these, when discovered to be living, have been abandoned, but others were specifically brought about by their masters and Burdened with intelligent thought. Their Pact makes their form appear as man-made constructions in the shape of their creators (dolls, armour, scarecrows, etc.).

Makeup Req:

Willful: Horns on head, no marks on face, may include fuzzy legs.

Paragon: Gold around eyes and cheekbones, may include wings.

Guide: Horns on head and orange or black around eyes and on cheekbones but not your whole face, may include a tail.

Burdened: Must look artificial (example- scarecrow, living armour, bone golem).

Bonus: Once per event “With my pact, By my voice, Grant Extra Defense, Resist”

Weirkin

Weirkin, over all, are plants or animals uplifted to a state of intelligent thought. They have anthropomorphic features that become more prominent after dark, unique to one another and by subspecies. They are a hardy people, and living in this naturalistic way has given the Weirkin tougher skin, strong enough to protect them in dire need. Their strength is also greater than their former selves', a product of their harsh upbringing in the wilds. Rumor is that Weirkin used to be the animals and plants they look similar to before something uplifted them and made them like the other heritages.

Some plant Weirkin, such as the Banyan Weirkin, live together in swampy woods, clustered together and living life off the land; these Banyans live as a Wild culture, avoiding building homes. Others run through the plains chasing food and seasons, like the Zebra Weirkin of the Humming Reeds; they are similar to those of the Road, migrating and moving about over establishing a single home. Others still live in cities with other Weirkin taking advantage of each others' particular skills to live the best life they can, often to great prosperity or, at the least, joy. These Weirkin of the Hearth find great company in one another and their neighbors. An example of Sailborne Weirkin is found in the crew of the Serrated Dreadnaught- a group of shark and manta weirkin have taken to piracy, knowing the waters better than anyone.

Makeup Req: Day: minor flora/fauna features. Night: full flora/fauna features.
Bonus: Permanent 1 Armor increase.

Importing Previous Characters

Existing characters either from Kaurath or places linked to it in the past or visitors from other worlds who play our game will find their bodies adjusting to the power and magics of the new world. Similarly their items of power and any exotic pieces of equipment they are carrying may be affected by the new world.

The process of conversion is discussed in more detail in the companion document on **Importing Existing Characters**.

Remember you always have the choice to keep your existing character on hold and play a new character while getting a feel for the world, then attempt the conversion, possibly with the bonus of points earned but saved, not spent, by the new character.

Chapter 3b: Homelands

The **High Kingdom of Kaurath** is a royal union of twelve realms including the original Kingdom of Kaurath and has spent half its millennium of existence fighting a (sort of civil) war with the undead Kingdom of the Barrowheart, which was born in curse and misunderstanding (and the hidden hand of the ancient enemy Zoradieth). That war is over, the ancient curse that caused it now abated, though the consequences and ill feelings of five centuries linger. In a great ritual Kaurath fled an unstoppable enemy across the multiverse to a new home on a new world, Erúmír. The flux of the magics involved changed people, the land itself, and the way magic worked.

The High Kingdom is divided into five Royal Provinces. Within each province knights of the realm deal with problems and magistrates administer justice and handle many simple mundane matters. Each province has a chief knight, called the Skald, who works with the Royal Peer, handles issues for Humans in that province, and acts as liaison with the other kingdoms in the province and with the Guilds and the Viisas Talos (Houses of the Wise)

Kaurath, while used as the name for the entire region, is most properly the human monarchy, which holds the High Kingship among the Twelve Kingdoms. Humans are found everywhere in the twelve kingdoms and the Barrowheart but are rare in the Plains of Morathel. They may have any Culture but Hearth is most common in settled areas.

Innos Halal, an elven kingdom in central Haltia east of the Lake, is ruled by the Haran Quinar and Harani Ruthiel. It is heavily forested, ancient, and rich in lore and skill. Its people are mostly Earth Elbaels and Forestfolks (human heritage).

The **Gythai** are a reptilian **Magocracy** in the south of Haltia, ruled by the Kawei and a council of clan leaders. It is mostly water and swampland with dry land reserved for purposes that require it, such as trade and libraries. They engage in aquaculture of all sorts and trade up and down the river. They are mostly Hearth but trader culture is often present.

Seannaught in the north (Western Kasember near the Lake) and **Briars Hollow** (Southern Kasember along the river) in the south are similar agrarian realms of Hillfolk and Riverfolk. They are human with hearth and sailborne cultures common. Formerly a unique heritage of slightly shorter stature they are still more often marked by unibrows, mutton chops, and hair on the backs of hands and feet, but are now part of the melange that is human. The realms are ruled by the Grand Foreman or Grand Sheriff, respectively, who are elected for a seven-year term by the constituent regions of the realms. The Major merchant houses are based in these realms so most script is issued against deposits of gold and silver in their banks. The realms are also known for their beer and pies.

The **Vaeltaa** are a people who are often found traveling along the roads and rivers throughout Kaurath. Because a single voice was required to speak with the High King in council during the Barrowheart War they have chosen a leader as King of the Vaeltaa to coordinate the clans. That may change now that the long war is over. They are respected for their prowess and efficiency and often supply members of the royal guard. Most have a Human heritage with a Road culture.

The **Vorlonal** are a union of tribes who have established a kingdom with a fixed capital and a unified rule. They live, herd, and farm in Harcos to the east of the Dragonspine Mountains but as part of the High Kingdom they provided a strong backbone of the army fighting the Barrowheart during much of the 500-year long war. They are known to clash with the **Vanastagg**, the totemic and nomadic tribes, who view settlements as a betrayal of their way of life and tribe's spirit and emblem. Most have a Human heritage with a Town (Vorlonal) or Wild (Vanastagg) culture. Some became Weirkin of a form that matched the tribe's traditional emblem.

The **Razioch** are the Orcs native to Kaurath. They have a martial culture after 500 years of war with the Barrowheart and its minions and continually fighting with the monsters that used to spawn in the Plains of Morathel. They are deeply tied to the land of Kaurath and take pride in being its defenders both in the past and

recently (since Bulzaric won their allegiance for the kingdom while he was a Prince.) They have a Greenskin heritage with various cultures, mostly Hearth.

The **Ograth** are the Ogres native to Kaurath and occupy the forests in the south and south west of Kaurath. They have a somewhat mystical culture, which might have been peaceful save for constant conflicts with the Troll Masters of the Dubhember Peaks and the Razioch. They have a Greenskin heritage with various cultures, mostly Wild and Road.

The newly peaceful **Barrowheart** occupies a large area to the west of **Haltia** through and past the mountains as was recently “conquered” despite being an ally to become the 10th kingdom. They are a mixture of Human and Weirkin and other Heritages, their common factor is that they are or were undead or related groups. Most were a hearth culture during the war although things are changing now that pressure has ended and they have joined the High Kingdom.

The new realms, **Malmiheim** (beneath **Kasember**) and **Āmurs Akmens** (beneath **Haltia**) were formed by those (mostly Clan Iron and Clan Copper respectively) fleeing unrest in Kulta Kerros, actively digging tunnels, and asserting sovereignty by the ancient law of their folks over those diggings. They swore fealty to the High King and joined the High Kingdom as the 11th and 12th kingdoms. Many are now Gnomes and the rest Mountainfolks (humans) and Hearth is the normal culture.

Provinces

The province of **Haltia** lies in the west of the High Kingdom between the two great rivers flowing from the Lake of Ice and from the Dragonspine Mountains. It is heavily forested and produces a wide range of timber, wood products, fruits and vegetables. The current capital, **Kaurath City**, lies within its borders just down the Royal Road from the Gatetown of **Celtios** where many Gathers have taken place. It is the province with the longest border with the Barrowheart. Much of the Royal Road, and the Gatetowns spaced all along it, which saw combat in the war, lie in Haltia on the border or separated from it by Lake Haltia and its associated river.

The province of **Kasember** lies north and west of the Dragonspine Mountains and the river connecting them to Haltia. It is primarily plains and a source of much of the grain that can be forced from the rock soil of Kaurath. Its large size permits it to support the same population as the denser but richer lands of Haltia. The plains (and forests) of **Rensvarvas** lies to the north and west and the ‘Eastern’ mountains mark the north east edge of Kasember. Passes have been discovered leading to new lands north.

The province of **Harcos** lies east of the Dragonspine Mountains. It is primarily plains and a major source of meat as much of the land is occupied by herding barbarian tribes. The rich grasslands support numerous clans of Barbarian’s, many of which are part of the Vorlonal Kingdom, as well as towns and trading posts. The only city Vahnakard is the capital of Vorlonal. The **Keskaur forest** is home to a closed foreign kingdom of elves. It lies against the Kalivan Mountains and marks the eastern border of the 12 Kingdoms.

The province of The **Plains of Morathel** lies south of the Dragonspine Mountains. It was infested with monsters and echoes of the past and dangers. Repeated attempts to colonize or improve it failed. It was a source of rare herbs, exotic plants, strange beasts, and all sorts of dark and dangerous things. Anything that died there rose again as undead for a time. This is where one can find most of the Razioch and the Ograth. Since the great ritual the lands there have been returning to their ancient verdant profusions.

Nearby Realms

South of the Plains one finds the Southern Waste. Most of Kaurath’s external trade used to flow south down the Royal Road to the South end, the great fortified gate called the Etelamuuri, and across the Southern Wastes to the kingdoms there. Now what lies beyond the wastes is unknown.

Other realms are known to lie beyond the mighty mountains to the north east and west but there were few passes and little trade there. We now know of two, the **Beyzor Imperium** and the mysterious **Ascendancy**, but have seen hints there may be more beyond.

There are many unincorporated barbarian tribes throughout **Kaurath**, especially in the north and east. Most are reasonable if fierce. Some are ferocious beyond measure.

The elven kingdom of the **Keskaurani** lies in the Keskaur Forest against the **Kalivan Mountains** in the east. They are Elbaels of many flavors and Hearth and Wild cultures. Those who enter their lands uninvited are not normally seen again.

The mysterious **Dubhember** reside under the **Dubhember Peaks** and had been rarely seen or at least noticed even before the effort to exterminate them at the end of the war against Zoradieth and those to rescue them from extermination. They now appeared as Shadow Elbael with a Hearth Culture but much of their society remains closed to outsiders.

Two independent kingdoms are found to the north and south of the Barrowheart, **Kulta Kerros** and **Eltor Szakal** respectively. Many of these became Gnomes during the move to Erúmír, most of the rest became Mountainfolk (Human heritage known for elaborate beards) and almost all are Hearth culture.

There are also a fair number of the unaffiliated **Ahkerá** (who were the same people) working individually throughout the High Kingdom. They are more likely to be Road culture or to have adopted the local ways.

North of Kasember are Pacted and the nomadic Ferrishyn of the land of **Rensvarvas**. They have been wracked by war for several years.

The mountain borders and the central Dragonspine Mountains are lightly populated, and the locals do not necessarily give allegiance to the High Kingdom in any useful sense.

Small groups of other people have migrated to Kaurath (such as the underground town of Webspire who seem to be Shadow Elbael with a Hearth culture) but the details of how they survived the transitions are often not yet well known.

Chapter 4: Headers

Base Headers

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

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

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

Berserker

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

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

Too Light	3	"Double Grant Guard to Self"	AA
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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 - "4 Damage and Disarm" for 1 melee or missile attack.

This skill costs 2 Threat.

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

This skill costs 3 Threat.

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

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

Manic Will - "Resist Stun"

This skill costs 3 Aegis.

Natural Armor -

Prerequisite: Heavy Armor.

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

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

This skill costs 1 Aegis.

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

This skill costs 2 Aegis.

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

This skill costs 3 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

Thick Skin - You gain an additional point of vitality.

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

This skill costs 1 Aegis.

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

This skill costs 2 Aegis.

Crafter

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

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

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

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

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

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

You may make inexpensive recipes that sustain armor.

You can carry one extra ingredient per level purchased.

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

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

Armor Refit - "Repair All Armor"

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

Crafter's Pride - "Resist Destroy"

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

Fixer - Touch 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"

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

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

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

You can carry one extra ingredient per level purchased.

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

Quick Armor Upgrade - "Grant Protection"

This skill costs 1 Aegis.

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

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

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

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

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

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

You can carry one extra ingredient per level purchased.

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

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

This skill costs 3 Threat.

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

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

You may make inexpensive recipes that sustain weapons.

You can carry one extra ingredient per level purchased.

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

Mage

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

Skill	CP	Effect	Cost
Acolyte's Boon	2	"Grant Shield"	AA
Bolt Storm	1	10x uncalled missile attacks. Rest to refresh.	T
Consultation	1	Info Skill.	-
Fly Fools!	2	"Repel by Presence"	TT
Mage Armor	1	Light armor without wearing an armor rep.	-
Magic Missile	2	3x "2 Damage by Magic"	TT
Primary School	1	Choose a school of magic	-
Primary Specialization 1-10	3	Additional Trait to primary spell school.	-
Primary School Apprentice	2	6 spells from 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. To make these uncalled packet attacks, the character must be holding their focus unencumbered in their other hand so that it is visible to the target. Call "Imbue to Self" to indicate activating this skill. A sound should be made for each thrown packet to help indicate the effect to the target. Your focus acts as a launcher, which acts similar to a bow, that if struck, you must spend 3 seconds of activity to refocus before using it again. You may move while this skill is active. This skill may be refreshed without spending additional attributes by the character spending a Short Rest focusing on their spellcasting focus. Then they can repeat the uncalled missile attacks. They may keep doing this as long as no other skill is used.

Changing between modifications of bolt storm does not reset your pool count like a short rest, if you spent some of the pool and 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, bheritager, wand, book, rod, staff, weapon, shield, armor, or a symbol you hold in your hand which represents your spell school, A Necromancer might use a skull, an Augmenter might use a piece of flesh, and an Invoker might use an image of flames.

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

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

Augmenter:

Traits: Aging, Blood, Disease, Thorns

Gain Spell: Augmented Health

Invoker:

Traits: Fire, Earth, Storm, Ice

Gain Spell: Elemental Maelstrom

Necromancer:

Traits: Awe, Fear, Inspiration, Madness

Gain Spell: Wrath of Ancestors

Secondary Specialization 1-10 -

Prerequisite: Secondary School

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

Augmenter:

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

Invoker:

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

Necromancer:

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

Secondary School Apprentice -

Prerequisite: Secondary School

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

This skill cost varies with the spell cast.

Secondary Adept 1-13 -

Prerequisite: Secondary School Apprentice

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

This skill cost varies with the spell cast.

Secondary Master 1-3 -

Prerequisite: Secondary School Adept

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

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

This skill cost varies with the spell cast.

Scribe Scroll 1 -

Prerequisite: Primary School Apprentice

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

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

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

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

You can carry one extra ingredient.

Scribe Scroll 2 -

Prerequisite: Primary School Apprentice

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

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

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

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

You can carry one extra ingredient per level purchased.

Scribe Scroll 3 -

Prerequisite: Primary School Apprentice

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

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

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

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

You can carry one extra ingredient per level purchased.

Sorcerer Supreme -

Prerequisite: Primary Master or Secondary Master

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

Determination cannot be used in place of Clarity.

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

Rogue

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

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

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

This skill costs 3 Threat.

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

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

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

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

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

This skill costs 3 Aegis.

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

Graceful Step - "Avoid".

This skill costs 3 Aegis.

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

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

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

This skill costs 3 Threat.

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

This skill costs 1 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

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

You can carry one extra ingredient per level purchased.

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

This skill costs 1 Threat.

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

This skill costs 3 Threat.

Warchanter

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

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

*** Performance required.

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

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

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 - "Avoid"

This skill costs 3 Aegis.

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

This costs 2 Aegis.

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

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

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

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

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

Stand Strong - "Cure Weakness"

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

Warrior

We are Warriors. We have prepared to fight against enemies and defend others in many situations. We are skilled with the weapons we wield and reading the movements of anything that threatens us. We fight with 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	"2 Damage and Disarm"	T
Don't Stop Me Now!	1	"Cure Root"	AA
Endurance	3	+1 Vitality	-
Hammer Strike	2	"Slam"	TT
Laceration	1	"3 Damage"	T
Onslaught	2	3x "2 Damage"	TT
Quickened Refit	2	"Repair All Armor to Self"	A
Ringing Blow	1	"Agony"	T
Riposte	2	"Reduce to 1 damage and Reflect"	- / C
Stumble	1	"Root"	T
Sword Breaker	2	"Destroy", weapon, shield, armor, or form	TT
Warden's Hand	2	"Grant Guard"	AA
Warriors Defense	1	"Parry"	AAA

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

Big Damned Hero - "Disengage"

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

Endurance - You gain an additional point of vitality.

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

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

This skill costs 2 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

Riposte - "Reduce to 1 Damage and Reflect" to any single 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".

This skill costs 3 Aegis.

Open Skills

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

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

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

Skill	CP	Effect
Bow and Blade	2	May wield a short sword and bow to block without taking damage. Short sword must be sheathed to fire the bow.
Bow and Blade Master	2	May hold 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 allows you to gather ingredients from other sources.

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

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

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

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

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

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

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

Skilled [Profession]

Prerequisite: Experienced [Profession].

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

Master [Profession]

Prerequisite: Skilled [Profession].

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

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

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

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

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

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

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

Medium Armor

Prerequisite: Light Armor.

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

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

Heavy Armor

Prerequisite: Medium Armor.

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

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

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

This skill is free.

Shield

Prerequisite: Buckler.

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

Tower Shield

Prerequisite: Buckler.

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

Bow and Blade

Prerequisite: Ranged Weapon.

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

Bow and Blade Master

Prerequisite: Bow and Blade.

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

Companion Spirit

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

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

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

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

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

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

Prestige Headers

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

All Prestige Headers cost 5 CP.

Apothecary

Prerequisite: Rogue and Crafter Headers.

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

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

Alchemist 4-6 -

Prerequisite: Alchemist 3

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

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

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

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

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

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

You can carry one extra ingredient per level purchased.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat.

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

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

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

This skill costs 1 Threat.

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

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

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

This skill costs 1 Threat.

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

Argent

Prerequisite: Rogue and Warchanter Headers.

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

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

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

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

This skill costs 1 Aegis.

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

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

This skill costs 1 Threat.

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

This skill costs 3 Threat.

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

This skill costs 1 Threat.

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

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

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

This skill costs 1 Clarity.

Bloodrager

Prerequisite: Berserker and Warrior Headers.

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

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

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

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

Defensive Posture - "Cure Root and Grant Parry"

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat.

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

This skill costs 1 Clarity.

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

This skill costs 1 Threat.

Composer

Prerequisite: Warchanter and Crafter Headers.

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

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

* This cost varies

*** **Performance** required.

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

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

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

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

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

This skill costs 3 Aegis.

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

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

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

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

This skill costs 2 Aegis.

Enchanter

Prerequisite: Mage and Crafter Headers.

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

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

* This skill cost varies.

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

This skill costs 1 Clarity.

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

Per Event = S

Per Day = E

Per Long Rest = R

Per Rest = U
Single Use = C

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

This skill costs 1 Threat.

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

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

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

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

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

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

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

You may make Rune Projectors.

You can carry one extra ingredient per level purchased.

Shaper 4-6

Prerequisite: Shaper 3

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

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

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

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

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

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

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

You can carry one extra ingredient per level purchased.

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

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

Forte

Prerequisite: Berserker and Warchanter Headers.

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

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

*** **Performance** required.

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

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

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

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

This skill costs 2 Threat.

Primal Terror - "By My Voice Short Root"

This skill costs 1 Threat.

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

This skill costs 3 Threat.

Fury

Prerequisite: Berserker and Rogue Headers.

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

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

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

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

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

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

This skill costs 1 Clarity

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

This skill costs 3 Threat.

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

This skill costs 2 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 1 Aegis.

Quiet Rage - "Silence and Frenzy"

This skill costs 2 Threat.

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

Hammerfall

Prerequisite: Warrior and Crafter Headers.

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

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

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

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

This skill costs 1 Aegis.

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

This skill costs 3 Aegis.

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

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

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

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

This skill costs 1 Threat.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat

Rageshaper

Prerequisite: Berserker and Crafter Headers.

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

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

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

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

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

This skill costs 1 Aegis.

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

This skill costs 2 Aegis.

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

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

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

This skill costs 1 Aegis.

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

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

This skill costs 1 Aegis.

Rampager

Prerequisite: Berserker and Mage Headers.

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

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

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

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

This skill costs 2 Aegis.

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

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

This skill costs 1 Threat.

Regain Focus -

Prerequisite: Sorcerer Supreme.

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

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

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

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

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

Singular Focus - "Elude Mental and Frenzy to Self"

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

Shadow Hexer

Prerequisite: Rogue and Mage Headers.

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

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

* This skill cost varies.

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

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

This skill costs 1 Threat.

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

This skill costs 1 Clarity

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

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

This skill costs 2 Threat.

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

This skill costs 1 Threat.

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

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

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

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

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

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

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

This skill costs 1 Aegis.

Strengthened Magic 1

Prerequisite: Sorcerer Supreme.

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

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

Skald

Prerequisite: War Chanter and Warrior Header

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

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

* This skill cost varies

*** **Performance** required.

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

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

This skill costs 3 Aegis.

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

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

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

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

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

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

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

Spelldancer

Prerequisite: Mage and War Chanter Headers.

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

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

* This skill cost varies

** Cost of 1C or 5D

*** **Performance** required.

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

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

This skill cost varies.

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

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

This skill cost varies.

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

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

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

This skill costs 3 Aegis.

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

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

This skill costs 3 Threat.

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

This skill costs 3 Aegis.

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

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

Willful Performance -

Prerequisite: Sorcerer Supreme.

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

Spellsword

Prerequisite: Warrior and Mage Headers.

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

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

* This skill cost varies

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

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

This skill costs 2 Aegis.

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

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

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

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

This skill costs 3 Threat.

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

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

Swashbuckler

Prerequisite: Rogue and Warrior Headers.

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

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

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

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

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

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

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

This skill costs 1 Threat.

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 the 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 no 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 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 - "Cure Death to Self and Heal All to Self", this can be used on yourself. Can be used even 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 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 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 this skill once per long rest.

This skill has no 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 no 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 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. These 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 aid 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 Ulf 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 assume 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 spend 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 effects 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 equipment 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 be used 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 - "Cure Death to Self and Grant 3 Damage to Self". This can be used only on yourself but it can be used 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 members 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 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 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 weapon 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
Exorcise Self	1	You can call " Reduce Inflict Possession to Drain Mentalist "	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	"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 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 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 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 "10 Damage by Will".

Prerequisite: Mental Assault.

This skill costs 1 Clarity.

Shred Spirit - You may call "10 Damage to 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 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 character's 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 a 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 can 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 and animate as best it can.

Chapter 6: Crafting

Items

There are a variety of mundane items in the game world that may be used as one might expect without magic or a special skill.

Crafted Items

If an item is produced by a crafting skill from ingredients using a basic recipe it is called a Crafted Item. Such items normally have a single one time effect and will expire by the start of the next event you attend. A character must have a suitable representation for such an item and may equip up to three such items at a time. Simple items that have no called game effect will not expire. For example, a cold iron hammer will continue to exist from event to event without being sustained. To represent

Similarly some recipes may permit combining previously crafted items to make more powerful items. For example,

Ted the Crafter has made a dose of Armor Polish but can use a more advanced recipe to combine their Common Armor Polish with Robin's Empowerment Potion to make Greater Armor Polish before using it on the Sword of Om.

Changing the items you have equipped can only take place during a Long Rest in an Active Sanctuary. This prevents swapping in additional single use items during combat unless some skill allows you to violate this rule.

Sustainable Items

Rarer among crafted items are those that provide access to additional game effects more than once. Such items are called Sustainable Items and unless they are Sustained, expire after 1-4 events, as indicated on the item. Any item with a duration in events is Sustainable unless otherwise marked.

A character can equip at most three sustainable items at a given time. Changing what sustainable item you have equipped takes a Long Rest in an Active Sanctuary. This prevents swapping in additional items during a combat or a short scenario unless some skill explicitly allows you to do so.

Sustainable magic items can remain active for an additional event as long as a Sustain and the appropriate crafted item is used per item effect each event.

Crafting Items used to Sustain items

Sustaining a magical item requires either the use of an Shaper Sustain Item skill or the combination of your personal, racial, or cultural ability to Sustain one item per event with a suitable crafted item produced by a Crafting skill (be it home-made or acquired from someone else) appropriate to the magic item's form unless the skill states otherwise.

- Weapons require the sharpening/weight stone from a Tinkerer,
- Armor requiring armor polish from an Alchemist,
- Other metallic or stone goods require the light of power formed by an Shaper,
- Soft-goods and natural products requiring a conditioner created by a Potion maker,
- Runic Symbols need to be re-inked, etc..

There may be ways to Sustain these items longer than a single event through various means not yet common knowledge.

Example

To extend an item requires one Sustain for each effect they contain.

A Sword that grants two uses of "Heal 2" per event would require two Sustain to keep it active after its initial expiration is reached as well as 2 Weapon Preservation Oils made by an Alchemist.

All the effects in an item must be sustained to avoid the item breaking down when its lifetime ends, although not all sustains need to happen at once.

Enhancing Items

Crafting skills and Ingredients can be used to enhance existing items with the right Recipe. Existing items may be merged using the correct Crafting skills and Recipes to have new effects.

Rule changes

If an item is no longer legal after any rules adjustment, as long it's effects are valid they will normally last until its current expiration or one year from the rules change whichever comes first. After that the item becomes inert and can no longer be used. It breaks down into Ingredients for Crafting or Ritual Magic at the next opportunity but never later than the start of the following attended event.

Workshops

Workshops (sometimes styled as laboratories or other similar names) are a physical representation for collections of gear which a crafter needs to produce something from raw

ingredients. They are best established in a sanctuary since that lets us all ignore any attribute expenditure for the crafting work. They have a number of attributes such as an ability to store as many live ingredients as necessary just like a storage chest. They may be shared with any other appropriate crafters by mutual agreement.

Ingredients

Ingredients lose potency for use at the start of the next event a character attends. A crafter can sustain one Ingredient per level of skill they have in the appropriate style of crafting at the same cost as sustaining a Magic Item effect for one event.

Phi the Crafter knows Shaping 2 and has 6 Exotic Shaping items and wishes to keep them for use in a project on Saturday of the upcoming event. Phil uses one of their Sustains (from their Shaping skills) and spends a Shaping based Sustain item to preserve two of these Shaping Ingredients. They discard any other leftover ingredients at the start of the event but can keep these two until the start of the following event if needed.

To produce an item, the Crafter must discover the ingredient on the site, and roleplay the act of harvesting the ingredient for at least 30 seconds without being interrupted. Harvesting ingredients from monsters takes as long as a normal search after calling out "Search for Ingredients". Once they have finished their roleplay, they should pick up an object to represent the harvest, and they may punch an index card with the ingredient punch. When collecting ingredients from monsters you will be handed a punched card indicating the ingredient. Recipes need not be collected in order.

Once all the ingredients for a recipe are collected, the Crafter must spend at least 3 minutes roleplaying at their workshop creating the item, uninterrupted by damage or other skill use. Once the item is complete, the Crafter must write the produced effect on the recipe card. They may keep that item for themselves, or they may give it to other adventurers. A suitable representation for the item is required and the card provides the in game instructions for how it is interpreted and used.

There is no limit to the number of crafted items you may carry, but only 3 may be equipped during a long rest.

Each recipe lists the specific types and in some cases exact Ingredient needed but as a general rule the Ingredient requirements are:

<u>Item</u>	<u>Ingredients</u>
mundane	1
Basic	2

Intermediate	3
Advanced	Combination of basic, and/or intermediate recipes
Masterwork	Combination of intermediate and/or advanced recipes

A skilled crafter can usually substitute a more rare ingredient for a more common one if the common ingredient is not available.

Cooperation

Crafting Advanced or Masterwork items requires two and three Crafters working together to complete the item. The item still takes 5 minutes to craft, but requires all crafters to work together. Each crafter must roleplay working together for some of the at least 3 minutes but they may also work on a different item while working with other crafters.

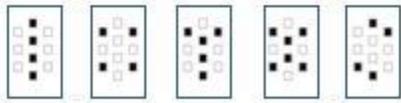
If a Shaper uses their skill, they may double the output of another Crafter aiding in the item creation.

Gathering Ingredients

Ingredients will be available at random times depending on their rarity. Events will be divided into time blocks. For example we might divide a full weekend event into 5 time blocks. During these time blocks different mixes of ingredients will be available. The mix of ingredients per time block will vary from event to event. Ingredients will be presented by a colored flag in a resource area with a punch attached to it. Punch an index card after completing your search. The punch cannot be taken from the area. The ingredient type is not an indication of the exact ingredient, but instead a representation of its rarity and potency. For example, a common mineral ingredient could be mica, or quartz, but would use the same punch, but less common minerals like gold or silver would use a different punch from common minerals, but both be rare ingredients. The table below shows how many time blocks each type of ingredient should be available. Thus for example there will be two periods when Exotic Alchemy Ingredients are available, and two when Exotic Potions Ingredients, and two when Exotic Shaping ingredients, and two for Exotic Tinker ingredients. Any of these may be different periods and most probably will be.

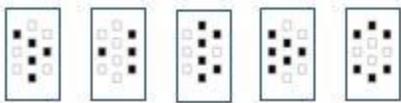
<u>Rarity</u>	<u>Time Blocks Available of Five</u>
Common	5
Uncommon	4
Rare	3
Exotic	2
Special	1

Alchemy Ingredients



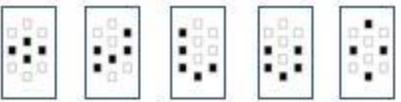
C U R E S

Potion Ingredients



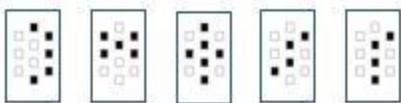
C U R E S

Shaping Ingredients



C U R E S

Tinkering/Rune Projector Ingredients



C U R E S

Storage

All characters may carry 6 ingredients on their person without risking damage to the ingredients. If they have a skill to harvest ingredients they may harvest them from collection sites.

Additionally characters may store ingredients in setting appropriate containers in a stationary location (like a chest or a box in their cabins or tavern). Carrying more than 6 ingredients for more than 5 minutes will cause the ingredients to react to each other and break down, making them unusable.

In addition, for each purchase of a crafting skill a Crafter may carry one extra ingredient and may hold ingredients at their workshop as if it were an appropriate container and may work on one recipe in their hands. Meaning for 1 purchase of the Alchemist skill, you can carry 7 ingredients while out and about, you can make 1 recipe, and store ingredients at your workshop.

Recipes

Items will be made using recipes available in your recipe book. Some recipes will be listed here. Others will be added here as they are discovered over the course of play or discovered by players (as the Undead Alchemy was) and added to their recipe books.

Alchemist

Item	Recipe	Recipe Name	Description and Call
+m	C	Armor Polish	For sustaining Armor
+m	C	Purify Water	Create <i>Pure Water</i>
+m	C	Ink	Common Quill Ink. Also used in tattoos.
+m	U	Scroll Ink	Ink sufficient for 3 scroll inscriptions.
+m	U	Runic Ink	3 doses of ink by Advanced Runic Inscription skills
+m	R	Alcohol	For those that want to be a little tipsy. "Grant Intoxicated". Anyone can resist its effects if they want at any time including immediately. "Purge Intoxicated".
m	E	Red Juice	"Agony". Can mix in drinks. Extract of Poisonous plant
m	E	Blue Juice	"Short Silence. Can mix in drinks. Extract of Poisonous plant
+m	S	Specialty Liquor	For those that want to be as drunk as possible. "Grant Intoxicated". Anyone can resist its effects if they want at any time including immediately. "Purge Intoxicated".
B	CC	Slow Oil	"Short Slow by Poison"
B	CU	Root Gum	"Short Root by Poison"
B	UR	Harm Undead Acid	"3 Damage to Undead". An emulsion of acid and iron filings.
B	CR	Frenzy Oil	"Short Frenzy by Poison". An angry looking mixture.
B	CE	Garlic Oil	"3 Damage to Vampire". You can almost smell it through the bottle.
B	UU	Stinging Venom	"2 Damage by Poison". Hey, don't do that.
I	UUE	Saraya's Destroy Undead Acid	"Double 4 Damage to Undead". A pungent emulsion of acid and iron filings.
I	CCC	Molotov	"2 Damage by Fire". That didn't sit in the still long enough.
I	CCU	Agony Oil	"Agony by Poison". My skin is on fire!
I	CUU	Weakness Oil	"Short Weakness by Poison". Does anyone else feel faint?
I	UUR	Drain Oil	"Short Drain by Poison". It's just so slimy. I don't want to lift my arms.
I	URR	Saraya's Trap Undead Acid	"3 Damage and Paralyze to Undead". A pungent emulsion of acid and iron weights.
I	UUU	Scalding Venom	"2 Damage by Poison" for 2 swings on a weapon or "Double 2 Damage by Poison". This is starting to hurt.

A	CCC+CC	Large Molotov	"Double 4 Damage by Fire". Don't strike a spark!
A	UUR+CC	Stun Oil	"Short Stun by Poison ". A smell only a skunk could love.
A	UUU+UUU	Scorching Venom	"2 Damage by Poison" for 3 swings on a weapon or "Triple 2 Damage by Poison". Ouch!!!!
A	CER + CC	Fermented Garlic Oil	"3 Damage and Stun to Vampire". There's no denying it. The Garlic is in there.
M	[UUU+UUU] +UUU	Blazing Venom	"2 Damage by Poison" for 4 swings on a weapon or "Triple 3 Damage by Poison". Kill please!!!!
M	[CCC+CC] +[UUU]	Fire Bomb	"Short Agony by Fire and Agony to Self". There is always splash back. (Large Molotov+Weakness Oil)

+Does not require attunement to use

Potion Brewer

Item	Recipe	Recipe Name	Description and Call
+m	C	Conditioner	For sustaining cloth and natural items except armor.
+m	C	Hearty Soup	Create a <i>Nutritious Soup</i> from random organ meats
+m	C	Parchment	Suitable Material for Inscribing 3 Scrolls or creating a single ritual or recording events.
+m	C	Glowing Potion	Creates a liquid that glows. Strong enough to act as a light source.
+m	U	Pain Killers	Cannot Cure Long or Short Agony. Relieves general pain.
+m	U	Skin Lotion	3 does. Used by Advanced Runic Inscription skills
+m	R	Cold Compress	Relieves deep aches.
+m	E	Sunrise Potion	"Purge Intoxicated" Can always be Resisted.
+m	S	Burn Cream	Reduce damage from burns if applied immediately. Including sun burns.
m	C	Red Extract	"Heal 1 and Short Frenzy by Medicine"
m	R	Superficial Healing	"Heal 1 by Medicine"
m	U	Band Aid	"Stabilize by Medicine"
B	UU	Healing	"Heal 2 by Medicine"
B	CR	Cleansing Regime	"Cure Poison by Medicine and Short Stun"
I	CUR	Sleep	"Drain to Self" Mickey Finn
I	UUU	Major Healing	"Heal 4 by Medicine"
I	CUU	Stimulant	"Cure Weakness by Medicine"
I	CCC	Caffeine	"Cure Silence by Medicine"
I	CCU	Tranquilizer	"Cure Agony by Medicine"
I	UUR	Heat Pack	"Cure Ice by Medicine"
I	URR	Gammora	"Cure Disease by Medicine"
I	URR	Extract of Youth	"Cure Aging by Medicine"
I	UUR	Ice Pack	"Cure Fire by Medicine"
I	UUR	Lithium	"Cure Madness by Medicine"
I	URE	Adrenaline	"Cure Stun by Medicine"
A	UUU+CUR	5 Hours of Fun	"Purge Drain to Self"

M	[UUU+CUR] +UUU	Greater Healing	"Heal All by Medicine" (Major Healing and 5 Hours of Fun)
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+Does not require attunement to use

Shaper

Item	Recipe	Recipe Name	Description and Call
+m	C	Light of Power	For sustaining metallic and stone goods that aren't armor.
+m	C	Cleanse Crystal	Prepares it for advance crafting and magics
+m	U	Chalk	Both powdered for climbing and in sticks for writing.
+m	U	Crystal Dust	3 uses. Used by Advanced Runic Inscription skills
+m	R	Candles	The best way to see at night. Modern scholars agree.
+m	E	Magic Focus	One of many ways to acquire these. In particular, these are commonly available if unique and expensive.
+m	S	Jewelry	Rings, pendants, earrings, gemstones, precious metals, any of that.
B	CC	Simple Fire Rune	<i>Runic</i> "3 Damage by Fire"
B	CU	Simple Ice Rune	<i>Runic</i> "3 Damage by Ice"
B	UR	Simple Nightmare Rune	<i>Runic</i> "3 Damage by Madness"
+B	UU	Ink of Dawn	Component for Shaping and Enchanting
B	RR	Warding Fire Rune	"Shield Fire" on the next skill delivered "by Fire"
B	RE	Greater Air Rune	Substitute "by Storm" on the next skill used.
B	RE	Greater Blood Rune	Substitute "by Blood" on the next skill used.
I	CCC	Freezing Trap Crystal	Create a crystal as the trap source doing "3 Damage by Ice"
I	CCC	Freezing Trap Rune	<i>Runic</i> "3 Damage by Ice"
I	CUR	Nightmare's Kiss	<i>Runic</i> "Agony by Madness"
A	UU+E	Trap Spell Source	Prepares a scroll as a trap's damage source (Magic Focus + Ink of Dawn)
A	RRR+UU	Runic Pair	<i>Runic</i> An inscription created with a skill labeled as <i>Runic</i> made with this ink will have its effect twice before fading, not just once.
+A	ERR+UU	Powerful Ink	Component for Shaping and Enchanting
A	CCC+CU	Enhanced Freezing Trap Rune	<i>Runic</i> "5 Damage by Ice" (Freezing Trap Rune+Simple Ice Rune)

+A	CCC+CU	Trap Enhancing Ink	An inscription created with a skill labeled as <i>Runic</i> made with this ink will have its effect twice before fading, not just once.
A	CCC+CC	Burning Rune	Gain one "4 Damage by Fire" with the weapon inscribed with this rune. (Burning Trap Rune+Simple Fire Rune)
A	RE + UU	Rare Air Rune	<i>Runic</i> "5 Damage by Storm" (Greater Air Rune+Ink of Dawn)
A	EEE+UU	Linked Runes	<i>Runic</i> Two runes delivered as first AND second. Ex: "4 Damage by Ice and Agony by Madness" (Linking Rune+ Ink of Dawn)
+M	C+SEU+UU	Ink of Midnight	Component for Shaping and Enchanting (Light of Power + Glowing Rune + Ink of Dawn)
M	CCC+UU +[C+SEU +UU]	Persistent Trap Crystal	<i>Runic</i> Trap Source Event duration, persistent rune "5 Damage by Ice". (Freezing Trap Rune+Ink of Dawn+Ink of Midnight)
M	[CCC+CU] +CCC	Ice Crystal Trap	Create a crystal as a trap source that will do "Paralyze by Ice". (Enhanced Freezing Trap Rune+Freezing Trap Rune).
M	EER+UU +[C+SEU +UU]	Master Fire Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Fire" (Burning Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Ice Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Ice" (Freezing Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Storm Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Storm" (Raging Trap Rune+Ink of Dawn+Ink of Midnight)
M	EER+UU +[C+SEU +UU]	Master Earth Trap Rune	<i>Runic Verbal Trap</i> Source that does "9 Damage by Earth" (Earthen Trap Rune+Ink of Dawn+Ink of Midnight)
M	ERR+UU +CC	Superior Fire Rune	Substitute "by Fire" for another "by X" in any called skill using the item marked with the runel until your next rest or long rest. (Rune Enhancer+Ink of Dawn+ Simple Fire Rune)
M	ERR+UU +CU	Superior Ice Rune	Substitute "by Ice" until your next rest or long rest for any called skills. (Rune Enhancer+Ink of Dawn+ Simple Ice Rune)

+Does not require attunement to use

Rune Projector

Item	Recipe	Recipe Name	Description and Call
B	CU	Extra Charge	The projector deals "5 Damage"
+I	URE	Enhanced Barrel	Regular charges, Inefficient charges, and Extra charge may be used without destroying the projector.
I	CUU	Inefficient Charge	"3 Damage and Slam"
I	CUR	Excessive Charge	"7 Damage" then "Short Stun to Self"
A	URE+CUU	Controlled Charge	"5 Damage and Slam"
A	URE+CC	Reload	You may use this prepared reload to prepare a rune projector to deliver an attack for "3 Damage" so long as it is not destroyed.
M	[URE+CUE] +CUR	Controlled Detonation	"7 Damage and Slam". The rune projector is not destroyed.

+Does not require attunement to use

Tinkerer

Item	Recipe	Recipe Name	Description and Call
m	C	Sharpening Stone	For sustaining weapons.
m	C	Weights	For sustaining weapons.
m	C	Wax	For sustaining weapons.
m	C	Pen Nib	Creates a pen suitable for scrolls or a needle suited to Tattooing
m	U	Lock Picks	Useful if you need to get to that hard to reach place.
m	U	Rune Carving Tool	Used to carve runes from Advanced Runic Inscription
m	R	Lamp Oil	The true best way to see at night. Scholars are wrong.
m	E	Refine Iron	Create Refined Metal for use in other systems
m	S	Mirrors	The finest quality to see yourself.
B	CU	Silver Plating	Any skills with this weapon delivered "by Silver" until your next long rest.
B	CR	Gold Plating	Any skills with this weapon delivered "by Gold" until your next long rest.
B	CE	Platinum Plating	Any skills with this weapon delivered "by Platinum" until your next long rest.
B	EE	Cold Iron Plating	Any skills with this weapon delivered "by Cold Iron" until your next long rest.
B	UU	Armor Repair Kit	"Repair 3 Armor". Must touch the armor.
B	UE	Refine Steel	Create Refined Steel for use in other systems
B	UR	Large Repair Kit	"Repair All Armor". Must touch the armor.
B	RR	Weapon Repair Kit	"Repair Weapon". Must touch the weapon.
B	RS	Create Simple Mechanism	Create a clockwork mechanism for a timed trigger.
B	SS	Precise Whetstone	"2 Damage" for one weapon attack.
B	CU	Protective Weave	"Imbue Protection" gives the wearer 1 protection.
I	CCU	Polishing Whetstone	"4 Damage" for one weapon attack.
I	CUU	Keening Whetstone	"Double 3 Damage" for one weapon attack.
I	UUU+Armor	Ablative Plating	"Reduce to 1 Damage". Must be added to armor.
I	UUR	Weapon Coating Weave	A weave that transfers the effects of a coating to a blade.

I	CUR	Enhanced Clockwork	Build a Damage Trap into a clockwork as a one use attack
I	CCC	Trap Trigger	A mechanical mechanism for traps. Can generate a spark.
I	CCC	Flammable Powder	A fine powder that ignites when blown over flames.
I	URE	Enhanced Weave	"Imbue 2 Protection" gives the wearer 2 protection.
I	URR	Detachable Blade Catcher	"Disarm Weapon" for one weapon attack.
I	RRE +Gas Globes	Trap Gas Source	Can take three identical standard gas globes, or 1 if the Alchemist is working with the Tinker to make a Source that fills a room with this gas when a trap goes off (must use gas as part of the recipe).
I	EEE	Detachable Shield Breaker	"Disarm Shield" for one weapon attack.
I	SSS	Superior Clockwork	Build any movable Trap into a clockwork as a one use attack.
I	UUR	Gas Filter	Prevents gas from flowing through.
A	URE+CU	Enhanced Armor	Armor improved by 1 until your next long rest. Ex: Light Armor goes from 2 Armor to 3 Armor until the next long rest. (Protective Weave + Enhanced Weave).
A	UUR+CCC	Creation Coating	Any skills with this weapon delivered "by Creation" until your next long rest.
A	UUR+CCU	Destruction Coating	Any skills with this weapon delivered "by Destruction" until your next long rest.
A	UUR+UUU	Rebreather	"Resist Poison" to the next poison effect. Must wear a mask. (Ablative Plating + Gas Filter).
A	CCC+CCC	Explosive Trap	Combines an explosive with a suitable container. Just add a trigger to make a buzzer trap. (Trap Trigger+Flammable Powder).
A	UUU+EE	Break-away Thieves Tools	"Reduce to 1 Damage" against next Trap (Ablative Plating+Cold Iron Plating)
A	UUU+UE	Reinforced Plating	"Resist Destroy" to the next destroy effect on shield or armor. (Ablative Plating + Refined Steel).
M	[UUU+UE] +UUU	Well Reinforced Shield	"Resist Destroy" to the next 2 destroy effects on shield or armor. (Reinforced Plating + Ablative Plating).

Note: only one Unique Rune can be worn at a time. A second one will become inactive until you take a long rest to perform a Full Refresh

Example

As an alchemist who knows the Basic Recipe to create a crafted item such as Harm Undead Acid you might wish to produce a vial. First you would want to gather an Uncommon Alchemy Ingredient by searching the wilderness areas regularly and since Rare ingredients can be even harder to find you could commission several of the younger players to go hunt for a Rare Alchemy ingredient.

These ingredients would be found in different places around the site. Once you or your hired mercenaries find the ingredient, roleplay the effort of harvesting the ingredients, then take out an index card and punch it with the punch for that ingredient. Make sure you only have 5 on you when you punch that card, otherwise something on you has to go unstable and you'll need to tear it right away to dispose of it. Better to forage with less on you by using a storage chest or workshop/lab.

After lunch one of the players comes running in. You hand them a small reward, take the punched index card you made and the punched index card they are carrying, and begin to roleplay the crafting process, extracting the essence of the ingredients and mixing and refining it into a dangerous acid, mixed with iron filings. This should look like you're making some concoction through an alchemy process, like mixing liquids, grinding ingredients in a mortar and pestle, etc.

Once done you attach the two index cards together and label the resulting combination "Harm Undead Acid" and "3 Damage to Undead.(An emulsion of acid and iron filings.)" for use as an attack by someone willing to take it as one of their limited stock of attuned crafted items or as a component for a later crafting or magical ritual. You can also stow it away to be used later.

There is no limit to the number of crafted items you can carry, only to the number you attune per long rest.

Once it is attuned you will take a few seconds doing an action that looks like activating the item, perhaps shaking a liquid to prep it as a gas or some other action. After completing that action, throw a packet to represent the item after calling "3 Damage to Undead" if it is an undead monster it will grunt in pain or react to the hit. Otherwise the item is still expended but has no effect. Gas vials are unfortunately fragile when you throw them.

Other than the call, all crafted items will follow a similar process.

B	UR	Harm Undead Acid	"3 Damage to Undead". An emulsion of acid and iron filings.
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Chapter 7: Ritual Magic

“We are in a new world. We have not yet mastered the ebb and flow of magic here but with time and effort we will. The Guilds as well as other skilled magic wielders who found themselves here have been working hard to discover which of the well known magics still work well. But it is an ongoing process and one that every ritualist can help with. Their efforts will help shape the magic of this world to your will. It may take time but things will steadily get better.

The notes that follow identify the things we have found out and the directions of current research.

- We have mastered some basic rituals but there is work to go.
- Rapid Travel and Long Distance Communication have proven hard despite almost everyone making at least one try.
 - A major challenge seems to be the ebb and flow of magic warps these spells.
 - We have discovered some simple spells that let you assume the form of a spirit for a time but we have not been able to walk faster in that form, in fact we often walk slower.
 - Some who had training with mental powers have managed to reactivate some of their telepathic abilities, but the range seems severely limited.
- We have the basics of Forging Magical Items but there is probably room to improve.
- We have developed dozens of rituals and practiced them until they are stable enough to be cast ceremonially by anyone who can learn. Just take the extra time and follow the patterns and they are cast safely and repeatedly.
- You can cast an Ad-Hoc ritual but it will require extra time, assistants, special items, special knowledge, or some mix to do so safely.
- Or you can take a risk and cast any of this significantly faster.
- Some of us are looking into ways to limit the risks that come with powerful magic here or with speeding up the rituals we have found to be stable. Some particular Sacrifices have proven useful but we are working on other options.”

Things we know for sure

To keep things simple we divide all Rituals into 5 categories:

- Preparation Rituals** (R0) - Safe and easy preparation steps
- Apprentice Rituals** (R1)
- Veteran Rituals** (R2)
- Expert Rituals** (R3)
- Sorcerous Rituals** (R+) - This tier surpasses all the rest, they are very challenging

Rituals are sometimes performed as a **batch** (a term borrowed from brewers). All the rituals in the batch must have the same lead ritualist and must be related (for example, a series of preparation rituals creating talismen, ritual ingredients, and Scapegoats for a later casting; or a series of rituals imbuing a single Magic Weapon with various powers; or even that series of preparation rituals immediately followed by the series of rituals imbuing a Magic Weapon with various powers using those preparations.)

Things that can help you successfully complete a ritual casting:

- Following a well known ritual pattern exactly
- Spending extra time or effort performing the ritual
- Performing the preparation rituals to prepare Special Ritual Ingredients and an Empowered Focus.
- Performing a preparation ritual to prepare a Scapegoat Charm to divert the side effects.
- Engaging in research to learn one or more Secrets of Magic which may assist the ritual.
- Gain the assistance of an extremely powerful Mage with power or Secrets to contribute.
- Offering a Sacrifice of part of yourself
- A good performance

Types of Ritual Castings

The key discovery about wielding magic outside the bounds of refined spells is that the random flux of magical energies creates special challenges. Several different approaches to ritual casting have been discovered so far and others are clearly close. As individual ritualists hold relatively strong opinions on “How Things SHOULD work” we expect this trend to continue for some time. Thus the would-be ritualist is advised to check with the Guilds regularly as we are still new at mapping the ebb and flow of flux and what seems settled patterns may, over time, represent a brief calm before greater turbulence arises. All we can say for sure is these are approaches which will likely be working for the medium term and if things change we should discern that before it actually happens.

Scribes

Because of the structure of ritual casting it has proven very useful to have a scroll describing the ritual to perform or to have a scribe to record the process of the ritual for future reference.

When things do not go as planned or when you plan to cast the ritual again, making notes on the record and sending it off into the universe through the mailbox seems to focus and reduce the problems created and increase your ability to cast the ritual again.

When Sam completes casting her batch of rituals she puts away the scrolls for the Preparation Rituals as all worked but since one main ritual is a new one she hopes to refine it and make it into a ceremony. She carefully inscribes the name "Enchant Magic Item with Per Event Power" onto the parchment that Alex, her scribe, created and places it into the mailbox. When she prints her character card for the next event she finds she has attained one level of Mastery of that ritual reducing its complexity one step. Only a few more castings and she will be prepared to create the Banner Pole of Greater Healing for her team.

Interruptions

If a Ritual is interrupted by an unplanned action then there is a surge of magical flux which can have bad effects. As lead ritualist you have 15 seconds to get things back on track. At the end of that time the power summoned will ground out through one of the casters and the failure will cascade every 15 seconds until the ritual is resumed or all casters are unable to act, probably due to death.

When starting any ritual with more than one caster the lead caster will touch each caster in turn and 'Imbue with Ritual Caster 1', 'Imbue with Ritual Caster 2' on the next one and so on. This sets up each caster in the ritual with a trait which can either be used to move the ritual lead, or can be used to extend the ritual time by killing casters until there is no one left for the ritual magic flux to lash out at.

If interrupted for 15 seconds then the lead ritualist must call "By My Voice Death to Ritual Caster 1". If the ritual caster can not restart the casting then 15 seconds later the lead ritualist must call "By My Voice Death to Ritual Caster 2" and so on until all additional casters have been named. If the caster is restored to life then can try and resume casting but if they do and the ritual is interrupted they are again subject to this effect in case of failures, restarting at the next ritual caster in sequence, until there are none left. Fifteen seconds more and the lead ritualist must call "Death to Self". When all ritualists are dead then the ritual fails without other side effects.

Any person with the "Ritual Caster #" trait may call "Resist" to this call, followed immediately by "By my voice, Imbue Ritual Lead to Ritual Caster [#] and death to self" where [#] is the next caster in sequence. This allows the ritual group to keep the ritual from breaking down by shifting the target the opposition will be going after, which can reduce the risk of failure if planned properly. At this point, the original Ritual Lead is no longer the ritual lead and cannot benefit from the success of the ritual, but the new Ritual Lead can.

The Paths in Summary

Path of Ceremony - I like doing well known rituals in complete safety and don't mind putting in extra time or performing them.

Path of Sacrifice - I want to know the downside up front and I am putting in a part of my very self into the ritual. It's faster than a ceremony but it hurts me more for longer but in ways I plan on. A Sacrifice must be something significantly noticeable to others.

The Path of the Planner - Tell staff ahead of time what you plan to do and we'll let you know how to avoid the risk and give you an Artisanal Flux envelope if you decide to chance it.

The Path of the Powers - Tell plot ahead of time. If it's possible you get a go ahead but you know there will be a medium to huge cost you will need to pay later.

The Path of the Magician - If you are willing to do the math and use the preparation rituals you can cast stuff and face the flux and deal with it.

The Path of the Magister - For doing new things and the math and calling on all the wizards secrets and the sorcerer's dirty tricks and maybe a little Natural Philosophy while you are at it.

The Paths to be discovered -- more stuff will come,. If interested talk to the people researching it or suggest some ideas to staff.

Path of Ceremony

Casting well known prepared rituals. Through mastery of the well known rituals you can minimize the effects of random flux. A well known ritual has well known steps and casting requirements. You must define the elements of your performance for each ritual you know, maintaining some common themes and use elements which you feel are appropriate for each ritual. However if you meet all the requirements and supply all the elements you can expect it to work unless something interrupts you and lets the random flux of magic shift unexpectedly.

Some well known rituals require specific elements. For these you must supply or use those elements as specified to avoid the risk of flux. For the vast majority discovered so far however the only requirement is the necessary mastery of ritual magic (number of ritual points spent) and completing the performance you have planned out.

If you complete the preparations and casting as planned there is no risk of random flux affecting things. Hostile powers and failure to follow the plan however subjects you to the effects of flux. (Draw and follow the instructions of a flux envelope for non-Preparation rituals. A failed Preparation ritual will have no flux effect and may simply be retried at the usual cost.)

Casting in this manner means you need to spend longer casting the ritual. There is a basic pattern of an action repeated three times as a core element of a ritual casting.

The technique which the Guilds developed and are teaching makes clever use of the power of patterns of 3s and 2s. Execute the elements of your rituals in groups of three identical or related actions (rising, falling, rising; or rising, transforming, grounding) and repeating the sets at least the number of times needed for that complexity of ritual in the **Ritual Casting Chart**.

Following this path Ceremonial casting uses repetition to build power and to damp the magical flux ensuring safe and repeatable if somewhat slower castings than other approaches. You must still have enough unspent ritual points to initiate the spell or batch and you must not be interrupted for more than 15 seconds during the casting.

If you are interrupted and unable to continue casting, follow the instructions under **Interruptions** above.

Many ceremonial casters gather larger groups to spread the load of the many repetitions required by performing in a round or a building and fall pattern. As one scholar of magic said "Perfection is Eternal, but a chorus can sing as many notes as a soloist in much less time."

Results of casting are one of:

- You did everything required and the ritual succeeds
- You fell short but it was a preparation ritual. It fails safely. You may try again.

- You fell short and it was a more complex ritual. It fails. Either
 - open a flux envelope and follow the instructions or
 - turn in your ritual write-up noting the failure and ask Staff to handle the failure effects. (In the latter case means that the effects may arrive later and may be drawn from a different pool of results which make sense if not applied promptly).

Cerimonial Casting Requirements		
Ritual Type	Ritual Points	Ritual Actions
Preparation Ritual	0	4
Apprentice Ritual	1	8
Veteran Ritual	2	12
Expert Ritual	3	16
Sorcerous	4+	20

*Sam, Phyl, and Robin agree to enchant a weapon with three enchantments of Paralyze by Lightning with one use ever. Checking the Difficult Chart this is difficulty 2 (Paralyze is a 3 and by Trait is -1) so this ritual will require two casting of Enchant for each charge. 2 (difficulty) * 3 (charges) = 6 (castings). So their batch will require 6 castings of this Ceremony and Sam takes the role of lead ritualist. Since Phyl did not have a ritual focus yet and likes the idea of making it light up they add those two preparation rituals to the batch and sketch out the plan. So 6 Ritual Points for the 6 apprentice castings and none for two preparation rituals.*

Sam will move the physical props around the table and do a basic rising and falling chant to mark the cycles. Phyl will echo in on the second round of the chant and overlap into the next cycle. And Robin will dance slowly around the perimeter of the ritual space swords out with high and low sweeps to echo the rising and falling chant.

To cast an Apprentice Ritual with full safety takes 8 ritual elements and since our batch needs 6 castings we get 48 elements to complete the Apprentice Enchant Item casting. Dividing that by 3 ritualists gives us 16 elements for each caster to do. At about twenty seconds for each cycle the whole ceremony will take just under 6 minutes -- not too bad since there is no risk of failure but if each caster brought a friend that would cut the total time to under 3 minutes. And with practice the team can probably manage each ritual action even faster and speed it up more. Which would make the Expert version of Enchant an Item reasonable.

Path of Sacrifice

A caster may choose to speed through the ceremonial structure by making a sacrifice of part of their spirit to drive the casting home safely. Some have argued this is actually simply overpowering the ritual and controlling the backlash so it affects a chosen target. Either a solo caster or a group may follow this path but in a group there is the choice of everyone sacrificing a little or one sacrificing all. A single large sacrifice balances more smaller ones. We rely on the players to ensure that the sacrifice chosen is noticeable to those interacting with the character.

There is a minimum number of ritual actions needed for that tier of ritual but beyond that you must sacrifice something of yourself into the casting as indicated on the chart below. An appropriate inflict card should be prepared if you expect any disputes or attempts to remove an effect.

If you complete the casting the lead ritualist calls “By my voice Inflict Sacrifice to all Ritualists” and if that succeeds then making this sacrifice will power the ritual and prevent any overcharge or other flux effects. The scribe for the ritual should record the sacrifice(s) before depositing it. This sacrifice lasts until the next event.

If the ritual is interrupted the lead ritualist follows the process listed above for Interruptions but instead of calling the first Death they may instead resolve all the problems by calling “By my Voice Inflict Permanent Sacrifice to all Ritualists” This includes the lead ritualist. If this succeeds no other bad effects occur. Otherwise all Ritualists die (“By my Voice Death to all Ritualists”) The chart below summarizes the results.

Ritual Casting Chart				
Ritual Type	Ritual Points Needed	Ritual Actions	Sacrifice Required	
			Solo	Group of 3+
Preparation Ritual	0	2	Drain any skill	All Aegis or Threat (min 1, can refresh)
Apprentice Ritual	1	4	Drain any skill you use regularly	Drain any skill
Veteran Ritual	2	6	Lose a significant Memory	Drain any skill you use regularly
Expert Ritual	3	8	Lose an important personality trait	Lose a significant Memory
Sorcerous Ritual	4+	10+	Drain A Skill Header	Lose an important personality trait

Bo the Enchanter, Sam the Pure Mage, and Robin the Warcaster decide they wish to create a Lightning Rod. They ask their friend Phyl to craft a pure metal blade as a stylish target for their enchantment and prepare to enchant Agony by Lightning into it three times. Agony by Lightning is Difficulty one (Agony is 2, by a trait is -1, so 1.) Difficulty one effect is one Enchant each and three of them a total of three castings. They would like it to be sustainable rather than once ever so that means they need three castings of the Expert Ritual version of Enchant an Item. That divides out nicely. It will be three 3 RP castings so each kicks in 3 points to make up the total of 9. It will be 8 ritual actions for each charge, but divided three ways, not too bad. Bo has runes stones and plans to juggle them for a minute each time around and drop them out forming a specific pattern. At worst it will require a couple of tries. Sam has prepared a pair of chants that call on the power of the sky and storms to gather, then make nerves twitch and bones char and then dissipate safely. Sam will use a Necromancer's bone focus to mark the rise, peak, and fall, then the reverse direction rise, peak, and fall. Each chant is short but doing three twice -- once each way it feels like a solid ritual element. Finally Robin will be playing the Lute and measure out a suitable passage of 8 measures for their part. Since there is some time pressure they agree to follow the path of sacrifice and each put up a memory for each casting. Robin gives up knowledge of learning to play the Lute for the rest of the event to power the batch, Sam decides to give up their first kiss and all the trauma and love that came from it, and Bo contributes their love of Ale despite the drinking contest later. They cast the batch of three rituals quickly and things go well. The sacrifices are accepted and the power flows into the sword, charging it. Their friends notice the changes in their behavior however.

Charlie, Toreth, and Void hear about this and try to do the same. They anted up their wedding, why they were sent to the Wall, and their first great adventure together. However the ritual is interrupted by a passing group of Orcs and when it fails Charlie decides not to take the death and instead just runs. The Sacrifices each ritualist offers become Permanent and they will need to find good in-game methods to recover them or simply live without those memories.

The Path of the Planner

When you need to do something that is not yet a well practiced and prepared ritual you must determine what you want to accomplish and design the ritual to do that. If role playing out the scholarly work of carefully planning your ritual to balance the performance of the ritual against the requirements of the magic is not interesting this is one of the paths you can take.

For those who wish to cast using performance and multiple elements but may be willing to accept some risk follow this process:

1. Write out what you are seeking to accomplish and as much of the ritual you plan to perform and the elements available as you know in advance.
2. Submit that to staff before an event (as with the use of an infoskill) or during an event through the mailbox.

Our staff will review the requirements to cast and the ritual elements provided (both tangible and performance) in your write-up and let you know how many more elements are needed to cast in complete safety (if there are not enough listed already) and provide the flux envelope for the ritual if cast as described if needed.

Either: (a) You acquire the extra elements, perform the ritual, if interrupted follow the rules under Interruptions above, otherwise it succeeds and produces the effect described in the staff response, or

- (b) you perform the ritual without the extra elements,
If it is interrupted see Interruptions above,
If completed, open the flux envelope and follow the instructions.

Joey prepared to Enchant an item with three Paralysis by Madness (ever). They have a Mask of Terror which was crafted specially as the focus of the ritual, a special ritual component of Madness they found last year, a prepared focus, two friends to help who are also willing to help cast and True Name of the Mad Guardian of Nightmares. They just got all this organized at the last minute and their friend Alex is willing to scribe and write it all up and drop it in the box just after dinner labeled "Ritual Plan: The Mask of Madness". In the morning they get the results of the preparation work:

“Six Apprentice Rituals which cost 6 Ritual points total, the Name of power used all six times, and the special Target plus the special component, and the focus and the total of three casters, the scribe and 12 ritual actions minimum to perform it as described. This is guaranteed to succeed but there is a small chance of side effects. For complete safety you want to add an extra point of Clarity.” They get a flux envelope to use if they can not add that or something equivalent.

The outside of the sealed Flux envelope reads

The Mask of Madness: Succeeds if cast as described

Inside the sealed envelope it says:

*If you added the point of Clarity or anything worth 3 points of success then
the ritual Succeeds without side effects.*

If not then it Succeeds but also

*“Each Ritualist is Healed of 3 Damage immediately and the Lead ritualist will
suffer “1 Damage by Piercing to Self” each time they take a Mental effect from
now for the rest of the Day (until 6pm) “*

Gaining Initiation

Each time you successfully cast a newly created ritual (not listed here) you are eligible to gain a level of initiation in casting it. The well known rituals listed below count as fully initiated.

At the end of the event you may submit up the three new rituals which you have cast during that event as part of your post event letter. Put the names in order, the most important one first. Staff will go down the list and add a level of initiation to each of those rituals. You can only have one ritual at level three or above and it will drop one level unless it appears in the list again. If a new ritual reaches level three any previous ritual at or above three drops to level two.

A ritual in which you have a level of initiation counts as one tier less difficult to cast (one row up on the tables here) but never less than Apprentice (R1).

(Staff reserves the right to set the floor for a given ritual higher depending on what it can do.)

A ritual in which you have at least three levels of initiation counts as if it were two steps easier (two rows up the tables, subject to the same notes as above.)

Since different casters might have different levels of Initiation into a given ritual the level of the lead ritualist applies.

We will discuss this at greater length once people start creating new rituals and casting them.

This is one path for a ritual to become suitable for ceremonial casting and for it to become well known and be added here.

The Path of the Powers

When you need to do something that may be beyond the resources you have available you can cast it by Going into the Depths. This immerses you in the essence of Magic and draws up the powers you need. But those powers come with a price.

You need to pass the ritual by staff, in advance or through the mailbox, and get approval for any effects outside the listed results, or if you just don't want to consult the difficulty table.

Given that, perform the ritual and submit the scribes notes of what was done for what effect through the mailbox. The ritual will succeed but there will be a price exacted by whatever Power chooses to supply the missing elements or by the world itself.

Pat wants to Curse Lord Oldandmoldy to become vulnerable to Storm magic so the group would have a chance to kill the villain with the Lighting Rod's Triple 5 by Storm attack. Lord Oldandmoldy is powerful and Pat lacks the power to punch a curse through. But perhaps with help from below. They propose a plan and drop it in the box. They get a "Go!" So they go dance on the bridge and drop the scroll of notes back in the box saying no interruptions. At the field fight later it turns out that Storm attacks do bypass Lord Oldandmoldy's Reflective Armor. Victory is assured. Pat gets an Inflict card from a Watchful Spirit reading: "Inflict until the end of the Day after this at an event: You can not wear armor until the end of your next event. All other Healing and Curative effects do the damage that they are trying to remove. You heal one point every hour by eating or drinking."

Next event, Pat wishes to raise the continent of Shrineland from the ocean. Its too big to manage any other way so they submit a request mid-game. Sadly the answer comes back: "That is too big an effect to try without at least 12 Casters all of whom are ready to sign a blank check to the powers. Even then it's risky. "

Pat recruits 10 somewhat suicidal friends, a mad bard, and a scribe to record it all for Posterity, if there is any. Then submit that to staff. They get back a "Go make it amazing and it works." They cast it and drop the record into the box with all their names and the scribe's record of what was done. At Dinner they learn that the continent has risen from the sea. Each of those involved also gets handed an Inflict Card:

"When you hear the words "Invoke the Kraken" you must Frenzy and attack the nearest player character. After the first time it is invoked you may also choose to do this at will. Once you send a player to spirit the curse passes, hand them this card and you are freed from the effect. This effect may be cured as a Possession once it has first passed to another person."

The Path of the Magician

For those willing to face the flux head on some preparations are in order but the result can be elegant and simple. If a group is performing a ritual it is both a social good by involving more players in the plot and a practical one as each participating ritualist adds some power to the result and even the audience has a role. *A solo caster can use this path, it simply requires more preparations most of the time.*

The technique which the Guilds developed and are teaching makes clever use of the power of patterns of 3s and 2s. Execute the elements of your rituals in groups of three identical or related actions (rising, falling, rising; or rising, transforming, grounding) and repeat the sets at least the number of times needed for that complexity of ritual in the **Ritual Casting Chart**.

Another technique is good preparation since you can not borrow extra power from others. A single caster may spend extra ritual points, personal points of Clarity, and use multiple Prepared Ritual Ingredients and Specially Labeled Ritual Ingredients to cast a given ritual. In this way they complete the ritual (achieve the totals to cast) and can have enough power left over to control the flux.

Finally as one masters secrets of how magic works in this world you can apply those rules to gain specific bonuses. For example, if you study how Similarity works here and then cast using an empowered prop similar to the effect you seek you can gain a bonus towards success. If you research the mathematical logic you may be able to replace the $3 \times 2 = 6$ pattern with a stronger one for the effect you seek.

Cast the ritual and if you complete it uninterrupted you either succeed automatically without risk (you supplied enough points) or you must open the flux envelope and it will tell you what happens as you wrestle with the ebb and flow of magic itself.

If the ritual is interrupted see the section on **Interruptions**.

If the ritual fails the lead gains a +2 bonus to future castings of this ritual until the start of the next event.

Bo the Ritualist prepares and casts a solo Veteran Ritual. It is not well known yet so they face some risk. As a Solo caster they must draw a Flux envelope unless they are able to cast it perfectly with maximum power. It will take two Ritual Points to start casting and up to 4 more to overcome the effects of Flux and six beyond that to ensure the extra power is well grounded. So as long as Bo has 2 personal ritual points and an additional +10 from the details of the casting and/or various preparation rituals, success is certain. Baring a sudden incoming arrow that stops the casting for more than 15 seconds. Bo has a prepared ritual focus (+1), and tries

and fails twice before (+4), puts on a (great) performance (+1). That adds up to 6 and leaves 4 to go. Bo will add 6 more cycles of the basic ritual chanting and passes with a dramatic rising, peak, and falling flavor, and 6 of falling, bottoming, and rising actions. That is 12 ritual actions, which is worth 4 more points. Casting is now guaranteed to be successful and safe.

There are a number of preparation rituals that could be cast to get to complete safety or divert bad side effects. Or one can just gamble knowing that if things go wrong one will get a cumulative bonus towards the next casting.

Results of casting are:

- The ritual fails with side effects. (If you are short on power) But you do gain a bonus on the next casting. Consult a Flux envelope or make a note on your ritual writeup when you place it into the box. Lead ritualist gains +1 bonus on this ritual until the start of the next event.
- The ritual succeeds as desired
- The ritual succeeds with side effects (if your ritual rating is not high enough to ground the power invested. As above for the side effect but you do succeed.)

Joey prepared to Enchant an item with three Paralysis by Madness They have a Mask of Terror which was crafted specially as the focus of the ritual, a special ritual component of Madness they found last year, a prepared focus, two friends to help who are also willing to help cast and True Name of the Mad Guardian of Nightmares. They just got all this organized at the last minute and their friend Alex is willing to scribe and write it all up and drop it in the box just after dinner. In the morning they get the results of the preparation work. (The effect is a 2 so two Enchants will be needed for each effect times three slots is 6 Enchants. To make it once per Day (so net of three times per Day) it is an Expert Ritual. So flux says 3-9 base plus +6 to control flux each so at least 9 to ensure you succeed and 17 to get 100% safe. Three times that is 27 and 51 to be 100% safe. We have 3 casters each paying an extra clarity plus other ritual elements which is 9 Ritual Points + 9 participation points +6 Scribe +9 Special target+6 for the Name of Power used three times. Which is 30 points. So this is guaranteed to succeed but for complete safety you want to add 21 points by having each ritualist to use a prepared and empowered focus, and adds a performance element to their actions and finally for one of them to spend one extra Clarity (or three Clarity and one performance)

The Path of the Magister

When you need to do something that is not a prepared ritual you need to design the ritual, accomplish what you want, and then evaluate the difficulty as listed under “**Determining Difficulty**”. Those who are not comfortable with the ritual crafting work involved in determining the exact power needed to cast a new ritual can submit the plan to the staff with Info skills before an event for an answer by the start of play. Submissions during an event can be made through the mailbox but the answers may come during play or may be delayed until after the event depending on circumstances. And if you include the available resources and assistance staff can factor that all in as well to focus your experience on the actual casting. Finally, always note the ability to Cast into the Deeps, drawing in the power you need from the depths of magic accepting that there will be a price to pay though it may not come soon.

Initiating such a batch containing a new ritual will cost one Clarity. Once you achieve a level of mastery, the ritual is no longer “new” for you and does not have this extra cost, just the normal Ritual Points. Casters often take steps to gain additional ritual power to cover that cost, be it through sacrifice, additional ritualists, or other prepared tools and ingredients.

As with the Path of the Magician you must handle the flux or risk side effects.

Results include

1. The ritual fails with side effects. (If you are short on power) But you do gain a bonus on the next casting
2. The ritual succeeds as desired. You may gain a level of Initiation into the Ritual
3. The ritual succeeds with side effects (if your ritual rating is not high enough to ground the power invested.) You may gain a level of initiation into the Ritual.

You take a Flux envelope from the well of flux at any time from the start of play on and use it unless staff provides you with a tailored envelope for a specific casting situation. The envelope will indicate the points needed to succeed and if a side effect occurs what it is.

For example and envelope might read:

Preparation always succeeds - no side effects.

R1, <2, Fail, all Ritualists take 1 Damage by Storm

R1, 3, Succeed, lead caster must tell two lies immediately

R1, >3, Succeed.

R2, <6, Fail, all Ritualists take Frenzy by Fire

R2, 6-11, Succeed, lead caster must drink every waking hour on the hour until dinner.

R2, >12, Succeed.

R3, <6, Fail, Lead Ritualist takes Agony

R3, 6-13, Succeed, All ritualists "Grant Elude to Self"

R3, >13, Succeed.

R+ <10, Fail, All die.

R+ 11-20 Succeed, Grant 1 Determination.

R+ >20 Succeed

The Paths of the Matrix

The Keskaurani elves brought word that they had developed a different method of channeling the flux safely. It involves creation of a matrix connecting different types of energy from sources to sinks to prevent wild magic flares from causing side effects. The matrices appear to be grids with pairs of color coded source and sink points. The level of ritual seems to dictate the size of the grid but a more powerful ritual does seem to use more colors as well. One needs to fill in the grid orthogonally from source to sink with gemstones of the appropriate color without leaving gaps for flux to enter or creating whirlpools of power by cross connecting a path.

The details of how one develops the grids is not a secret which the Keskaurani made very clear to people. But it appears to be something that changes with time, possible with the shifting of the skies. This is now a topic of research.

The Paths of the Deck

Several researchers are working to bind the powers of flux and backlash into Cards infused with the various energies to limit or divert the random flu and perhaps even tap it to help power rituals. Active research is ongoing there but more details are not known.

The Paths to be discovered

Researchers believe they have other ways to master the Flux and bind it to our will. They are researching tools for that purpose. One such project apparently requires the assistance of artists to prepare representations of both good and bad results and bind the flow of flux into those images. You may hear about this during your travels. Other projects will undoubtedly use different approaches, and you may develop your own. Research is its own reward after all. And can probably be sold to others.

Special Bonuses

As mentioned all casters can use prepared Ritual Ingredients and secrets about how magic works gained from research to improve their chances of success and divert or reduce the effects of any side effects. Those studying magic have already identified and mastered some of these elements and created preparation rituals to help with this and over time more will be discovered.

Determining Difficulty

Before we can cast a ritual we need to know the difficulty of what you plan to accomplish. There are several equally good options available to support many different styles of player.

- a) You are casting a well known ritual. The difficulty is well known.
If you can't fulfill the requirements be it number of casters, a bottle of Olive Oil, or whatever then the ritual fails unless the writeup gives an alternate difficulty for that case.
- b) You score it yourself based on the scoring rubric, the **Ritual Difficult Chart** below, by combining the costs for the effect desired and who it affects. You use the Flux envelope and your preparations to quickly determine success
- c) You have submitted your ritual to the staff in advance, they will tell you the expected difficulty and any notes you should know based on your skills. They can provide a Flux envelope or address this in another way.
- d) You need someone else to evaluate a ritual on the fly. While this should be rare some cases may come up. You must get a suitable staff member (Watchful Spirit or NPC) to watch the casting and score it on the fly (using the rubric for ritual magic), handle the effects of Flux (using a Flux envelope as needed), and do their best to expedite the experience.
- e) You need to do something big on the fly without a chance to properly prepare. The characters go deep into the Depths to draw up enough Magic to power through any problems to success. Staff or NPCs present will respond to your expressed desires as best they can given the flow of story and other player's actions and agency. You/your scribe should put detailed notes on what was done, why, and the effect desired into the mailbox. There will be consequences.

Difficulty Chart

The table below shows the difficulty of a ritual based on its effect. Starting with the Ritual's Basic R#, which for a new ritual is often R4 or higher. Add difficulties if you are doing more than one effect, then adjust by modifiers. Some effects are not currently possible with an Ad Hoc ritual.

Apprentice 1

Slow	1
Root	1
Disarm	1
Frenzy	1
Remove ***	1
1 Damage	1
Speak	1
Expose	1
Disengage	1
Heal 2	1
Stabilize	1

Veteran 2

Destroy	2
Drain *	2
Weakness	2
Agony	2
Maim	2
Slam	2
Silence	2
2 Damage	2
Elude	2
Guard	2
Repair	2
Shield	2
Heal 3	2

Expert 3

Stun	3
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Paralyze	3
Repel	3
Waste	3
3 Damage	3
Avoid	3
Parry	3
Resist	3
Absorb **	3
Heal 4	3

Cannot be Ritual Cast

Stricken	Cannot Ritual
Death	Cannot Ritual
Reflect	Cannot Ritual
Refresh	Cannot Ritual

Modifies Difficulty

Bane	-1
Behind	-1
Gaze	-1
Short	-1
Trait	-1
Gesture	0
Group	0
Self	0
Double	1
Voice	1
Town	2
Triple	2

- Base drain/remove is to a Single Skill to a header is +1 to the charter completely is +3
- Absorb must declare where and pay the appropriate cost for the thing absorbed to
- Things affecting clarity are at least +1
- Remove must be specific

Variable Difficulty

Cure	Same as Effect Cured
Grant	1 + Effect Granted
Permanent	Requires Game Staff to Evaluate Ritual
Purge	Same as Effect Purged
Reduce	4 - Negative Effect Reduced To

Other Effects

For all other effects	Propose a ritual as an info skill between games or through the mailbox and staff will work out the difficulty if this is currently feasible or something within the realm of feasibility that is related.
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The Lowest possible rating is a Zero (R0).

Naming A Ritual

If you plan to cast this ritual again you should give it a name and may report that plan to Staff in your PEL. Given that, we can record and classify it and if you keep using it then you can gain levels of initiation in that ritual and the ritual itself will become more stable and move towards becoming a well known ritual castable as Ceremonial Magic.

The Power Chart

This is the list of things that give up the Points added to power up a ritual.

Each Ritual Points spent on the ritual	+1
Using a Ritual Focus	+1
Each previous failed casting by the lead ritualist	+2
First level of initiation	Shift UP one row
Third level of initiation	Shift Up two rows
Each Ritualist spends an extra Clarity	+3
Every performance used as part of the ritual	+1
Every IG craft skill with props being used	+1
Every actual OOG craft skill being actually used	+3
Every ritualist participating in some way	+1
Scribe records Ritual	+2
Every third Ritual Action	+1
Designing and Crafting a special ritual target suiting the ritual	+3
Each <u>Ritual Ingredient</u> and prepared object	+2 or as Labeled
If Ritualists are <u>Overshadowed</u>	Per the Inflict card
Weaving the use of a <u>Secret of Magic</u> into ritual	Varies
Using a special preparation ritual	Varies
Participants are bored or killed unintentionally during the ritual	-1 Power each

Before starting a ritual with any risk make sure that either you or the person observing it (if there is a watchful spirit or a Scribe watching) have taken a flux envelope from the Well of Flux (or one prepared in advance for your ritual by staff if you gave them enough notice.)

Pro-Tip: pick one up at the start of play if you might need it and return it later if not used.

This will handle the results once we know how good a job you did. If you are using a Lesser Scapegoat Talisman you may take two envelopes. If you are casting Beyond the Depths, don't bother, the ritual will succeed but consequences will come.

Casting Sequence

1. Complete any Preparation Rituals needed to prepare Ingredients, Charms, or Recipes.
2. Spend one Clarity if this is an Ad-Hoc Ritual not a well known one.
3. Spend the base number of ritual points for the rating of the ritual.
4. Add the bonuses from the chart above
5. Apply any special bonuses from Ingredients, Recipes, Secrets, or preparation rituals
6. If there is a Watchful Spirit or a Scribe present they may award an additional point if they find the ritual or the performances compelling.
7. If the ritual manifests a physical challenge which must be defeated then either the power challenging the ritual may appear or power may manifest and one of the celebrants must take up the mantle of power, be overshadowed by it, and be defeated in combat for the ritual to succeed as planned. Victory adds to the chances of success.
 - a. If the player taking up that mantle wins then the ritual is diminished and may fail but the player is immune to death during the ritual and its side effects and may retain some of their abilities from the overshadowing until the start of the next event. (this is indicated on the inflict card.)
 - b. If the being taking up the mantle is defeated the ritual may receive a bonus instead but they may be Taxed by the experience. (also on the inflict card).
 - c. If no one takes up the mantle the ritual always produces a side effect and suffers a penalty, often enough to cause failure.
8. Each ritual participant can spend a point of Clarity to adjust the results by one point.

Then you, or the Scribe or Watchful Spirit or staff who evaluated the ritual plan work out what all the effort is worth, and fold that into the numbers used to read the ritual flux envelope.

Resolution Sequence

Because some players have strong opinions about resolving rituals we want to give players some options:

- A. Take the total from this Rubric and compare it against the ranges in the envelope. The one it fits gives the result.
 - a. Success: The ritual does what it is expected to do.
 - b. Failure: The lead caster gains one cumulative bonus for future castings. Go to step d.
 - c. Overload: The ritual does what it is expected to do but was not strong enough to ground out the flux (see card) go to step d.
 - d. If you have a Lesser Scapegoat Talisman in use then open the second envelope and choose the side effect you want (promptly - dithering means both happen.) If a Greater Scapegoat Talisman is in use, divert the effect to the Talisman which destroys it permanently or to the person wearing it, again decide promptly.
 - e. If a sacrifice is being used the Lead Ritualist reminds the others by call "by My Voice Inflict Sacrifice to Ritualists"

- B. If the ritual was given to staff in advance they can provide the exact result factoring everything in, including an extra envelope in case of the use of a Scapegoat.

Ritual Casting Chart				
Ritual Type	Ritual Points Needed	Power Needed	Ritual Actions	Additional RP to control Flux
Preparation Ritual	0	0	2	+0
Apprentice Ritual	1	1-3	4	+2
Veteran Ritual	2	2-6	6	+4
Expert Ritual	3	3-9	8	+6
Sorcerous Ritual	4+	4 and up	10	Add double RP cost

The Difficulty Rating of a Ritual determines the row

Lead Ritualist must spend at least the Ritual points needed themselves

Preparation Rituals

Note what preparations you are applying to your ritual in your ritual plan prior to casting the ritual in case there is ever a need to review the ritual for success.

Create Ritual Ingredients

Starting with a suitable physical object (labeled Ritual Ingredient) you can empower it for use by a ritualist while casting a batch. It adds one point towards the success of each ritual in the batch. If you spend an extra Clarity it adds 3 instead of 1. This Ritual Ingredient expires at the start of the next Event or if successfully used during a batch of rituals. There is undoubtedly a more complex variation to make a sustainable Ingredient.

Create a Grounding Talisman

The target is a suitable object to ground out any excess power summoned as part of a ritual. Using a grounding talisman in a ritual can help damp the power flux. It supplies additional points once you have supplied 3 times the level of the Ritual in points using one path or another. A talisman prepared with a suitable crafting recipe may be able to supply more than one point when needed. If a talisman is used at all it is expended and must be recrafted (if appropriate) and re-enchanted with this ritual. Some ceremonial scrolls may explicitly require the presence of a grounding talisman.

Ritual Type	Points needed Before using Grounding
Preparation Ritual	0
Apprentice Ritual	3
Veteran Ritual	6
Expert Ritual	9
Sorcerous Ritual	12

Diverting Side Effects by Personal Sacrifice

Rituals can have side effects from the flux. You can eliminate them by sacrificing something of value yourself directly. For a group casting the list indicates how many of the ritualists need to perform this preparation ritual as the target to absorb any side-effects of that level Ritual. If a single caster is making the sacrifice then they need to make a somewhat larger sacrifice for a given level of ritual. This can be combined with Adding ritual points through Sacrifice if needed but they are separate sacrifices. One can see why some might be tempted to sacrifice other thinking creatures rather than themselves. All losses due to Sacrifice last until the start of the next event. The benefit applies to the entire batch which it is a part of.

Sacrifice to Damp Side Effects	Single Caster	Group Casting
All Aegis or Threat (min 1, can refresh)	-	6x R1
Drain any skill	-	3x R1
Drain any skill you use regularly	R1	3x R2
Lose a significant Memory	R2	3x R3
Lose an important personality trait	R3	3x R4
Drain a Skill Header and associate knowledge	R4	3x R5
Base Header and Memory	R5+	3xR6

Empower a Crafted Ritual Ingredient

If someone has used a recipe designed for the sort of ritual you are planning to perform later then when it is properly crafted the result can be used during the ritual to add additional points to the success of the casting. By default such a Recipe adds one to the success and can count as the second ritual point you spend on a ritual. Some Recipes let you make objects which can hold more than one ritual point. This well known ritual tailors the object for the use you have in mind and if the recipe permits lets the caster spend an additional ritual point now so the object can supply one later.

Empower a Ritual by Sacrifice

The power of a ritual can be increased by making a sacrifice. This ritual gains extra ritual points useful in performing larger ad hoc rituals. One of the ritualists is the target of this ritual and offers something of themselves, say a single memory for R0, a Skill for R1,

an Emotion for R2, a Personality Trait for R3, and an entire Header for anything greater. In each case the sacrifice needs to be large enough to be noticed by others to work. All Sacrifices last until the start of the next event. More traditional sacrifices are of course also possible with a willing death being suitable for most rituals but less willing ones are less so -- speak with a skill theoretical Ritualist for more details if you are planning such a thing.

Sacrifice	Ritual Points
Drain any skill	1
Drain any skill you use regularly	2
Lose a significant Memory	3
Lose an important personality trait	4
Drain any Skill Header and associate knowledge	5
Drain one Prestige Header if any else an Advanced header if any else two Base Headers	6

Empower Ritual Focus

You can turn a crafted focus into an appropriate focus for rituals. The person the focus is being tuned to must be part of the ritual, but need not cast the ritual themselves. This is done when a caster feels a need for a different kind of connection to cast their spells or rituals. A ritual and spell focus can be re-tuned through this ritual to be used by another person.

This ritual can empower shields, swords, books, and other objects to serve as a focus just like a spell focus but the focus item must have some connection to the type of magic the item will be used to cast.

Augmenter focuses must be associated by the person attuned to them with augmenting magic and is usually a visceral metabolic item like flesh or vials of blood, though these items can be mounted to swords and shields as well.

Invoker focuses must be associated by the person attuned to them with invocation magic and is usually a stylized or actual representation of a primal elemental force and is

usually items like images of flames or ice, or empowered icicles that never melt, or flames that never go out, or stones. These items can be mounted to swords and shields as well.

Necromancy focuses must be associated by the person attuned to them with necromancy magic and is usually some form of representation of the mind or spirit, though they are often representations of death like cleaned skulls or headstones, but they could also be mementos of a person that has died. These may be mounted to swords and shields as well.

Multiple focuses can be mounted to swords, shields, or a single object.

Some ritual and spell casters find they need multiple focuses to connect with their magic and may carry small arsenals of tchotchkes or focuses to represent each type of connection they feel most connects them. This connection is different for every person where some feel the need for so many, and some feel no need for more than one focus tuned to all their schools of magic.

After this empowerment, once per long rest, you may use your focus as a light source. Silence effects will cancel this light effect if they hit the person holding the focus.

If a focus is damaged or exhausted at worst it will be fully repaired, renewed, and ready for use at the start of the next event (if you wish it to be.)

During a ritual in which you use this focus you gain one point of power which can be applied to your rituals.

This ritual effect does not expire and this ritual focus, when used will not need to be recrafted, just re-prepared. It also can serve as a spell focus for the same caster or indeed this ritual may be cast on your existing spell focus.

Focused Damage

The ritual lead may prepare a small pool (5 uses) of damage that they can deliver to a target. This damage will be delivered as "My focus empowered, 1 Damage by Presence". They may call this damage and throw a packet attack 5 times. Once all five charges are used, this ritual is complete.

Only 1 Focused ritual may be active on a target at a time. This ritual lasts until the end of the day or until used, whichever comes first.

This ritual costs a 1 Threat to cast.

Focused Protection

The ritual lead may prepare a small pool (3 uses) of protection that they deliver to themselves ahead of being attacked. This protection will be delivered as “My focus empowered, Triple Imbue Resist [Trait] to Self”. The trait to be protected from must be chosen at the time the ritual is completed, the same time as the protection is called by the ritual leader. Once all three resists are used, this ritual is complete.

Only 1 Focused ritual may be active on a target at a time. This ritual lasts until the end of the day or until used, whichever comes first.

This ritual costs a 1 Aegis to cast.

Rapid Item Attunement

This ritual may be used to force the swapping of an attuned item for a willing target. They may immediately take one attuned item on their person and swap it for another, even if all of its uses are fully consumed. The newly attuned item may be used immediately as if it had been attuned during a long rest. Any uses already consumed from the attuned item remain consumed.

A target may only be targeted by this ritual once per long rest.

This ritual costs an additional 1 Clarity.

Transfer Experience

You can transfer base attributes from one willing target to another willing target. This ritual can only apply to one attribute at a time, and one target can only participate in one such transfer at a time. Before transferring attributes, the target giving the attribute away must have the points unspent to be transferred. The recipient will immediately have these points to spend when the ritual completes.

When the targets transfer attributes, the target giving away the attributes will receive a touchcast effect of “Permanent Waste [X] [Attribute]”. The target receiving the attributes will receive a touchcast effect of “Permanent Imbue [X] [Attribute]”. Both of these will be delivered promptly after the ritual is completed by the ritual lead, who does not need to be the target of either part of the Transfer Experience ritual. Both targets will adjust their point maximums until they end the transfer, or the end of the day.

[X] is a value modified by how many batches of this ritual are prepared. The ritual leader may prepare multiple batches of this ritual before initiating the transfer, but once the transfer is done, both targets may not be targeted by this ritual again until it is ended. Attributes cannot be reduced below 0 with this ritual.

This transferred attribute will remain transferred until both targets shake hands and call out "End Transference" together. At that point, both targets are restored to their normal maximum attributes, though the attributes targeted by this ritual are under a waste effect until the targets rest. In essence, you can't end the transfer, and immediately use the restored attribute points.

A target may only be under the benefit of a single "Transfer" ritual at a time.

This ritual effect ends at the end of the day.

Apprentice Rituals

Blood of the Magi

You can absorb 1 additional damage when under the influence of this ritual. This additional damage can be healed as a part of your vitality. This ritual can only target the ritual lead and cannot be used on others.

This ritual effect lasts until the end of the day. A target may only gain this benefit once per day.

Create a Lesser Scapegoat Talisman

The target is a durable object and will become able to absorb negative side effects that may come from problems completing a ritual. If you use the Talisman during a ritual it may be used to absorb the first negative effect of flux from ritual side effects. If the incoming effect seems undesirable the lead ritualist may interpose the talisman and it will reflect the wave of flux back out. That Talisman is destroyed, diverting this effect and the waves will return in a new surge of flux which will strike with, hopefully, a different effect. As part of preparing this talisman you must acquire a flux envelope to represent the alternative effect. If this is used to absorb the death from an interrupted ritual it is treated as a "spare" ritualist which will die due to the interruption without other effect. Once it does this then further failure to continue the ritual will bite as normal starting with Ritualist 1.

This ritual costs 2 Aegis.

Delivery Enhancement

Ritual lead may grant any of the starting spell traits to someone else so long as they or another ritual caster have knowledge of that spell school. This can be Augmentation: Aging, Blood, Disease, Thorns; Invocation: Earth, Fire, Ice, Storm; or Necromancy: Awe, Fear, Inspiration, Madness. Applies to all called skills for that target.

Lasts until the next long rest for the recipient.

Enchant Item, Apprentice

Enchants an item with a one time use effect. This may be done as a batch for more uses up to three uses of a single effect. Each use in the batch requires expending 1 ritual

point but you can enchant any effect into an item. Ex: 2 uses of paralyze would cost 2 ritual points, 3, would cost 3, etc.

This ritual does not allow enchanting an object to affect more than one target. Therefore you cannot use a community name or town as the trait with which the effect is delivered.

To increase the power of an effect cast with this ritual beyond difficulty 1 you must cast it multiple times. Ex: One casting of this ritual will allow you to deliver a "Heal 2" effect, but "Heal 3" would require two castings of this ritual and so on. You can do the same with "Damage" but for example to cast Paralyze, a 3 difficulty effect, would take a batch of three castings and to have two charges of it would require the same again twice more, for six full castings.

This effect is instantaneous.

Traumatic Death

This ritual requires a spirit as a target. When the spirit is targeted they are prevented from resurrecting until the ritual is complete. During this time the ritual lead should explain to the target that they are casting a ritual that will cause the spirit to have a significantly traumatic experience related to their most recent death. This allows the target to come up with the roleplay they wish to use to support this effect. When they do resurrect after the ritual completes, they should act as if traumatized by the events that occurred between their death and resurrection. Perhaps they saw a large mouth in the darkness opening to consume them as they lay adrift in the space between life and death. Perhaps they saw an old memory they wished to never relive again. Perhaps, their greatest fears overtook their entire passage from death to life. In either case, the sound of the lead ritualists voice will remind them of this trauma for two minutes after resurrecting. After that point it is up to the target to decide how much longer they wish the ritual leads² to remind them of the experience. The target is encouraged to give those with mental healing skills a chance to assist.

This effect is instantaneous.

Vision

The ritual lead, and any they wish to include in the vision will cast their senses out and seek the answer to a single question. The vision can seek out a particular source or can specify none.

The risk of targeting a source for the answer, is that the source has no information, or could not know what you seek. The risk of not targeting a source is that any perspective

could be applied to the answer. You may also specify sources to exclude in your vision, which will at least ensure that you do not get answers from sources you don't want.

The question may be as specific, or vague as you wish. The more specific your question, the more specific your answer. You will never receive a one word response styled answer to a vision. Even a poorly worded question will grant some response that may or may not answer the question depending on how well game staff understands the question.

If multiple people want to see the vision, they must all be included on the question, and source inclusion/exclusion write up, from the ritual lead. If multiple names are written to see the vision, one copy of the vision response will be provided for all to share. Each person listed will see this vision, so you must pass this response around, even if you'd rather keep the information from others in the vision group. Violating this is considered cheating.

When submitting a vision, place the write up, written as "vision targets:", "Sources targeted:", "Sources excluded:", "Question:" in the drop box for rituals requiring responses.

Any vision received before midnight has a chance of being answered the next day. Any vision not answered by the end of the event will be answered between events and does not consume an info skill use. Any vision received after midnight may have the answer delayed by a day.

This effect is instantaneous.

This ritual costs an additional 1 Clarity.

Veteran Rituals

Disenchant, Veteran

Remove two enchantments from an item.

This effect is instantaneous.

Researched Delivery Enhancement

Ritual lead must know the delivery trait to grant this to someone else. Applies to all called skills for that target.

Lasts until the next long rest for the recipient.

Spell Cry Ritual, Veteran

Allows the ritual leader to cast a single spell they know as “By My Voice, [Spell]” so long as the spell has an effect that could be done as an Apprentice ritual. (The Difficulty should be one. If you are unsure you can always speak to a theoretical ritualist or send a message to one via the mailbox but as with all mailbox answers there may well be a delay.)

This effect is instantaneous.

Sustain Magic

Upon completion of the ritual, you may sustain 1 effect on 1 item + 1 effect on a different item per clarity that the casters in the ritual expend.

This effect is instantaneous.

Expert Rituals

Chained Spell

Ritual lead will be the source of the chained spell. Once the ritual is complete, the ritual lead may repeat the effect of the ritual again after repeating their 3 part ritual action 9 times. After they deliver the effect, they may repeat the process again. This can be continued until the ritual lead is hit by any source for a negative effect, damage, or an inflict.

This effect is instantaneous and lasts until the ritual lead is hit for a negative effect, damage, or by an inflict.

Create a Greater Scapegoat Talisman (*Element*)

The target is a suitable object to redirect any negative side effects that may come from problems with a ritual. There should be a physical representation suitable to the spell and one of the elements, Fire, Earth, Storm, Ice, Light, Shadow.

If the Talisman is improvised it will expire at the end of the batch of rituals it is part of but if it is created by a Crafter then it lasts until the end of the next event or until it is destroyed absorbing a negative effect.

If you use the Talisman during a ritual it will absorb any negative effects from failed or underpowered rituals.

- a) If the Talisman absorbs the negative effect itself then it is destroyed. The energy involved causes manaburns. The Lead Ritualist will call out "By My Voice 3 Damage by *Element* to Ritualists" where *Element* is the element chosen when the Talisman was created.
- b) Instead, if someone is wearing the Talisman then they and they alone take the negative effect and the Talisman survives that damage.

This ritual costs an additional 1 Clarity.

Dim Magic

At completion of ritual, call "By My Gesture, Drain Mage Header and Drain Pure Mage Header". This removes all magic abilities cast at will until the target rests for 5 minutes.

This effect is instantaneous.

Enchant, Expert

Enchant an item with a per day effect. This may be done as a batch for more uses per day up to three uses. This is a sustainable effect. An item may only have 3 unique effects on it at any time, which does not count repeated effects. Each use in the batch requires expending 3 ritual points but you can enchant any effect into an item. Ex: 2 uses of paralyze per day would cost 6 ritual points, 3, would cost 9, etc.

May not be Attributes. Does not require sustaining the event it is created.

This ritual does not allow enchanting an object to affect more than one target. Therefore you cannot use a community name or town as the trait with which the effect is delivered.

To increase the power of an effect cast with this ritual beyond difficulty 1 you must cast it multiple times. Ex: One casting of this ritual will allow you to deliver a "Heal 2" effect, but "Heal 3" would require two castings of this ritual and so on. You can do the same with "Damage" but for example to cast Paralyze a 3 difficult effect would take a batch of three castings and to have two charges of it would require the same again twice more, for nine full castings.

This effect is instantaneous.

Retribution

The target of this ritual is filled with aggressive energy. This energy slightly weakens their spirit to resurrection, but this weakness fuels the magic. The target of this ritual will be hit with "Inflict Permanent Taxed 1 Trait and Inflict Permanent Retribution Trait". This should be carried as an inflict card by the target with 20 open boxes on it. This permanent inflict cannot be removed by psychopomps or any other ritual without sacrificing the effects of this ritual. While the target can be further taxed by death and resurrection, this initial loss is always in effect. This ritual allows the target to retaliate against anyone that would strike them through. After they are struck through, and the person inflicting death upon them has completed any benefits they receive from that, the target of this ritual may call "I'll take you with me, By My Voice 20 Damage by Piercing" the voice effect should be whispered so only the target can hear, but the incantation should be loud enough to draw the attention of the person delivering the killing blow. This ritual allows this action to take place 20 times. Even if the person empowered by this ritual does not resurrect from the death strike, or has been targeted by a death strike already, the effect will trigger. Each time the effect triggers, one check box on the inflict card should be checked off. Once all the checkboxes are filled in, the target of this ritual must call "Cure Permanent Taxed and Cure Permanent Retribution". Casting of this ritual should be reported in post

event letters with the name of who cast the ritual, and who the target was. The target of this ritual benefits from it until all charges are consumed or the target has attended 5 events including the event the ritual was cast at, whichever comes first.

This ritual lasts until 20 charges of retribution are used, or 5 events have been attended, including the one the ritual was cast at, whichever comes first.

Sorcerous Rituals

Create Lacuna

Must provide the person who will become this Lacuna at the time of the casting. This Lacuna will be imprinted with some part of the personality of at least 1 of the casters in the ritual, but may take parts of all the casters. They will have a single purpose defined by the ritual lead in a single sentence. In all other ways they will act like any other Lacuna and bear all the normal marks for that heritage. This Lacuna, once created, is its own living being, though it will strive to complete whatever purpose it was created for.

This effect is instantaneous.

Eviction

A target of this ritual must either be willing or incapacitated at the end of the ritual. This ritual banishes the target from Erümir and sends them to a plane most beneficial to them. This does not mean the trip will benefit them in all cases, but it has the potential to be beneficial. The target, once their incapacitation wears off, may explore that plane and interact with the entities or beings that reside there. This may result in the target coming back better off than they left, or worse off as generally the benefits must be negotiated. The target does not often benefit from this eviction, but instead usually returns frustrated that negotiations never completed. The planes beings are banished to by this ritual seem to enjoy frustrating the targets.

At the end of the third day from the moment the target was banished has passed, the target appears exactly where it was banished. Even if that target made a deal to return from their banishment ahead of the end of the 3 days, they will be pulled back to the point they were banished at the end of the 3 days. Current research shows this can be used to hide troop movements if the negotiations go well.

The plane the target is banished to does not always operate the same way as the plane the being is banished from. Delay your enemies at your own risk.

This effect lasts for 3 days.

Experimental Delivery Enhancement

Ritual lead must target someone who can use the delivery trait for spells. Any new trait should be discussed with game staff so they can prepare monsters to respond to the trait

appropriately, and so they can categorize it correctly as Elemental, Mental, or Physical. Applies to all called skills for that target.

Lasts until next long rest for the recipient.

Spell Cry Ritual, Sorcerous

Allows the ritual leader to cast a single spell they know as “By My Voice, [Spell]” so long as the spell has an effect that could be done as an Expert ritual.

This effect is instantaneous.

Greater Rituals

Greater Ritual magic applies when one has a long period of time multiple days or weeks to perform a casting. All the normal effects apply but the advantage of taking the extra time is that one can make use of many more crafting and performance bonuses. If one is performing a Sorcerous ritual to grant protection against all Fire Damage for example one might have each ritualist prepare the costume for a different elemental being and for the power of Healing and War then they each enact a part of the ritual performance of the other elements restraining Fire in its attempts to attack the target and then war acts out slaying fire while Healing uses medicinal techniques.

An added bonus is that the celebrants need not be in the same place. As long as there is a suitable linking ekekenet such as music or at least a drum beat as a through line and then each ritualist says or does something to interlock the actions such as partial versus of poem with interlocking rhyme scheme or each one miming passing an identical or symbolically similar object from one side of their performance space to another the elements can be locked together even if happening one after another in time and space.

These are simple examples as there are undoubtedly much more evocative ways to use actual crafting and performance skills given the extra time and participants.

Chapter 8: 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.

Spell lists

Augmentation		
Traits: <u>Aging</u> , <u>Blood</u> , <u>Nurture</u> , <u>Thorns</u> , Bone, Disease, Pain, Poison, Radiation, Sleep.		
Name	Effect	Cost
Talons of the Beast	Gain use of claws, casting takes as long as getting the Phys Rep takes.	-
Commune with Flora	Info Spell when cast on a plant creature you can glean more information on a situation. This spell is often futile. "Speak to Plant"	A
Life Stealing	Death strike someone to "Heal 2 to Self"	A
Nature Calls to Nature	"By My Voice, Expose Bloodied"	A
Soothing Touch	"Imbue by [Trait]" (self only) may call "Stabilize by [Trait]" (touch only) to as many targets as you want until you drop concentration or are Hits that cost Vitality.	A
Straighten Bone	Diagnose an impairment, or know what impairment is on your target, or you can guess what ails them, then cast "Cure [x] and 2 damage by [Trait]" where x is the impairment you are curing, and the damage applies even if no impairment is removed. Does not cure death.	A
Wild Tongue	Info Spell when cast on an bestial creature you can glean more information on a situation. This spell is often futile. "Speak to Beast"	A
Life Channeling	"2 Damage by [Trait]" change target and immediately call "Heal 2 by [Trait]"	T
Poison in your Veins	"Weakness by [Trait]"	T
Tangle Vines	"Root by [Trait]"	T
Accelerated Recovery	"Heal All and Short Agony by [Trait]"	AA
Paying the Iron Tax	Touch-cast, "Heal All by [Trait]" followed by "Waste 2 Armor to Self"	AA
Purify the Body	"Cure metabolic by [Trait]"	AA
Bursting Boils	"Agony by [Trait]"	TT
Struck Dumb	"Silence by [Trait]"	TT
Wither Limb	"Maim [Limb] by [Trait]" (packet) or "Maim by [Trait]" (Melee)	TT
Adrenaline Fueled	"Cure Stricken and Frenzy by [Trait]"	AAA
Thickened Skin	"Shield"	AAA
Warping Aura	"Imbue by [Trait]" (self only) may call "Reduce" to the first three claw, missile or blunt weapon attacks that hit you until you drop concentration. Deliver back as "4 damage by [Trait]" per reduced attack	AAA
Bloody Repulsion	"By My Gesture Repel by [Trait]"	TTT

Augmented Health	Modifies Bolt Storm to "Heal by [Trait]". Start spell with "Imbue to Self". Must be delivered as touch-cast only. Or can drop concentration to use the standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into the body drop this spell.	-
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Invocation

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

Name	Effect	Cost
Elemental Ken	"By My Voice, Expose Elemental by [Trait]"	-
Cleanse	"Cure Elemental to Self"	A
Inner Warmth	"Grant Elemental Defense, Shield"	A
Blast	"4 Damage by [Trait]"	T
Crushing Impact	"Destroy [Item] by [Trait]" where Item is a focus, pouch, weapon, shield, or armor.	T
Eruption	"2 damage by [Trait]" continuously until you move your feet or hit into body	T
Fan the Flames	"Frenzy by [Trait]"	T
Mire	"Short Slow by [Trait]"	T
Earthen Bulwark	"Grant 5 Protection, Root to Self"	AA
Mirage	"Grant Shield by [Trait] to Self"	AA
Disrupt	"7 Damage to Elemental"	TT
Drowned	"Agony by [Trait]"	TT
Quake	"Slam by [Trait]"	TT
Painful Awakening	"Cure Paralysis by [Trait]"	AAA
Asphyxiation	"Death by [Trait]"	TTT
Crashing Storm	"Paralyze and 4 Damage by [Trait]"	TTT
Forked Bolt	"Double 4 Damage by [Trait]"	TTT
Tempest	"By my gesture, Repel by [Trait]"	TTT
Elemental Maelstrom	Modifies Bolt Storm to "Short Frenzy by Weapon". Start spell with "Imbue to Self". Or can drop concentration to use the standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into the body drop this spell.	-

Necromancy

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

Name	Effect	Cost
Groundskeeper's Bell	"By My Voice, Expose Ghost by [Trait]"	-
Read the Signs	Info Spell when cast on a dead creature (NPC) you can glean more information on a situation. This spell is often futile. "Speak to Spirit"	-
Grave Tongue	"Speak to Spirit"	A
Mental Fortress	"Grant Mental Defense: Shield"	A
Chill Your Spine	"3 Damage by [Trait]"	T
Pull the Chords	"Drain by [Trait]"	T
You Look Unwell	"Frenzy by [Trait]"	T
Clairvoyance	"Grant Defense, Elude"	AA
Through the Shadows	"Cure Mental by [Trait]"	AA
Warding	"Reduce Mental to Heal to Self"	AA
Grave Vision	"Paralyze by [Trait]"	TT
Tearing at Shadows	"7 Damage to Ghost"	TT
Protection from the Grave	"Cure Death to Self" when dead.	AAA
Hint of Doom	"Stricken by [Trait]"	TTT
Ferryman's Toll	"Waste Aegis by [Trait]"	TTT
Grave Nails	"Waste Threat by [Trait]"	TTT
Sever Ties	"Death by [Trait]"	TTTT
Return the Spirit	"Cure Death by [Trait]"	C
Wrath of Ancestors	Modifies Bolt Storm to "Short Weakness by Weapon". Start spell with "Imbue to Self". Or can drop concentration to use the standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into the body drop this spell.	-

Appendix: Change Log

Iceberg

Mentalists have developed Reduce Inflict Possession.
Rephrased many Purge Death as Cure Death to Self.

Hops

Companion spirit simplification
Added text to try and convey the rules for Nobility more clearly
Added the companion text on Play to Lift
Allow multiple Communities for player (unlimited)
Allow Warchanter to create 2 communities at a time
Sever Ties cost increased to TTTT.
Chill your spine does 3 Damage
Crashing Storm and forked bolt do 4 damage
Mire does a Short Slow
Soothing touch ends if you take a hit into Vitality.
Unified Base Attributes are removed to simplify play
Examples of Piercing damage passing EPR and APS are added.
Community rules eased to support multiple community membership due to lack of team centric play.
Examples of makeup added.
Damage numbers adjusted from 5 to 4 and 4 to 3 in a number of places where they were not working as intended.
Indomitable Life clarified.
Mastery limited to a specific spell per purchase and made a per event skill with an extra T cost.
Call Out to permit inflicting Hunted by my voice. Predator combines with other called skill use
Deadly Visiae uses different mechanics to kill.
Clarified intent of Masterful CLeave
Grandmastery limited to specific spells and made per Long Rest skill.
Death to spirit/ghost effects changed to do 10 Damage instead to make them effective.
Ingredients expiration changed to permit sustaining ingredients

Grape

Added Weapons table.

Ingredients expire at the end of the first day of the next event.

Note that when you Refresh by Clarity you must call "Imbue to Self" (The general I did a thing call.)

Added a note in Attuning about learning what an item does and negative effects

Removed once per long rest restriction on Primal Magi: Channel Pain under Pure Mage.

Added note that spell casting requires focus and can thus be interrupted by non-beneficial effects.

Added Workshops in the Crafting section.

Nibs, Ink, and Parchment and similar items used as inputs do not require attunement to use.

Adding symbols to mark items not normally needing attunement.

Added note to Gathering Ingredients emphasizing that the distributions are separate.

Emphasized the rules on Spell Focus under the Primary and Secondary schools.

Made clear that First Responders can use any active or preserved ingredient.

Cleared up the references to sustainable items and how they are sustained under the glossary.

Added an example of crafting.

Expanded Ritual section

Fennel

Corrected typo on Sleight of Hand description in Rogue to match summary table.

Cleaned up Open Skills summary table to match formatting of all other tables (removed prereq from short descriptions).

Added "First Responder" to Open Skills.

Updated "Battle Possession" to show prerequisite of "Mental Intrusion" and cleared up description.

Updated Observant to allow it to be bought multiple times.

Updated Armor coverage requirements to 50% of all zones must be made of required prop type. Eg: 50% of heavy prop must be plate, scale, or brigandine and cover 5 zones to count as heavy rep.

Updated crafting to allow people to carry 6 items at a time and store extras in a stationary container.

Updated all crafting skills to reflect adding containers so that labs/workshops go from storing 3 ingredients per purchase to just storing ingredients.

Removed redundant listing of purchase limits on crafting skills as each skill can only be purchased once per existence of similar name (can't buy Alchemy 1 twice).

Added Ritual Magic to Warchanter header.

Clarified simple items from crafted items.

Clarified carrying multiple crafted items vs equipping them.
Clarified what ingredient types of common, uncommon, etc mean in regards to unique ingredients where quartz and mica would both be common, but give you the same punch.
Reorganized spell lists to sort by trait used and quantity of trait. All end with free bought spells.
Added spells: Accelerated Recovery, Adrenaline Fueled, Painful Awakening, and Grave Nails.
Added ingredient symbols to the ingredients section.
Rephrased the Ritual Magic placeholder to leak the player agency sooner.

Eggplant

Changed Sunder Armor from Waste All Armor to Destroy All Armor to fit core rules.
Corrected Primal Magi to fit core rules. Removed comments about waste from absorb abilities and added "If the Cure Waste has no effect to cure, this ability cannot be used." to Channel Pain.
Updated Hasty Crafting to include "This item may be used immediately without attuning to a simple item slot."
Typo from Shaper changed from "can make 1 magic item per purchase" to "can make 1 shaper item per purchase".
Added definitions of Info Skills and From Behind to Glossary.
Added a note on Medical status.
Added a note on clearances.
Added Prestige Headers.
Changed "Chanters Band" to allow other warchanters to join each other's communities and share the same community name in their skills with that other warchanter.
Updated Pact of the Gifted heritage appearance to allow black around eyes and on cheekbones for additional character building options.
Defined per Day for Per Day skills.
Updated definition of hasty crafting to be once per purchase per day instead of per long rest and changed how attuning to those items works.
Added optional names for Purist Headers. Database will still reflect the functional name of Pure Header.
Clarified how Scribe Scroll is intended to work in regards to spell traits.
Added **Sailborne** as a culture option.
Updated Fists to match the core rules for claws, while still being affected as a damaging effect if hit with a disarm attack.
Edited and added content to Gnome's racial section.
Added Rune Projector Recipes.
Added core rules to this book.
Reorganized descriptions for flow.
Rename spell "Thick Skin" to "Thickened Skin"
Added Plague Trait to Special Traits. This allows in-game calls for needing a break.
Changed Alchemist to Apothecary. Mentioned they refer to themselves as Alchemists.

Culture skills now listed as bonus to the culture trait instead of separate skill name.
Fixed copy/paste typos in secondary specialization.
Added Ritual Magic Skill to all Mage based Headers.
Combined Grand Master 1, 2, and 3 into one description.
Combined Strengthened Magic 1, 2, and 3 into one description.
Added notes to crafted items to state that items without called game effects “do not expire”.

Durham

Through the Shadows updated to AA for cost instead of A to mirror augmentation.
Adding crafted components to Sustain rule.
Renamed Artificer to Shaper
Updated Shaper skill to include no need for crafted components to sustain.
Updated Shaper skill to include ability to craft items.
Adjusted physical element names
Added the phrase slower Sanctuary for places like Cabins which have a longer time to refresh.
Clarified Unified Attributes to make clear that it is a permanent character change.
Added Scribe Scroll to Mage Header
Added Mentalist to Advanced Headers
Clarified all skills in Berserker
Changed full helm requirement to helm in Heavy Armor section.
Alchemy changed to Alchemist
Potion Brewing changed to Potion Brewer
Recipes added for Alchemist, Potion Brewer, Shaper, and Tinkerer
Changed bolt storm description to reflect using your spell focus as a launcher for missile attacks.
Modified the Bolt Storm modifying spells to use “by Weapon” as a shield blockable delivery.
Clarified Bolt Storm to include a sound and holding focus forward as a launcher for uncalled missile attacks.
Clarified casting spells in primary and secondary school to show need to hold a focus but to not hold it forward as a launcher.
Added Pure Berserker.
Added Pure Crafter.
Added Pure Rogue.
Added Pure Mage.
Added Pure Warchanter.
Added Pure Warrior.
Added Ritual Magic section.
Clarified Ingredients to show “Search for” does not take any longer than a normal search on monsters. Gathering at resource locations distinguished from monsters.
Added explanation for how to reset characters under “Starting Characters!” section.
Updated all skill costs.
Added examples to Possession and more Traits that will be needed as people explore.

Carrot

Alphabetized spell schools.

Descriptions of all open skills clarified.

Example for refresh cleaning of old notes on Earth, Air, Fire attributes.

Added spell "Iron Toll" to Augmentation.

Cleaned up spell tables and separated spell schools by page.

Added Gambeson and Cloth Armor to the Light armor group.

Updated importing characters table for Pact of the Willful added to Phaunos like heritage.

Added prerequisites to Purist headers to clarify.

Changed Bow and Blade Master to taking damage but can fire and don't need to restring

Redefined shield sizes to fit available foam shields from internet stores.

Defined weapons to fit sizes available for foam weapons from internet stores.

Changed color of shield skills to show distinct from weapons skills.

Added contouring makeup option to greenskins.

Changed Elbael ears from long to pointed.

Updated Earthen Bulwark cost to 2 Aegis

Added Companion Spirits

Replace the use of Spirit with Ghost as a Monster Trait

Chanters Band changed from Grant to Imbue to fall in line with rules.

Inspiring Word time required changed to 10 seconds and changed from Imbue to Grant to fall in line with rules.

Chanters Band clarified to "induct 10 members in addition to yourself" instead of "induct 10 new members".

Added note about performance and changed time from 1 minute to 30 seconds minimum.

Hunters Retreat updated to 1x per long rest.

Added a max length below normal max for Staff and Sword.

Updated Augmented Health to "Heal by [Trait]"

Life Channeling changed from "By Aging" to "by [Trait]"

Returning from death changed from 5 minutes to 3 minutes

Added armor evaluation chart. Removed mentions of marks and changed to areas of coverage.

Added extra clarification that Determination cannot be used in place of clarity.

Added an example to spell master to clear up confusion.

Reduced armor refit time to 1 minute for all of the game. Removed Field Refit and just put this in the armor section as a "for everyone" rule.

Updated Harvest Ingredients to allow harvesting from resource locations in addition to monsters.

Updated Storage, in reference to ingredient storage to allow all players to carry 3 ingredients, and allow Crafters to carry additional ingredients based on their skills.

Updated all multi-purchase skills to be numbered to allow multiple unique purchases following base accelerant rules that do not allow multiple purchases of the same skilled name.

Updated Cabin Safe Spaces to use a Talisman to invoke safe space. Increased time requirement for Active Sanctuary benefits from Cabins as a Safe Space
Added clarifications of intent for professions skills.
Adding cooldown to performance.
Added Advanced Headers
Updated recipes statements to allow all people to collect ingredients and to remove requirements for recipes in order as that is not design intent.
Updated Sustain to clarify that all characters having some Sustain to use each event and that all Sustainable items need to be renewed each attended event.
Clarified intention of Purist Headers.
Added ability to harvest ingredients from resource locations to Harvest Open Skill.

Blueberry

CP increased to 50
Armor raised by 1 point for all categories
Code of conduct updated for nobles
Cabins defined as safe zones with hours
Pact of the Willful added
Content description updated to indicate PvE and PvP stance
Formal Duel added as a conflict resolution device
Added incantations

Apple

Kaurath specific skill tables released