

Chapter 7: Purist

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

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

DRAFT

Pure Berserker (Interim)

Prerequisite: Berserker

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

Skill	CP	Effect	Cost
Accurate Blow	2	"30 Damage by Clarity".	C
Armor of Rage	5	+1 Armor.	-
Break Free	1	"Purge Root", requires 3 seconds to break out.	-
Brutal Blow	3	"Triple 4 Damage" then "Agony to Self".	TT
Charlie Horse	2	"Stun".	TTT
Deadly Visage	5	<i>Tattoo</i> "By my gaze, 10 Damage by Despair".	TT
Dense Bones	3	"Reflect Maim ".	AAA
Don't Stop Me Now	5	<u>"Absorb Death to Self as Heal All to Self"</u>	-/C
Endurance	4	+1 Vitality.	-
Face of Awe	3	<i>Tattoo</i> "Stricken by Awe".	T
Finish Them Off	5	"Double Death" then "Death to Self By Piercing".	TTT
Hard Head	2	When hit with Paralyze, "Reduce to 3 Damage".	AAA
Imposing Roar	3	<i>Frenzied</i> "By my voice, Short Root and Slam by Fear". 1/LR	TTT
Indomitable Will	2	"Purge Mental and Frenzy to Self".	A
Lick Wounds	2	"Heal 2 to Self".	A
Line Breaker	3	"Slam".	T
Masterful Cleave	5	"Triple 5 Damage", when the attack lands "Agony to Self".	TT
Medusa's Gaze	3	<i>Tattoo</i> "By My Gaze, Short Paralyze by Trance".	T
Mortal Blow	4	"7-Damage by Piercing" then "3-Damage to Self".	TTT
Nightmare Mask	1	<i>Tattoo</i> "Agony by Fear".	-
Painful Break	1	<i>Frenzied</i> " Maim Leg "	T
Rhino Hide	5	+1 Vitality.	-
This Hurts You More	3	After successful Death Strike, Role play for 5 seconds then "Heal 4 to Self".	AAA
Unending Focus	5	At Unstable, "Frenzy to Self"; all damage "Reduce to Root". 5 mins.	-

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

This skill costs 1 Threat.

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

Break Free - "Purge Root" (to self), requires 3 seconds roleplaying breaking out of the root effect.

This skill has no cost.

Brutal Blow - "Triple 4 Damage" for 1 melee or missile attack. Then call "Agony to Self" after the attack lands.

This skill costs 2 Threat.

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

This skill costs 3 Threat.

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

This skill costs 2 Threat.

Dense Bones - You may call "Reflect Maim". If the attack is Maim Leg or Maim Arm the reflected attack is the same and should be phrased as "Reflect Maim Leg" or "Reflect Maim Arm" respectively.

This skill costs 3 Aegis.

Don't Stop Me Now - "Absorb Death to Self as Heal All to Self", this let's weebie backup the first time you die.

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

Endurance - You gain an additional point of vitality.

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

This skill costs 1 Threat.

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

This skill costs 3 Threat or all Threat and gain a level of Taxed..

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

This skill costs 3 Aegis

Imposing Roar - Frenzied "By My Voice Short Root and Slam by Fear" You must be in a Frenzy, Usable once per long rest can make this call.

This skill costs 3 Threat, it can only be used once per Long Rest

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

This skill costs 1 Aegis.

Lick Wounds - "Heal 2 to Self"

This skill costs 1 Aegis.

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

This skill costs 1 Threat.

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

This skill costs 2 Threat.

Medusa's Gaze - *Tattoo* You may use 3 tattoo effects at a time. "By My Gaze Short Paralyze by Trance".

This skill costs 1 Threat.

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

———— This skill costs 3 Threat.

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

This skill has no cost.

Painful Break - "Maim Leg" for 1 melee or missile attack.

This skill costs 1 Threat.

Rhino Hide - You gain an additional point of vitality.

This Hurts You More - After a successful Death Strike, Roleplay for 5 seconds then "Heal 4 to Self".

This skill costs 3 Aegis.

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

This skill has no cost.

DRAFT

Pure Crafter

Prerequisite: Crafter

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

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

Weigh Down	1	"Root" at the cost of one crafting Ingredient.	-
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Adaptive Crafting 1-3 - Swap an ingredient of equal rarity from another crafting discipline for an ingredient in the recipe you are crafting once per event. Limit one Ingredient swapped per purchase.

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

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

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

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

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

Crafters Cadence - "Double 5 Damage" for 1 melee or missile attack immediately after 2 uncalled attacks.
This skill costs 2 Threat.

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

Efficient Projector Holster -
Prerequisite: Rune Projector 1.
You may equip two projectors at the cost of one consumable slot. Only one consumable slot may benefit from this skill at a time.

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

Expose Openings - "Stun" for 1 melee or missile attack.
This skill costs 2 Threat.

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Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients of the right type in place of its listed cost. These swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open attunement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

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

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

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

Projectors Are Simple 1-2 -

Prerequisite: Efficient Projector Holster.

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

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

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

Rune Projector 1-3 - You may wield rune projectors with the purchase of this skill. A rune projector is a tube-like device that launches a projectile powered by runes. These items are fairly unstable, but powerful. They are capable of dealing “3 Damage” as a base projector. After they deal damage the barrels breach and require extensive repair time, this taxing activity takes a long rest. You may also craft modifications to projectors. Projectors may benefit from any other crafted items that do not modify damage if they come from other crafting disciplines. Damage modification to Projectors can only come from this crafting discipline. All Projector attacks are delivered “by Weapon,” which may be dropped from the call, unless the recipe gives it another trait. You must have appropriate representations for your Projector. This should look more like a mortar tube than a dart blaster.

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

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

You may make Rune Projectors.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

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

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

DRAFT

Master Smith

Prerequisite: Crafter

We are sometimes called Metalshapers, Master Tinkerers, or Inventors. We focus on our special art of making things over and above what most people's understanding of materials science can handle. For us Tinkering recipes may come more easily than others.

Skill	CP	Effect	Cost
Adaptive Crafting 1-3	2	Swap an ingredient from another crafting discipline.	-
Armored Smith	4	+2 Armor	-
Burn Fuel	5	Can expend a Tinker/Mining Ingredient to reduce the cost of a Crafting or Master Smith skill by one T or one A	-
Collectors Hand 1-3	1	Start an event with 2 random ingredients per purchase.**	-
Craft Armored Cloth	1	Can craft simple cloth that provides 1 Armor.	-
Crafters Might	2	"4 Damage"	T
Crafters Cadence	3	"Double 5 Damage"	TT
Efficient Tinkerer	2	Craft two copies of any Tinkering/Smithing recipe.	-
Experimentation	2	Info Skill: Develop new recipes.	-
Expose Openings	2	"Stun"	TT
Hasty Tinkering 1-3	2	Craft any recipe in 3 seconds. Must use R, E, or S to craft it.	-
If I Made it	4	Use any item you made. Even if not skilled in its use.	-
I Made This	5	Make master recipes without help. Triple time	-
Meet and Make	2	Info Skill: Consult other crafters.	-
Rust Over	5	"Paralyze"	TT
Smith's Cure	1	"Imbue with Replacement Part"	
Shield Breaker	1	"Destroy Shield" by weapon	T
Shield Temper	2	+1 Armor while using Shield; "Grant Resist Destroy"	-
Smith Crafting	3	You can create or upgrade armor or shield during an event if you have a suitable representation available. Such items gain +1 Armor until the wielder takes a Long Rest but the later costs 1 Clarity after the first use in a given day.	-,-/C
Smith's Healing	2	You can Cure any animated construct using your mechanical and armor repair recipes. This takes one minute per point being restored.	-
Sunder Armor	5	"Destroy All Armor" by Weapon	TT

Sword Breaker	3	"Destroy Sword" by Weapon	TTT
Tighten up	3	"By Your Name [CharacterName] Repair All Armor"	AA
Tinker 4-6	3	Can makes one Tinker item at a time with purchase of this skill	-
Timely Crafter	3	Make any recipe in a single crafting session.	-
Vault	5	Create a Master Part for a set of 5 Ingredients which can replace any other one Ingredient in a Tinkering recipe and can be sustained until needed.	A
Weigh Down	1	"Root" at the cost of one crafting Ingredient.	-

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

Armored Smith - You gain two additional points of armor on top of whatever armor you currently wear and represent so long as it is something that Tinkering could affect..

Burn Fuel - You can expend a Tinkering ingredient to reduce the cost of a Crafting or master Smith skill by one T or A.

Collectors Hand 1-3 - Start an event with 2 Tinkering ingredients at random per purchase. ** Master Smiths can swap non-Mining Ingredients for Mining Ingredients.

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

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

Crafters Cadence - "Double 5 Damage" for 1 melee or missile attack immediately after two uncalled attacks.
This skill costs 2 Threat.

Efficient Tinker - Craft two copies of any recipe for the additional cost of any single common Ingredient while producing the recipe.

Experimentation - Info Skill: You may spend time between events performing experiments using available ingredients and recipes to develop a new one. List resources available and the

sort of recipe sought. Results will indicate if any of the resources were not consumed and will provide either a new recipe or information on how to proceed next or something to pursue.

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

This skill costs 2 Threat.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients of the right type in place of its listed cost. These swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open attunement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

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

I Made This - You may make master recipes without needing a second set of hands to aid in its creation. This costs one extra common resource for each recipe you make this way. Triple the time. *This skill will be replaced in the rewrite.*

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

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

This skill costs 2 Threat.

Smith's Cure - Cure willing being with a serious injury by replacing a damaged organ with a mechanical part produced by tinkering. Converts one point of their vitality into Armor which stacks with other armor protections. The call is effectively "Permanent Waste 1 Vitality, Cure 1 Damage, Grant 1 Armor" and the effect lasts for the entire event. Notify staff well before an event if you want to be able to use this in combat and they will prepare an effect card, You must prepare a suitable representation for this effect and expend one tinkering ingredient. "Imbue with Replacement Part" is effectively a "Permanent Waste 1 Vitality, Permanent Grant 1 Armor. Heal 1 damage."

If you replace all of someone's Vitality then an attack that shatters their armor will instantly kill them. These effects normally are removed between events. Discuss with plot if you want a more permanent change and re-spec as a Construct of some sort.

This skill can be used up to twice per event without other cost, after that each use costs one Clarity.

Imbue - Mechanical replacement - Can have this multiple times.

For each such replacement your effective Maximum vitality is reduced by one and you gain one point of Armor which stacks freely with other armors but which can be damaged or repaired as with any Armor. Whenever you go to spirit and reform your body in an Active Sanctuary you can discard this card with suitable roleplaying, dropping the representation as part of the process. While you hold this card you can choose to die at any time. If you do so between events it will not Inflict a level of Taxed.

Shield Breaker - "Destroy Shield" by weapon attack. Must hit the shield.

This skill costs 1 Threat.

Shield Temper - +1 Armor while using Shield; Grant Resist Destroy

Cost: first use is free, subsequent uses cost a Clarity

Smith Crafting - You can create or upgrade armor or shields during an event if you have a suitable representation available and role play crafting and/or fitting it to the person. If you choose this item also gains that "New Armor Smell" and has +1 Armor until the wielder takes a Long Rest

Cost: Granting the bonus +1 is free once per day and costs a Clarity thereafter

Smith's Healing - You can Cure any animated construct using your mechanical and armor repair recipes. This takes one minute per point being restored. Doing so outside of an Active sanctuary also costs one Tinkering/Mining ingredient.

Sunder Armor - "Destroy All Armor" for 1 melee attack.

This skill costs 2 Threat.

Sword Breaker - "Destroy Sword" for 1 melee attack.

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

Tinker 4-6 -

Prerequisite: Tinker 3

You may make Tinker items with the purchase of this skill. When searching creatures or Constructs you may "Search for Tinker Ingredients". Can Apply a crafted Armor buff to a shield separately. You can make 1 tinkerer item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store Ingredients at your workshop/lab.

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

In addition, after purchasing Tinker 4, you may craft master Tinkerer items alone. You may swap in 1 ingredient of any kind but the right rarity in place of a Tinkering ingredient per purchase, but the recipe must still be made with at least one tinkering ingredient.

You can carry one extra ingredient per level purchased.

Other than the last sentence thus skill will be rewritten in the next revision.

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

Vault - Can craft a "Master Part" using 5 Ingredients of different levels. This is a sustainable item which can be expanded to replace any single Ingredient in a Tinkering recipe.

This skill costs one aegis.

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

DRAFT

Pure Mage

Prerequisite: Mage

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

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait]".	- / **
Advanced Mage Armor	1	Medium Armor without wearing an armor rep.	-
Deep Wells of Magic	5	4 additional Determination to your Determination pool.	-
Double Trouble	1	"Double" any called Damage attack using your magic. 1 per Long Rest	TT+*
Duelists Disarm	3	"Disarm by [Trait]".	T
Effigy Magic	1	Create an ad hoc ritual. "Inflict Effigy by [Trait]".	-
Feel the Flow	2	Regain 1 point of Determination spent since last Long Rest.	-
Grand Master 1-3	3	Triple uses of any one spell. Once per event.	T+2*
Primal Magi - Absorb	2	"Cure [Effect]" then "[Effect] by [Trait] to Self".	A
Primal Magi - Absorb Pain	2	"Reduce to Waste [X] Vitality". One use per long rest.	-
Primal Magi - Absorb Through Aegis	2	"Reduce to Waste [X] Aegis". One use per long rest.	-
Primal Magi - Absorb Through Determination	2	"Reduce to Waste [X] Determination". One use per long rest.	-
Primal Magi - Absorb Through Threat	2	"Reduce to Waste [X] Threat". One use per long rest.	-
Primal Magi - Channel	2	"Purge [Effect]" to Self then "[Effect] by [Trait]".	- / ***
Primal Magi - Channel Pain	2	"Cure Waste to Self" then "[X] Damage by [Trait]". One use per long rest.	-
Primal Magi - Combine	2	"Purge [Effect]" to Self and "Purge [Effect]" to Self then "[Effect] and [Effect] by [Trait]"	- / ***
Primal Magi - Shed	2	"Imbue by [Trait]" on long rest is complete."Cure All to Self".	-
Ritual Magic 4-6	3	You may lead rituals and power them yourself	-
Sorcerers Shield	1	"Shield Magic"	A

Strengthened Magic 1-3	3	"by Piercing" trait for spells 2 times	T+*
Studious Illuminator	4	Use one scroll twice per long rest.	-
Suffuse With Magic	1	"Cure Death by [Trait]".	AAA

* See spell lists for additional cost.

** Cost of 1C or 5D

*** Cost of 1C or 6D

Abjure Magic - Choose any Trait you know when using this spell. You may cast "Reflect [Trait]". First use free. Additional uses require 1 Clarity or 5 Determination per use.

Advanced Mage Armor -

Prerequisite: Medium Armor.

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

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

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

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

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

Duelists Disarm - You get "Disarm by [Trait]" as a spell attack using any Trait you know. This skill costs 1 Threat.

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

Key Note: No Effigy Magic may ever force a target to lose their free will in a manner that makes them do actions they (especially the person representing the target, ie, the real world person) wouldn't consider doing normally. They may be convinced to listen to you specifically from the ritual, but they will still act under their own decision making power,

even if your suggestions bear more weight than they normally would, much like a deeply trusted friend.

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

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

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

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

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

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

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

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

Grand Master 1-3 -

Prerequisite: Primary Master or Secondary Master

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

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

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

Primal Magi - Absorb -

Prerequisite: Sorcerer Supreme.

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

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

This skill costs 1 Aegis.

Primal Magi - Absorb Pain -

Prerequisite: Primal Magi - Absorb.

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

One use per long rest.

Primal Magi - Absorb Through Aegis -

Prerequisite: Primal Magi - Absorb Pain.

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

One use per long rest.

Primal Magi - Absorb Through Determination -

Prerequisite: Primal Magi - Absorb Pain.

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

One use per long rest.

Primal Magi - Absorb Through Threat -

Prerequisite: Primal Magi - Absorb Pain.

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

One use per long rest.

Primal Magi - Channel -

Prerequisite: Primal Magi - Absorb.

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

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

Primal Magi - Channel Pain -

Prerequisite: Primal Magi - Absorb Pain.

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

Primal Magi - Combine

Prerequisite: Primal Magi - Channel.

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

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

Primal Magi - Shed

Prerequisite: Primal Magi - Absorb.

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

Ritual Magic 4-6- Ritual Magic. Must have Ritual 3 to buy. You understand 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.

Sorcerers Shield

Prerequisite: Sorcerer Supreme.

"Shield Magic" lets you block any spell that is not "By Piercing" or "By Clarity".

This skill costs 1 Aegis.

Strengthened Magic 1-3

Prerequisite: Sorcerer Supreme.

Use "by Piercing" trait for spells you are casting directly, not from items or items, up to 2 times per event, cannot be "Death" effects or Damage numbers greater than 5 or with the modifiers Double or Triple. A Strengthened spell can not be made into a scroll and Strengthen magic can not be applied to a spell cast from a scroll

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

Studious Illuminator -

Prerequisite: Scribe Scroll 3.

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

Two uses per long rest.

Suffuse With Magic -

Prerequisite: Primal Magi - Shed.

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

This skill costs 3 Aegis.

Pure Rogue

Prerequisite: Rogue

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

Skill	CP	Effect	Cost
Acute Awareness	4	"Grant Elude".	A
Call Out	1	"By your name Inflict Hunted"	T
Collectors Hand 1-3	1	Start an event with 1 random ingredient per purchase.	-
Cutpurse	2	Sustain 1 Extra Magic Item	-
Expert Mixologist	5	"Cure Death by Poison". Not Self. <i>Focus, Touch</i>	C
Final Strike	2	"6 Damage" when vitality its 0 before you start dying.	-
Hamstring	2	"Root".	T
Hobble	1	"Slow to Hunted" or "Slow from behind".	A
Ick	2	"Avoid Metabolic".	A
Improved Backstab	4	"Double 4 Damage" from behind or to "Hunted".	T
Induced Dread	3	"By your name [Their Name], Paralyze to Hunted".	TTT
Infectious Blade	2	"4 Damage by Poison".	T
Poison Mastery	5	Double any "by Poison" attack you make.	-/T
Poison Miser	5	Get twice as many uses of a poison.	-
Quick On Your Feet	3	"Double Avoid".	AAA
Roguish Smile	2	"Disarm by Presence".	T
Silent Stalker	5	"Imbue to Spirit", move for 30s, "Purge Spirit".	-/C
Takedown	2	"Short Stun to Hunted" "or From behind".	TT
Toxic Blade	3	"7 Damage by Poison".	TT
Trap Mastery	4	No trigger Ingredients required when making a trap.	-
Trapper 4-6	2	Can make 1 trap per purchase.	-
Wear Down	2	"Drain to Hunted".	T

Acute Awareness - "Grant Elude".

This skill costs 1 Aegis.

Call Out - "By Your Name [Their Name] Inflict Hunted".

Cost 1 Threat.

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

Cutpurse - Sustain 1 extra magic item between events.

Expert Mixologist - *Focus* "Cure Death by Poison". Only on others.

This skill costs 1 Clarity.

Final Strike - When you drop to 0 vitality you can swing/shoot "6 Damage". for 5 seconds then inexorably die (Death to Self by Piercing).

This skill costs your life.

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

This skill costs 1 Threat.

Hobble - "Short Slow to Hunted" or "Short Slow from Behind" for 1 melee or missile attack.

This skill costs 1 Aegis.

Ick - "Avoid Metabolic".

This skill costs 1 Aegis.

Improved Backstab - "Double 4 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 1 Threat.

Induced Dread - "By Your Name [their name], Short Paralyze to Hunted".

This skill costs 2 Threat.

Infectious Blade - "4 Damage by Poison" for 1 melee or missile attack.

This skill costs 1 Threat.

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

This skill costs 1 Threat after the first use during a given event.

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

This skill has no cost.

Quick On Your Feet - "Double Avoid".

This skill costs 3 Aegis.

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

This skill costs 1 Threat.

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

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

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

This skill costs 2 Threat.

Toxic Blade - "7 Damage by Poison" for 1 melee or missile attack.

This skill costs 2 Threat.

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

Trapper 4-6 -

Prerequisite: Trapper 3

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

You can carry one extra ingredient per level purchased.

Wear Down - "Short Frenzy to Hunted" or "from Behind" for 1 melee or missile attack.

This skill costs 1 Threat.

Pure Warchanter

Prerequisite: Warchanter

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

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

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

* Cost varies, see description.

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds. Can not Perform when under a **Silence**

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

All Together Now - "By My Voice Grant 2 Protection to CommunityName" Requires Performance.

This skill costs 1 Aegis.

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

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

This skill costs 2 Threat.

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

This skill costs 2 Aegis.

Distraction - "Disengage"

This skill costs 1 Aegis.

Halt! - "By My Voice weakness" Requires Performance.

This skill costs 2 Threat

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

Inspiration to Self" and "Grant 2 Aegis" to anyone they wish. Ties cause "Triple 10 Damage to Self" to both challengers.

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

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

This skill costs 1 Aegis.

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

This skill costs 2 Threat.

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

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

This skill costs 1 Threat.

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

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

This skill costs 1 Clarity.

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

This skill costs 2 Aegis.

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

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

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

This skill costs 1 Clarity.

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

This skill costs 1 Aegis.

Steadying Words - "By My Voice Refresh 1 Aegis to town"

This skill costs 1 Clarity.

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

Requires Performance.

This skill costs 3 Aegis.

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

This skill costs 3 Aegis.

Word of Warning - "By My Voice Grant Elude Packet [CommunityName]"

This skill costs 2 Aegis.

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

Requires Performance.

This skill costs 2 Aegis.

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

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

Pure Warrior

Prerequisite: Warrior

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

Skill	CP	Effect	Cost
Anvil Strike	2	"Slam"	T
Armor Expertise	2	+1 Armor	-
Armor Mastery	2	+1 Armor	-
Bonebreaker	1	"Maim"	TT
Bone Bruiser	2	"Short Silence"	T
Brutal Onslaught	3	4x "3 Damage"	TT
Brutal Strike	3	"Disarm" then "5 Damage"	TT
Cup Block	2	"Reduce Weapon to Agony"	AA
Dead Leg	2	"5 Damage and Root"	TT
Flawless Riposte	4	"Reflect" (non-spell)	AAA
Force an Opening	5	Upgrade Warriors Defense adding then "5 Damage"	-/3T
Get Down!	3	"Guard Weapon" and "Grant Elude Weapon" to Ally	AA
Glancing Blow	5	"Reduce Packet to 1 Damage"	AA
Interceed	2	Touch "Heal 3 and Grant Guard"	AA
Jump Back	3	"Disengage" then "Heal to Self"	A
Line Abreast	1	"Grant Parry" by touch to someone who just made an attack	AA
Logic of Defense	1	"Avoid Weapon"	AA
Not Today	2	"Avoid Elemental"	AA
Precise Blow	2	"2 Damage and Disarm X" for any X they are carrying	T
Rhino Hide	5	+1 Vitality	-
Ringing Flurry	2	3x "Agony"	TT

Stand My Ground	3	Grant "Guard Slam" to self	A
Stop the Press	1	"Disengage" once per long rest.	-
Wingman	2	Big Damn Hero then also does "Grant 3 Damage"	-

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

This skill costs 1 Threat.

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

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

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

This skill costs 2 Threat.

Bone Bruiser - "Short Silence" for 1 melee or missile attack. Pesky Mages.

This skill costs 1 Threat.

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

This skill costs 2 Threat.

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

This skill costs 2 Threat.

Cup Block - "Reduce (Weapon) to Agony" against any weapon strike..

This skill costs 2 Aegis.

Dead Leg - "3 Damage and Root" for 1 melee or missile attack.

This skill costs 2 Threat.

Flawless Riposte - "Reflect" to any single (non-spell) attack that hits except those delivered by "Piercing".

This skill costs 1 Clarity.

Force an Opening - Upgrade Warrior's Defense to then do "5 Damage" for 1 melee or missile attack. First upgraded use does not add any cost

This upgrade is free the first use this event then it adds a cost of 3 Threat to use..

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

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

Interceed - Touch delivery, "Touch "Heal 3 and Grant Guard Weapon"

This skill costs 2 Aegis.

Jump Back - Wehn you use Big Damn Hero to "Disengage" also "Heal 1 to Self"

This costs +0 Aegis.

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

This skill costs 2 Aegis.

Logic of Defense - "Purge physical" Cannot be used while dead.

This skill costs 2 Aegis.

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

This skill costs 2 Aegis.

Precise Blow - "By my gesture disarm [X]" on a target within melee range where [X] is any specific Shield, Weapon, or Focus they are carrying.

This skill costs 1 Threat.

Rhino Hide - You gain an additional point of vitality.

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

This skill costs 2 Threat.

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

This skill costs 1 Aegis.

Stop the Press - "Disengage" use free, once per long rest.

Wingman - Whenever you disengage with Big Damn Hero you also are granted "3 Damage" with your weapon or missile attack.

This skill improves BDH but costs nothing extra..

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