

Chapter 4: Headers

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

Open Skills

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

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

Skill	CP	Effect
Diagnose Stable	-	"Diagnose Stable"
Field Medic	1	"Diagnose [Effect]"
First Aid	1	"Stabilize"
First Responder	3	"Cure Maim"
Arm/Disarm Trap	1	With tools, can disarm traps or arm them.
Harvest Ingredient	2	"Expose Harvestable", "Search for Ingredients".
Pick Locks	1	With tools, can pick locks
Read and Write	-	Can read any text the player can already read.
Ritual Knowledge	2	You may cast ritual magic, but have no special bonuses.
Tough	1	+1 Vitality
Tougher	5	+1 Vitality
Experienced [Profession]	1	[Profession] is any skill not already listed in the rulebook.
Skilled [Profession]	1	Must share the same Profession Name as Experienced. [Profession] is any skill not already listed in the rulebook.
Master [Profession]	1	Must share the same Profession Name as Skilled. [Profession] is any skill not already listed in the rulebook.
Multitasking	-	Refresh all skills requiring rest during the same rest period.

Parole	1	
Dispense Justice	2	
Tracking	3	Diagnose Trait (Costs 1 A) and the target must announce one of their traits. Until your next long rest, EXPOSE "trait" (free) . You may learn up to three traits. They reset on a long rest.

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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.
Natural Weapons like Claws and 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. You can focus for 1 minute and then you can call "Expose Harvestable" across a field of corpses and if someone responds you should search them. But not everything with ingredients is a creature with that trait. This skill also allows you to gather ingredients from other sources (for example certain foiled traps if the person with the trap skill did not harvest them.) . To gather the Ingredients you focus and call "Search for Ingredients" while RPing searching your target without actual touching. . Focus for 1 minute of roleplay to gather. Without this skill you may not find any ingredients on creatures, except ones already gathered by them which they are carrying physically.

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. If logistics has a loaner set of picks they will let you know at check-in.

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 special bonuses, but working with others will still allow you to accomplish even the most difficult of rituals. You still gain insight into how to improve rituals you have done before, making subsequent rituals of the same type easier. You can lead at least one ritualist per level. There is some safety in numbers,

NOTE: do not take this skill if you are taking other **Ritual Magic** skills under another header and if you learn Ritual Magic later you should have this skill removed and the points refunded.

Tough - Gain a permanent increase of +1 Vitality to your maximum. **This skill is deprecated.**

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

Experienced [Profession] - [Profession] is any skill not already listed in the rulebook. You can roleplay that you have enough knowledge in a skill to gain some advantage when working on tasks in this profession and not be lying. In so far as it is needed the plot team will support your assertions but note that this will not likely have any live play benefits unless specifically stated in an encounter. The plot team at profession creation may suggest a change to the profession name with a core profession name followed by a comma and your profession name. This is for determination of between game actions, especially when multiple characters with related skills are involved. As mentioned in the section on In-Between Game Actions, this skill is a natural choice upon which to base related IBGA. The specific profession name should be entered into the Character Sheet.

Skilled [Profession]

Prerequisite: Experienced [Profession].

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

Master [Profession]

Prerequisite: Skilled [Profession].

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

Multitasking - Skills that reset over a rest can be reset simultaneously to other skills that reset over the same rest timeframe. This may also be done while restoring attributes in a sanctuary

for any skills that would refresh in the duration you have rested or less.

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

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

Medium Armor

Prerequisite: Light Armor.

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

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

Heavy Armor

Prerequisite: Medium Armor.

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

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

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

weapon. This weapon can be 36" long from pommel to tip, including the length occupied by a thrust tip. A thrust tip is required for thrusting attacks.
Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

Your first weapon skill purchased is free.

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

This skill is free.

Shield

Prerequisite: Buckler.

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

Tower Shield

Prerequisite: Buckler.

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

Bow and Blade

Prerequisite: Ranged Weapon.

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

Bow and Blade Master

Prerequisite: Bow and Blade.

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

Bow and Buckler

Prerequisite: Ranged Weapon.

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

Hunter's Retreat

Prerequisite: Ranged Weapon.

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

Staff and Blade

Prerequisite: 2 Handed Weapon.

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

2 Handed Weapon and Buckler

Prerequisite: 2 Handed Weapon.

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

Florentine

Prerequisite: One Handed Weapon.

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

Dual Long Blade

Prerequisite: Florentine.

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

Dual Shield

Prerequisite: Buckler, or Shield.

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

Note: Parole / Dispense Justice

You can only take one of the two skills Parole or Dispense Justice, and once chosen it can be changed only with permission and by appropriate Roleplaying.

Parole 2 CP

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

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

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

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

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

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

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

Dispense Justice 2 CP

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

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

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

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

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

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

Tracking 2 CP

To track someone you need to learn a trait your target has, using the call **Diagnose Trait**. They choose what trait.

You can only "know" three traits this way at a time so learning a fourth means you must drop one of the previous three. All traits known reset during a long rest.

From then on until your next Long Rest you can call **EXPOSE "trait"** for free and they must respond at the same vocal level. The calls included..

Diagnose Trait (Cost 1 Aegis) and the target must announce one of their traits. The Target should expect to hear an Expose call for that trait and to respond as normal. The Tracker can retain up to three such traits until the next Full Refresh when they are all clear. Before that if the Tracker acquires a fourth trait they must “forget” one of the three traits they know.

Expose Trait (no cost) Anyone hearing this call should respond at the same volume.

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Gathering, Common, Uncommon, Rare

The Gathering skill is an open skill with three levels costing progressively more CP.

Skill	CP	Effect
Gathering (Common)	2	Can Gather any 1 bag, Pick a <i>Type</i> , bonus for Common of <i>Type</i>
Gathering(Uncommon)	4	Must have Common, +1 Bag, bonus for Uncommon of <i>Type</i>
Gathering (Rare)	6	Must have Uncommon, +1 Bag, bonus for Rare of <i>Type</i>

When one takes their first level of Gathering one must select one of the three specializations, Farming, Hunting (and Fishing), and Mining. The gatherer can receive some bonuses or better control over efforts to gather that flavor of Ingredient. You can only specialize in one flavor but the bonus applies to all later levels. And later levels require you to have the previous level.

Thus for 12 CP you can master Gathering at all tiers (Common, Uncommon, and Rare) and get a bonus with one of the three flavors (Hunting, Farming, Mining).

Sample Ingredients of each flavor and tier are listed below.

Common Mining Ingredient: Stone, Quartz, Sand, Clay, Iron Pyrite, Jasper

Uncommon Mining Ingredient: Copper, Flint, Iron, Citrine, Onyx, Marble

Rare Mining Ingredient: Gold, Silver, Tourmaline, Diamond Dust, Sapphire Dust, Rune Shard

Common Hunting Ingredient: River Water, Small Fish, Animal Hide, Wood, Chestnuts, Wheat, Common Herbs, Fresh Meat

Uncommon Hunting Ingredient: Large Fish, Snails, Uncommon River plants, Bone, Uncommon Herbs, Animal Organs, Graveyard Dirt

Rare Hunting Ingredients: Rare River Plants, Rare Herbs, Berries, Pearls, Hearts, Rune Shard

Common Farming Ingredient: Wheat, Common Herbs, Potato, Animal Hide, Hay, Apple

Uncommon Farming Ingredient: Uncommon Herbs, Leather, Corn, Garlic, Mint

Rare Farming Ingredient: Rare Herbs, Orange, Reeds, Saffron, Bacon, Yeast

Ingredients may be acquired in several ways.

- Those which have already been gathered by NPCs may be acquired as treasure or by trade.
- If one has the open skill **Harvest Ingredients** one can collect ingredients from defeated creatures (by extracting interesting organs from their corpses for example). This allows you to “Search for [Type] Ingredients” from a creature where [Type] is Farming, Mining, and Hunting.
- The most common way is by searching the site of this event to find a concentration of useful Ingredients and collect them. These are represented by distinctive bags (labeled

with a specialty (hunting, farming, or mining) and a tier (common, uncommon, or rare) and collecting them as described below.

When you take your first level of Gather there is a Drop down menu to select between Hunting, Farming, or Mining. This sets your specialization and the effects are described below.

- For each purchased (level) of the skill **Gathering**, you may collect 1 resource bag per event and promptly turn it into the designated Logistics staffer in return for a randomized mix of Ingredient cards..
- There are 3 tiers of bags, common, uncommon and rare.
- In addition, each bag is flavored either mining, farming, or hunting.
- Each bag will be hidden around the camp (air tagged and photographed), and when collected, may be turned into ops for corresponding reward. Rarity corresponds with how well hidden the bag is.
- When the first level of Gathering is taken, the character chooses specialization in mining, farming, or hunting.
- ANY character with an available use of gathering may search for a bag and if they find ANY one they should role play the collection of resources in the area, storing them in the bag, and then promptly bring the bag back to Logistics themselves, no matter which flavor of bag it is.
- If the bag is labeled Rare but they have only Gathering 2 or Gathering 1, or the bag is labeled Uncommon but they have only Gathering 1, then they can still gather it and turn in that bag.
- When a character turns in a bag, they get a mix of six random ingredients of the flavor of the bag, and which are biased in favor of the specific level of the bag.
- If their specialization matches the flavor of the bag and their skill is that level (or greater,) they may request 2 specific named ingredients of the bag's type and rarity (or lower) instead of the normal six random ingredients in the bag.
- The rarity of the item requested may not exceed that of the bag OR the character's gathering ability. (If the flavor of the bag matches your Gathering specialization then Gather 1 can request Commons; Gather 2 can request Common, or Uncommons if it is an Uncommon bag; Gathering 3 can request Common, Uncommon if an Uncommon or Rare bag, or Rare if a Rare bag.)
- This decision must be made before they see the contents of the bag.

For example: a Character has Gathering 2 and specializes in Mining. They find a rare mining bag, and when they turn it in they will either get the normal random mix of six mining ingredients, biased in favor of Uncommon ones, or they may request two named uncommon or common mining ingredients. If they had Gathering 3, they could have gotten two Rare ones instead. They still get the normal random mix for that type and rarity of bag.

- There will be several bags hidden at the beginning of the game and once enough have been found and turned in then more will be rehidden but in unique, different locations. A typical mix would be 6 Common, 4 Uncommon, and 2 Rare bags selected fairly evenly among the different gathering specialties.
- After the game-off is called there is a small bonus for those who return any bags which were not found to Logistics as we must clean up the site.
- There are tools which can be Crafted that will assist this process. If a Gatherer chooses to collect two named ingredients and they are using the Gathering Tool of that flavor as well they may request three named components instead of two.
- One might research a specific BluePrint to create an upgradable Civic Improvement for each of the three different Gathering specialties and build them as an improvement to a town. Doing this will create a special gathering area for that specialization which will permit someone to collect a virtual Common Gathering Bag of that specialization with restrictions:
 1. You do not gain the advantages of any specializations;
 2. You may not find rare ingredients this way;
 3. This Improvement is heavily influenced by the state of the land for this town.
- The Open Skill Harvest Ingredients allows one to harvest ingredients from dead creatures in modules where they happen to be available and from Traps if the person who disarms the trap does not choose to do so..
- That open skill, Heritages such as Sailborne, and Advanced skills such as Collector's Hand, and some specific developments provide additional Ingredients at Check-In, usually randomly.
- We have retired the concept of Sustaining Magic Items, all references to that are replaced by increases in the number of Attunable items, magic or crafted.

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 7 CP.

Some Base Headers may still be listed at their older cost until they are revised - as part of that revision some of the dependent skills will be bundled into the base.

There are special benefits for picking one base header and just mastering it and pushing beyond. That is represented by the Purist Headers only available to those who have only one base header.

There are special benefits from picking only two Base Headers and exploring the synergies between these two.

If you learn a second base header you can not take Purist Header. Once you take a Pureist Header you can not learn more Base Headers

If you learn a third base header you can not take any Prestige Headers. Once you take a prestige header you can not learn a third 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 v2

This is an intermediate version that addresses the critical issues but the shape of the header will shift and focus more on the core flavor in the final revision,.

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.

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

Skill	CP	Effect	Cost
Animal Instincts	1	"Cure Root and 2 Damage to Self"	-
Blood Rage	2	"Frenzy to Self and Triple Grant 3 Damage to Self"	AA
Bonebreaker	2	"Maim"	TT
Brutal Strike	2	" Disarm " and then " 3 damage "	TT
Dont Care	2	Roleplay for 3 undisturbed seconds, "Frenzy and Grant 2 Extra Protection" to self only	A
Great Cleave	4	<i>Frenzied</i> "Triple 5 Damage" if attack lands, "Short Maim to Self"	TT
Great Roar	2	<i>Frenzied</i> "By My Voice Short Repel by Fear" then " Short Root to Self "	TT
Indomitable Life	3	"Purge Death to Self and Heal 3 to Self", can only be used when dead.	C
Manic Will	4	"Reduce to Frenzy"	AAA
Ouch	2	"Reduce Missile to 1 and Frenzy"	AA
Reckless	1	"Cure Maim and Short Frenzy to Self"	AA
Roar	2	<i>Frienziend</i> "By My Gesture Repel by Fear"	TT
Shake it Off	1	<i>Frenzied</i> "Short Root and Heal 3 to Self" Once per short rest	A
Stoke the Flames	1	"2 Damage and Frenzy"	T
Thick Skin	3	+1 Vitality	-
Tireless	1	"Resist Drain and Reduce to 2 Damage"	A
Too Light	3	"Double Grant Guard to Self"	AA

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

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

This skill has no cost.

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

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

Brutal Strike - "Disarm" and then "3 damage" for 1 pair of melee or missile attack.

This skill costs 2 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

Great Roar - "By My Voice Short Repel by Fear" then "Short Root to Self by Piercing", you must shout before using this skill. Can only be used when under Frenzy. *After using it you are rooted for at least 10 seconds: This root can not be resisted.*

This skill costs 2 Threat.

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

Costs 1 Clarity per use.

Manic Will - "Reduce to Frenzy"

This skill costs 3 Aegis.

Natural Armor -

Prerequisite: Medium Armor.

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

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

This skill costs 2 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 Short Repel by Fear", you must be *Frenzied* and shout before using this skill.

This skill costs 2 Threat.

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

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

Thick Skin - You gain an additional point of vitality. **U**

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

There is an active playtest here. The new rules are under 4B Playtest rules.

As Crafters we make things. We are able to create normal items easily and superior items as we expand our knowledge. We use Ingredients we gather and those gathered for us to give the things we craft a measure of magical essence and our processes are workman like and reproducible unlike the random flux which plagues ritual magic, though we cooperate with each other and even mages and others when they have something useful to add.

There are three specialities in Crafting: **Smithing, Alchemy, and Runic Inscription.** The core skills are listed here but most of what we can do comes from the patterns we master and each Can Learn up to 3 levels of Crafting Skills, one tier 3 skill, or one tier 2 and a different skill at Tier 1, or all three at Tier 1.

More details are explained below in Chapter 4B, with the other playtest headers. They are being built as part of a new revision to strengthen the specific dramatic tropes of each core header so some skills are bundled into the base header and its price reflects that. As well as the increasing CP limit. However we will note that the cost of a fully kitted out crafter with all skills is about the same.

Crafter (7 CP) is the base header - It permits you to learn the craft skills as mentioned about and includes the following three features

- **Crafted for me** - Gain **+1 Armor** when wearing a suit of armor that you crafted.
- **Double Double** - Exactly once per event when I make an expendable (Tier 1 or 2 only) I get one extra instance of it or a suit of armor is worth +1 Armor more during one fight, or a weapon gets one extra use of a special attack. I must have made the item and be wearing or wielding it myself.
- **I know the Weakness** - Once per dawn gain one use of **Resist Destroy** for armor, shield or weapon I have made and am wearing or wielding for free.

Skill	CP	Effect	Cost
Crafter	7	Can buy 3 tiers of any of the three crafting skills. Gain Crafted for Me, Double Double, I know My Weakness.	
Crafted for me	0	A suit of Armor I crafted gives me +1 Armor rating when worn	-
Double Double	0	Once per event a (tier 1 or 2) blueprint I make creates one extra expendable I can use OR I can make one extra free use of a (tier 1 or 2) weapon ability for a weapon I made, OR armor I made gains +1 Armor for one fight.	-
I Know My Weaknesses	0	"Resist Destroy" (once per dawn on a weapon, shield or armor which I made while I am using it)	-
Smithing	4	Gain one tier of smithing	
Alchemy	4	Gain one tier of Alchemy	
Runic Inscription	4	Gain one tier of Runic Inscription	
Skilled Repairs	0	I can repair my armor quickly and help others repair theirs	

To reach Master (tier 3) in a crafting skill you must complete a "master work" which you have researched as indicated below. Past research counts. Learning Tier 1 of a crafting skill requires a teacher, player or nonplayer (during play or as part of your background). Speak with the Plot Team to implement an alternative roleplaying option.

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 to bend the world around us to our will. You must have a spell focus to channel your spells and many abilities. You can hold it 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

Skill	CP	Effect	Cost
Acolyte's Boon	2	"Grant Shield Magic "	AA
Bolt Storm	1	<i>Plant Feet, Focus, .</i>	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 lend your magic to them.	-
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, you can give yourself or another person one use of the power spell protection "Grant Shield Magic" as a Touch Delivery. This defense applies to all magical attacks delivered by Incantation and thrown or touched packet.

This skill costs 2 Aegis.

Bolt Storm - As long as you are standing still and holding your spell focus forward, you may make 10-uncalled missile attacks. This means that these attacks can be blocked by Shields.. Say your Incant and call "Imbue to Self" to indicate activating this skill. There after you say your *Incant* and throw a packet which will do 1 uncalled damage. You can repeat the process so long as your are inventing normally. You must pronounce your incantation fullt each time so you should average 3 packets every 10 seconds. You must remain in place and focused while attacking. You can move but not throw while moving and ust stop and focus for 10 seconds of Short Rest before you start casting again. This skill is refreshed by spending that Short Rest focusing on their spellcasting focus. Then they can resume the sequence of *Incant* and uncalled missile attacks. They may keep doing this as long as no other skill is used.

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. You understand the basics of creating magical items with ritual magic. Each purchase grants you the ability to lead larger rituals and better support them.

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

Secondary School -

Prerequisite: Primary School.

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

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

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

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

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

Augmenter:

Traits: Aging, Blood, Disease, Thorns

Gain Spell: Augmented Health

Invoker:

Traits: Fire, Earth, Storm, Ice

Gain Spell: Elemental Maelstrom

Necromancer:

Traits: Awe, Fear, Inspiration, Madness

Gain Spell: Wrath of Ancestors

Secondary Specialization 1-10 -

Prerequisite: Secondary School

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

Augmenter:

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

Invoker:

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

Necromancer:

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

Secondary School Apprentice -

Prerequisite: Secondary School

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

This skill cost varies with the spell cast.

Secondary Adept 1-13 -

Prerequisite: Secondary School Apprentice

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

This skill cost varies with the spell cast.

Secondary Master 1-3 -

Prerequisite: Secondary School Adept

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

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

This skill cost varies with the spell cast.

Scribe Scroll 1 -

Prerequisite: Primary School Apprentice

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

Ex: Tim scribes a scroll for their "Life Channeling" spell. They write on the scroll, layered three times, the incantation and spell effect along with their chosen spell trait. They decide to use the least despised of their traits for the spell. They scribe their incantation "By the cleansing light of this hand, 2 Damage by Radiation" then change targets and call "Heal 2 by Aging". They scribe this three times on the scroll, then draw the rune they

associate with their magic on the four corners of the scroll. They then hand their scroll to Kearon. Kearon has 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: Enchanted Parchment from a Crafter

The caster and active crafting of the parchment must happen together to make the magic item, scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the scroll should be torn or marked as used up. Each scroll may be a different spell even if the crafter can make multiple scrolls from one crafting effort, to a total limit of 3 scrolls.

You can Attune/Carry one extra scroll.

Scribe Scroll 2 -

Prerequisite: Primary School Apprentice

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

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

Requirements: Enchanted Parchment from a Crafter

The caster and active crafting of the parchment must happen together to make the magic item, scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the scroll should be torn or marked as used up. Each scroll may be a different spell even if the crafter can make multiple scrolls from one crafting effort, to a total limit of 3 scrolls.

You can Attune/Carry one extra scroll.

Scribe Scroll 3 -

Prerequisite: Primary School Apprentice

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

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

Requirements: Work with a Crafter oriducting crater spekk paper, Crafted Scroll paper from a Crafter.

The caster and active crafting of the parchment must happen together to make the magic item, scroll. They may be used 3 times each for making a spell scroll. When the scroll is read, the scroll should be torn or marked as used up. Each scroll may be a different spell even if the crafter can make multiple scrolls from one crafting effort, to a total limit of 3 scrolls.

You can Attune/Carry one extra scroll.

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.

Spell Attacks through Weapon as an Accommodation for Medical issues

Player's unable to throw packets for medical reasons may be permitted to deliver the spell using their weapons instead. They are required to have the normal skills to perform packet magic and when they would cast a spell through their weapon they:

- call the incantation, then
- promptly swinging the weapon with the same effect call as the spell that would be delivered by the thrown packet, including
- by any trait that could otherwise deliver that spell.
- 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 casting cost for the spell in question.
- Those given this medical accommodation can not longer throw packetc to indicate spell casting.

DRAFT

Rogue

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

Skill	CP	Effect	Cost
Assassinate	4	"Death" from behind or to "Hunted".	TTT
Associate's Knowledge	1	Info Skill vs "Hunted"	-
Backstab	2	"6 Damage" from behind or to "Hunted"	T
Cad's Bravado	1	"Short Slow"	T
Can't Stop Won't Stop	2	<i>Focus</i> "Purge [Effect]", Root, Stun, Drain, Paralyze, or Slow	AA
Dexterity Armor	1	Medium armor without wearing an armor rep.	-
Graceful Step	3	"Avoid Missile" or "Parry Weapon" or "Resist Magic"	AAA
Observant	2	"Expose Hunted"	-/A
Poisoned Blade	4	"Stricken by Poison"	TT
Planning the Heist	3	<i>Focus</i> Plan for a minute then grant specific bonuses; per event	-
Quickened Flit	2	"Short imbue spirit to self", after 10 second "Purge Spirit"	AA
Slit the Throat	5	Add " <u>and Disenage</u> " to an attack from Behind.	-/A
Silent Knife	3	"Silence"	TT
Slip Away	2	Disengage	A
Slippery	4	Gain Elude Missile when you Refit Armor	-
Tag, Your It	2	Add "and Inflict Hunted" to any melee or missile attack	*/T
Trapper 1-3	1	Can make 1 trap per purchase.	-
Twist the Knife	2	"Agony"	T
Whispers	3	"Stun" or "Double Stun" "To hunted or from Behind"	TTT

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

This skill costs 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 - "6 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 1 Threat.

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

Graceful Step - "Avoid Missile" or "Parry Weapon" or "Resist Magic". This skill lets you avoid any attack that is not called By Piercing or By Clarity.

This skill costs 3 Aegis.

Observant - "Expose Hunted".

Focus for 10 seconds then make this call..

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

This skill costs 2 Threat.

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

This skill can be used once per event.

Quickened Flit - "Short Imbue Spirit to Self", after 10 second you must "Purge Spirit".

This skill costs 2 Aegis.

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

This skill costs 2 Threat.

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

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

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

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

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

You can carry one extra ingredient per level purchased.

Twist the Knife - “Agony” for 1 melee or missile attack.
This skill costs 1 Threat.

Whispers - “Double Stun” “To Hunted” or “From Behind” for 1 melee or missile attack. Or just “Stun” from the front.
This skill costs 3 Threat.

Warchanter

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

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

*** **Performance** required. ** **Short Performance** required

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

seconds. You can not complete a Performance while under a **Silence** even if your performance is not verbal.

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

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

This skill costs 1 Threat.

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

This skill costs 2 Aegis.

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

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

Charmer - "By My Voice Short Silence"

This skill costs 2 Threat.

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

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

This skill costs 1 Aegis.

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

This skill costs 2 Aegis.

Diplomacy - "By Your Name [Their Name] Short Stun" for 1 melee or missile attack. Requires a weapon.

This skill costs 3 Threat.

Inspire Group - "By My Voice Heal 1 to [CommunityName]". Requires Performance.

This skill costs 1 Aegis.

Inspired Word - "By My Voice Grant 2 Damage by Inspiration to [CommunityName]". Requires at least a 10 second Performance instead of the standard 30 second performance.

This skill costs 1 Threat.

Performer's Grace - "By My Voice Short Repel".

This costs 3 Aegis.

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

This costs 2 Aegis.

Ritual Magic 1-3 - Ritual Magic. You understand the basics of creating magical items with ritual magic. You understand the basics of creating magical items with ritual magic. Each purchase grants you the ability to lead larger rituals and better support them.

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

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

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

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

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

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

Costs Aegis.

Stand Strong - "Cure Weakness" Requires a Short Performance. This skill costs 2 Aegis.

Stare Down - "By My Voice Cure Stun to [CommunityName]". Requires Performance.
This skill costs 2 Aegis.

Unstoppable Legion - "By My Voice Cure Root to [CommunityName]". Requires Performance.
This skill costs 2 Aegis.

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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 4 Damage"	TT
Disarming Strike	2	"Disarm"	T
Don't Stop Me Now!	1	"Cure Root"	AA
Endurance	3	+1 Vitality	-
Hammer Strike	2	"Slam", (3 second break from attacking them, rest to refresh)	T
Laceration	1	"4 Damage"	T
Onslaught	2	3x "2 Damage"	TT
Quickened Refit	2	"Repair All Armor to Self" once per normal refit.	A
Ringing Blow	1	"Agony"	T
Riposte	2	"Reduce to 1 damage and Reflect Weapon By Piercing "	-/C
Stumble	1	"Root"	TT
Sword Breaker	2	"Destroy", weapon, shield, armor, or form	TT
Warden's Hand	2	"Grant Guard Weapon"	A
Warriors Defense	1	"Parry Weapon"	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 4 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 1 Threat.

Laceration - "4 Damage" for 1 melee or missile attack.

This skill costs 1 Threat.

Onslaught - "2 Damage" for your next 8 melee or missile attacks. Can use no other attacks without losing the rest of the onslaught but can change targets and can make defensive calls or involuntary ones like replying to an Expose..

This skill costs 2 Threat.

Quickened Refit - If you are benefitting from armor, you may call "Grant 3 protection to self". Note that you can have at most 3 grants total and one of each type. See Section 1 for the exact details. ***This is a change as part of the Crafting update.***

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

Riposte - "Reflect Weapon By Clarity" to any single weapon blow that hits except those delivered by "Piercing".

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

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

This skill costs 2 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 Weapon". May be used on self or others.

This skill costs 2 Aegis.

Warriors Defense - "Parry Weapon". Should role play this strongly and let that slow your combat pacing a little. This is a player RPing note and is envisioned as about 3 seconds.

This skill costs 3 Aegis.

Chapter 4B: Playtest Rules

Priests

Priestly Casting

These spells require a verbal incantation in order to focus their energies. Incantations normally call on the subject of devotion and one or more of their attributes. There is a basic incantation that each priest can use if the nature of their devotion is still unclear.

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

The simple incantation starts as: **“I call upon the Name of Name,”**

Many priests continue to use this incantation throughout their life, but others have found, so long as their incantation is at least eight syllables long enough, any memorable chant that feels right to the priest works as a focus for their power. For example the Bosun above used *“My lady, hear my call, By The Bounty of the Sea, “ as their incant.*

All incantations must be a minimum of 8 syllables long and must be completed before the effect is called. For example the Bosun’s call is 11-13 depending on pronunciation before the actual effect being called.

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

Devotions

Priests are able to show their faith in any number of ways and domains. A *devotion* is the being or concept that the priest calls on to receive their power. It grants a usable trait for spell and prayer delivery and a simple boon as well as a spell list.

You may pick a devotion from examples listed here, or select another of the greater or lesser powers, or work with the Plot team to build out one that fits your story and the world. The Plot Team will maintain a full list of the well known ones in an Appendix to these rules and details on less known ones in their archives.

- **The Green -- Aura of the Green - Trait Plants**

Gift of the Green - A - Treeport - Touch a tree and channel for 5 seconds to enter spirit and move up to 50 paces to another tree before leaving, if you do not reach a tree after 1 minute The Green forces you back out of spirit - self only 1x per event

- Flora and Life

- Boons

- Green: If fallen unstable under a tree or out of sight of building, go stable 1/event
 - 1x per event after spending 15 mins out of sight of a building grant to self 4 protection
 - 1x per event BMV all members of shine heal all

Spell	CP	Effect	Cost
<i>Dancing Leaf</i>	1	Parry Weapon by Plant	AA
<i>Roots Dig Deep</i>	1	Short Root by Plant	A
<i>Overdue Burial</i>	1	6 Damage to Undead by Plant	T
<i>Bark shield</i>	1	Shield by Plant	TTT
<i>Cocoon of the Green</i>	1	Stabilize by Plant	A
<i>Dancing Flora</i>	1	Avoid Missile by Plant	T
<i>Pulling Vines</i>	2	Repel by Plant	AA
<i>Natural Order</i>	1	By My Voice, Expose Undead by Plant	A
<i>Green Resist</i>	1	Resist Magic by Plant	AA
<i>Lashing Vines</i>	3	Short stun and Damage 4 by Plant	TTT
<i>Healing Nectar</i>	3	Heal 6 by Plant	AA

<i>Radiate Life</i>	3	BMG Heal 6 by Plant (<i>single target</i>)	A
<i>The Greens Grace</i>	4	Cure Death by Plant	AAA
<i>Green Armor</i>	3	Grant 4 Protection By Plant	AA
<i>Grip of the Green</i>	3	Short Paralyze by Plant	TTT
<i>Restoring Rays</i>	4	Cure Maim by Plant	AA

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- **Saga -- Aura of Insight - Trait Lore - Keepers of Knowledge -**

Symbols of the Deity are a Cauldron, a Book, and a Quill (PCs may use any combo.) Aspects of The Deity includes the Wise Crone, the School Marm, and the Plucky Student.

The Shrine of Saga is a place of Knowledge and Secrets and those with this role are keepers of those. Any and only members of the community (those with the *CommunityTrait* - default trait here would be Keepers-of-Knowledge) may place item in the Shrine and look at all items there which are not specifically Warded against them. No one without that trait may touch or peruse any knowledge on the shrine. Only the Keepers of the Shrine may remove items from the shrine. As the shrine goes up in power its protections expand in strength and scope of items and Crafting it can affect.

- Boons

- Gift of Saga - “I am Writing this Down” - Whenever you are reading or writing you can spend one Aegis, plant your feet, and go to ***Spirit***, calling No Effect to anything you want for as long as you remain awake and do not move your feet or stop reading or writing. If reading you must concentrate on the book, ignoring things around you, If writing you need to keep the instrument moving and ink flowing.
- Gift of Lore - Once per event after 15 minute of work on a puzzle or cipher may declare “Saga Grant to me your wisdom, ***Imbue by Lore***”: and clear the puzzle solved or get a staff translation of a staff supplied cipher or continue to work but one person involve in finding the final solution “***Refresh 1 Clarity by Lore***”. (Only usable once per event)
- Gift of Community - Once per Day focus for 10 seconds on any book croll or other focus ***incant By My Voice Cure All to Keepers-of-Knowledge***”(or whatever the *CommunityTrait* is.)

The spells below require an 8 syllable incant to cast. The skills are learned and just performed without explicit incant.

Spell	CP	Effect	Cost
<i>You know Nothing</i>	1	“Shirt Weakness by Confusion”	A
<i>Protect Librarian</i>	3	Grant 3 Extra Protection by Lore to self	A
<i>Research Ritual 1</i>	3	<i>Read</i> Grant 2 Ritual Pointe by Lore	-/C
<i>Student of Medicine</i>	2	<i>Read</i> Any Healing Potion you use Cures +1 for each 4 or part	-

<i>Sssshhh</i>	3	By My Voice Short Silence (and you gain Short Silence)	-/T
<i>I think not</i>	3	Stricken by Lore	T
<i>It think so</i>	1	<i>RP feeding target</i> - Purge Stricken by Crafting	A
<i>Wall of Words</i>	2	Read Grant Protection Mental to Self, Resist f	A
<i>Imprication</i>	2	Read Incant <u>State a Reason</u> , By My Voice 3 Damage by Lore	2T/X
<i>Forget</i>	3	Can roleplay losing a memory as discussed under mentalism. Incant Grant Resist Mental	1 min
<i>Manual of Defense</i>	3	3x Parry Weapon	2A
<i>Patterns of Offense</i>	1	3 Damage by Lore as 3rd blow of up to 3 flurries in a row	T
Skill	CP	Effects	Cost
Tactical Slight	1	Avoid Weapon by Lore	AA
Tactical Sight	1	Avoid Weapon by Lore	AA
You Know Nothing	1	Short Weakness by Confusion	T
I Know What Made You	1	6 Damage to Construct by Lore	T
I See What's Wrong	1	Stabilize by Lore	A
Simple Trajectory	1	Avoid Missile by Lore	A
What Do You See?	2	Repel by Confusion	AA
Simple Schematics	1	By My Voice, Expose Construct by Lore	A
Mind Fortress	1	Resist Mental by Lore	AA
I Will Tell You Truths	3	Short stun by Confusion	TT
Come Back To Us	2	Cure Mental by Lore	A
Clear Voice Of Reason	4	BMV Cure Mental by Lore	AAA
True Name	5	Death to NAME via packet	TTT
Behold The World	3	Grant 4 Protection By Lore	AA
See The Flaws	3	Destroy Shield by Confusion	TTT
How It Really Works	4	Reduce to 1 Damage and Reflect	-/C
Book binding	2	"Paralyze by Lore"	TTT
Sagas displeasure	5 ***	Say your incantation then "Inflict Sagas wrath 1, Inflict Sagas wrath 2, Inflict Sagas wrath 3" (inflicted like a deathstrike). Inflict card: "You cannot speak, cast spells, read or write. Whenever you expend Threat, aegis or clarity "ambient short Paralyze to self by lore". Any Devotion: Saga Acolyte may cure this condition. You may purge this	C

		inflict by taking a "Death and inflict Taxed to self by piercing"" 1/event Capstone min 15 pts devotions	

Skills marked as *Read* require role playing reading a suitable book to use. They also Refresh 1 point of Aegis or Threat per 2 minutes or roleplaying. If the book is actually on topic and you actually read it Refresh 1 each of Aegis and Threat per 2 minutes. Taking damage means you need to restart.

Tactical Sight - I remember reading about that move - Avoid one weapon attack, calling "Avoid Weapon by Lore".
Costs 2 Aegis.

- **Maw -- Aura of Madness - Trait Madness**

Gift of Sanity - A - Purge Mental

- Maw

- Boons

- 1x per event Drain by Madness
- 1x per event No effect one BMV call
- 1x per event double the alchemy affect to self

Spell	CP	Effect	Cost
<i>Syphon</i>	3	Damage 2, heal 2 to self by Madness	T
<i>Stay With Me</i>	4	Short Paralyze by Madness	TT
<i>Consumed</i>	4	Agony by Madness	TT
<i>Devoted Madness</i>	4	Damage 4 by Madness to self, gain 4 Temporary Treat	TT
<i>Maw's Bite</i>	4	Triple damage 2 by Madness	TT
<i>Obliterate</i>	4	Damage 6 by Madness	AA
<i>Fasten</i>	1	Short Root by Madness	A
<i>Hunger for knowledge</i>	1	Info Skill	-
<i>Stricken by Madness</i>	2	Stricken by Madness	TT
<i>Consume Shield</i>	3	Destroy shield by madness	TTT
<i>Consume Strength</i>	4	Damage 2, Short Weakness by madness	TT
<i>Failing Armaments</i>	2	Destroy weapon by madness	TT
<i>Devour Threat</i>	5	Waste 3 Threat by Madness, Refresh that to self	TTT
<i>Devour Aegis</i>	5	Waste 3 Aegis by Madness, Refresh that to self	TTT
<i>Devour Spark</i>	5	Waste 3 Spark by Madness, Refresh that to self	TTT
<i>Mouth of Madness</i>	6	BMV Short Frenzy by Madness	TTTT

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Shrines

Shrines are a feature of the Priest Header. They require a physical representation and role playing related to the being to whom they are devoted and those affiliated with that Shrine.

Membership and activity generates and refreshes a pool of Devotion Points, and the Priest who activated the Shrine first during this event can use those points to invoke various divine boons appropriate to the object of Devotion.

Some boons may require additional resources to use and others have specific conditions where they will apply once invoked.

Shrine boons can affect up to two characters for each level of the Shrine. For each two characters you can unlock a new boon in the boon tree to a total of 6 boons per shrine.

For example, a Priest with shrine level one can cast an effect that blesses only two people while someone with level 5 could bless up to 10 people.

A physical representation of the shrine must exist for it to grant boons. This can be anything from a statue, an altar, a holy book on a stand or anything that thematically makes sense for the characters story. A shrine is established with a short rest and lasts for five days. Once created the pool is filled by the divine patron. It is possible to refill that pool but it requires a major sacrifice by a priest. Only a divine being or the priest who created a shrine may destroy one. Moving or otherwise physically manipulating a shrine's physical representation does not destroy its power. The power itself is fixed to that physical point and will manifest through any appropriate representation there, while it is active.

Generic Boons - Available to all Priests (Devotion Specific under said Devotion)

Blessing of Vitality Refresh 2 Vitality

Blessing of Spirit Refresh 2 Aegis

Blessing of Ability Refresh Threat

Name	CP	Effect	Cost	Prereq
Establish Shrine	4	Focus for 1 minute to create a Shrine	CCC*	Priest
Shrine 1	1	Boon - 1 Devotion Point		Establish Shrine
Shrine 2	2	Boon - 2 Devotion Points		Shrine 1
Shrine 3	3	Boon - 3 Devotion Points		Shrine 2
Shrine 4	5	Boon - 4 Devotion points		Shrine 3
Shrine 5	6	Boon - 5 Devotion points		Shrine 3
Shrine 6	7	Boon - 6 Devotion points		Shrine 3

*This is a one time cost, once a shrine is established it will not decay unless no members are present for one year (4 consecutive events). This price can be split among up to 3 people.

Skill	CP	Effect	Cost	PreReq
Priest	2	Gain access to Select a Devotion and Priestly spells. Allows a player to cast priest spells including the generic based spells. All these spells are cast using " by <i>Devotions' Trait</i> "	-	
<i>Devotion Specific</i>	0	Select a devotion, gain a skill and a casting trait and spell list..	-	Priest
Divine Healing	0	"Heal 1 damage by <i>Devotions' Trait</i> "	1 Aegis	
Divine Harming	0	Call Imbue with <i>Devotions Trait</i> , then can throw uncalled packets while not moving by speaking your incant and then throwing the packet. These are uncalled damage.	1 Threat	Priest
Boon	2	IBGA for a boon for an event	-	Priest
Determination	5	8 Determination. Reset type is Event	-	Priest
Mastery	5	May cast a second identical priest spell (that does not cost Clarity) within 5 seconds	+T	Priest
Intensity	5	Double the numerical effect of a single spell (not costing Clarity)	+TT	Priest
Acolyte	2	Gain basic Ritual Ability	-	Priest

Divine Gifts

A character devoted to one of the Powers of the world who role plays appropriately may gain access to one or more of the Gifts of the Power they revere.

Crafting

There are several paths you can follow in this world: the path of **Runic Enhancement**, the path of **Alchemy**, and the path of **Smithing**.

1. When crafting you will need a few things before you are able to craft anything. First you will need a suitable workplace to get started.
 - For Smithing you will need a Forge.
 - For Alchemy you will need an alchemy table.
 - And for Runic Enchantment you will need a prepared Inscription area (just like a forge or alchemy table)

Either your own crafting station or a staff supplied station.

Staff will try to ensure there is at least one shared workstation for each Craft if needed.

2. You always need the Blueprint of the item you wish to make. If you do not have the Blueprint of the item you will be unable to make it.

(There are Blueprints that the master who trains normally teaches a Crafter.

Blueprints can be acquired a few different ways just like materials you can find them from a merchant, on a mission, from the job board, by researching and making your own over time.)

3. You will need the specific Ingredients that the blueprint lists as required. Note that some required ingredients are just anything of a given type or tier, eg. any common hunting, any hunting, or even any common,

All items you can make have two aspects to keep in mind: a crafting time and a lifespan. Most will have a 4 event life but others may be shorter or longer. When you spend CP, representing you starting to study one of the paths of crafting, you will unlock new abilities and will receive new Blueprints from Logistics. On the Blueprint it will give you a name, description, the Ingredients needed (generic or specific), skill and level required, the effects it produces, and any special notes.

Gathering

The new gather skills is described above, in detail, under Open Skills.

Learning Crafting

Crafting Skill requires that you buy the base header which is discounted to cover the cost of the first craft skill. You can learn two more levels of crafting, advancing that skill twice or any other mix that adds up to three.

As a matter of role playing real life crafting skills you should role play studying with an existing master crafter to learn your initial skills and prepare to make your own master work. For practical reasons in game we only enforce this when you are prepared to take the third level of a given Craft and become a Craft Master in one area.

To learn that third level of the skill will require you to complete a “masterwork” just as with historical and fantasy crafting based on the real world. That is represented by performing the in-game research of a new blueprint which we discuss below. Then your Master, PC or NPC, can work with Logistics to unlock the new skill for you.

Item Crafting Parameters

For each of the paths the Crafter has studied the chart below shows for each item tier what skill is in the matching crafting path, the needed skill by name (skill tier numbers match item tier number), the base time to craft, and default life time for item of that tier.

An assistant will cut the time to craft an item in half. However only one assistant can usefully cooperate with you at a time.

A durable item will last for its full lifetime in events and will be usable as indicated on the resulting item card which will specify how often it can be used, the effect produced, the call to be made, and any cost there might be.

An expendable item is similar but once its use is done the card can be ripped as the item is expended. You can recover the Physical Representation for later use by a new crafting. (

A few expendable items are usable a few times and it is vital to keep track of the number of uses. Most of those will expire at the end of the event when first used but, again, the item card may indicate otherwise.)

Item Tier	Min Path skill	Time to Craft	Base Life
1	Base/Apprentice	Focus for 10 Mins	4 Event
2	Journeyman	Focus for 20 Mins	4 Event
3	Master	Focus for 30 Mins	4 Event

Header	Skill	CP	Effect	Prerequisite
Crafter 3CP	(Apprentice) Smithing	4	Can craft Tier 1 Smithing items	Crafting
	Journeyman Smith	4	Can craft Tier 2 Smithing items and can learn Master Forger from an appropriate NPC.	Smithing
	Master Smith	4	Can craft Tier 3 Smithing items	Journeyman Smith
	(Apprentice) Alchemy	4	Can craft Tier 1 Alchemy items	Crafting
	Journeyman Alchemy	4	Can craft Tier 2 Alchemy items and can learn Master Alchemy from an appropriate NPC.	Alchemy
	Master Alchemy	4	Can craft Tier 3 Alchemy items	Journeyman Alchemy
	(Apprentice) Runic Inscrber	4	Can craft Tier 1 Runic items	Crafting
	Journeyman Runic	4	Can craft Tier 2 Runic items and can learn Master Runic Inscrber from an appropriate NPC.	Runic

	Master Runic	4	Can craft Tier 3 Runic items	Journeyman Runic
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These replace the skills under the old Crafter Header. The new Gathering skills are listed above. The Prestige Classes based on crafting and True crafter will be updated once the new rules are locked down.

Smithing - Prerequisite: Crafting

Can craft Tier 1 (Apprentice) Smithing items

Journeyman Smith - Prerequisite: Smithing

Can craft Tier 2 (Journeyman) items

Master Forger - Prerequisite: Journeyman Forger

Can craft Tier 3 (Master) items

Alchemy - Prerequisite: Crafting

Can craft Tier 1 (Apprentice) Alchemy items

Journeyman Alchemy - Prerequisite: Alchemy

Can craft Tier 2 (Journeyman) Alchemy items

Master Alchemy - Prerequisite: Journeyman Alchemy

Can craft Tier 3 (Master) Alchemy items

Runic Inscription - Prerequisite: Crafting

Can craft Tier 1 (Apprentice) Runic items

Journeyman Runic - Prerequisite: Runic

Can craft Tier 2 (Journeyman) Runic items

Master Runic - Prerequisite: Journeyman Runic

Can craft Tier 3 (Master) Runic items

Crafting Workstation

A physical workstation is required in order to craft. This can take the form that fits your crafting best, though keep in mind, if you are forging a sword having something that resembles a forge or a smithy, or whatever fits the crafting skill is required. It can be shared with others. A workstation can also store Ingredients without Physical

Representations until needed.

While Crafting

You can interact with others while working but need to keep some role playing going. You can be interrupted while crafting something. If you are attacked or leave the workstation the crafting fails and all resources are consumed.

Researching New Blueprints or Refining Existing Ones

Actions taken in game may lead to new ideas and potential for research. If you want to create a brand new item, the research and development process will allow you to turn those ideas into blueprints.

One common series of steps plot may use to adjudicate research is listed below. Each case will be reviewed and discussed by the Plot and Logistics teams to provide a process appropriate to the topic.

1. Each Research process starts with submitting an **In-Between Game Action**.
2. At your next event, you will get a "**Prototype blueprint**". This blueprint will be more expensive and have a **unique requirement**, such as an Exotic ingredient found during play (e.g. Unicorns Horn, Phoenix Feather, or Essence of Nightmare) or Unique knowledge found during play (e.g. a close look at machinery you are attempting to copy, a conversation with a hermit crafter, or the research notes of a lich)
3. The plot team will write an appropriate **adventure** to let you meet that unique requirement, queue it up as soon as it makes sense, and try to hook you for it. You will need to go on that adventure and succeed. If you do not and the adventure is repeatable it may be requeued when it makes sense, if not then writing a replacement will be added to the planning for the next event.
4. When you succeed and acquire the unique requirement you can complete your research project by (successfully) crafting the **prototype**.
5. That success gives you a usable **item** and a **standard blueprint** for crafting it in the future, which will normally not require an exotic Ingredient.
6. That first standard blueprint, while it makes a functional item, will often not be fully optimized yet. You can perform **further research** to attempt to **refine the blueprint**. The details of that research depend on the item in question and the refinement desired.
7. Blueprints can only be refined so far, when they are optimized, they will be marked as **MAXED**. Researched blueprints will often require many steps of refinement.

Ingredients for Crafting

The Plan lists the specific Ingredients needed and the quantities of each. In some cases one of more of the Ingredient required is not explicitly named but instead may be satisfied by any Ingredient of given flavor (e.g. Mining, Farming, or Hunting) or tier (e.g. Common, Uncommon, Rare, Exotic, or Special) or both.

A Plan that makes more of something, stronger versions, or longer lived items will often consume more ingredients. A general Plan that can make different versions of a thing will often also need something to tailor the item produced (eg a pattern for the spell to be embedded in the wand for example).

Exotic and Special Ingredients and Plans

Certain extraordinary items may require ingredients not found easily but still follow all the normal rules, it is just that those Plans are hard to find and sometimes are themselves an ingredient in creating them. Some such ingredients can only be harvested from specific creatures or places in the world and may never appear in normal gathering or so occasionally as to see like never. For example gathering Troll Hearts and Rabid Werewolf Blood might be needed for the Greater Regeneration potion but are things you must specifically search for and, even then, may only appear when the stars align. (And plot puts out the right module with the right creatures.)

Gathering

To gather you go to an area where interesting Ingredients can be found (marked by an Ingredient bag) and spend a minute or so of Focus there role playing the gathering. Bring the bag to the separate Logistics cabin. They will adjudicate any use of a matching gathering specialization or a special gathering tool which you might have researched, such as the Miner's Pick. Sample Ingredients of each flavor and tier are listed below.

Common Mining Ingredient: Stone, Quartz, Sand, Clay, Iron Pyrite, Jasper

Uncommon Mining Ingredient: Copper, Flint, Iron, Citrine, Onyx, Marble

Rare Mining Ingredient: Gold, Silver, Tourmaline, Diamond Dust, Sapphire Dust, Rune Shard

Common Hunting Ingredient: River Water, Small Fish, Animal Hide, Wood, Chestnuts, Wheat, Common Herbs, Fresh Meat

Uncommon Hunting Ingredient: Large Fish, Snails, Uncommon River plants, Bone, Uncommon Herbs, Animal Organs, Graveyard Dirt

Rare Hunting Ingredients: Rare River Plants, Rare Herbs, Berries, Pearls, Hearts, Rune Shard

Common Farming Ingredient: Wheat, Common Herbs, Potato, Animal Hide, Hay, Apple

Uncommon Farming Ingredient: Uncommon Herbs, Leather, Corn, Garlic, Mint

Rare Farming Ingredient: Rare Herbs, Orange, Reeds, Saffron, Bacon, Yeast

Lock and Traps

These are addressed in the Core Rules in chapter 1 but key elements are duplicated here currently

Below are the new rules for the trap system in the new world.

To create traps or locks, players acquire Blueprint (normal) for creating various types of standard traps and locks as listed below. We will provide channels to make some of these available as basic blueprints everyone knows, some as available for purchase, and some by membership in an appropriate organization.

To pick locks and foil traps, players need the appropriate tools (listed below) made for traps and locks. Although a Thieves guild is more likely to be a group that will sell you Blueprints for Locks Picks.

To try to pick a lock or foil a trap your tools must be the same level as the lock or trap (or better.) So a Basic Lock pick would not let you try to pick a Master Lock, whereas if you have a Master Lock Pick you can use your full personal skills to pick a Basic, Journeyman, or Master lock.

Trap tools and Lock picks are expendables with a limited number of uses due to the challenges of Lock and Traps in a magical world.

Locks and Lockpicks

Name	Description	Lifetime
Lock Picks Basic	Allows you to pick a basic lvl Lock	1 use
Lock Picks Journeyman	Allows you to pick a Journeyman lvl Lock or lower	3 uses
Lock Picks Master	Allows you to pick a Master lvl Lock or lower	5 uses
Basic Lock	Requires IG Pick plus RL skill	4 Events

Journeyman Lock	Requires Journeyman or Master pick and RL skill	4 Events
Master Lock	Requires Master pick and RL skill	4 Events

Traps and Trap tools

Name	Description	Lifetime
Trap Tools Basic	Allows you to disarm a basic lvl trap	1 use
Trap Tools Journeyman	Allows you to disarm a Journeyman lvl trap or lower	3 uses
Trap Tools Master	Allows you to disarm a Master lvl trap or lower	5 uses
Small Trap Box	Allows you to store up to 1 effect to trigger	4 Events or Trap triggers
Medium Trap Box	Allows you to store up to 3 effect to trigger	4 Events or Trap triggers
Large Trap Box	Allows you to store up to 5 effect to trigger	4 Events or Trap triggers

Traps do have limits on how much you can do like how far you can move them and if it can travel from plains to plains. When you build and complete a trap it doesn't mean it's ready to go you must spend 1 min Rping arming it be careful if you are interrupted the trap could go off. All traps have an area of effect

Trap overview

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.

Trap Rules

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.

Trap Types

There are five 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, but 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.

Starting Items

Players start the game with whatever in-game gear matches the physical representations they have and need to use their in-game skills. Weapons, Armor, backpacks, bottles, etc. These items are assumed to be easy to replace for small amounts of money, coppers or silvers, which are below the level of detail we need to track and thus are purely roleplaying related.

The gear does not give a special advantage beyond any underlying skill. Say that a character is able to wear medium armor and use a long sword due to taking those as some of their starting skills. Those skills can be represented in part by having a normal chain mail shirt or a plausible representation of one, and a LARP safe long sword.

Remember weapons and armor should be checked by staff to spot any obvious safety problems at check in time. And the player should check their gear after any combat or fall just to be sure they are safe out of game, even as their character is checking that they are not weakened by that event in game.

The character is usually assumed to have acquired their gear as part of their backstory. If it would need in-game repair or replacement, there are merchants and crafters who can handle this between events with no special concerns.

There are always going to be rare situations that require conversations with logistics and plot teams. If you are carrying lots of things that are not just props for mundane equipment used by your skills, talk to the staff in advance.

During an event a player character who is a skilled Crafter with the right class of skill is assumed to be able to repair or replace such mundane equipment easily, assuming the player has the needed physical representation,

This is primarily a role playing activity. If a Blueprint were needed that would normally be a "Bonus Blueprint" provided free to represent that sort of casual skill and it will include any special guidance for that sort of item.

If there is no Bonus Blueprint, role play acquiring or replenishing any materials needed for this work or spend **one** appropriate in-game Ingredient to represent using locally acquired materials for half a dozen such mundane items.

Crafting without a direct game effect is all about style and having fun. If you want to role play with the purchaser about having them get or arrange to mining Ingredients that is all fun and style. If playing it out is no longer fun one can talk to staff about having dealt with a non player

character merchant or craftsman elsewhere in town and they may suggest some related un RPing. Either way we are not sweating gear without noticeable game impact.

Skills which need special efforts to acquire needed prerequisites should list them in the full writeup.

Crafted Expendable Items

Sharp arrows, sling stones, Weapon Oils, and such have an in-game effect beyond the normal uncalled damage you get from just having a skill and a physical representation for what you are using. They are normally single use and are considered “used up” by that use. We call those **Expendable** items and type to label tags for them as such,

Occasionally one finds or creates a magical item that is used more than once but then expended. If such an item does not last more than one event it is treated as **Expendable** even if it is, say, three uses ever. But if it lasts multiple events, then it's a **Durable** item -- unless the tag (blueprint if crafted) says otherwise.

You can carry up to your **Attunement** limit of such items at a time and be able to use them in game. You can change out expended attuned items for unexpended ones during a Long Rest in an Active Sanctuary.

In addition you must also remember to physically represent all of the items you are carrying in some way and actually carry them. For example, a standard potion needs to be about 8 ounces of liquid and will take someone **ten** seconds to drink. We usually suggest using actual water and actually drinking it in game since hydration is important. That sort of container is 18-36 cubic inches (a small rounded 3” diameter globe flask is the canonical version).



If you need to represent carrying a lot of such an item a box or chest should be large enough for the number of items carried, but if you are going in and pulling out a potion you need to represent it individually. Staff and experienced players can discuss cool ways to represent and role play this.

If you need to represent the quiver of crated arrows for your long bow, a simple quiver can stand in for one holding more arrows that you can usefully carry at once. The individual arrow reps

are not needed since we use packets to represent arrows. A nice quiver also lets you easily make the needed physical actions to represent drawing the arrow from the quiver and nocking the bow.

Poisons, Imbibed

Poisons are handled with the sticker rule to avoid having to apply petroleum jelly to game objects that might touch costuming. When crated a poison should receive a tracked item code from Logistics. The sticker should indicate the effect (damage is always by Poison unless otherwise noted). Consuming any of the contents triggers the game effect. Using the analyze Item skill on it if applicable will release its nature. It is otherwise unknown and a red envelope with a card can be supplied if needed.

Crafted Durable Items

A **Durable** item is one that lasts more than a single use. Physically carrying the item representing it in game is the major limit however such items must be **attuned** as part of being equipped. Each character has a limit on how many items they can have attuned at once. This total includes both durable crafted items and enchanted ones.

The items you have attuned can be changed during a Long Rest in an Active sanctuary. This takes about 10 minutes of Focus in game, getting the feel of that item and stowing it appropriately.

There are some in game skills that allow attuning elsewhere but they are exceptions to the rule.

Separate Attunement Limits

Note that the **Expendable Attunement** limit and the **Durable Attunement** limits are separate. So a Fire Elbael can have three Attuned Durable items (for example a Magical Bow, Armor crafter to Resist Fire, and a permanent Tattoo Healing one damage after a short rest outside combat. They could also have Three magic Arrows doing 3 Damage by Fire, or 1 magic Arrow and two potions of Healing 2 Wounds. After return to the tavern and taking their Long Rest to refresh they could attune a new arrow to replace one they shot and another to replace one of the healing potions they used, and replace the Bow with a Wand of Blasting for their next adventure.

Magical Items

An item may be enchanted by ritual magic or through the use of runes or similar means. If the result is an item with a lifetime (**Durable**) rather than single use (**Expendable**) it also requires attunement and counts against your **Durable Attunement** limit. Note that attuning an item includes learning what it does and being affected by any curses or magical limitations on the item.

There may be an envelope around the item card or a peel off card or scratch off label. Unless indicated otherwise that should be removed / opened / scratched when you attune the item and the rests read and results taken where applicable.

Older Items

Any older item marked Must Attune counts toward and requires Attunement.

Any older item with must sustain counts towards the Attunement limit as well. ,

If an older item card is marked with "Sustain" and it has a fixed end date it expires on that date.

If it has a number of events and then must sustain for more then that number of events is set to

4. Any reference to Sustain is to be removed and ignored. See Logistics for assistance.

Rune Projectors, Guns, and Powder

Any existing rune projectors are treated as Attunable magic items with a four event lifetime and expire after 2026 or must be upgraded to the new rules..

Anyone actively crafting a Rune projector at any of the events from 2024e3 on should contact Logistics for the replacement Blueprints.

New crafting Blueprints may be discovered over time. This section will expand as such items and spells come into play.

Ingredients including Exotic and Special Materials

As with many types of treasure Ingredients found in modules or acquired from bags are represented with Item cards temporarily. If the plot team has a spare sample physical representation the NPC or merchant may provide it but otherwise we rely on the player to provide such a representation or a representation of a suitable container to carry them in.

Assuming a standard ingredient, just as with a potion bottle, is about 3"x3"x4" then a One Cubic Foot box can contain 48. (Round to 50 to make math easier because math can be hard sometimes.)

Ingredients should be treated pretty generically from acquisition to Logistics to your crafting station and to and from your cabin. A closed container of right size that is RPed as being delicate or heavy depending on the details (Hunting tends to be more delicate, mining tends to be more heavy) should be used..

If you want to use a single ingredient as a specific thing then you need to come up with a suitable representation of that least that volume. On the other hand a well portrayed Crafting station is enough to count as the representation for a lot of stored ingredients but be thoughtful about the risks of pilferage.

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