

ELYSIUM
An Ebonrock Chronicle

RULEBOOK

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Ebonrock would like to thank:

Michael Oldziej created the original lore of the Mistgate, including the 21 divine Primogen (the gods and demons), the realm of Karagath, and helped create many aspects of Ebonrock's lore.

Michael Oldziej and Day Finazzio were the Co-GMs of Mistgate and the stories of the previous game.

We are thankful for their contributions to our ongoing game.

Cassy Pacheco for her artistic talents in developing our death deck.

Darksteel Games for contribution of their lore concerning Ashen Liege (Bound) and the concept of Urbanism

Kyle Young and Kurt Young for their work on the website.

Our Staff for their contributions, and patience, helping us bring this world to life.

Our entire player base for giving us the opportunity to bring our ideas to life for you.

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CHAPTER 1: CORE RULES

This book will explain what you need to know about participating in the Live Action Role Playing Game, Elysium: An Ebonrock Chronicle. It details everything from safety, combat, and weapon construction, to rules of the game and character creation, to world setting and certain pieces of in-game lore.

However, no rulebook is perfect. If there are any questions about this rulebook message us at our Discord page (checked most often) or email us at Ebonrockgm@gmail.com for clarification.

What is Live Action Role Playing (LARP)?

Ebonrock, is a form of improvisational theater combined with safe combat rules. You will take one of two roles over the course of an event, and the choice is up to you. The first option is a “Player Character” or PC. These are the main characters of the story. As a PC, you will spend the weekend fighting monsters, going on quests, and interacting with other characters and the world. During this time, you will be able to act out your character in any way you see fit. If you want to be a noble fighter, a heroic exemplar, a dastardly dark artist, a shifty rogue, or anything in between you are welcome to. The story is ongoing between events, and you will be encouraged to bring back your character for each event (as long as they are alive!) to continue your personal adventures. The second role is a “Non-Player Character” or NPC. These are the creatures that the PCs fight, the villains they challenge, and the towns folk that bring the world to life. Playing an NPC is quite a lot of fun (and FREE!). If you so choose, you can become an NPC Staff member, who is allowed to write plot lines that the players will interact with. If this is your wish, please send an email. NPCs are needed to run the game, and your contribution would be great.

If you plan on getting involved with us GREAT! Please message us at the X discord page (checked most often) () or email us at Ebonrockgm@gmail.com for character histories submissions, build submissions and any questions you may have before your first event. The community is very helpful so please don't feel discouraged to ask any and all questions.

Be Considerate

In four words: Don't be a jerk.

The main goal of LARP is to have fun, to do this please be considerate and respectful to other players and the rules of the game. Being considerate to every player so that they may also enjoy the game as much as you please keep in mind that everyone playing the game must respect each other while playing the game, in short leave any issues at the door. If you find yourself in an uncomfortable situation it is your right and your responsibility to remove yourself and we encourage you to find a GM. Also we encourage players who are more experienced to help newer players get into the game.

On the topic of uncomfortable situations we will not question you on your reasons for finding something uncomfortable but please remove yourself and talk to a GM who will handle the situation in an impartial manner.

Cell Phones

Furthermore, please do not use your phone in game unless you have an item (like a camera) or a skill (like the bard's music) that lets you do so. Using a phone breaks the immersion of many players.

Cheating

Cheating is a very serious matter. This is an honor based game, pure and simple. Cheating ruins the experience of those around you. Being caught cheating will result in potentially being removed from the game, and being banned from future games. Meta-gaming is making use of player knowledge that your character would not know, and is also a form of cheating.

Please play fair, keep track of your hits, and keep the game fun for everyone. Staff monitors how players do against the difficulty level of the monsters we send out. If people do not accurately keep track of their hits, then they are

negatively impacting those that do if we make the monsters tougher as a result. Please trust staff to keep the game balance.

Costuming

Every participant is required to wear a costume. Costuming can be simple- solid colors with no brand name logos. Avoid anything that is too modern, such as cargo shorts that would cause someone to have a harder time thinking of you as “in game.” Players are encouraged to build their own weapons and shields (if necessary). NPCs should wear dark, solid-color clothing, and will be given costuming and weapons to play their roles over the course of the event.

Drugs and Alcohol

There is a zero tolerance policy for drinking or taking drugs at the game. You will be barred from participation and asked to leave the game.

Game Masters and Staff

During the game, the Game Masters are the people who run the game, with a team of Staff and NPCs to assist. The Game Masters have authority over the game itself. Please be considerate to these people, so that they may do their jobs. Arguments will be settled by GMs, but they are here to make sure the players have fun. Feel free to speak with them about anything you want regarding the game.

Hand Over Head

A person with their hand over their head is considered out of game, they are simply not there and act as if they are not. They may be invisible or simply NPCs going to a new location to set up an encounter.

In Game (IG) vs Out of Game (OOG)

This game stresses a clear distinction between In game (IG) and Out of Game (OOG), In game is the game world and Out of game is the real world, please keep in mind that if you know something OOG then your character does not know it IG, this is to allow players to talk about things but not worry about another character finding out about it. On another note a character is different than the person please take this statement to heart, someone may wrong your character please know this is not against you personally. If you feel otherwise please find a GM. And please do not use Out of Game knowledge IG, such as seeing a group of out of game goblins in the woods and not wanting to enter because you feel now you will get ambushed by goblins.

Out of Game Safety Calls

The following 5 Out of Game commands are in place to ensure the safety of everyone at the event as well as keeping the game running smoothly and with as few interruptions as possible. Abuse of any Out of Game command word will result in immediate and severe disciplinary action.

- **“Caution”:** Caution should be used to prevent injuries and unsafe situations from occurring. If you hear this word take a quick look around to see if it applies to you. If you call a Caution it should be followed by information about what the unsafe situation is. For example, if someone is about to back over a rock or stump you would say “Caution!” and then move the combat away from the hazard. The person that called the Caution would then call “3, 2, 1, game on” and play would resume as normal. A caution should be quick and game should be able to resume quickly.
- **“Check Your Swings”:** This is a lightest touch game. If you feel you are being hit too hard by somebody, you may call “Caution, check your swings.” If this continues, please find a GM. You may not swing hard to try to physically disarm someone. Swings should be at a maximum of 90 degrees.
- **“Clarify”:** This command word is used when you are targeted by an effect that you do not understand. The person that used the effect on you must then inform you of what the effect does and what duration the effect has. It is up to the target of the effect to know if they have the ability to resist it. If the effect user cannot

inform you what the effect does then you are not obligated to take the effect. Ideally, everyone should be familiar with all game effects but there will be times when you forget what an effect does and need a reminder. This call should not be abused, if you know what an effect does and what the duration is you should not use "Clarify" for that effect. After "Clarify" a "3, 2, 1, game on" must be called by the person who called the "Clarify". A "Clarify" should not last more than a few seconds. You must know what all your abilities do so that you may clarify it.

- **"Hold Hold Hold!":** Yell this if you have an emergency that requires the attention of everyone in the area. If you hear this statement, immediately take a knee so that the emergency can be identified as quickly as possible. If no GM is present, one must be contacted immediately at Ops on the top of the hill. Never leave an emergency situation unattended. Also, only call a "Hold Game" for another person if the person is unable to call it for themselves. Once the situation has been resolved everyone will be told to get up and a "3, 2, 1, game on" will be called at which point the game resumes from the exact moment it was held. We encourage players to avoid using the term "Hold," at all during the game. Instead use "Stop," "Stand your ground," ext.
- **"I am Needed Elsewhere":** Use this call when you as a player feel personally uncomfortable in a situation. You will be allowed to remove yourself from the situation without penalty. This is a mental wellness issue and should not be abused for in game benefit.

Racism

The topics of racism are also not tolerated except in the case of in game racism (for example, against flame undead for being reanimated corpses, mind flayers because they eat brains, etc.).

Real Laws

REAL WORLD local, state, and federal laws are all in place, and must be followed. While the game world also has laws, your character is free to follow or break them as they see fit.

Sexual Harassment

Sexual harassment, sexual assault, and rape of any kind, including in a backstory or even as a conversation topic, will not be tolerated. There are no exceptions to this rule. You may not use the spells charm, compel, dominate, implant memory, or any other spell to flirt or promote romantic or sexual situations. Consensual flirting and romances are allowed in game, players are extremely cautioned to make sure to avoid even the appearance of sexual harassment and/or magical manipulation. Furthermore, no actual sexual contact, consented to or not, is allowed in game. Any roleplay that would be considered beyond PG-13 is allowed but must not occur in a public area. Public areas include player cabins.

Sharing In Game Information Out of Game

Please be mindful of all information you share out of game. You are allowed to talk about any and all experiences but it is unfair to other players to speak about information their character does not know as it becomes very hard to pretend you do not know it. If you do tell a friend something by the rules they are not allowed to know it in game just be mindful of this.

Stay in Character

Please do not talk about real life topics at the game. While in game please remain in character. If you feel uncomfortable please find staff and we will handle the issue.

Swearing

We will also ask to please keep swearing down to a minimum. Feel free to say what fits the situation but please don't go overboard.

Theft

Stealing in game items from other players is allowed, and any player may search other players if given the opportunity. All in game items must be kept in game. If you find a colored clothes pin attached to your on-person bag, pouch, ext. that means that it has been looted (or possibly an item added to it). Report to staff as soon as you notice to turn over the bag, pouch, ext (or after the conclusion of the current module you are on if noticed during the middle of a module). It will be returned to you shortly.

Players must keep their out of game items separate from their in game items. Stealing other players out of game props is not allowed by any means. Real theft will be met with consequences.

We are Not Liable

You must sign a waiver relieving the LARP and the Site itself from liability before playing. No exceptions. Please know your physical and emotional limits, and if you possess any special requirements or are subject to any phobias or other limitations, please let the Game Directors know.

CHAPTER 2: COMBAT AND GAMEPLAY RULES

This section will tell you what you need to know about how combat works, how to be safe, and how to get the most out of it for everyone. Be mindful that this combat system is designed so that anyone can play what they want and be able to feel like their character.

General Rules for Combat

Combat in this game is a lightest touch system, meaning that if you are hit by a safe boffer weapon you are considered hit. No excess force is permitted. Illegal areas of the body that do not count as hits if struck by a melee attack include: The head, the groin, the hands and the neck. In addition every player is responsible for keeping track of their own vitality, energy usage, abilities, effects on them etc. Please be respectful in combat as everyone is here to have fun.

Armor

Any character may wear any armor (though it may interfere with class abilities). There are three levels of armor- Light, Medium, and Heavy. Light armor consists of, or has the appearance of, soft leather, fur, and hide. Medium armor consists of, or has the appearance of, light chain, plastic plate, or leather with metal. Heavy armor consists of, or has the appearance of, metal plate or riveted chain.

Armor must look authentic to the era. Unmodified sports equipment or plastic Halloween armor is not permitted. Foam armor is generally only acceptable for NPCs. One must be wearing at least armor that covers the chest to get the benefit of that armor category.

Light armor provides 2 temporary vitality, medium armor provides 4, and heavy armor provides 6.

Masterwork armor provides the additional benefit of providing you with 1 temporary vitality each encounter if you enter it with 0 temporary armor vitality. You get the benefit of this ability unless the armor is shattered. Masterwork is not needed for enchantment but will stack with any enchanted benefit.

Either normal or masterwork armor can be enchanted.

An attack/effect delivered by "Pierce," bypasses any remaining temporary vitality from armor. Armor points must be used, if available, even if the actual attack/effect strikes an area of the person that is not physically covered by armor.

"Shatter" expends all temporary vitality from armor.

Used temporary vitality from armor can be regained when the armor is repaired by a blacksmith or by other means.

Note: Armor use is augmented by certain skills in the Warrior tree.

Bleeding Out, Conscious and Unconscious

Once you reach zero vitality you are considered bleeding out and must fall down, unconscious. You are considered helpless. If any vitality is restored to you, you become conscious, are no longer bleeding out, and can act normally. After two minutes of bleeding out you enter the dead state.

Blocking Hits

In a lightest touch system attacks are meant to be light. If a blow strikes your weapon first and then strikes the torso it is considered blocked.

Calling Effects, Skill and Item Use

An effect must be called before it makes contact with the target. If the call is made after, the effect is not expended. If an effect is used and misses the target, or the target is unaffected/resists, the skill or item creating the effect is still considered used and any energy or charges expended.

Combat Distance

You must keep at least an arm's reach from your opponent. If the distance closes in for some reason, call "Caution, too close". Both should take a step back and then continue.

Combat Speed

Combat persists at an organized steady pace, swings should be no more than one hit per second per weapon per location. "Machine Gunning" or "Drum Rolling" is not allowed. You cannot hit the same location multiple times rapidly without pulling your weapon back, if you are hit this way it is called if you are hit like this take only one hit from the flurry and call something along the lines of "Got one of those" or "Flurry, I'm only taking one"

Damage Order

When you are struck by a damaging effect, defenses and damage are used and electively taken in the following order of priority.

1. Evade (Optional)
2. X Guard (Only optional if effect is "1 damage")
3. X Resist (Optional)
4. Reduce (Magically granted or skill based)
5. Threshold X
6. Temporary Vitality from Armor
7. Temporary Vitality
8. Vitality

Death

Whether conscious or not, after 2 minutes of bleeding out, or if you are hit by a killing blow, you enter the dead state. There may be other means, such as powerful spells which can result in your character entering the dead state without bleeding out or being killing-blown. Once you enter the dead state, stay on the ground for 5 minutes, then go to Death's Realm if you are not Resurrected or affected by a necromantic spell during that time. If disintegrated while in the dead state, go to Death's Realm immediately.

Duration of Effects

All effects last for 1 minute, unless otherwise noted.

Energy:

This is the unit used to keep track of how much a person can do, how often they can use certain skills. It is an in-game concept. Temporary energy a person has MUST be used before all other energy. It is often abbreviated as "e". Energy is restored at the beginning of every rest, through skills, and through items.

Flurry

X uses a 3 hit flurry system, which means you may attempt 3 strikes, in different locations, before having to take a second pause.

Guards/Resists:

A character can only have ONE of any type of guard and ONE of any type of resist active at a time, unless a skill says otherwise. That guard or resist must be used or dispelled before being able to accept a different one. For example, if a character has a fire guard and someone casts a water guard on them, they would still only have the fire guard. However, if the same person was then targeted by a spell resist, they would then have a fire guard and a spell resist active. A character with an active guard/resist may still resist an effect if they can do so without casting a spell in advance (for example, a Rogue using the Poison Tolerance skill to resist a poison effect).

Helpless

A target is helpless and unable to defend themselves from any attack or killing blow. A target is helpless if they are unconscious, out cold, or paralyzed. Certain abilities require a target to be helpless in order to be used.

Items

Component Log: Players should keep a log in which they keep track of all components in their possession as well as other items for which they are not provided a tag. This could include common items like rope, or common weapons recovered from slain foes. This log should be updated regularly once components are obtained, utilized, traded, salvaged, stolen, etc. The log should be made available to any GM upon request.

Identification: Certain magic item tags when found will state it has an unknown effect. This means that the item must be IDed (if a potion or poison) or identified by spell before they can be used. When done, please submit the tag in your folder stating it has been IDed or identified and staff will send back the full tag if appropriate.

Latex: Latex weapons and shields are not allowed in game.

Magic Items and Attunement: All magic items will have game tags. Some tags will require props. Non-Consumable magic items must be attuned to the wielder before they can be used. Other items, such as shala crystals and gems for the gemologist skill, may also require attunement, which will be indicated on the item's tag. A character can attune an item at any time by meditating with the item for one minute.

While the item is attuned, your maximum energy is decreased by the attunement cost. You may have a maximum of three attunement slots filled at any one time unless you have a skill that states otherwise. You may only unattune an item (unless it is a cursed item) in between games. This means that even if you find a new item, you may not be able to attune it in game if all your attunement slots are full.

If an attuned item is destroyed, such as an expended gemologist gem, or a cursed item is unattuned, you regain access to that attunement slot immediately.

Consumable magic items such as potions, magic ammunition, and similar one use items do not have to be attuned unless the tag states otherwise.

You may still wield a magic weapon that is not attuned to you but gain no magical benefit from it (and may still become cursed if it is a cursed item). The only difference between a normal weapon and unattuned magic weapon is that the weapon is still immune to normal "Shatter" calls.

Personal Props: Some items require personal props to use. If a player has made a personal prop for an in game item that you take, please let staff know. Staff will confer with that player if they would like the physical representation of the item returned to them. Staff will, if able, provide a temporary physical representation of the item for you to use until the end of the event.

Shatter Effects on Magic Items: Magic weapons and armor are immune to shatter effects if they are not delivered as “shatter to magic item.” If a magic weapon or armor piece is shattered, it must be repaired by someone who can repair magic items before it can be used again.

Killing Blow

All players may use the “Killing Blow” effect at will. When touching a target with a melee weapon or spell packet, you may call "Killing Blow 1, Killing Blow 2, Killing Blow 3" to a helpless target, who then enters the Dead state. If you are using magic to perform a killing blow with a packet, call the spell used immediately after stating, at a loud volume, “Killing Blow 3.” For example, “Killing Blow 3, 1 fire.” If the target does not take the damage from that spell, or is immune to the weapon used, they can resist the killing blow. If the weapon or caller is struck during the countdown, the effect is interrupted and must be restarted. **Killing blow at the speed you wish to suffer a killing blow.**

Magic

Magic can be cast by touch, by weapon/claw, by gesture, by packet, or by voice.

Touch spells cannot be resisted however most are beneficial and can only be cast on a willing or helpless creature.

A packet spell must be incanted then thrown, if it connects with the target it takes effect, but if not it is still expended. The energy is expended when in incant is done regardless if it hits or misses or is resisted. Packets that hit the head or groin are not to be taken, as well as packets thrown with excessive force. A spell packet striking a weapon, shield, or other item on the target’s person still counts as having hit that person.

An Area of Effect ability affects 5 feet around the caster of the target. Unless the skill says otherwise, the caster is not affected.

By Gesture Spells are a point spell, “By my gesture, Dark Root” if you are being pointed at you take the effect, the person calling the gesture should, if necessary, make it clear who is being gestured at, for instance, “You in the plate mail, Gesture Dark Root”, or any indicator of who is being targeted.

By Voice effects are if you hear the spell you take it, these represent a massive area of an effect, covering your ears is not an acceptable counter to this attack. If an attack is by sound, and you are actually deaf by some physical or magical means, then the attack does not affect you. Note if you are using a “By Voice” effect you are not subject to the effects unless otherwise noted.

Interrupting: A person casting a spell that is struck in the middle of their incantation or performance is interrupted. They do not expend the energy for the spell but they must restart the incantation before casting it again.

Resisting: If you have the means to resist a spell or effect, you must use it within 5 seconds. Unless a skill says you may “silently resist,” you must call “Resist” loudly enough for the caller to hear. A “No Defense” spell or effect may not be resisted. If a spell or effect has two carriers you only have to be able to resist one carrier to resist it.

Pools: Pools are wells of magic that can be tapped into and used that have been paid for in advance. All pools unless otherwise stated require 2 minutes of focus without being struck to refresh EACH individual pool. In other words, you can only be focusing to refresh 1 pool at a time.

Rites: Rites are powerful ceremonies that draw on power from another entity, such as a God or Eldritch, and are bestowed to the entity’s faithful. They are often taxing on the caster, reducing their maximum energy until the next rest.

Rituals: Rituals are powerful arcane ceremonies that are cast with specific words of power based on the intent of the ritualist. They can include material components, somatic requirements, and/or long incantations. Rituals can be discovered or created.

Spell: A spell is any skill which has a carrier that is not physical or non-magical. All rituals and rites are spells but not all spells are rituals or rites.

Mob Rule

Only 3 players/NPCs may engage any 1 person in melee combat at one time. There are exceptions to this rule for boss fights which will be CLEARLY noted before combat by some line about; "This is an epic fight," or "I'll take you all on at once." If in doubt, ask via a clarify.

Locks

There are two common lock types in the world, key and combination locks. Key locks can only be opened by someone with the appropriate key, while a combination lock can only be opened by someone with the correct combination. Anyone can try to guess the correct combination to a combination lock. Locks are either basic, advanced, or specialized.

Lockpicking

Any character may attempt to use a lockpick to open a basic lock by spending the energy and time on the lock's tag. If the character does not have an appropriate skill (like Pick Locks) then the lockpick breaks after each use. If a character is physically interrupted while attempting to pick a lock, the lockpick breaks, whether or not the character has an appropriate skill. Only a character with an appropriate skill may utilize a lockpick to attempt to pick an advanced or specialized lock.

Plot Cards/Forsooth

Not all abilities are listed in the rulebook, some information will be carried out by plot cards. If you receive a plot card follow the directions as if an in game effect was used on you and this is the new description. The word "Forsooth" may also be used to describe an effect not in the rulebook, ex: "Forsooth you feel magic energy pulsing behind you, take 1 damage every 10 seconds while in this room"

Poison/Toxin

Poisons and toxins can be resisted with a poison resist/guard or a resist/guard specific to the effect the poison is inducing. The effect is usually delivered by a physical substance. Poisons and toxins are not magical unless accompanied by a magical carrier.

If a poison applies an effect (death, out cold, agony, ext), deals damage or drains energy, the victim takes the effect after 5 seconds or suffers 1 (vitality/drain) point per five seconds. Example, "Poison 5," would cause the victim to suffer 1 damage every five seconds, for the next twenty five seconds. Subsequent uses of poison stack but are not concurrent. In the above example, if the target is already suffering from a "Poison 5," and is then hit with a "Poison 3," then 3 more instances of one damage every five seconds is added on to the end of the Poison 5, ending in 8 vitality of damage after 40 seconds. All ongoing effects of any poison are negated with a single "Purge poison," but does not heal damage already suffered.

Once you are already inflicted with a poison, a guard/resist will not negate the ongoing effect.

An effect delivered by toxin is inflicted instantly instead of over time. A poison guard or resist will also resist a toxin effect.

Blade: Delivered by weapon. The blade poison stays on your blade until used and will augment the next swing. If you do not connect, strike a weapon, or the attack is evaded, the blade poison is not lost.

Gas: If a call has gas on the end of it. "Out Cold Poison Gas!" then it will be used as a packet attack. The person is throwing a vial at you. NOTE: *Covering your face does NOT give you a resist to poison gas.*

Ingested: Represented by tag.

Time Segments

There are three commonly used indicators of time in the game. If no time indication is given for the duration of a call, it is presumed to last one minute.

Encounter: By spending ten minutes outside of combat, and are not under a weakness effect, your vitality is restored to your current maximum and regain any spent uses of “per Encounter” skills.

Rest (Energy)

Energy resets every rest which occurs every 6 hours or at:

Saturday at 2am,
Saturday at 8am
Saturday at 2 pm,
Saturday at 8 pm,
Sunday at 2am,
Sunday at 8am, and
Sunday at 2pm.

Game: Will last until the start of next game (including through the target’s next BGA). All spell effects cast during game that last until used (like resists, guards, ext) expire, at the latest, at the start of the next game.

Uncalled Hits

A normal melee, thrown attack, or nerf dart, without a call, does one point of damage.

Running

While you may run to engagement, you must be fully stopped so that your forward momentum has ceased before making a melee attack. Please be safe when running, especially at night.

Safety

Safety is a number one priority. Therefore, please keep the following in mind:

Mind Your NPCs: NPCs will be wearing masks and other objects that obscure their vision for the sake of being a monster. If they seem to be adjusting their mask please allow them to do so and pause combat for a moment. Also please remember that the ‘monsters’ in the world are still just your friends in masks.

Fight In Safe Locations: When fighting make sure you are in a safe location, not around rocks or open flames; any safety hazards near the area should be avoided when fighting. Call, “Caution,” if an area is unsafe. If a fight needs to be moved, that is okay. Staff will reset the scene.

Night: When fighting at night please be extra mindful of your fighting and especially your surroundings. Safety is the number one concern.

Searching/Looting

You may search any helpless target by approaching them and stating, “I search you.” If uninterrupted, after 5 seconds the target will provide any non-concealed items on their person which can be removed. A “purge conceal,” is necessary to reveal concealed items.

You may loot armor and weapons from NPCs (and may inquire what they are using if necessary). If they do not have a tag to give you, please make note of it in your log (What weapon you took, from whom, in what mod/attack) and

report it in your character folder or PEL. We will get a tag to you. Please be reasonable about the number of weapons and suits of armor you are supposedly carrying at a time, they can be quite cumbersome.

Temporary

Anything which is temporary, such as temporary vitality or temporary energy, does not stack with other benefits of the same type unless specifically noted. If given one while already on another effect, you may choose the best of the two to keep. Your amount of temporary vitality and temporary energy cannot exceed your character's maximum vitality or maximum energy. Temporary vitality gained from armor does stack with other temporary vitality and may exceed your maximum.

Traps

Traps are represented in a variety of different ways and are either basic, advanced, or specialized.

Party Popper Party poppers, if set off, will cause the Maim effect to whichever limb triggered it. Party popper traps may only be disarmed by moving them out of the way.

Plot card If a plot card is on a door, floor, or wall and marked with a sequence of letters and numbers it may be a trap. Once you go through it, step on it, ext. turn the plot card over for the effect. Plot card traps can be disarmed by spending the appropriate amount of time and role-playing.

Trap Breaker: Traps may only be disarmed by a character utilizing a trap breaker or by utilizing magic. Any character may use a trap breaker, but the trap breaker is destroyed after each use if the character does not have an appropriate skill (like trap knowledge). Furthermore, if the character utilizing the trap breaker is physically interrupted in any way while attempting to disarm the trap, the disarm attempt fails and the trap breaker is destroyed, whether or not the character has an appropriate skill to disarm traps. Only those with the appropriate skills can use a trap breaker to disarm an advanced or specialized level trap. If you set off the trap while trying to disarm it, the disarm attempt automatically fails and the trap has gone off.

Underwater Combat

Breathing/Holding Breath: Absent a spell or racial ability, a player can hold their breath for 1 minute, then you enter the out cold state, if you remain underwater then you enter the dead state 1 minute later. If you are granted the ability to breathe underwater you may exit the out cold state. If your ability to breathe underwater ends then you may hold your breath for an additional minute per the rules above.

Communication: Communication under water is limited to hand gestures. If a player can breathe underwater they may not speak louder than a "normal" volume.

Melee Attacks: Absent a spell that grants free action under water, melee attacks are limited to one, not three, shot flurries. All motions are slow, a.k.a. "bullet time."

Movement: Absent a spell that grants free movement, players are under a slow effect.

Ranged Attacks and Spells: Black powder based bullets, arrows, and sling bullets may not be fired underwater. Other ranged attacks, including thrown spell packets, have a 10 foot range.

Special Spells: Spells with the fire carrier cannot be used. All damaging spells with the air carrier become area of effect AND harm the caster as well.

Weapons

Bows: Bows must be one of three types.

- You may use a NERF brand bow (or crossbow), with foam arrows or darts.
- You may have a Ben Becker's "Sling" Packet Bow
- (You may NOT simply have a boffer bow and throw packets.)

Either of the above types deals "1 Physical". Hitting these types of arrows out of the air with a weapon, negates the attack. It takes one minute of active searching to recover these arrows (you should RP and actually pick up your packets). You may shoot 1 arrow every 10 seconds.

- Lastly, you may use a real bow. It must have a maximum of 20 pound draw. To fire a bow, you must have LARP safe arrows. Arrows must be shot from at least fifteen feet away for safety purposes. Any melee attack skill can be cast through a bow, unless specifically noted. Hitting this type of arrow out of the air with a weapon causes you to suffer the damage as though you had been hit. The recovery time for these is however long it actually takes to recover them. The time between shots is whatever you can do.

Any type of Arrows can be blocked by a shield. Bow props may not be used to block weapon attacks under any circumstances.

Guns: Guns should be NERF brand and painted to make them appear more steam-punk, or at least remove any bright colors and lettering. Based on the skills you have, guns are limited as to size, magazine capacity, and improvements. Guns have two standard forms of ammo: bullets and slag. The standard call for bullets is "Pierce 3 Physical." This means that if a bullet strikes a shield it counts as if it struck the shield-wielder. Specialized bullets add to that. The standard slag shot is uncalled, which is equivalent to "1 physical." Anyone with proficiency in guns can create and use slag for FREE. Each are represented by NERF darts. We ask as a courtesy that players recover their spent darts as soon as reasonably possible to make clean-up easier for everyone.

Latex: Latex items are not allowed either as weapons, shields or props.

Masterwork Weapons: Masterwork weapons provide the user with a damage pool, or other benefit, that can be used each encounter. Masterwork is not needed for enchantment but will stack with any enchanted benefit

Slings: Do not require a weapon skill to use. Sling bullets are represented by about fist sized yellow foam balls. They do base "1 physical," damage. No initiate or prestige skill can be used with slings (though specialized skills might). You must twirl the ball over your shoulder/head for 5 seconds before throwing the ball to simulate you using the sling. (Bonus points are given for having a physical representation of the sling but it is not required). Sling bullets are free but you must recover your thrown bullets after each combat.

Two Handed Weapons: While you may defend yourself with a two handed weapon held in one hand, you may only attack if you are holding it in two hands. If one of your arms is maimed, you cannot use the weapon.

Weapon Use: You may only attack or block with weapons which you are proficient with. All weapons will be inspected at check-in to make sure they are safe. Flails, or any weapon with chain style links, are not allowed. Staff reserves the right to re-inspect a weapon at any time or change our mind about allowing any particular weapon. Safety is our number one priority.

CHAPTER 3: EFFECTS AND CARRIERS

Effects

Agony: The target must drop to both knees or their back and scream in pain. They may not attack or take any other useful action but may defend and are not considered helpless. The base duration of this call is 15 seconds.

Annihilate: If you die within 5 minutes of taking this call, your body disintegrates. When you go to Death, inform Death you have been Annihilated.

Banish: If the target is channeling an entity or is possessed, the entity is expelled/unsummoned.

Bind: The target's arms are trapped at their side.

Bleed: All damage target suffers is increased by 1 per instance of bleed (it does stack). To end all active bleed effects you must be healed one vitality beyond your current maximum. Bleed does not automatically get through Threshold. For example, if a character has 1 instance of Bleed and is hit with a 1 damage swing, thus becoming a 2 damage attack, but he has a Threshold 2, they would still take no damage. In the same example if they had a Threshold 1, they would take 1 damage.

Charm: Mental Effect. The target believes that the caller is their best friend but does not change their opinion of the caster's allies. No hostile action may be taken against the caster and the target will actively try to defend the caster if they are threatened. This ends if any hostile action is performed on the target by the caster or their allies. This may not be used to seduce.

Communicate: You become able to speak and to be understood by everyone (or to X). This also purges silence.

Conceal: You hide an item on your person that cannot be found when looted unless the conceal is purged. The item must fit in the designated pouch/bag size as indicated on your skill. This skill lasts the duration of the game. It is not a magical skill so it is unaffected by dispel.

Confuse: Mental Effect. The target becomes unaware of their surroundings, unable to take any action. They will not remember what happens while confused. If they take damage, the effect ends.

Death: The target enters the Dead state.

Detect X: If the target possesses the trait being detected, they must state "Here". This is an out of game response only the caster knows.

Diagnose: The target states if they are: dead, bleeding out, out cold, unconscious, poisoned, bleeding (effect), or diseased.

Disarm: If delivered by a spell, the target drops all items they are holding. If delivered by a melee attack, must strike the arm or weapon; that weapon or item being held is dropped.

Disease: The target cannot benefit from any effects which restores vitality or energy, except being restored to one vitality by someone performing first aid. They do not gain vitality back after encounters but will get energy back after each rest.

Disintegrate: When struck by this effect while dead, the target's body, and all possessions on it, fades away to nothing and goes immediately to Death.

Dispel: Removes all temporary magical effects on the target, including: temporary reduces, temporary vitality, temporary energy, guards, resists, granted effects, magically induced conditions, ext. A guard or resist may not be used to negate this effect unless it is specific only to dispel. Traits are not dispelled, they can only be purged.

Dominate: Mental Effect. The target follows all commands given by the caster. The target will not do something to directly harm itself (ex. stab itself or jump off a cliff). This may not be used to seduce.

Double/Triple: As if hit by the same effect two/three times in succession. However, if the effect lands, the target must use two/three guards, evades or combination thereof to fully avoid. Can use fewer guards/resist to partially avoid.

Drain X Energy: Target reduces its current energy by X. If reduced to below 0 energy, target suffers a Out Cold for one minute per point of energy below zero, to a maximum of 5 minutes. Once you are Out Cold, you cannot be drained further. Once you leave the Out Cold state you are at 0 energy. There is no negative consequence of being exactly at 0 energy.

Drain X Vitality: Target reduces its maximum vitality by X for the remainder of this Rest. If target would be reduced to 0 maximum vitality it enters bleed-out instead with 0 current vitality and 1 maximum vitality.

Evade: When struck by a melee attack, physical ranged attack, trap, or spell packet (not gestures or by voice) the attack counts as if it missed entirely. You must see the attack to be able to avoid it.

Fear Mental Effect: Target must, to the best of their ability, flee in fear from the caster and remain out of sight for the duration of the effect. Pacify will purge the fear effect.

Forsooth: The statement after this statement becomes the in game call. Ex “Forsooth you feel itchy”

Forget: Mental Effect: Target forgets the last 5 minutes including the casting of the spell. The target does not know it is missing time.

Frenzy: Mental Effect. The target must attack the closest person, no matter whether they are an ally or opponent. If that person is dropped, they must attack the next closest person. This effect ends if the target suffers a Out Cold, enters bleed-out, receives a pacify effect, or a minute expires.

X Guard: The target must resist the next effect delivered by the X carrier that strikes them and is not a “1 X” spell by stating “Resist.” If it is a “1 X” spell, they have the option of whether to use the guard. Unless a specific ability gives multiple guards, a person can only have one guard of **ANY** kind active at a time. If an effect that hits a target has more than one carrier or effect the guard triggers if it is against either carrier or effect. A spell guard allows the target to resist the next effect by any magical carrier.

Heal X: The target is healed for X vitality. This does not restore maximum vitality that has been drained.

Intimidate: Mental Effect. The caster makes an aggressive action and/or sound to affect all enemies within a 5 foot radius (unless the call says otherwise). All affected cannot make offensive actions and must role play being afraid. The base duration of this call is 10 seconds.

Killing Blow: User may place a melee weapon on a helpless target and loudly call "Killing Blow 1, Killing Blow 2, Killing Blow 3" who then enters the Dead state. If the weapon or caller is struck during the countdown, the effect is interrupted. Killing blow should be called at the speed you would wish to receive a killing blow at.

Language Sign: If someone is talking with their thumb on their chin and pointer finger on their nose, they are talking in a foreign language or telepathically. Anyone may ask out of game what language they are speaking in by saying, “Clarify language.” Some languages will have code names. If a person knows the language and can hear them speak in game they can understand what they are saying. If they do not know the language, they cannot understand. A person is not required to indicate if they understand a language. Thieves’ Cant is one such language.

Maim: The struck limb is rendered useless. If an arm is struck the target cannot fight with that arm. If a leg is struck the target must drop to a knee and can only crawl slowly as a form of movement. A target with both arms and a leg maimed is helpless. It takes 2 vitality of healing to fix per limb. Healing used for such purposes does not also restore vitality.

No Effect: When called in response to an effect, this lets the caller know that the target took no effect, and under the current circumstances, never will. If a target is immune to a certain call or carrier and is struck by it, they should state, “No effect.”

Out Cold: Mental Effect when cast by a spell. Physical Effect when delivered by a weapon. Target is unconscious and is in a helpless state.

Pacify: Mental Effect. The target cannot take any offensive action and must role-play being relaxed. This effect also purges “Fear,” “Frenzy” and any Barbarian Rage skills. In such circumstances the pacifying effect still applies. If the target takes damage to their hit points or is obviously being attacked, this effect ends.

Paralyze: The target is locked in place. They must stay in the position they are in and may not move or speak. The target is helpless.

Phase: The target phases out of sight, becoming no longer visible. As soon as “Phase” is called, the target vanishes. Unless specifically instructed otherwise, “Purge Phase,” can only be used immediately after you saw a target phase or when other role play factors would lead you to believe someone else is present. When a target is phased they will put a hand on their head to indicate that you do not see them. Being phased does not protect you from any non-targeting effects/attacks. If you are knocked-out or unconscious you “purge phase,” instantly.

Pierce: Pierce attacks bypass temporary vitality (and armor reduces) from armor/spells and damage the target’s vitality directly. If this drops the target to 0 vitality, they lose all temporary vitality not granted by armor and enter bleedout.

Purge X: If the target is subject to the X effect or trait, that effect or trait is removed.

Reduce to X: Reduce a vitality damaging effect of any type to X damage (any other effects still occur. (For example a “Reduce to 1,” could be used to reduce a “3 fire agony,” to “1 fire agony,” The user may choose when to use a reduce.

Regenerate: Target regains 1 vitality every 5 seconds.

X Resist: The target may choose to expend the X resist to ignore an ability of the X carrier. Unless a specific ability gives multiple resists, you can only have one resist of ANY kind on you at a time. A spell resist allows the wearer to resist any effect by any magical carrier.

Return X: If Return is called the person who most recently hit the caster takes the X effect, ex. Return 2 Fire, the person who hit the user takes 2 fire damage. The original attack is still resolved normally.

Root: The target is unable to move any part of their body that was touching the ground when the root call took effect.

Shatter: If this effect strikes a weapon, shield, or other item subject to shatter, that item is broken and cannot be used until repaired. Shatter does not work on magic-items, including magic armor, unless it is specified in the call as “Shatter magic item.”

Silence: Target cannot speak or cast spells. However, skills that do not require spell-casting/talking can still be used. This is purged by Communicate.

Slaughter: If delivered by melee, this effect must hit the torso or back. All temporary vitality is expended, target drops to 0 vitality, and enters bleed-out. Target must get 5 vitality of healing in 30 seconds to stabilize, otherwise they enter the dead state. Healing used for such purposes does not also restore vitality.

Subtle: The target must not see the weapon before the attack arrives and must strike the front or back of torso. If a target sees the weapon before the attack arrives, they call “No effect.” Cannot be Evaded because the attack arrives unseen.

Summon: The target must move directly toward the caller at a steady brisk pace. Target may otherwise do as they wish as they approach the caster. Once at the caster, or the duration expires, the effect ends. Another person may physically restrain a summoned target.

Threshold X: For the duration of the effect, all damage, not effects, suffered is reduced by X to a minimum of 0.

“X To Y”: The X attack or effect has no effect if the target is not Y. “X to Y” bypasses resistances (but not guards/resists) of the target. For example, while a skeleton may be immune to mental effects, “Out cold to skeleton” or “Out cold to undead” would still affect it.

Trip: The target falls down. If delivered by melee, must strike a leg of the target. A creature without legs is immune to the trip effect.

Weakness: The target may not spend energy while weakened.

Weary: Your skills cost 1e more to cast/use. This skill stacks with itself. Each new casting resets the remaining time on other weary calls to one minute.

Carriers

Known carriers in the world. Note: An ability can have more than one carrier. In that case, a resist or guard is effective if it is to either carrier. If the carrier is not marked as a physical or non-magical carrier, it can also be resisted/guarded by spell guards and spell resists.

Air The element of Air, including the power of lightning, fluidity of the winds, and bending of the natural senses.

Ash: Represents the fine charred earth.

Blood Represents the manipulation of blood in the body and the physical identity of a person.

Dark Represents the energy harnessed from inside yourself or another.

Earth Represents the earth, stability, stones and gravel.

Eldritch: Represents an energy that cannot be fully comprehended by the mortal brain, vastness.

Fate: The magic that connects all things to the Weave and their destiny; associated with the Weaver.

Fire The element of Fire, representing flames and heat.

Light Represents the energy harnessed from a greater power.

Magic Raw, magical energy. It is neutral.

Shadow The energy of the shadows and the unseen. It is the balancing opposite of the essence of an individual.

Silver This represents the mystical nature of pure silver.

Water The element of water, representing both the flowing waters and chilling ice.

Void: The essence of unmaking. When affected by it, it is like you are being torn apart.

Special Carriers

Acid Represents a physical corrosive liquid. While the creation of acid attacks may come from a magical source, it is a physical effect.

Ambient- This attack is NOT done by the caller but by an outside force. For instance, “Ambient Earth Trip” might be from an earthquake.

Mental Effects: An effect which affects an individual’s thoughts, memory, choices, or emotions. Mental is NOT a carrier; it is only a type of effect. Many abilities let you resist/guard against mental effects. There ARE sub-carriers whose effects are always considered to be mental effects. The following are effects which are always considered mental effects: Charm, Communicate, Confuse, Detect Lie/Truth, Dominate, Forget, Frenzy, Pacify, Possession, and Out Cold.

Charisma (non-magical): Represents an effect caused by the speaker’s extremely high, or low, charisma and social charm. Always considered a mental effect.

Despair (non-magical): Represents an effect given by low morale, indignation or terror. If this is done magically, it will also include a magical carrier which can be resisted normally. Always considered a mental effect.

Illusion (magical): An effect with this carrier does not have any physical substance in the world but instead merely tricks the senses of another. It may magically react to physical or magical stimuli. Always considered a mental effect.

Physical- This is a physical attack. If it strikes the shield or weapon this attack has no effect. It is not magic, so spell guard/resist does not work to negate it. **If the carrier, “Physical,” is put in front of another carrier, it is no longer considered a magical effect.**

Poison: The effect is usually delivered by a physical substance. Poisons are not magical unless accompanied by a magical carrier. If a poison deals damage or drains energy, the victim suffers 1 point per five seconds. Example, “Poison 5,” would cause the victim to suffer 1 damage every five seconds, for the next twenty five seconds. Subsequent uses of poison stack but are not concurrent. In the above example, if the target is already suffering from a “Poison 5,” and is then hit with a “Poison 3,” then 3 more instances of one damage every five seconds is added on to the end of the Poison 5, ending in 8 vitality of damage after 40 seconds. The ongoing effects of any poison are negated with a “Purge poison,” but it does not heal damage already suffered.

Toxin: The same as poison, but damage is inflicted instantly instead of over time. A poison guard/resist will also work to resist a Toxin effect.

Sound This represents magical sound. The target MUST hear your verbal incantation for these spells to affect them. If someone is entirely deaf, they are immune to sound attacks. Many sound effects are by gesture or voice or ambient.

CHAPTER 4: CHARACTERS

Legacy Characters: Players who have played in the Ebonrock Campaign arc may bring their Ebonrock character to the world as a Legacy Character. Certain qualities can only be purchased by legacy characters.. You can only elect to play a legacy character as your first character in the Elysium Campaign arc. The one exception to this is if your legacy character had a Pinnacle soul brand. In that case you cannot start as that character. If the players find and “rescue” your character in game you can either immediately switch to it, or play it after your current character permanently dies.

Race: When creating a character, a player must select the character’s race.

Plane of Origin and Background: Next, a character must select their Plane of Origin and Background before proceeding to spending their quality and character points. Certain races are limited to certain Planes of Origin.

Qualities: Each character has **6 quality points** that can be spent when making their character. These are spent first and must be spent during character generation.

Each character starts with **30 character** points of skills to build their character. For every game that has passed players will start with one extra character point (see below). Characters may purchase up to 3 points of **Flaws** at character generation. For each flaw point purchased, the character receives an extra character point. Characters earn additional character points throughout the campaign (see character point progression below).

Starting Possessions: All players begin the game with a free standard weapon, melee or ranged, and a standard suit of armor for which they have a suitable physical prop. Legacy characters, if they take the Item of Power quality may also begin game with the one magic item that they had with them at the end of the Ebonrock Campaign arc (the tag will be different but will take the original tag into account). People with a profession may start with additional items/knowledge depending on their profession (see pg 148). All other items, including shields, guns, ext. must be found or created in game. Legacy characters’ other items, including those used to power the final protection ritual, were either destroyed in the journey or consumed shortly after arrival so that they are only useless keepsakes now (you can still use the prop, but it provides no material or tactical advantage). Journals, letters, and other writings that do not have a direct function, survived the journey. If in doubt if an item survived, ask a GM.

Character History: Submit a character history, at least one paragraph but no longer than two pages single spaced. Your history should describe who you are as a person and any connections, player or NPC, you have with others from your plane. Later in the campaign character histories can address connections with this from the Elysium Campaign arc. Staff will contact you to either approve your character history, or state what needs to be changed and resubmitted to be approved. If you are a legacy character, no character history needs to be submitted. Staff may send you additional information you are aware of.

Character Point Progression

Characters gain additional character point in the following ways:

1) **Set-up/Clean-up**: If a player assists in set-up for an event they gain 1 character point. If a player assists in clean-up for an event they gain 1 character point.

2) **Attendance**: If a character plays an event they gain 2 character points.

3) **Post Event Letter**: If a character submits a Post Event Letter (a form will be posted on the group page) for an event that they played within 14 days of the end of the event, they will gain 1 character point.

4) **Campaign Progression**: All players, whether they played an event or not, including starting in the middle of the campaign, gain 1 character point per event that has occurred.

5) **Donation**: A character can donate \$25 worth of objects or provide services that are deemed worthy of a donation point(s). There is a cap of 1 donation character point per event that has occurred. If you have exceeded your donation cap you may wait and get the benefit of the character point once the cap has increased, or you may donate it to another player (please inform staff). We are exceedingly grateful to all who donate to help us bring you the best adventure we can!

6) **Cast-swaps**: Players that participate in an official cast swap EITHER earn 1 donation character point or 1 character point of set-up/clean-up for games that have already passed that the player did not earn.

Between Game Actions

One BGA Action: Every character may perform one BGA action between games, performing various actions according to the production points given to their profession or by doing one of the BGA actions, listed below, for which the character has met the requirements. If you have multiple professions, multiple BGA actions, or a profession and a BGA action(s), you can only choose one to spend your BGA action on.

Letters: Between games, players may send letters once a courier(s) have been retained to carry them and presuming the courier is willing to take the letters where they need to go. Up to three letters can be sent per player, per BGA. Sending letters does not take your BGA action.

Travel Between Regions: By the end of each game, Players will decide if they wish to travel to a new region between games, and if so, which one. Unless a BGA action says otherwise, a player's BGA action takes place in the realm in which the players were in during the previous game. Then, the end of a BGA represents the players' travel, if any, to the next region with the benefit of what players may have learned during their BGA actions. Most games will start with the last bit of the players' travel and/or something that they encountered during their attempted travel between regions. Unless a skill, spell/ritual, item, or staff says otherwise, players are not usually able to physically complete travel between regions during the time that passes during a game.

List of Professions

Alchemist
Blacksmith
Geneticist
Herbalist
Hunter
Jeweler
Medic
Miner
Scholar

BGA Actions (Unlocked and Takes a BGA Action to Use)

Bardic Knowledge (Unlocked in Bard)
Fence (Unlocked in the Thief class)
Improve Zombie (Unlocked in Necromancer)
Information Gathering (General Skill)
Plunder Realm (Unlocked in Hunter/ Assisting a Hunter)
Learn/Teach a Language (Requires a teacher to spend a BGA action or a Instructional Tome)
Learn/Teach Lore or Write Lore Book (Lore Skill)
Research Enchantment (Unlocked in Specialized Enchanter)

Character Death

It is a dangerous world. Death is an unfortunate reality in the world. A player character may suffer a final death. This does not mean that player's time is over in the campaign however! Players are highly encouraged to make a new character. New characters begin with all of the character points they had upon their original character's death. No character points are permanently lost.

When a player character dies, they go to Death's Realm. How Death's Realm works must be learned by players in the game. Unless otherwise stated, a person who returns to life remembers their death. Many people in the world die and never return.

Races

Many races inhabit the world. Some races require a great deal of makeup or roleplay considerations. These requirements are not open to negotiation, generally, but you should feel free to put your own “spin” on the requirements within the given parameters. Poor makeup can lead to being barred from playing that race.

Some races have additional, hidden innate abilities. It will require in-game learning in order to unlock these hidden powers.

Characters may not be under the age of 18. Flame Undead are the age your character initially was when they died.

Subject to the notes above, feel free to play a character “outside the norm” for your race. If you want to play a cowardly, medic Orc, please feel free to do so. You may be looked upon oddly by others of your race, but conversely, you will be a memorable character. As always, if you have any questions, please contact the staff.

Legacy Characters: If your race is no longer a playable race, message staff for guidelines about which race to select in generation and stats that apply to your race.

Race	Avg Playable Age Range
Anthromorph	20-50 years
Draconian	20-120 years
Dwarf	20-120 years
Elf	Variable
Fae	Variable
Flame Undead	Variable
Human	20-60 years
Legacy Race	Variable
Naga	20-70 years
Orc	18-45 years
Primordial	20-50 years
Shala	20-150 years

Anthromorph

2 Vitality 12 Energy

There are multiple races that are anthropomorphic in appearance. Some of the most well-known ones go by other names. There are those that appear similar to lizards which are called Aglians, cats-like humanoids are called Kazan; those that appear similar to canines are called Worgs; those that are similar to rodents are called Rodere; there are bird-like peoples called Avians, the Aquans who were fish-like and also the Salamanders. Yet, there are even less common species than these that exist under this category. If you wish to play an anthropomorphic race besides the listed ones, please ask staff.

Planes of Origin: Air(Avian), Earth (Rodere, Aquan), Ebonrock (Kazan, Rodere), Darkness/Karagath (Aglan, Kazan, Wargs), Fire (Salamanders, Kazan), Water (Aquan, Avian)

Advantages

One free Evade and two free uses of Resist Trip per event.

Claws:

You have the option of purchasing the skill to use boffer claws as a weapon of no longer than 36". (See General Skills) If a maim strikes your claw, your limb is maim. Shatter has no effect on your claw.

Costuming

A half mask, mask, or appropriate make-up. A tail and/or ears is optional.

Primeval Reflexes	2 Char. Points	0 QP	Anthromorph
You may resist the trip effect for one energy. Anytime you step on a trap that is triggered by a pressure plate you may state "evade trap," for one energy and immediately jump back to the last safe spot you were standing.			

Heightened Awareness	0 Char. Points	2 QP	Anthromorph
It is exceptionally difficult to sneak up on you unawares. Once per rest when targeted by a melee Subtle attack you may spend 4e to call, "Reduce to 1."			

Overwhelming Instincts	+1 Char. Points	1 Flaw Point	Anthromorph
<p>At times, despite your rational judgment, your natural instincts get the better of you:</p> <p>Aglia: You are an opportunist, and will jump at any opportunity for personal gain despite possible long term consequences.</p> <p>Aqua: You will go out of your way to avoid making enemies, even if it is telling people just what they want to hear.</p> <p>Avia: When something sparks your curiosity, you will pursue it despite the danger to yourself.</p> <p>Kaza: When a wager or gambling is offered, of any kind, you cannot refuse and must participate at least once.</p> <p>Rodere: When a combat situation appears to be going against you or your allies you will always flee. (You may not purchase the Coward flaw if you take this disadvantage)</p> <p>Salamanders: When a situation is not progressing in an organized or expedient manner, you become frustrated and may act rashly to push the situation along.</p> <p>Worg: You are reckless and over eager to fight. You will not back down from any challenge made to you, no matter what.</p> <p>Other Form: Please send a proposal to staff for approval that is in line with the other examples of this quality.</p>			

Draconian

3 Vitality 10 Energy

Lore

Descended from the great dragons, the dragon bloodline has become common enough where it has resulted in its own species, Draconians.

Planes of Origin: Darkness/Karagath, Ebonrock

Advantages:

Breath Weapon: All draconians have a breath weapon. For 4 energy you may call, “Area of Effect 3 X” where X is the type of energy as listed in the chart below.

Claws: You have the option of purchasing the skill to use boffer claws as a weapon of no longer than 36”. (See General Skills) If a maim strikes your claw, your limb is maim. Shatter has no effect on your claw.

Disadvantage-

You must RP your chosen element. In a simple nutshell: White is Arrogant, Blue is Cold, Green is secretive, Red is passionate, Black is determined, and Grey is chaotic.

Color of your Scales	Type of Breath Weapon
White (Hyperion)	Air
Blue (Glafia)	Water
Green (Sarassus)	Poison
Red (Ignatius)	Fire
Black (Valkus)	Dark
Grey (Malfeas)	Shadow

Costuming: A majority of exposed skin should be covered with scales of the appropriate color (either painted on or with a suitable looking prop). You may have a tail if you wish but may not start with wings.

Racial Abilities

Improved Breath Weapon	2 Char. Points	0 QP	Draconian
<p>Your breath weapon may be augmented with the force of your dragon. Instead of doing damage with a breath weapon attack you may instead call one of the following effects as per your color:</p> <p>White- "Trip disarm,"</p> <p>Green- Weakness 15 seconds.</p> <p>Red- Agony</p> <p>Grey- Confuse</p> <p>Black- 5 Damage</p> <p>Blue- Root</p>			

Dragon Hide	0 Char. Points	2 QP	Draconian
<p>You have inherited some of the natural toughness of your dragon ancestors. Once per encounter you may reduce a physical damaging attack to one damage. You may not utilize this ability again this encounter and until you are healed to full.</p>			

Dragon Nature	+1 Char. Point	1 Flaw Point	Draconian
<p>Your connection with your Dragon Kind has made you more influenced in the following ways: (These require a good amount of RP to keep up)</p> <p>White - You do not abide by others questioning your authority, unless they are, in your point of view, a true higher authority. Such as Dragon Church leaders.</p> <p>Red- When you are called out for a challenge you must accept them. You may spend 3 energy to resist this. Being called out boils your blood.</p> <p>Blue- Your emotions seem to be devoid from you, you should strive to not show emotion of any kind. To excuse the pun, you are cold.</p> <p>Black- When you set your mind to something, you will narrow mindedly pursue that goal despite personal risk.</p> <p>Green- It is difficult for you to trust others, and do not make friends easily. You rarely take people at their first word.</p> <p>Gray- You are a creature of chaos and trickery. You do not willingly submit to a lawful meeting or trial.</p>			

Dwarf

3 Vitality 10 Energy

Lore

Dwarves are known to be hearty and skilled warriors and craftsman. Many are miners, brewers, engineers, smiths, and warriors; tending to stay away from the magical arts. They still hold valuable their clan name and identity. Though the days of the dwarven kings and paragons are long past, many of the ancient dwarven families from that era still exist. Some clans even still claim, when they have the courage to speak of it, that they should be the one to reinstate the dwarven king and unite all the clans. To this day dwarven families greatly value their ancestors and in return their ancestors provide them some measure of protection and guidance. A few select dwarves have learned how to strengthen this bond to do extraordinary things with their ancestors.

Planes of Origin: Darkness/Karagath, Ebonrock, Fire

Advantages

Once per game a dwarf may channel the protection of their ancestors and use one of the following abilities: 1) “Through my ancestors I grant myself unlimited resists to poison one minute.” You may use this when struck by a poison to resist it. 2) “Through my ancestors I grant myself regeneration one minute.” Or 3) Through my ancestors, Intimidate.”

Costuming

Long fake beard, or a real beard if long enough.

Racial Abilities

Mining Family	0 Char. Points	2 QP	Dwarf
If you are a Miner you may mine 5 additional components per game.			

Stubborn	2 Char. Points	0 QP	Dwarf
You are a Dwarf of great stubbornness, and a powerful determination. As such, when someone tries to take your mind you are prepared, once per Rest, while under the effect of a mental attack, you may call “Purge (effect) by Stubbornness” after 5 seconds of role play, for 2 energy.			

Greedy	+1 Char. Point	1 Flaw Point	Dwarf
It is not uncommon for the dwarves to long for valuables, a Dwarf will rarely part with their valuables unless they can see the benefit in it. When dividing up valuables, you will usually request more, and sometimes its finders keeps inside of those dungeons.			

Elf

2 Vitality 12 Energy

Varieties: Blood, High, Wood, Drow

Lore: Elves are often slightly distant from everyday affairs. While they pursue all works and areas of life, from craftsmanship to weapon-training, to magic, it is in an elf's nature to try and master what they do. As such, many elves narrowly pursue one talent, area of study, or goal, to the absence of most else in their lives. While this can benefit themselves to some degree, it inhibits them in others.

Planes of Origin: Air, Darkness/Karagath, Ebonrock. You cannot be a drow from Ebonrock.

Advantages

Once per event you may resist a Charm, Dominate, or Out Cold effect.

You do not have to pay character points to purchase your first prestige class.

Costuming

All elves must have pointed ears in addition to any other variety costuming.

Blood- Red skinned, any markings are black.

High- Blue makeup around eyes moving into swirls at temples.

Wood- Green make-up in leafy pattern around eyes.

Drow- Lavender skin, tend to have silver thorn-like markings.

Racial Abilities

Unwavering Mind	2 Char. Points	0 QP	Elf
You gain unlimited resists to one of Charm, Confuse, Dominate, or Out Cold. (Selected upon character creation)			

Magical Potential (Elf)	0 Char. Points	2 QP	Elf
You may spend 1 energy to call "1 magic" with a magic packet. If you purchase the ritualist class your word slot limit increases by 1.			

Weaker Constitution	+1 Char. Points	1 Flaw Point	Elf
Poison is most certainly not your friend, and sometimes your internals do not respond well to it. You may never resist a Poison/Toxin effect or become immune to poison.			

Fae

1 Vitality 14 Energy

Varieties: Dark, High, Wild

Plane of Origin: Air, Darkness/Karagath, Ebonrock, Water

Advantages

Pool of Silver: Special rule related to death, find out in game.

Disadvantage

Take one extra damage from all cold iron attacks. Furthermore, you cannot resist or ever become immune to cold iron attacks. You may evade them.

You may not lie, though half-truths aren't really lies are they?

If one minute of roleplay is spent to cut off your wings utilizing cold iron, while you are willing or helpless, you are under a weakness effect until you receive 25 vitality of magical healing to regrow them. You will not allow this even under the effects of a Dominate spell. It is a terrible offense to touch another Fae's wings without permission.

Costuming

All fae have non-feathered wings, they can be whatever size/material is comfortable for you. You must also have some type of appropriate visible marking on your forehead that matches the color of your wings.

High- Silver, gold, white, or pastel colors.

Dark- Black or dark red/blue/purple.

Wild- Green, brown, tans, or bright colors (except white or purple).

Glass Crafting	2 Char. Points	0 QP	Fae
You know the art of crafting with Fae Glass to make magic items. Additional information will be provided to you after purchase of this skill.			
Magical Potential (Fae)	0 Char. Points	2 QP	Fae
You may spend 1 energy to call "1 silver" with a magic packet. If you purchase the ritualist class, the carrier for "silver," counts as a word on the starting list for you. It cannot be taught to a non-Fae ritualist.			
Total Truthfulness	+1 Char. Points	1 Flaw Point	Fae
You may not lie, tell half-truths, or deceive in any intentional way.			

Flame Undead

2 Vitality 12 Energy

Lore

Sometimes when an individual dies their final death they are reborn as a Flame Undead, undead sustained by a flame of life within them. They are sentient; with the ability to learn and interact like any other race. Though the memories of their old life fade within months of their birth, it does not inhibit them living a new productive life; whether it be through talent of weapons, magic, or technology, their potential is unlimited.

Traits: Undead

Planes of Origin: Darkness/Karagath, Ebonrock

Advantages

- Immune to poison and blood.
- You gain unlimited resists to Disintegrate.

Disadvantage

- Double damage and double duration from harmful Light and Water effects.
- Cannot receive Water healing effects or be First Aided (including by a medic).
- If completely submerged in water instantly enter the dead state.

Costuming

In addition to any normal clothing you wish, and a mask if your character desires, you should have an undead mask you can put on or undead makeup for your face and hands. You are made of fire, and your costume should represent this.

Racial Abilities

Flaming Touch	2 Char. Points	0 QP	Flame Undead
You may learn either "1 fire," by packet or "heal 1 fire," by touch packet, for 1 energy.			

My Little Phoenix	0 Char. Points	2 QP	Flame Undead
A Phoenix appears on your shoulder one day, made of your fire and able to assist you. Once per Rest, your Phoenix can cast "By my gesture, Heal 1 fire," to an ally, OR instantly, "Heal 1 fire," to you when you hit zero vitality. Your Phoenix will grow and change as time goes on.			

Directly to the Bone	+1 Char. Points	1 Flaw Point	Flame Undead
Maims take 4 vitality of healing to remove, not just 2.			

Human

2 Vitality 12 Energy

Lore: Comprising the majority of the citizens of the world humans are unique in that they are equally capable of pursuing any profession and becoming anything. Their determination and spirit are the envy of many races. Even though their life span is among the shortest, their deeds are boosted among the best in history, but that might only be because there are statistically more of them.

Advantages

You get your first profession for free.

Plane of Origin: Any

Costuming

Any

Racial Abilities

Human Ingenuity	2 Char. Points	0 QP	Human
Once per encounter you may substitute the carrier of one spell you know with a different carrier that you can cast from a different spell. For example, if you knew the spells “2 fire,” and “water confuse.” Once per encounter you could cast, “2 water,” since you know that carrier from another spell, for the same energy cost that it would normally take to cast “2 fire.” Alternatively, you could cast “fire confuse.”			

Human Spirit	0 Char. Points	2 QP	Human
Once per Rest, Humans can call “By Human Spirit, purge all!” to purge ailments to them, purging all non-trait or curse negative effects on them. This will not restore vitality nor will it purge bleed out or Death.			

Impatience	+1 Char. Points	1 Flaw Point	Human
Possibly due to the short life-span compared to many other races, humans are not as patient as others. They tend to prefer action of any kind over contemplation and patience. If you have this flaw, you will always advocate for doing something over waiting, no matter the context.			

Legacy Race

2 Vitality 12 Energy

(Note, starting vitality and energy may be different than before)

Examples include: Ashen Liege, Golem Forged, Mind Flayer, and Naga characters from the previous arc.

If you are playing a legacy character that is of a race no longer available to players, please purchase this race. This includes all bloodlines in the Ebonrock arc. If the bloodline was incomplete, you may choose whether to purchase either Legacy Race or your initial race. Staff will provide you with your basic racial modifiers (they may be slightly different than they were in the Ebonrock arc). You will also be provided with a CP, QP, and Flaw skill that will be available for you to purchase. If your bloodline was incomplete, the degree of completeness will be considered when provided with your racial modifiers, skills, and flaw.

Legacy Character Point Skill	2 Char. Points	0 QP	Legacy
This varies and will be provided to you by staff.			

Legacy Quality Point Skill	0 Char. Points	2 QP	Legacy
This varies and will be provided to you by staff.			

Legacy Flaw	+1 Char. Points	1 Flaw Point	Legacy
This varies and will be provided to you by staff.			

Naga

2 Vitality 12 Energy

OOG Note: Legacy character Naga count as a legacy race.

Planes of Origin: Earth, Ebonrock

Advantages:

Poison Drinker: If you drink a poison/toxin or hit by a poison/toxin effect, you instantly heal the full amount instead of taking damage. The healing is instant, instead of over time, even if you drink or are struck by a poison. If no amount is specified, take a heal 2 instead of the poison effect. If it is Death poison, take a Heal 10 instead.

Shadow Ancestry: Due to the history of your race once casting shadow magic, you resist the first Shadow effect you are hit with each rest.

Disadvantage:

Toxic Blood- when someone diagnoses you or first aids you should call at a whisper “By my voice, 1 Toxin”.

Potions have no effect on you.

When speaking, all “S” sounds should be slurred like a snake.

Costuming

Begin game with slight green scale markings around the eyes with the option of colored lenses.. Costume requirements may change throughout the course of the game based on role play.

Racial Abilities

Spit Poison	2 Char. Points	0 QP	Naga
Once per encounter you may spit poison, throwing a “3 poison,” by packet for 2 energy; or “Poison Agony” for 2 energy.			

What’s Bad For You Is Good for Me	0 Char. Points	2 QP	Naga
Once per encounter, when you heal from poison/toxin gain an equal amount of temporary vitality. This cannot stack with itself or other temporary vitality besides armor.			

Snake Charmed.	+1 Char. Points	1 Flaw Points	Naga
Your nature makes you easier to be calmed and knocked Out Cold; you cannot resist any Pacify or Out Cold effect.			

Orc

4 Vitality 8 Energy

Lore: Orcs once were renowned for their prowess in combat. Their war bands and clans were respected and feared. Orcs share a connection to spirits that is rivaled by no other race.

Planes of Origin: Darkness/Karagath, Ebonrock, Fire

Advantages

Once each per rest, you may call “Resist” to a “Out Cold” or a “Maim” effect.

Each event you get a free Whispers on the Wind at check-in. If you purchase Whispers on the Wind, you get twice the amount of information.

Costuming

All exposed skin must be green. The orc must also wear/paint small tusks, fangs, or both. Tattoos are appropriate based on what Spirit or the Elemental that came to you as a child.

Racial Abilities

The Spirits are my Guide	2 Char. Points	0 QP	Orc
You retain some of your race’s lost connection to spirits. This may be expanded upon should you become a paragon of your race. You may cast, “Charm to spirit or Elemental by blood,” for 1e and “Communicate to spirit or Elemental by blood,” for free.			

Ferocity	0 Char. Points	2 QP	Orc
Some Orcs can use their will to survive to an unbelievable point. Once per Rest, the Orc can state “Ferocity” within 5 seconds of entering bleed out. The Orc is restored to full vitality and is met with a ferocious compulsion to continue whatever task they were doing when they dropped. For example, if dropped in combat, the orc will continue to fight; if they were doing a ritual they will continue to do the ritual. This state lasts for 3 minutes or until the orc drops to zero vitality or completes their task. When the state ends, the orc instantly suffers a Out Cold no defense for 3 minutes. If they enter bleed out they continue to bleed out as normal and are under the Out Cold effect simultaneously.			

Temper	+1 Char. Points	1 Flaw Point	Orc
You have a temper and rarely are in the mood to hear excuses. If you suffer a harmful effect from an ally you instantly call, “Frenzy to self,” and will attack the person who harmed you. This effect lasts for 1 minute, until you are pacified, or until either you or your ally is incapacitated.			

Primordial

1 Vitality 14 Energy

Sylphs (Air): Sylphs tend to be a shy race, drifting about, blending into crowds, and listening to the conversations of others. Their race enjoys knowledge and secrets. They tend to prefer being alone, in the open air, which can make sylphs uncomfortable in enclosed spaces.

Dryads (Earth): Dryads are beings of nature that thrive off of the energy nature provides to those who protect it. Most are very gentle people but can become fierce and find courage against those who would harm their homes. Many if not most pursue magical arts, even if not the druidic, and seeing any wielding a weapon more than just a staff would be an odd sight indeed. Dryads prefer to live their lives in forests or jungles.

Ifrit (Fire): Ifrit like fire, are ever-changing and fickle. They are a passionate race, aligned with the element of fire. Ifrit are impulsive and tend to act on instinct. Ifrit adore the destructive and ever-changing nature of fire.

Undine (Water): Undine flow like water. They have a grasp on their emotions, and can be supernaturally calm if they choose to be. Regardless, the Undine can change their minds rapidly, and accept new things quickly. They feel most comfortable and calm around water.

Planes of Origin:

Sylph: Air, Karagath/Darkness

Dryad: Earth, Ebonrock, Karagath/Darkness

Ifrit: Fire, Karagath/Darkness

Undine: Water, Ebonrock, Karagath/Darkness

Racial Abilities

Sylph: Once per rest you can call, "Phase to self by air," to dematerialize into air. While phased you may walk slowly in any direction but cannot attack or use any skills. You are aware of what is going on around you. You may call "No effect," to all attacks and spells during this time that are NOT "Purge phase," or delivered "By my voice," or by Sound. This state ends either: when you choose to reform, 15 seconds goes by, you enter bleed-out, or are affected by a "Purge phase." At that time, call, "Purge phase to self."

Dryad: All dryads may cast "By my gesture, Communicate to Nature," with any natural animal and may talk to any type of plant for free. Most creatures of nature, even hostile ones, will never attack a dryad. You may also cast, "Charm to beast by Earth," by packet for 1e. Finally, you may also read "Speak with Nature" tags.

Ifrit: Once per rest may call, "I imbue myself with fire," to cover yourself and your weapon in flames. For the duration of this encounter, all attacks are made with the "Fire," carrier and all spells have their carrier changed to fire. During this encounter, you may swing or cast, "2 fire," for free twice.

Undine: You can breathe underwater. You have freedom of movement underwater and thus may move and attack at normal speed. Furthermore, once per rest when hit with a mental effect you may call, "Resist, heal one vitality to self by water," for 1e.

Costume Requirements:

Sylph: White skin with blue or black swirls resembling wind gusts.

Dryad: A dryad has extensive costuming requirements. All of their exposed skin must be painted and their costuming designed to look earth-like, flower like, or plant-like. They are fashioned from the forest. In their youth they should have a Spring (youth) time colors. As they age, every 100 years or so, or suffer tragedies that progress their aging (such as heavy trauma, torture, or visiting death a number of times), their coloring and costuming

changes to reflect the next season: Summer (young adult), then Autumn (adult), then finally Winter (elder) before they die their final death.

Ifrit: Red or orange skin with patterns resembling fire. Many have fiery hair.

Undine: Blue skin with patterns of waves on the skin. Some have fin like ears or scales

Elemental Affinity	2 Char. Points	0 QP	Primordial
Three times per event you may call “Resist by X,” to a call with the carrier of your element where X is that carrier.			

Boundless Potential	0 Char. Points	2 QP	Primordial
<p>Sylph: Once per rest, when outside (not in a building or underground) you may call, “I step with the wind.” For the next minute, reduce the energy cost of all skills used by 1 to a minimum of 1. This benefit cannot stack with other spells/skills which reduce energy cost.</p> <p>Dryad: When recovering energy at the start of rests at 8am and 2pm gain five temporary energy from the sun.</p> <p>Ifrit: Once per rest, when reduced to below half your maximum vitality in combat, gain 5 temporary energy. This energy goes away if not used in that combat.</p> <p>Undine: Each time you resist an enemy caster’s magical effect, you may call, “Grant self 1 temporary energy by water.” This can stack with itself up to 3 times. This ability can stack with the base race ability to resist a mental effect.</p>			

Don’t Deal In Cities	+1 Char. Points	1 Flaw Point	Primordial
Cities and areas outside of nature or open areas make you very uncomfortable. You are under a constant Weary effect while in a City.			

Shala

4 Vitality 8 Energy

A being of rock and earth. These people are known to be contemplative and slow to anger. However, when they do choose to engage in battle, their toughness is legendary. They may place small and large crystals in specific areas of their bodies to augment their physical features to best suit the needs of any individual situation.

Plane of Origin: Earth, Ebonrock

Advantages

May equip a “large” crystal in their torso and get the benefit associated with that crystal. May select one of the following crystals to begin game with:

- Common Quartz: +1 Temporary Vitality at the start of each encounter
- Common Jasper: +2 Temporary Energy at the start of each encounter
- Common Tiger Eye: Gain a spell resist at the beginning of each rest.

Each of these starting crystals have attunement costs of 0e. It takes 5 uninterrupted minutes to remove and/or equip a new crystal.

Immune to Poison and Bleed Effects.

May spend 2e to hold and meditate on a crystal to identify its qualities.

Disadvantages

May not wear light, medium, or heavy armor. May not wear jewelry.

Take one extra damage from all Air effects.

Cannot run, or take the Lame flaw.

Costume Requirements: A shala is a large being of rock, earth, and crystals. Players are required to costume this appearance to play this race. It is a costume intensive race.

Arm Crystals	2 Char. Points	0 QP	Shala
May equip a “small” crystal in each arm, which will augment the item being wielded in it. Each crystal may have its own attunement cost.			

Auxiliary Torso Crystal	0 Char. Points	2 QP	Shala
May equip a second “large” crystal in your torso area and get the benefits of both. If you do have two “large” crystals equipped you heal slower. In addition to paying both attunement costs, instead of automatically recovering vitality after being out of combat for 10 minutes, it takes 30 minutes as your body uses more energy to utilize both crystals.			

Brittle	+1 Char. Points	1 Flaw Point	Shala
When you take a shatter to your torso, also suffer 5 damage. When you take a shatter to a limb, also take a Maim.			

Plane of Origin

Your location is your character's Plane of Origin. Each Plane of Origin gives those from it a unique benefit. Additional information about each Plane of Origin can be found in the glossary.

Air: Once per rest you may use Evade for free by calling, "Evade by speed." You may also use tags labeled a "Burst of Speed."

Ash: Specific legacy characters only: Once per encounter, when a living humanoid enters the dead state within 5 feet of you, you may call, "By ash, restore 1 vitality and 3e to self."

Darkness/Karagath: Once per game, you can resist magical atmospheric effects for 15 minutes by calling, "Resist by toughness."

Earth: Your starting vitality is increased by 2. This does not increase your vitality cap but also does not increase your cost to buy your next vitality. You may also use tags labeled "Terran Fortitude."

Ebonrock: Through sheer determination, once per rest when you miss with a melee attack, spell delivered by packet, or a ritual casting 5e or less delivered by packet, or it is Evaded, you may immediately call the skill again for only 1e with your next attack/spell in the next 10 seconds.

Fire: Once per rest when you land a melee or spell attack, whether or not it is resisted, you may spend the original cost again and immediately call, "Forsooth to target X by fire," where X is the effect/damage from the previously landed attack. You may also use tags labeled "Fiery Focus."

Water: Once per rest when struck with a mental effect you may call, "Reduce to pacify 30 seconds by tranquility, no defense." For the remainder of the encounter, you are immune to the mental effect that you reduced and may call, "No effect." You may also use tags labeled, "Watery tranquility."

Character Backgrounds

Each character may choose **one** character background to gain the benefits of. These should reflect skills your character would have picked up before coming to this world. It is highly encouraged that your selections relate in some way to your character's backstory.

Clergy- Pick a faith. You have grown up educated as one of these faithful. Once per Rest you may call "Resist by Light" to a mental effect.

Dungeoneer- You may call "Detect Traps" for free once per encounter. Once per game you may call "Evade Trap," to avoid the effects of a triggered trap.

Folk Hero- Once per rest you may give encouragement to allies to call, "By my voice, grant one temporary vitality by charisma to allies."

Gladiator- Once per rest when in melee combat with just a single foe you may call, "Grant 4 temporary energy to self by inspiration," any temporary energy not used goes away at the end of the duel with that foe.

Laborer- You get one extra PP to spend in a profession each BGA.

Man at Arms- Once per target you face in melee combat you may add +1 damage to a single swing.

Navigator- You are well versed in sailing, and can captain a ship with a suitable sized crew. You will never get lost on land or sea. When leading a party you have increased odds of moving through lands undetected by hostile forces.

Noble Bearing- Once per rest, when engaged in at least a one-minute conversation with a target, you may call, "Charm by charisma," or "Intimidate by despair," for free.

Renegade- Allows the player to write messages in code and translate messages that are encoded. You know Thieves' Cant.

Storyteller- Once per game at check-in you may submit a story or rumor to staff, news of it will spread throughout the land. You begin each game with either three additional rumors or one premium rumor.

Tinkerer- Once per rest, after fiddling with an object for 10 minutes you may identify what the item's function is. Once per game, when using an item attuned to you that is out of charges, you may get one additional charge of use from the item. After using this ability on an item it cannot be used again on the same item until that item has been recharged.

Urchin- You cannot have your pockets picked (still report to staff each time someone tries). Begin each game with one random item.

Qualities

Qualities represent something unique about the character. Generally, Qualities can only be purchased at character creation, however, there may be other ways to gain them in game.

Racial Abilities: These are essentially special abilities that different races are capable of developing. They are purchased just like any other Quality, but you may only purchase them if you are playing the appropriate race.

Gifts: Overwhelmingly helpful abilities that are generally limited in use but can make certain elements of the game more forgiving

Complications: Complications are not inherently bad, however they can have an effect on how other characters see you from a roleplay perspective among other hidden consequences

Flaws: Flaws are essentially things that are working against your character (Health, Society, Mental State, etc). Taking a flaw will give you some mechanical disadvantage (such as bleeding to death faster). However in exchange you will be awarded additional character point to spend on the game's main skills for each Flaw that you take.

Each Quality has a quality point (“QP”) cost. These are spent just like character points. Every character starts with 6 QP and unlike character points, any QP unspent at character creation is lost. A character **MUST** spend all of their quality points before purchasing anything with character points.

Gifts

Attuned to the Weave	0 Char. Points	3 QP
Requires: Location Ebonrock: You have the potential within you to study, perceive, and manipulate The Weave. This quality is required to learn the Apprentice Weaver class.		
Brave	1 Char. Point	1 QP
Once per encounter, you may “Resist by bravery” the “Fear” effect. If you learn the ability to resist fear effects for energy, when you spend the energy, spend one less energy, to a minimum of zero.		
Fated Purpose	3 Char. Points	2 QP
For some reason, you are fated for some strong purpose in the world. The first time you would have a final death, you return from death instead.		
Hearty	0 Char. Point	1 QP
This Gift may be purchased up to three times. Each purchase increases the character’s starting vitality by 1 and does not increase the cost of buying additional vitality but your cap remains the same.		
Lucky	3 Char. Points	3 QP
For a reason unknown to you, you have always been lucky. Even in dark times, things have always found a way of going your way. There is an additional benefit to this skill which will be found out in game.		
New Blood	0 Char. Points	3 QP
Non-Legacy Character Only: You were not involved in the toil to save the Plane of Ebonrock. As such, your soul is more whole and resilient for the trials ahead. Cannot be taken with Planar Touched. Your starting energy increases by 4. The cost to buy energy is as if you have 4 less but your cap remains the same.		
Old Talent	3 Char. Points	3 QP
Legacy Character Only: Staff and you will look at your old character sheet and write a unique skill that reflects your prior talents and/or bloodline.		
Pain Tolerance	1 Char. Point	1 QP

You have trained yourself to be less hurt by painful strikes. You may call “Resist by Will” to the first “Agony” effect that hits you each encounter. If you learn ability to resist agony effects for energy cost when you spend the energy spend one less energy, with a minimum of zero.

Rapid Healing	2 Char. Points	2 QP
<p>You have the ability to get a surge of healing. Once per Rest, you may call “Heal 3 to self by Will.” You must be conscious to use this.</p>		

Resistant	2 Char. Points	2 QP
<p>You are naturally resistant or have trained yourself to be resistant to something (a specific carrier), be that Magic, Fire, Water, Earth, Air, Light, Dark, Acid, or Shadow. You may call resist 3 times a game to the chosen carrier for free. This may be purchased three times, with a different carrier chosen with each purchase.</p>		

Self-Remedy	2 Char. Points	1 QP
<p>Sometimes, you just... get better. You may call, “Heal one to self” once per event if you would have bled out.</p>		

Will to Live	2 Char. Points	3 QP
<p>You have a strong constitution. The bleeding-out state lasts five minutes for you, instead of two. Once per game you may silently resist a killing blow. Note: You can still bleed-out if unattended. Record this use in your PEL.</p>		

Complications

Haunted	0 Char. Points	2 QP
<p>For some reason, whether your fault or not, you have gained the attention of ghosts and are haunted. You gain the ability to cast, "By my voice, communicate to ghost," for 0e. However, you also are more vulnerable than most to being possessed. If you wish to resist possession, you must spend 2e more than others to do so.</p>		
Item of Power	0 Char. Points	1-3 QP
<p>Legacy Character Only: Please designate one magic item that was in your possession at the time your character traveled from the Plane of Ebonrock. Staff will tell you how many QP to spend and provide you with the updated tag for your item. (Note: If part of a set, other items of the set may be in other locations on the Plane).</p>		
Planar Touched	3 Char. Points	3 QP
<p>Non-Legacy Character Only: Can only be taken with a character from one of the elemental planes. You receive an initial skill and stat adjustments based on your home plane. This quality may have a drastic effect on your character throughout the game and will eventually unlock a specialty class. Cannot be taken with New Blood.</p>		
Slayer	3 Char. Points	3 QP
<p>Once per game when you slay, or directly assist in slaying a magical creature of significance you may take a trophy from it. Alternatively, you can use your once per game use to make a trophy from a suitable component brought to you by a Hunter with the appropriate skill. Something about you, you do not know what, causes the trophy to be infused with magic. It will have an ability that can be used once per event and does not need to be recharged. Some trophies will require attunement. Submit this in your PEL and staff will get you an item tag at next check-in. You will be required to provide props for your trophies. Note: This is a Complication...not a Gift.</p>		

Flaws

Each player may elect to spend up to 3 flaw points at character generation to gain 1 character point per flaw point spent. You may not spend QP to buy additional flaws.

Aversion	+1-3 Char. Points	1-3 Flaw Points
<p>You have a fear or an aversion to something. You dislike something out of disgust or pure fear. You are under a Fear effect from your aversion. Level 1 is 1 minute of fear per encounter, level 2 is 3 minutes of fear per encounter, level 3 is permanent fear effect while in the presence of your aversion. You are not allowed to pick a player race as you aversion or things like water. May not be mundane objects. Please tell staff what you want your aversion to be so they may approve it and confirm the correct flaw point level.</p>		

Blood Rush	+2 Char. Points	2 Flaw Points
<p>When you see combat you start to twitch and you want to fight. When you see combat close to you will try to get involved unless you have been specifically told otherwise and you choose to listen. Seeing a combat that you are not in makes you feel off. When someone calls you out directly, take “Frenzy to self” and begin fighting the target that called you out.</p>		

Code of Chivalry	+3 Char. Points	3 Flaw Points
<p>You follow the tenets of Honor and Chivalry. It is a code only embraced only by those of the noblest of hearts. You cannot break this code:</p> <ol style="list-style-type: none"> 1. Protect and serve the weak and defenseless. 2. Be in service of both good leaders and citizens alike. 3. Live by honor and glory. Do not cheat. 4. Avoid lying. 5. Never refuse a lawful challenge from an equal. 6. Never strike or disrespect a defeated challenger. 7. Avoid deceitful tactics in combat. 8. Protect the honor of others of noble heart. 		

Coward	+2 Char. Point	2 Flaw Point
<p>Coward cannot be taken if you have “Brave” You are a coward. You are the first to run away and scare easily. You should act cowardly when in combat and when things go wrong you have an instinct to run. You must also expend an additional 3 energy to resist a Fear effect in addition to a resist and intimidate lasts 15 seconds for you. (You may not purchase this flaw if you take the Rodere “Overwhelming Instincts.”)</p>		

Cursed	1-3 Char. Points	1-3 Flaw Points
<p>You have been cursed by someone or something. The nature of this curse is up to you but the higher the rank the more deadly the curse is. This quality may not be taken by legacy characters if they were not cursed before.</p> <p>Rank 1 example: When hit by a fire spell take an agony effect</p> <p>Rank 2 example: Permanent charm to people who are kind to you</p> <p>Rank 3 example: You are turning into a beast of some kind, you are dominated to all people</p> <p>Feel free to suggest a curse or have one assigned to you. If you suggest a curse Staff will tell you how many ranks to purchase. If you want staff to assign a curse, buy how many ranks you wish and staff will devise an appropriate curse.</p>		

Honest	+1 Char. Point	1 Flaw Point
<p>You are incapable of lying. This includes half-truths. You may not buy this as a Fae.</p>		

Impulsive	+1 Char. Point	1 Flaw Point
<p>You hate talking and love action. If given two choices you will always take the more reckless and, probably the worst of the decisions for your character. Act on your impulses as your character.</p>		

Lame	+2 Char. Points	2 Flaw Points
<p>You have some lasting injury. You can decide how the injury came about. For example, you could have a trick knee, be the victim of backfired magic, or are simply old. Regardless, you cannot run or jump. This cannot be fixed by surgery or normal magical methods. This quality can be taken by legacy characters even if they were not lame before. You may not buy this as a Shala.</p>		

Quick to Die	+3 Char. Points	3 Flaw Points
<p>The amount of time you spend in the bleeding-out state is reduced to one minute, instead of two. Quick to Die may not be purchased with Will to Live.</p>		

Skills

Universal Skills

(Everybody can have these... for Free)

Check Pulse	0 Char. Points
<p>You may spend 5 seconds of role play to call, "Check Pulse." The person will then confirm for you whether they are alive or dead. Certain skills may cause this to be false, as well as some beings such as Golem Forged, Flame Undead, and Shala do not have a pulse.</p>	
Single Weapon	0 Char. Points
<p>You may use a single weapon up to 46" in length.</p>	
Use Wand	0 Char. Points
<p>You may use wands. Each wand takes up 1 attunement slot but takes no energy to attune. A wand can be used for free as often as you wish. Wands have a set number of charges before they cease to become magical. Please keep track of the wand's charges after you use them (within reason) by marking them on the back of the item tag.</p>	
Wear Armor	0 Char. Points
<p>Any character may wear any armor (though it may interfere with class abilities). There are three levels of armor- Light, Medium, and Heavy. Light armor consists of, or has the appearance of, soft leather, fur, and hide. Medium armor consists of, or has the appearance of, light chain, plastic plate, or leather with metal. Heavy armor consists of, or has the appearance of, metal plate or riveted chain.</p> <p>Armor must look authentic to the era. Unmodified sports equipment or plastic Halloween armor is not permitted. Foam armor is generally only acceptable for NPCs. One must be wearing at least armor that covers the chest to get the benefit of that armor category.</p> <p>Light armor provides 2 temporary vitality, medium armor provides 4, and heavy armor provides 6.</p> <p>An attack/effect delivered by "Pierce," bypasses any remaining temporary vitality from armor. Armor points must be used, if available, even if the actual attack/effect strikes an area of the person that is not physically covered by armor.</p> <p>"Shatter" expends all temporary vitality from armor.</p> <p>Used temporary vitality from armor can be regained when the armor is repaired by a blacksmith or by other means.</p> <p>Note: Armor use is augmented by certain skills in the Warrior tree.</p>	

General Skills

(Anyone can buy these, but they aren't free)

General Energy	Varies
<p>You purchase 1 additional Energy. May purchase until you have 15 energy at 1 character point each. After 15, may purchase until you have 30 energy, at 2 character points each. After 30, may purchase until you have 45 energy at 3 character points each. After 45, may purchase until you have 60 energy at 4 character points each.</p> <p>Note: Any item, skill, or magical effect which raises your maximum energy does so at your current level and does not increase the 60 cap. If you lose maximum energy, it can be repurchased for 1 character point each.</p>	
General Vitality	Varies
<p>You purchase 1 additional vitality. May purchase until you have 5 vitality at 2 character points each. After 5, may purchase until you have 10 vitality at 3 character points each. After 10, may purchase until you have 15 vitality at 4 character points each. After 15, may purchase one additional vitality, to a maximum of 20 vitality at 5 character points each.</p> <p>Note: Any item, skill, or magical effect which raises your maximum vitality does so at your current level and does not increase the 20 cap. If you lose maximum vitality, it can be repurchased for 2 character points each.</p>	
Bow and Sling	1 Char. Point
<p>Allows the use of a bow and/or sling (please see weapon section for details). Any non-subtle skill that can be delivered by a melee weapon can also be delivered by an arrow, but not by a sling stone.</p>	
Brawler	2 Char. Points
<p>You may throw "Physical Trip" by packet for 1e and "1 Physical," by packet for 0e. You must be at melee range to throw this and have nothing in that hand.</p>	
Claws	2 Char. Points
<p>You may wield two red boffer weapons up to 36" long, representing claws. If a maim strikes your claw, your limb is maim. Shatter has no effect on your claw. If you are a monk, you may use claws to deliver open hand attacks, but those attacks can also be parried as if you were using a melee weapon. Only Anthromorphs and Draconians can purchase this skill.</p>	
Diagnose	1 Char. Point
<p>You may diagnose the status of others by stating "Diagnose." They will respond with any effects they are under, and if they are bleeding-out or dead.</p>	
Dual-Wielding	2 Char. Point
<p>You may wield a weapon of up to 46" length in your off hand. All weapons must be inspected by Staff before used.</p>	
First Aid	1 Char. Point

<p>You may state "First Aid" to pause a bleeding-out count. After 1 minute of role play, you may call "Heal 1" You may also go up to someone and call "detected Bleed." You may spend 30 seconds role playing and call "Purge all Bleed," by spending one of any kind of bandage.</p>	
Information Gathering	3 Char. Points
<p>BGA Action: Between events, you may spend your BGA action to physically meet a specific contact to gather information on a subject. You must establish contacts in game to use this skill. Even if you have established multiple contacts you can only contact one each BGA with this skill.</p>	
Lore	2 Char. Points
<p>You may purchase a lore topic that is unlocked to you in game. (See the Lore list). Information sheets will be sent to you concerning the topic selected. Additional topics of lore may unlock as the game progresses.</p>	
Poison/Potion Identification	2 Char. Points
<p>You may safely identify poisons by reading any poison or potion tags that are in the vial, which is represented by a film canister. Once you have read the tag, you must immediately return it to the vial. Alchemists get the ability to do this for free.</p>	
Read Scrolls	2 Char. Points
<p>You can read and cast spells from scrolls. Requires Magical Potential trait to purchase. Note: You already gain the benefit of this skill if you purchase the "Write Scrolls" skill from your class.</p>	
Shield	1 Char. Point
<p>You may use a shield of up to 36" in diameter (if circular) or 28"x36" (if rectangular). Other shapes must fall within one of these two requirements.</p>	
Thrown Weapon	1 Char. Point
<p>You may carry and use any amount of thrown weapons. This covers coreless thrown weapons and LARP safe javelins up to 26 inches.</p>	
Two-Handed Weapon	2 Char. Points
<p>You may use a single weapon of 47" to 72" in length. You must have both hands on the weapon to use. If one of your hands is not on the weapon, or maimed, you cannot use it.</p>	
Whispers on the Wind	2 Char. Points
<p>You may cast "Communicate with Spirit," at will. You can focus for 15 seconds and sense the presence of nearby spirits for 1e call "By my voice detect Spirit". At the start of the game you may get information about current events from spirits.</p>	

Lore Skills

Lore Skills: Lore skills contain information about a topic. They also contain discerned recipes, ritual words of power, and possibly other profession and in-game benefits related to that topic. Certain discerned recipes, ritual words of power, and other benefits can only be unlocked by a specialist scholar that spends time studying a lore book. Additional topics of lore may be discovered as the game progresses. Just because you have a lore skill, does not mean that you have mastered all of the class/profession skills contained in the lore.

Unlocking Lore: All lore skills begin game locked. Legacy scholar characters may purchase one lore at character generation that was of great significance to them in the prior campaign (Staff approval required). Legacy characters do not begin with a lore book of that lore but may subsequently write one. This counts as their starting profession benefit.

If not begun with, to unlock a lore skill it must either be taught by another who has purchased it (requiring both the teacher and student to spend their BGA action and the student to spend the 2 CP), or the student can learn it from a lore book (requiring the student to spend their BGA and 2 CP but no teacher is required).

Note: For legacy characters starting with a lore it is based on what was known in Ebonrock and the information contained may not fully reflect the current state of your environment.

Create Lore Books: By spending 5 ink and a BGA action, someone with a lore skill can write a book that will allow other characters to unlock that particular lore skill, as described above. The write-up for the lore will be provided to you but then you will be required to provide a physical rep for the in-game library. A digital version will also be posted on the discord library page for access during remote events.

A character does not need to purchase a particular lore skill to have access to discerned recipes and words from a lore book that they have access to.

Scholar: Books sufficient to unlock the lore skill are sufficient to support a professional scholar's research into the topic. A scholar may also spend production points to help another master recipes/words of power contained in lore books. Specialized scholars may even derive greater benefit from lore books, unlocking additional information and/or skills.

In-Game Tags: While in game books can be read by anyone, only those who have taken the time to study the books at length (purchase the Lore skills) will be able to read the lore tags in game.

Categories

Aberrations (Magical Creatures)	Enchantment
Abominations (Created Creatures)	Fae
Aquatic Creatures and Sailing	Magic
Beasts (The Creatures of the Wild)	Medicine
Cartography and Mountains	Metalworking
Death and the Soul	Nature
Demons	Ritualism
Devils	Shadows
Divine	Spirits
Draconic	Survival Skills
	Undead

Classes and Progression

Initiate Classes

The first initiate class you purchase is free. Each additional initiate class you purchase costs 3 character points and requires training in game. You may start game with as many initiate classes unlocked as you wish to pay character points for. Initiate classes usually have skill tree paths that lead to three prestige classes. A character can purchase multiple prestige classes from the same initiate class if they wish.

Prestige Classes

Each prestige class you purchase costs 3 character points. Unless you begin game with the prestige class, you **must** receive training in game or have otherwise practiced skills and received a GM's approval to unlock a prestige class. Players who have purchased a prestige class and purchased a 4 character point skill from the class may spend fifteen minutes of role-play in game to teach a prestige class to another. Each prestige class leads to a point where it is possible to purchase a specialty class.

Certain prestige classes may be unlocked during the game. All such prestige classes only require you to purchase a skill costing 3 character points from any initiate class before undergoing your training for the prestige class.

Specialty Classes

Along with Classes, Prestige Classes, Backgrounds, and Professions there are specialty classes. These classes are hidden and improve on Prestige Classes, Backgrounds, Professions, Races and some are separate from everything else altogether. One thing that is consistent with them however is that they must be unlocked through dedicated in-game roleplay, usually over at least five events. These classes should be representative of a cornerstone of your character's personality, beliefs, or skills. Each specialty class contains a passive ability or always active aura that is unlocked upon purchase of the class, and at least two high end abilities which must be individually purchased. (While they may individually cost different amounts, the skills will always total a cost of 30 character points).

A character is limited to having only one specialty class. A specialty class costs 7 character points. To purchase a specialty class based on a prestige class, the second 5cp skill must be purchased from that class. To purchase a specialty class based on a profession, all improvements must be purchased from that profession.

You must work toward a specialty class for at least 5 games to unlock it. Completing a quest may also be required. You cannot begin working towards a specialty until you have purchased all the prerequisites for that specialty class. (As we get into the last third of the chronicle, GMs may shorten this requirement.)

Classes

Bard

Balladeer
Performer
Skald

Dark Artist

Necromancer
Life Drainer
Witch

Druid

Druid of Spring
Druid of Summer
Druid of Autumn
Druid of Winter

Faithful

Mage

Enchanter
Mentalist
Rune Carver

Monk

Master of Iron
Master of Flowers
Master of Waves

Occultist

Exorcist
Curio
Channeler

Ritualist

Combat Ritualist
Technical Ritualist
Focused Ritualist

Rogue

Assassin
Acrobat
Thief

Thaumaturge

Airmancer
Hydromancer
Pyromancer

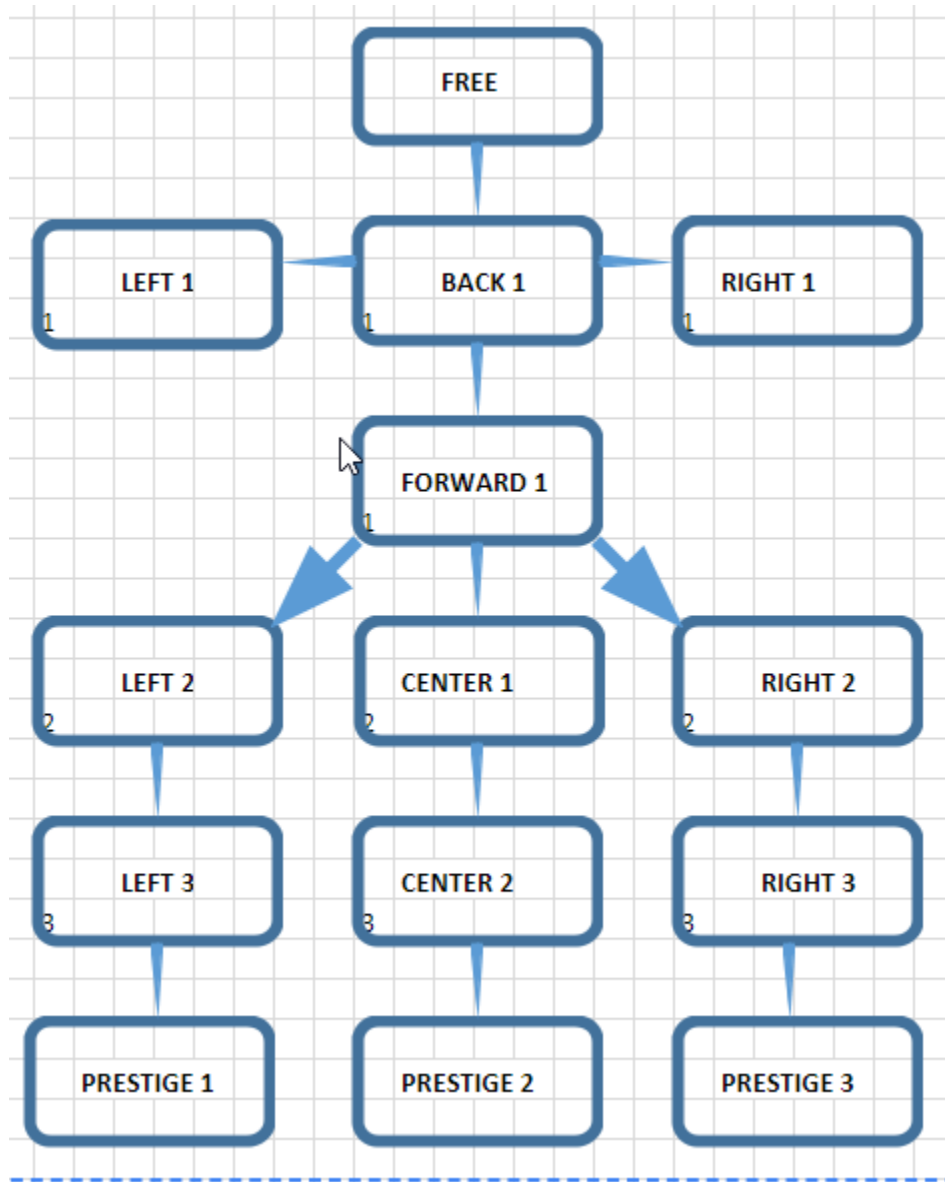
Warrior

Titan
Berserker
Duelist

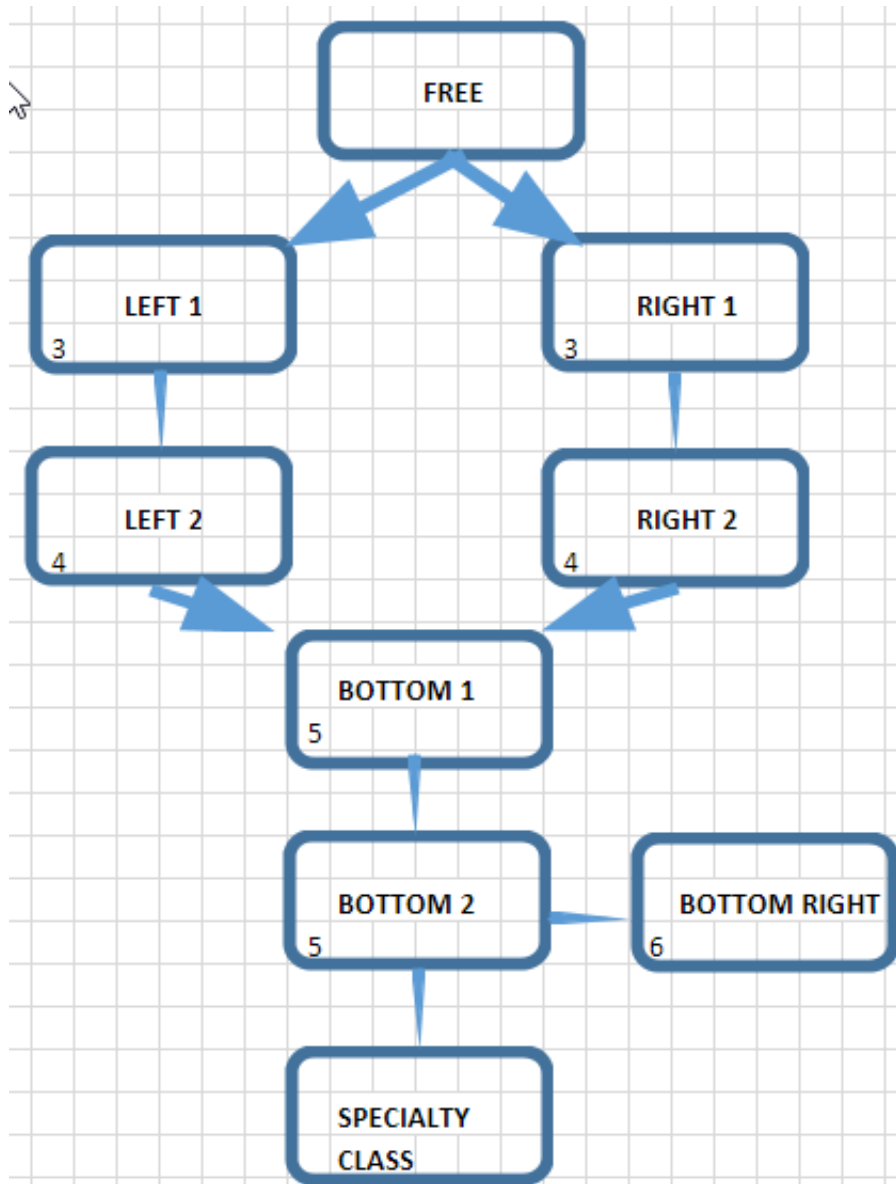
Apprentice Weaver
Weaver

Class Structure

Most classes are structured uniformly. To buy a skill you must have bought at least one skill that points to it in the tree. To buy a prestige class, you must have bought the 3 character point skill that points to it in the initiate tree. To buy a specialty class, you must have bought the second 5 character point skill in the prestige tree. If there is any confusion as to this system, please ask and a staff member will happily explain. The small number in the corner of each box is the standard price to purchase that skill. The price is confirmed in the last column in each class's chart.



STANDARD INITIATE TREE



STANDARD PRESTIGE TREE

Bard

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Aid/Ghost Sound	By inspiring for five seconds you may cast, "By my gesture, reduce the cost of your next skill by 1e by charisma." This cannot be used to reduce a cost below 1e. May use once free per encounter. Otherwise costs 1e. You also may use a disguised electronic device to play soft instrumental music at will.	0
Back 1	Inspire	By inspiring for five seconds you may cast, "By my gesture, grant one temporary vitality by charisma," to another for 2e.	1
Left 1	Heal	Be soothing for five seconds you may cast, "By my gesture heal 1 by sound," to another for 2e. The target of this spell may not be yourself.	1
Right 1	Biting Remark	Make a quip then you may cast, "By my gesture 2 sound," for 2e.	1
Forward 1	Charmer	Be charming for ten seconds then you may cast, "By my gesture, Charm by charisma," for 3e. You may also cast, "By my gesture, Communicate to humanoid by sound" for 1e.	1
Left 2	Confusion	Be confusing for 10 seconds then cast, "By my gesture, Confuse by despair," for 3e.	2
Left 3	Rousing Speech	Make a one-minute rousing speech, then you may give up to 5 people who listen to your speech, "By my voice to X, grant one temporary vitality by charisma," for 7e. X can be up to 10 people.	3
Left Prestige	Balladeer	PRESTIGE CLASS	3
Center 2	Vicious Mockery	You may insult someone for ten seconds to call, "By my gesture weary by despair for as long as I mock you," for 3e. You may then continue to mock the individual for as long as you wish or until you take damage or, take a harmful effect, or cast another spell. You may maintain this skill and fight in melee.	2
Center 3	Bardic Knowledge	You may spend a BGA action to study an item or location you have access to. This will give additional information about the item or location.	3
Center Prestige	Performer	PRESTIGE CLASS	3

Right 2	Taunting	Taunt someone for ten seconds to call, “By my gesture, frenzy by despair,” for 4e.	2
Right 3	Disarmer	You may swing, “Disarm,” with a melee weapon for 3e.	3
Right Prestige	Skald	PRESTIGE CLASS	3

BARD PRESTIGE CLASSES

Balladeer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Protection Aura	Talk inspiring for at least ten seconds. Then you may cast, "Area of effect, resist all bleed, maim, and pause bleed outs, by sound for 2 minutes," for 4e. As long as you keep inspiring and cast no other spells you may repeat the call as often as necessary.	0
Left 1	Repulsion	You may cast, "By my gesture Fear by Sound," for 4e.	3
Left 2	Invigorate	After being inspiring for ten seconds you may cast, "Area of effect grant two temporary vitality by charisma," for 6e. It does not affect yourself.	4
Right 1	Greater Healing	Be soothing for ten seconds, then you may cast, "Area of effect heal two vitality by charisma," for 4e. It does not affect yourself.	3
Right 2	Do Not Fear Because I am Here	Say brave things for ten seconds then you may cast at the volume you choose, "By my voice, purge fear, terror, and despair effects to allies by inspiration," for 6e.	4
Bottom 1	Song Guardian	Say inspirational things for ten seconds then you may cast, "By my gesture, I grant you a spell guard by sound," for 4e. You may not grant this to yourself.	5
Bottom 2	Magical Performance	Three times per game you may perform for 3 minutes to cast, "By my voice, I grant you a spell guard by sound," for 2e per person affected. At the end of the performance, you gain the benefits of a spell guard for free.	5
Bottom Right	Greater Aid	You may be inspirational for ten seconds to cast, "By my gesture, I reduce the cost of your next skill by 3e, cannot be reduced to less than 1e, by charisma." for 2e. This may not be used to reduce the cost of another skill that reduces energy cost.	6

Performer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Find A Way	You begin each game with two free items from the Scavenger chart.	0
Left 1	Traveler	Increase your vitality by 1 and energy by 1. This does not increase the cost of your next purchases but also does not increase your caps.	3
Left 2	Lullaby	Say soothing things for ten seconds then you may cast, "By my gesture, Out Cold by sound," for 5e.	4
Right 1	Traveling Troupe	At the start of each rest call "By my voice, detect Performer," you gain X Temporary Energy where X is the number of Performers you detected.	3
Right 2	Forgetful	You may perform for at least ten seconds and then cast, "By my gesture, forget/forget me, by sound," for 5e.	4
Bottom 1	Compelling Song	You can perform for at least ten seconds and then cast, "By my gesture, dominate by sound," for 6e. You may then tell the target to do one action that does not bring it direct harm (kill self, jump off cliff, ext.).	5
Bottom 2	A Rousing Performance	Three times per game, you may perform for 3 minutes to cast, "By my voice, restore 4e to listeners by inspiration," for 2e per person. You must be able to pay for all listeners that you know are present. Alternatively, you may cast, "By my voice, Out Cold by sound," for 2e per person. You must be able to pay for all listeners that you know are present.	5
Bottom Right	Dispelling Melody	You can perform for ten seconds to cast, "By my gesture, Dispel by sound," for 6e.	6

Skald

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Get up!	Once per encounter you may cast, "By my voice to allies heal 1 by sound," for 5e. This does not heal yourself.	0
Left 1	Silence	Tell dooming things to a target for ten seconds, then you may cast, "By my gesture, silence by despair and sound," for 5e.	3
Left 2	Weakening Sound	Tell dooming things to a target for ten seconds, then you may cast, "By my gesture, weakness by despair," for 4e.	4
Right 1	Bone-Breaker	By inspiring for ten seconds then you may cast, "By my gesture, I grant you one use of maim by weapon by charisma," for 3e. You may also throw maim for 2e.	3
Right 2	Battle-Hardened	By inspiring for ten seconds you may cast, "By my gesture, I grant you one 'Reduce to 1' by charisma," for 5e. This cannot be used on yourself.	4
Bottom 1	Swordsman	By inspiring for ten seconds you may cast, "Area of Effect I grant you one swing of 5 damage by weapon by charisma," for 4e. This does not affect yourself. You may throw a "5 damage" attack by weapon for 2e.	5
Bottom 2	Tell Epic	Three times per game you may perform for three minutes to tell an epic story. At the end of the performance you may cast, "By my voice I grant one "Reduce to 1," to one individual by inspiration. Then you may call, "By my voice I grant one temporary vitality to all listeners by inspiration." You also gain this benefit. The performance costs 2e per person affected.	5
Bottom Right	Booming Voice	You may cast, "By my gesture, physical 5 damage. By my gesture fear ten seconds by sound," for 5e. The target must be the same for both calls.	6

Dark Artist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Learned	Once per encounter, a dark artist may channel their knowledge to repeat any one initiate level spell they just cast for free. A dark artist may not cast spells while wearing medium or heavy armor.	0
Back 1	Pool of Magic	A character can elect to pay 3 energy at the start of each rest to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest. A dark artist with this skill active can throw 5 uses of “1 dark,” for free. After 2 minutes of not being struck by a weapon or spell, the 5 uses refresh and can be used again.	1
Left 1	Write Scrolls	A character with this skill has the ability to write arcane scrolls that can be used by himself or others with Read Scrolls at a later time. To write a scroll the dark artist needs to utilize ink. A scroll takes a certain amount of ink based on the level of the spell. For an initiate level spell, every 3e it takes for the spell to be cast, rounded up, requires one ink. For a prestige level spell, every 3e it takes for the spell to be cast, rounded up, requires three ink. For a specialized level spell, every 3e it takes for the spell to be cast, rounded up, requires five ink. In addition, when writing a scroll, the dark artist must expend 2 energy per 1 energy the spell takes to cast. This represents the energy of the spell, and the energy needed to lock the spell to the parchment. Note: Casting a spell from a scroll uses 0 energy. This skill alone does not let you write scrolls of rituals. Players should submit scrolls they write to staff for official tags. (Please include components spent if any)	1
Right 1	Wand Mastery	A dark artist with this skill has mastered the use of wands. Wands do not count towards the items you have attuned.	1
Forward 1	Dark Bolt	“2 dark,” by packet for 1e.	1
Left 2	Speak with Dead	May cast “Communicate with dead by dark,” by touch packet to dead target for 1e. The target does	2

		not have to be truthful but few dead have the motivation to lie. If the target has been dead for longer than a month the spell may fail.	
Left 3	Dark Mending	May chant over a target for one minute to cast, "Dark heal 1," by touch packet for free. This may be used on yourself.	3
Left Prestige	Necromancer	PRESTIGE CLASS	3
Center 1	Blight	"Dark weakness fifteen seconds," by packet for 1e.	2
Center 2	Drain Vitality	"Dark drain one vitality," by packet for 4e. If the spell is taken, grant yourself one temporary vitality. May not have more temporary hit points than maximum vitality. This skill stacks only with temporary hit points granted by "Drain Vitality," or "Death's Leech," not those granted by any other skill.	3
Center Prestige	Life Drainer	PRESTIGE CLASS	3
Right 2	Distort Reality	"Dark drain 2e," by packet for 1e. "Dark weary," by packet for 1e.	2
Right 3	Scared Stiff	You may cast, "Dark root," for 2e. You may cast, "Dark bind," for 2e.	3
Right Prestige	Witch	PRESTIGE CLASS	3

DARK ARTIST PRESTIGE CLASSES

Life Drainer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Greater Dark Bolt	“Dark 5,” by packet for 2e.	0
Left 1	Advanced Drain Vitality	“Dark drain 3 vitality,” by packet for 7e. If the spell is taken, grant yourself one temporary hit point. You may not have more temporary hit points than your maximum vitality. This skill stacks only with temporary hit points granted by “Drain Vitality,” or “Death’s Leech,” not those granted by any other skill.	3
Left 2	Slow Death	“Dark bleed,” by packet for 2e.	4
Right 1	Drain Stamina	“Dark Drain 5 energy,” by packet for 2e.	3
Right 2	Death’s Embrace	“By my gesture, dark summon” for 3e.	4
Bottom 1	Prepare the Harvest	“Dark paralyze,” for 6e by packet.	5
Bottom 2	Death	“Dark death,” for 8e by packet.	5
Bottom Right	Death’s Leech	Whenever you kill someone, you may call, “Imbue to self by death,” gain one use of “3 damage by dark,” by packet or 1 temporary vitality for free. Vitality gained this way may stack You may not have more temporary vitality than your maximum vitality.	6

Necromancer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Raise Zombie	<p>You may chant for fifteen minutes over a dead body to cast, "Raise zombie. You are a zombie under my command. You have four vitality, two melee attacks of '2 dark,' and two melee attacks of "maim." You are under a permanent slow effect. When you die, stay on the ground for one minute before going to Death. You cannot be resurrected," for 2e. OOG Note: You are responsible for costuming and playing as your own creation. Please only switch into your creation when you have a safe place for your character to be (i.e. not in the middle of a mod).</p> <p>Zombies do not heal automatically at the end of an encounter. Magic healing not cast, "to undead," has no effect. Medics can heal them using bandages.</p> <p>You may only have one zombie animated, anywhere, at a time. You may not reanimate a zombie once it has fallen.</p> <p>Twice per game you may spend one minute to harvest a body component from a dead target. This component can be grafted onto your zombie within the next moon.</p>	0
Left 1	Lesser Improve Zombie	<p>You may use a BGA action to incorporate up to two total body parts you have harvested from other creatures onto your currently animated zombie. This will alter its stats. GMs will provide you the stats. You may only have two parts augmented onto your zombie at a time.</p> <p>Once a part has been harvested, or recovered from a previous zombie, if it is not incorporated into your zombie within 2 BGAs, the part is spoiled and cannot be used in the future. This duration may be increased with certain items and specialty skills.</p>	3
Left 2	Recover Part	<p>You may recover one part from a zombie that has been slain. If a part has already been recovered you may not use this skill. Therefore if a zombie has two or more parts, it is only possible to recover one; the others are destroyed.</p>	4
Right 1	Mend the Broken	<p>You may cast, "Dark heal 3," by touch packet for 2e.</p>	3

		You may cast “Dark heal 4 to undead,” by touch packet for 2e.	
Right 2	Fear of Death	You may cast, “Dark Fear,” by packet for 3e.	4
Bottom 1	Smell of the Grave	You may cast, “Dark disease, 5 minutes,” by packet for 4e. You must have a permanent minor costume change. Normally this is paler skin but you may suggest one to staff which reflects your soul’s proximity with death magic. You are immune to disease.	5
Bottom 2	Walk Back	You may silently resist one killing blow per rest. You may cast upon yourself, “By darkness, I grant myself a state of undying,” for 8e. Upon dying you may call, “Purge death to self. Restore 1 vitality to self by dark.”	5
Bottom Right	Necronomicon	You may cast the following spells: “Dark dominate to undead,” by packet for 4e. “Dark fear to undead,” by packet for 2e. When adding components to your zombie, you may now have up to a total of four body parts added at a time.	6

Witch

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Dark Charisma	<p>After speaking with a target for at least one minute you may call “By my gesture, Charm by charisma,” by for 2e.</p> <p>May cast, “Dark Charm,” by packet for 1e.</p> <p>May cast “Dark 5,” by packet for 2e.</p>	0
Left 1	Weary	“Double Dark Weary,” by packet for 2e.	3
Left 2	Maniacal Cackle	You may make a maniacal cackle then cast, “By my voice, forsooth extend all harmful effects by one minute by dark,” for 6e.	4
Right 1	Curse Doll	<p>You may spend 2 pelts and 2 herbs and make a generic curse doll. You will get a magic item tag “Curse Doll.” It costs 1e to attune. While holding the doll you may cast the following spells:</p> <p>“By my gesture, agony 30 seconds by dark,” for 6e.</p> <p>“By my gesture, slow by dark,” for 3e.</p> <p>“By my gesture, silence by dark,” for 5e.</p>	3
Right 2	Personal Curse Doll	<p>You may spend 5 pelts and 2 insects and make a curse doll that can be specific to a person. To specify the person you must have a possession of theirs or a specimen of them while making the doll. You will get a magic item tag, “Personal Curse Doll of X.” It costs 1e to attune.</p> <p>After that, in addition to the normal curse doll effects, while holding the personal curse doll, all non-beneficial spells you cast against that target cost 1 less energy, to a minimum of 1e, and “to X,” may be added to the spell where X is the person’s name. In addition, you may cast a curse upon the individual. When you take this skill, you will receive the rules of curses.</p>	4
Bottom 1	Dark Contract	You may make a dark contract with an individual for 5e and 3 ink. You can negotiate any physical terms or action requirements on either side. You also can transfer your permanent energy or vitality to an individual for the duration of a game by reducing yours-by the same amount. You cannot increase someone’s maximum vitality or energy by more than 50% of their maximum amount. For	5

		<p>example, someone with a base energy of 20, can receive a maximum boost of 10 energy. This would increase their cap to 30 for the remainder of the game, and decrease your maximum energy by 10. You are physically unable to break a deal you make and will not actively attempt to make the other person break the deal (though you do not have to aid them in keeping it). You may make provisions in the contract for any physical harm, as severe as the deal breaker instantly dying, for what happens if the other person breaks the deal.</p>	
Bottom 2	Envenom	<p>“I enchant this blade to swing poison 5 on its next swing, by dark” by touch packet for 3e.</p>	5
Bottom Right	Contact Person or Entity	<p>Once per game you may spend five minutes and attempt to commune with a person or entity that you have met at least once. The conversation can last for up to 5 minutes. You must remain stationary for that conversation. Report to a GM when you wish to use this skill. If you plan to contact another player with this skill, you must plan in advance and each of you must have a walkie-talkie to use.</p> <p>When you purchase this ability you gain knowledge to cast Advanced Curses and will get additional information on doing so.</p>	6

Druid

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Communicate with Nature	You may cast “By my gesture, communicate with beast/nature, by earth” for 1e. Things you speak with may not speak to you in a cohesive manner. You may not wear any Medium or Heavy armor and utilize any druid skill.	0
Back 1	Heal	“Earth heal 1,” by touch packet for 1e.	1
Left 1	Earth Bolt	“2 Earth,” by packet for 1e. You may use Earth Bolt or Entangle (if you have purchased Entangle) once free per encounter.	1
Right 1	Entangle	“Earth Root,” by packet for 2e. You may use Entangle or Earth Bolt (if you have purchased Earth Bolt) once free per encounter.	1
Forward 1	Animal Handler	“Earth charm to beast,” for 1e by packet. Can be used on non-magical animals. “By my gesture, summon to beast/plant, by earth” or 2e.	1
Left 2	Purify (Requires Animal Handler)	“Earth purge disease,” by touch packet for 3e. “Earth purge poison” by touch packet for 2e.	2
Right 2	Muddy Ground (Requires Animal Handler)	“Earth trip,” by packet for 1e.	2
Spring 1	Awaken (Requires Purify)	“Earth Purge Out Cold,” by touch packet for 4e.	3
Spring Prestige	Druid of Spring	PRESTIGE CLASS	3
Summer 1	Harden Hide (Requires Purify)	“I harden this armor/clothes/robe, grant one Reduce to 1 by earth,” by touch packet for 4e. This skill may only be used on robes/cloth or light armor. “I invigorate this beast, grant two temporary vitality to beast by earth,” by packet for 4e.	3
Summer Prestige	Druid of Summer	PRESTIGE CLASS	3
Autumn 1	Rot Grub (Requires Muddy Ground skill)	“Physical Earth disease,” by packet for 3e.	3

Autumn Prestige	Druid of Autumn	PRESTIGE CLASS	3
Winter 1	Hibernate (Requires Muddy Ground skill)	“Water out cold,” by packet for 5e.	3
Winter Prestige	Druid of Winter	PRESTIGE CLASS	3

DRUID PRESTIGE CLASSES

Druid of Spring

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Greater Heal/Improve Herb	<p>“Earth Heal 3,” by touch packet for 2e.</p> <p>Twice per game you may spend 2e to assist in the harvesting of a non-unique berry or herb to increase its yield. The harvesting person may add two of that component to their log instead of one.</p>	0
Left 1	Form of Spring	You gain the ability to shape change into a group of forms. The stats for these forms will be provided to you. You should have a costume change, at least a mask, to represent the form you take. It costs 3e to change form into the animal. If you are in the form when it becomes the next reset you must pay the energy cost again.	3
Left 2	Greater Form of Spring	You gain access to an animal’s third ability while shifted into that animal form. It now costs 5e to change form into the animal instead of 3e.	4
Right 1	Purifying Touch	“Earth Purge X,” by touch packet. X can be paralyze for 6e, weakness for 3e, weary for 1e, and bleed for 2e.	3
Right 2	Meditate with Nature	Spend 1 minute touching a tree and meditating with nature. Reduce the cost of all your healing and purging spells by 1e, to a minimum of 1e, while touching the tree.	4
Bottom 1	Healing Roots	<p>While touching a tree you may augment any healing spell you have to be by gesture.</p> <p>When struck by a melee attack while touching a tree you may call, “Return earth root,” for 2e.</p> <p>While touching a tree you may call, “By my gesture earth root,” for 3e.</p>	5
Bottom 2	Gift of Nature	Once per encounter, you may spend 15 seconds to draw energy from a tree you are touching. While touching the tree you may spend 7e and gain a pool of 15 healing you can use while still in contact with the tree. The healing may be cast in any increment.	5
Bottom Right	Garden of Spring	You may spend ten seconds roleplaying to bless 2 herbs and have a person consume them to call, “Forsooth, heal 1 extra vitality each time you are healed vitality this encounter by earth,” by touch packet for 5e. This stacks with regeneration.	6

		If you have the herbalist profession, you may harvest 5 additional components per game.	
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Druid of Summer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Feral Call	You may call “By my voice, imbue to beasts by earth,” for 2e, to make beasts aware of your status as a druid. Such beasts, even if hostile, will not attack you (but may attack others). In addition, this knowledge may have plot significance in certain circumstances. You may use up to 2 long claws.	0
Left 1	Form of Summer	You gain the ability to shape change into a group of forms. The stats for these forms will be provided to you. You should have a costume change, at least a mask, to represent the form you take. It costs 3e to change form into the animal. If you are in the form when it becomes the next reset you must pay the energy cost again.	3
Left 2	Greater Form of Summer	You gain access to an animal’s third ability while shifted into that animal form. It now costs 5e to change form into the animal instead of 3e.	4
Right 1	Greater Earth Bolt	“5 Earth,” by packet or by claw for 2e.	3
Right 2	Fury of the Wild	“Earth frenzy,” by packet for 3e. “By my Gesture frenzy to beast by earth,” for 3e. “By my Gesture frenzy by earth,” for 4e.	4
Bottom 1	Nature’s Armor/ Tame Wild	Light armor you wear gives 3 temporary vitality instead of just 2. “Dominate to beast, by earth,” for 4e, by packet.	5
Bottom 2	Feral Leap	Once per encounter per target, roleplay a feral howl/growl then call, “By my gesture root 15 seconds by despair,” for 2e to a target within 10 feet of you.	5
Bottom Right	Feral Instincts	Once per encounter roleplay a feral howl/growl then call, “By my voice, Intimidate by despair,” for 5e. You may spend 4e at check-in to unlock the following skill for the game. (The energy spent at check-in does not refresh for the game.) May swing “2 damage to intimidated,” for free as often as you wish.	6

Druid of Autumn

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Call Swarm	<p>Once per game you may assist an herbalist as they harvest a non-unique insect. For each herb, up to three, you feed the insect at the time of the harvest, an extra insect is harvested. Please mark the use of the skill in your component log.</p> <p>Three times per game, but no more than once per rest, while outside, you may call vermin and bugs to yourself, "By my voice, summon vermin and insects by earth," for 4e. You gain 2 insects. This may have plot significance.</p>	0
Left 1	Form of Autumn	You gain the ability to shape change into a group of forms. The stats for these forms will be provided to you. You should have a costume change, at least a mask, to represent the form you take. It costs 3e to change form into the animal. If you are in the form when it becomes the next reset you must pay the energy cost again.	3
Left 2	Greater Form of Autumn	You gain access to an animal's third ability while shifted into that animal form. It now costs 5e to change form into the animal instead of 3e.	4
Right 1	Painful Bite	"Physical Earth Agony 30 seconds," by weapon for 5e.	3
Right 2	Target Swarm	"By my gesture, physical weakness by earth," for 5e.	4
Bottom 1	Living Hive	<p>You are immune to the disease effect.</p> <p>"By my gesture physical earth disease 5 minutes," for 5e.</p>	5
Bottom 2	Create Fungi	<p>You may spend one minute of roleplaying to turn 3 herbs into a fungus for 1e. Please turn in the herbs in your folder and we will provide you with a fungus tag.</p> <p>You may eat a fungus and call, "Return 5 poison," to the next melee attack that strike you for 2e.</p> <p>You may eat a fungus/have another eat a fungus to grant, "I grant you a poison resist by earth," for 2e.</p>	5
Bottom Right	Greater Fungi	You may have another person eat a fungus to call "I grant you a disease resist by earth," by touch packet for 1e.	6

		<p>You may distill a fungus and spread it over a weapon to cast, “I grant this weapon a swing of 5 poison on its next swing,” for 2e. It must be used that rest.</p> <p>You may eat a fungus and say, “By fungus, I ready myself against poison,” for 1e. The next time you are struck with a poison effect that rest, gain two uses of that poison by weapon that you must use by the end of the rest. (You still must resist or take that poison effect).</p>	
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Druid of Winter

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Greater Earth Bolt/ One with Winter	“5 Earth,” by packet for 2e. You may exchange any skill you have that uses the Earth carrier for the Water carrier for 0e.	0
Left 1	Form of Winter	You gain the ability to shape change into a group of forms. The stats for these forms will be provided to you. You should have a costume change, at least a mask, to represent the form you take. It costs 3e to change form into the animal. If you are in the form when it becomes the next reset you must pay the energy cost again.	3
Left 2	Greater Form of Winter	You gain access to an animal’s third ability while shifted into that animal form. It now costs 5e to change form into the animal instead of 3e.	4
Right 1	Winter’s Resistance	“I grant you a resist to X by earth,” by touch packet, where X is either Out Cold, maim, or paralyze for 4e (2e if maim).	3
Right 2	Rust	“Water shatter,” by packet for 5e.	4
Bottom 1	Frostbite	“2 water and root,” by packet for 3e.	5
Bottom 2	Frozen Solid	“Water paralyze,” by packet for 6e.	5
Bottom Right	Winter Winds	You may summon a great winter wind about you to call loudly, “By water I summon a storm around me,” for 8e. In the next 2 minute you may call “Area of effect 2 water,” ten times. There must be at least three seconds from the end of one call to the beginning of the next. Can be used in any animal form. You are unaffected by your own winter winds.	6

Druid Shifting

For a druid to shift into their form from the 3 character point ability it costs 3e. To shift into their form from the 4 character point ability it costs 5e. They may stay in that form for as long as they wish. If the form is maintained into the next reset period, the energy for it must be paid again if maintained. It takes one minute to transform (into and from animal form). During that minute they are helpless. Players are encouraged to use that time to change costuming. At a minimum, players should have a mask/makeup that clearly defines the animal transformed into.

While in animal form a druid cannot speak unless someone casts communicate with them (or they cast it if they possess the ability). They may grow one or two short claws and may swing "2 earth," for 1e. While in animal form they may not use any non-druid abilities. They also may not use any abilities that requires a packet.

When a druid first purchases their 3 character point ability they must choose one of three animals from their season to be able to transform into. They may purchase the other two forms from their season for 2 character points each if they wish. (Is listed under the general skills as Additional Druidic Shift I and Additional Druidic Shift II). Each form comes with two abilities. Once the druid has purchased the 4 character point advanced shifting skill, they may choose to turn into the advanced form of their animal, for 5e instead of 3e, and gain access to that animal's third ability.

Animals are categorized in three categories: Stealthy, Intelligent and Combative:

Stealthy forms give the druid one additional temporary vitality while in that form. In addition, the druid may utilize Evade for 5e while in that form.

Intelligent forms give the druid one additional temporary vitality while in that form. In addition, intelligent forms may also cast all druidic abilities they know that utilize packets, even while shifted.

Combative forms give the druid two additional temporary vitality while in that form. In addition, the druid in that form may utilize long claws.

Spring

<u>Form</u>	<u>Squirrel</u>	<u>Bird</u>	<u>Badger</u>
Category	Stealthy	Intelligent	Combative
Ability 1	“Trip,” by claw for 1e.	“Air Intimidate” for 1e.	“Fear 10 seconds by despair,” for 1e.
Ability 2	“Subtle Disarm,” by claw for 2e. Must be delivered to the torso from behind.	“Evade by Air,” for 5e.	“Bleed,” by claw for 2e.
Ability 3	You may approach a tree that is at least 10 feet tall. Touching it, you may spend 5e and 10 seconds to role-play climbing, then call “phase by climbing.” You can walk around the tree as long as one hand remains on it, and remain phased. It takes five seconds of role-playing to climb down and purge phase. Alternatively, you may make 1 subtle attack against someone in reach, then instantly purge phase. Climbing may be used for plot reasons.	“Air 2 and bleed,” by packet for 3e.	“Frenzy to self,” for 2e. While frenzied you have a guard to the first melee or magical effect that strikes you. (You may choose to use it if hit by a 1 damage effect).

Summer

<u>Form</u>	<u>Panther</u>	<u>Wolf</u>	<u>Ape</u>
Category	Stealthy	Intelligent	Combative
Ability 1	“Subtle 2,” by claw for 1e. May be used once free per encounter.	“Grant one temporary vitality by earth,” by touch packet for 2e.	“Maim,” by claw for 2e.
Ability 2	“Subtle 5,” by claw for 2e. May be used once free per transformation.	Howl then call “Purge mental effect by	“Shatter,” by claw for 5e.

		charisma,” by claw for 3e.	
Ability 3	“Subtle Silence Agony,” by claw for 6e.	Store Scent: You may smell a target for three seconds calling, “Forsooth I smell you.” You may memorize the scent of that person’s race or as an individual. You may remember up to 5 scents at a time (record them in your PEL). While in wolf form you may cast, “Detect scent X,” for any scents you remember for 1e. Inform staff when you wish to use this skill to try and track a target.	If you successfully land a maim attack you may immediately throw a second maim for 1e. If you miss a maim entirely you can throw one for free against the same foe within 5 seconds for free. This does not stack with itself.

Autumn

<u>Form</u>	<u>Scorpion</u>	<u>Spori (Mushroom Person)</u>	<u>Snake</u>
Category	Stealthy	Intelligent	Combative
Ability 1	“Poison disease,” by claw for 2e.	“Out Cold poison gas,” by packet for 4e.	“By my gesture, fear by despair,” to a target in melee with you, for 4e.
Ability 2	“Pierce 2 poison,” by claw for 1e.	“Grant one use of return poison disease 10 seconds,” by touch packet for 2e.	“Physical root and bind as long as I touch you,” by claw for 4e. You may not take any other physical actions while you bind your target.

Ability 3	“Double poison bleed,” by claw for 4e.	“Area of effect out cold poison gas,” for 6e.	You may cast, “I grant myself immunity to root,” for 1e. You may cast, “I grant myself immunity to bind,” for 1e. You may cast, “I grant myself immunity to poison,” for 2e. Immunities last for as long as you are shifted in snake form.
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Winter

<u>Form</u>	<u>Artic Fox</u>	<u>Owl</u>	<u>Bear</u>
Category	Stealthy	Intelligent	Combative
Ability 1	“Subtle Out Cold,” by claw for 3e.	“2 water,” by packet for 1e.	You may use “Reduce to 1” for 4e to any damaging effect.
Ability 2	“Water reveal,” by touch packet for 1e.	“By my gesture, trip and disarm by water,” to a target within 10 feet of you, for 4e.	“5 damage,” by claw for 2e.
Ability 3	To a helpless target you may call, “I eat you 1. I eat you 2. I eat you 3. Disintegrate and heal one to self,” for 0e.	“By my gesture, by magic, forsooth you must tell me all active magical effects upon you,” to a target within 10 feet of you, for 3e.	You may now use a “reduce to 1 damage” for 3e.”.

Faithful

This may be purchased by any followers of the Church of Truth, Eternal Flame, Dragon Priests, Way of the 14, or other faith not represented by a class. If you have a question of whether Faithful would apply to you, please do not hesitate to ask. The class may be a prerequisite to a prestige class if unlocked for your faith in the future.

Class Position	Name of Skill	Effect	Char. Point Cost
Only Skill	Faithful	Anytime you are targeted by a fear, intimidate or despair effect you may call, "Resist by light," for 3e.	3

Mage

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Learned	<p>Once per encounter, a mage may channel their knowledge to repeat any one initiate level spell they just cast for free.</p> <p>A mage may not cast spells while wearing medium or heavy armor.</p>	0
Back 1	Pool of Magic	<p>A character can elect to pay 3 energy at the start of each reset to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest. A mage with this skill active can throw 5 uses of “1 magic,” for free.</p> <p>After 2 minutes of not being struck by a weapon or spell, the 5 uses refresh and can be used again.</p>	1
Left 1	Write Scrolls	<p>A character with this skill has the ability to write arcane scrolls that can be used by himself or others with Read Scrolls at a later time.</p> <p>To write a scroll the mage needs to utilize ink. A scroll takes a certain amount of ink based on the level of the spell. For an initiate level spell, every 3e it takes for the spell to be cast, rounded up, requires one ink. For a prestige level spell, every 3e it takes for the spell to be cast, rounded up, requires three ink. For a specialized level spell, every 3e it takes for the spell to be cast, rounded up, requires five ink. In addition, when writing a scroll, the dark artist must expend 2 energy per 1 energy the spell takes to cast. This represents the energy of the spell, and the energy needed to lock the spell to the parchment. Note: Casting a spell from a scroll uses 0 energy.</p> <p>This skill alone does not let you write scrolls of rituals.</p> <p>Players should submit scrolls they write to staff for official tags. (Please include components spent if any)</p> <p>Rune skills cannot be written as scrolls.</p>	1
Right 1	Wand Mastery	A mage with this skill has mastered the use of wands. Wands do not count towards the items you have attuned.	1
Forward 1	Mage Bolt	“2 magic,” by packet for 1e.	1

Left 2	Detect Magic/Identify	<p>May cast, "Detect magic," for 2e. Everyone with an active spell or possessing a magic item must respond "here." This can be used in areas to detect for active spells that might be traps. A cast member will respond if you detect any environmental magic.</p> <p>A mage may spend 2e and meditate with a magic item for 5 undisturbed minutes. After that time he may state, "Identify magic item." He may then report to cast and receive the magic item's full description.</p>	2
Left 3	Mage Armor	"I grant your clothing a Reduce to 1 by magic," by touch packet for 4e. This may not be used on armor.	3
Left Prestige	Enchanter	PRESTIGE CLASS	3
Center 1	Calm Mind	<p>"Magic pacify," by packet for 2e.</p> <p>"Magic charm," by packet for 2e.</p>	2
Center 2	Fear	"Magic fear," by packet for 4e.	3
Center Prestige	Mentalist	PRESTIGE CLASS	3
Right 2	Lesser Pool of Energy Rune	<p>You may draw a rune on a target to bestow one use of "Restore X energy to self by magic," where X is equal to no more than 3. The energy cost of the rune is equal to X times 2. The energy cost cannot be reduced unless you have a skill that specifically applies to "Pool of Energy" runes. You must also expend inks equal to X +1. The rune should be a circle with the roman numeral equal to X in the center. Only one "Pool of Energy," rune may be on a target at a time. This rune is not affected by the "dispel" effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the target.</p> <p>You may place a rune on a target only if they do not already have a rune on them. There is no limit to the number of targets that you can place a rune on however. An object is a separate target than its wielder, though only runes that designate an item as a target may be placed on an item.</p>	2
Right 3	Lesser Casting Rune	You may draw a rune on a target to bestow one use of a 3 character point or less, initiate or prestige, arcane spell that you know how to cast for X energy and Y ink. X is equal to 1.5 X the energy cost of the bestowed spell, rounded up. Y is equal to 1 for an initiate spell and 2 for a	3

		<p>prestige spell. The rune is delivered by the Magic carrier.</p> <p>Draw a rune on the target that symbolizes the effect of the spell you are bestowing. Only one “Casting Rune,” may be active on a target at a time. Note, this rune does not mean the spell effect is active on the target. They must still cast the spell, and thus expend the rune. This rune is not affected by the “dispel” effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the target.</p>	
Right Prestige	Rune Carver	PRESTIGE CLASS	3

MAGE PRESTIGE CLASSES

Enchanter

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Mage Strike	“Magic 5,” for 2e by packet or by weapon.	0
Left 1	Magic Weapon	“I enchant this weapon to swing magic, 5 minutes,” for by touch packet for 3e. For five minutes, all swings with that weapon are made with the “magic” carrier. If an elemental enchantment is placed upon the blade, this one ends.	3
Left 2	Pull	“Magic disarm,” by packet for 3e.	4
Right 1	Spell Ward	“I grant you/myself a spell guard by magic,” by touch packet for 3e.	3
Right 2	Dispel	“Magic dispel,” by packet for 5e. This will not dispel traits.	4
Bottom 1	HIDDEN	HIDDEN	5
Bottom 2	HIDDEN	HIDDEN	5
Bottom Right	HIDDEN	HIDDEN	6

Mentalist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Shield Mind (Mentalist)	“I grant you/myself a mental resist by magic,” for 4e by touch packet.	0
Left 1	Chaotic Mind	“Magic confuse,” by packet for 1e. “Magic frenzy,” by packet for 3e.	3
Left 2	Erase Mind (Mentalist)	“Forget by magic,” by packet for 4e.	4
Right 1	Trapped Mind	You may cast, “I protect my mind,” for 5e. This counts as a mental resist. The next time you are struck by a mental spell you may state, “Resist, return mental 3 damage and agony by magic.” You may cast this on another person for 7e. Having this spell active may have additional plot benefits.	3
Right 2	Unbreakable Will	You may cast, “Purge mental effect by magic,” on yourself or another by touch packet for 3e. .	4
Bottom 1	Slumber	“Magic Out Cold,” by packet for 4e. “Area of Effect Magic Out Cold,” for 6e.	5
Bottom 2	Domination (Mentalist)	“Magic Dominate,” by packet for 5e. “Magic Dominate five minutes,” by packet for 9e.	5
Bottom Right	ESP	After you hear an individual make a statement, you may cast, “By my gesture, detect lie by magic. Clarify if any part of the statement is untrue to your knowledge it is considered a lie,” for 2e.	6

Rune Carver

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Lesser Rune of Health	You may draw a rune on a target to bestow two temporary vitality by magic on the target for 4e. The cost of the rune is 1 ink. The rune should be a square with two dots in the center. Only one "Rune of Health," rune may be on a target at a time. This rune is not affected by the "dispel" effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the target.	0
Left 1	Rune of Power	The rune carver creates light in his hand and then draws a symbol in the air which he then throws at his opponent. It costs no ore. "Magic 5 damage," by packet for 2e. You may draw a rune on a weapon and bestow, "I grant you one swing of magic 5 damage," for 2e for 1 ink. Only one "Rune of Power," rune may be active on a weapon at a time. This rune is not affected by the "dispel" effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the weapon.	3
Left 2	Magic Glyph	The spell has two functions. The first can be placed on a door or container. Place a tag on the object that reads, "Advanced Trap: When opened, suffer magic X damage. This damage cannot be evaded. If you can disable advanced traps you may spend the time and energy immediately to do so and avoid damage," where X is equal to the amount of the energy expended for the spell divided by 2 at a maximum of 6 damage for 12 energy. Please request a tag from staff. The second use of the spell requires the caster to draw a circle in the dirt or on the ground or floor with chalk. The circle can be no bigger than 5 feet diameter. A rune is then placed in the center (with a tag if you are not staying to observe the circle). The first individual to enter the circle suffers magic damage equal to X where X is the amount of the energy expended for the spell divided by 2 at a maximum of 6 damage for 12 energy. If you are observing you may call, "Forsooth by gesture, X magic damage." The damage can be avoided with the avoid trap skill. Both uses of the spell cost 3 ink.	4
Right 1	Casting Rune	You may draw a rune on a target to bestow one use of a 4 character point or less, initiate or prestige,	3

		<p>spell that you, or another, knows how to cast for X energy and Y ink. It does not need to be an arcane spell. X is equal to 2X the energy cost of the bestowed spell if you are providing the spell, or just the energy cost if another is providing and casting it for the rune. Y is equal to 2 for an initiate spell and 4 for a prestige spell.</p> <p>You may use this rune to bestow an initiate ritual that targets a person, cast by yourself or another, but not a prestige ritual.</p> <p>Draw a rune on the target that symbolizes the effect of the spell you are bestowing. Only one “Casting Rune,” may be active on the target at a time. Note, this rune does not mean the spell effect is active on the target. They must still cast the spell, and thus expend the rune, before the spell’s effect is active. This rune is not affected by the “dispel” effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the target.</p>	
Right 2	Spell Ward	<p>You may draw a rune on a target to bestow up to 3 carrier guards for 2e each by magic. The guards can be for any magic carrier that you have personally seen used before in the current game. The cost of the rune is 1 ink per guard. The rune should be an oval with a small rune in it with the appropriate first letter for each carrier guard given. Ex. ‘F’ for fire guard. The guards given need to be for the same carrier. This effect allows you to exceed the usual cap of one guard of any type at a time. Only one “Spell Ward,” rune may be active on the target at a time. This rune IS affected by the “dispel” effect. The rune lasts until used, dispelled, or until the end of the event.</p> <p>A “Spell Ward,” rune cannot be placed on a target already protected by any guard, resist, or protective magic that has been cast upon them (having the ability to resist effects from an item or passive ability is permitted). While a “Spell Ward,” is on a target, that target cannot benefit from a guard, resist, or other protective magic cast upon them, and must call, “No effect,” or, “Purge Spell Ward from self.”</p>	4
Bottom 1	Greater Pool of Energy	<p>You may draw a rune on a target to bestow one use of “Restore X energy to self by magic,” where X is equal to no more than 7. The energy cost of the rune is equal to X times 2. The energy cost cannot be reduced unless you have a skill that specifically applies to “Pool of Energy” runes. The ink cost of the rune is 5 ink. The rune should be a circle with</p>	5

		<p>the roman numeral equal to X in the center. Only one “Pool of Energy,” rune may be active on the target at a time. This rune is not affected by the “dispel” effect. The rune lasts until used or until the end of the event, at which time the rune disappears from the target.</p> <p>You may place a rune on a target only if they do not already have two or more runes on them. There is no limit to the number of targets that you can place a rune on however. An object is a separate target than its wielder, though only runes that designate an item as a target may be placed on an item.</p>	
Bottom 2	Rune of Unity	<p>You have learned a rune to bind the fates of those willing to be bound. You place identical runes on the back of the hands of each person willing to be connected. Until the end of the current rest, these people are empathically linked. Anytime any of them takes a called melee attack or spell within sight of another of the group, that person may call, “Forsooth by my voice, empathic heal/purge X to target, inflict X to self.” The call may be resisted if there is a way to do so. The same effect may not be empathically taken by a second person. A person may not empathically take from another if they are under a weakness, paralyze, or dominate effect or are unconscious. The energy cost of this spell is equal to 3 + (the number of people in the group X2). The rune cost is 2 ink per person in the group. If a person in the group is struck by a dispel or dies that person is broken from the group but the rune continues to function normally for the other members. A person may only be part of one Unity group at a time. Only 4 people can be part of a Unity group at a time.</p>	5
Bottom Right	Rune of Desolation	<p>The rune carver has learned a rune of power that strips the very life force from his target. He may raise his hand then draw a symbol in the air and throw it at his opponent. It costs no ink. “By my gesture, drain 3 vitality by magic,” for 9 energy. Each time the caster is successful in striking a target with the rune, and it is not resisted or reduced, the caster may call, “Heal 3 vitality by magic.” This ability cannot heal you above maximum vitality.</p>	6

Monk

There is no rule against monks buying the skills for and utilizing melee weapons.

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Open Hand Attack	<p>Can make open hand attacks by packet. Can throw “1 physical,” by packet for 0e.</p> <p>Can throw, “2 physical,” by packet for 1e.</p> <p>A monk cannot make open hand attacks while wearing armor of any kind. A monk cannot make an open hand attack with a hand that is holding a weapon. You must be in melee range to make an open hand attack.</p> <p>Open hand attacks can only be made from melee range.</p>	0
Back 1	Knocked Back	“Double physical weary 10 seconds,” 1e, by packet. You may use it once free per encounter.	1
Left 1	Disarm	“Physical disarm,” by packet for 3e. The packet must hit the torso or arms.	1
Right 1	Trip	“Physical trip,” by packet for 1e. The packet must hit the torso or legs.	1
Forward 1	Ki Pool	A monk can elect to pay 3 energy at the start of each rest to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest. A monk with this skill active can throw 5 uses of “pierce,” with any open hand attack for free. To refresh, a monk must sit and meditate for 2 minutes. After the two minutes he can state, “Refresh Ki pool.”	1
Left 2	Body Equilibrium	“Heal 1 by Dark,” to yourself for 1e. May be used while silenced and/or paralyzed.	2
Left 3	Maim	“Physical maim,” by packet for 2e. Must strike limb.	3
Left Prestige	Master of Iron	PRESTIGE CLASS	3
Center 1	Open Mind	“Area of effect communicate to humanoid by Dark,” for 0e.	2
Center 2	Iron Will	“By ki I grant myself a mental guard,” for 2e.	3
Center Prestige	Master of Flowers	PRESTIGE CLASS	3

Right 2	Lesser Deflect	<p>You may call “Reduce by 2 damage,” when hit by a melee damaging attack, for 2e.</p> <p>If a weapon hits your arm below the elbow, whether or not you hold a weapon with that hand, it is as if the blow missed, unless the weapon attack is a “maim.”</p> <p>You do not gain the benefit of this skill while wearing armor of any kind.</p>	2
Right 3	Knockout Punch	“Physical Out Cold,” by packet for 5e. The packet must strike torso.	3
Right Prestige	Master of Waves	PRESTIGE CLASS	3

MONK PRESTIGE CLASSES

Master of Flowers

This monk usually wears browns and greens.

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Ki Strike	“I empower myself with ki,” for 3e. For the next minute add “dark” to your fist attacks. They count as magical attacks.	0
Left 1	Disciplined Mind	You may resist mental effects for 3e.	3
Left 2	Closed Mind	You may spend 5e and call, “I close my mind by Ki. Grant self unlimited resists to X for one hour,” where X is any mental effect of your choice. You may only have one use of Closed Mind active at a time. If you use this skill again, you may recast with a different effect, ending the remaining time on a previously cast.	4
Right 1	Aura of Ki	“Area of effect 2 dark,” 3e. “Area of effect heal 1 by dark,” for 3e.	3
Right 2	Clean Body	May touch another and cast, “Purge weakness or Out Cold, by dark,” for 2e.	4
Bottom 1	Weak Spot	“Physical shatter,” by packet for 5e.	5
Bottom 2	Hand of Ki	You may attempt to catch spell packets to resist a spell. If you successfully catch a packet, you can spend 2e and call “resist.” If you fumble or drop the packet, the spell is not resisted.	5
Bottom Right	Greater Meditation	You may state, “By ki, I enter a state of greater meditation.” Three times in the encounter, you may purge any 1 non-damage, non-trait, non-permanent effect from yourself by saying, “Purge X by dark.” Entering the state costs 9 energy. You may now hold your breath for up to 4 minutes underwater.	6

Master of Iron

This monk order usually wears grays or blacks.

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Brutality	Your ki pool increases to 7 uses of “pierce” instead of 5. You must still elect to pay the 3 energy at the start of the reset to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest.	0
Left 1	Unarmed Parry	You can use “Evade melee attack,” for 4e while unarmed. You may attempt to catch an unarmed attack packet and call “Evade,” for 1e. If you fumble or drop the packet, the attack counts as if it hit you (it is not evaded).	3
Left 2	Advanced Unarmed Parry	You can use “Evade ranged attack,” on ranged weapon attacks for 4e while unarmed. You can attempt to catch a weapon thrown at you and call “Evade,” for 1e. If you fumble it or drop it, it counts as if it hit you (it is not evaded).	4
Right 1	Sprinter	“By my gesture, root 5 seconds,” for 1e to a target that you are running to or away from.	3
Right 2	Forceful Strike	“Physical 5 damage,” by packet for 2e. You may cast, “By dark, I grant you one melee swing of ‘5 damage,” for 2e.	4
Bottom 1	Pace Body	You may resist poison, toxin or disease for 3e.	5
Bottom 2	Rib Cracker	“Physical 5 damage and agony 30 seconds,” by packet for 7e. The packet must hit torso.	5
Bottom Right	Regeneration	May call, “By ki, I enter a state of regeneration, grant self Regeneration 2 minutes,” for 7e.	6

Master of Waves

This monk usually wears blues and grays.

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Flurry of Blows	You may throw 2 identical open hand attack packets at an enemy in one throw. Say the attack twice and spend energy for each attack.	0
Left 1	Nimble	You may use “evade,” for 5e. You may use “evade traps,” for 4e.	3
Left 2	Stunning Blow	“Physical weakness,” by open hand packet for 3e.	4
Right 1	Limber Mind	You may spend 2e to resist Charm or Confuse. When you are struck by a melee attack, you may spend 1e to throw an open hand packet of “Disarm.”	3
Right 2	Balanced	You have unlimited resists to Trip. You may spend 2e to resist Root or Bind.	4
Bottom 1	Battle Pose	You may make a battle pose when entering melee with a single opponent (you must not have been engaged with that target for at least ten seconds). You must wait for them to make the first melee attack against you. If the first move they make is a melee attack that hits you, not a spell, then you may state, “Return X,” for 5 energy, where X is the same attack made against you. You may make this call even if the attack suffered would drop you unconscious. If it is a spell or you choose to take the melee hit you do not expend the energy.	5
Bottom 2	Whirlwind Kick	“Area of effect 3 physical,” for 5e. “Area of effect Trip,” for 3e.	5
Bottom Right	Palm Strikes	If you successfully strike an opponent with 2 consecutive “2 physical,” attacks. The next attack made within 5 seconds can be, “2 physical damage and weakness,” for 2e.	6

Occultist

Props are required for all occultist items.

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Object Aura	You may focus on an item for five minutes to determine the object's age for 0e. Submit a request to staff through your folder for the information. "Dark Detect aberration," "Dark Detect shadow," and "Dark Detect Extraplanar," for 1e each. You may not use occultist abilities while wearing medium or heavy armor.	0
Back 1	Pool of Shadow	An occultist can elect to pay 3 energy at the start of each reset to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest. An occultist with this skill active can throw 5 uses of "1 dark," by packet for free. After 2 minutes of not being struck by a weapon or spell, the 5 uses refresh and can be used again.	1
Left 1	Grasping Tendrils	"Dark root," by packet for 2e.	1
Right 1	Pendant of Healing	"Dark Heal 1," by touch packet for 1e. Requires a pendant (does not count towards attunement).	1
Forward 1	Necklace of Warding	May cast "I grant you/myself a X guard by dark," by touch packet for 2e, where X is mental, light, or shadow. You may cast this spell for free once per encounter. Requires a necklace. (does not count towards attunement).	1
Left 2	Repel the Outsiders	"Dark fear X," by packet for 2e where X is aberration, ghost, or shadow.	2
Left 3	Commune with the Beyond	May chant for ten seconds and then cast "Dark communicate with dead," by touch packet for 1e. The dead do not have to tell the truth but few dead have motivation to lie.	3
Left Prestige	Exorcist	PRESTIGE CLASS	3
Center 1	Skull of Allure	"Dark summon," by packet for 2e. Requires a skull. (does not count towards attunement).	2
Center 2	Collector	You may attune 5 magic items instead of 3.	3

		For each Item of Historical Value you possess that are not items used for your Occultist skills, you get one temporary energy at the start of each rest, with a maximum of 5 temporary energy.	
Center Prestige	Curio	PRESTIGE CLASS	3
Right 2	Circle of Confinement	<p>You can spend one minute drawing a visible circle for 4e. If someone enters the unbroken circle you may call, "By my gesture, confine to circle by dark." Only one being can be in a circle at a time. If the circle is broken by any spell, weapon, or person from outside the circle the creature inside is released. The spell will last up to 5 minutes.</p> <p>You can maintain one Circle of Confinement at a time.</p>	2
Right 3	Lesser Summons	Draw a circle of confinement then spend one minute and summon a Shelf 1 monster to channel. For every five minutes you embody the monster spend 1e.	3
Right Prestige	Channeler	PRESTIGE CLASS	3

OCCULTIST PRESTIGE CLASS

Channeler

Class Position	Name of Skill	Effect	Char. Point Cost
Free	True Name	<p>When casting a spell at a person/creature, if you state their true name immediately before the spell incantation you can add, “to (True Name)” to the spell for 2 additional energy. There is a difference between a name and a true name. This ability makes your effect far more potent as it will bypass certain resistances of the creature.</p> <p>You may cast “By my gesture, I Detect your shelf level by dark” for 3 energy.</p>	0
Left 1	Summons	<p>Draw a circle of confinement, then spend one minute and summon a Shelf 2 creature to channel. For every five minutes you embody the monster spend 2e.</p> <p>You learn the true names of two Shelf 2 creatures and will be provided their stats. Any additional creatures must be bound in game!</p>	3
Left 2	Longevity	<p>You now only have to spend energy every 10 minutes to maintain a channel.</p> <p>You may make a Circle of Confinement, “to X,” where X is devil, outsider, aberration, or fae. This will bypass certain of their resistances.</p>	3
Right 1	Dark Blast	“5 dark,” by packet for 2e.	4
Right 2	Blasting Seal	Draw a visible sigil on the ground, spend 2e and 1 minute of role play to cast. If someone steps on it, you may call, “By my gesture, 6 dark by trap.”	4
Bottom 1	Greater Summons	<p>Draw a circle of confinement then spend one minute and summon a Shelf 3 monster to channel. For every five minutes you embody the monster spend 3e. This skill becomes a Shelf 2 unless Summons has been purchased.</p> <p>You learn the true names of two Shelf 3 (or Shelf 2 if Summons is not purchased) creatures and will be provided their stats. Any additional creatures must be bound in game!</p>	5
Bottom 2	Discern Name	Once a creature is in a helpless state, you may then put it in a Circle of Confinement. Once the creature is able to speak you may then cast, “By Dark I compel you to tell me your true name,” for 2e. A creature may resist this call once per shelf level, despite how many guards/resists it currently has. Once you have	5

		<p>learned its true name, or elected not to continue, you may dismiss the creature. This ability has no effect on creatures without true names.</p> <p>You may cast, "Heal 1 to occupant of Circle of Confinement, by dark" for 1e.</p>	
Bottom Right	Mastery of Self	<p>Anytime you cast a spell with a carrier, you can elect for the carrier to be dark, or the carrier associated with the creature you have currently summoned, instead. You may manipulate and bind creatures from the Fourth Shelf. This level of summons requires 4e per 5 minutes. You must learn the name of the creature yourself. At that time you will be provided stats for it.</p> <p>Circles of Confinement now take 1 less energy for you to cast, to a minimum of 1e (may stack with other skills that reduce the cost).</p>	6

Channeler Summoning Charts and Rules

The Summons and Channeling: Channeling a entity is drawing it into yourself to harness its powers. Alternatively, a channeler can speak with the entity, and possibly barter with it for favor/power. Such deals cannot be commanded however simply by knowing the entity's true name. To complete a summons a channeler must draw a circle of confinement with chalk or be at an inlaid circle. It costs 2 energy per shelf/tier of the entity at the time of the initial summons. It takes one minute per shelf/tier of the entity to summon and channel it.

Once channeled, it takes 1 energy per shelf/tier of the entity to maintain the channel every 5 minutes (or 10 minutes with the longevity skill). The time does not begin to run until you use an ability, attack, or are attacked. If you wish to unsummon, you may do so by saying, "By dark, purge channel." A channel also ends if you enter bleed-out, out cold, are knocked unconscious, or are affected by the Banish skill.

The Circle: Any summoning can be done in chalk circles by paying 50% additional energy to complete the summons. (For example a tier/shelf 2 summons, normally costing 4e would cost 6.)

An inlaid circle requires dust from 2 ground up gems mixed with the dust of 5 ground up ore. Next, one of five different types of gem (not ground up) must be equally distributed in the circle. The circle and gems of an inlaid circle cannot be damaged unless a dispel magic is cast first. Techniques which modify a circle may augment a summons/channeling but must be learned in game.

When a channeler gains the ability to do a shelf/tier of summons 1-3, they may select 2 of the creatures from the below table to learn a true name of one of each of those entity types.

Types of Summons

Shelf/Tier Level	Devil	Fey	Outsider	Aberration	Elemental
1	Imp	Red Cap	Oculeth	Whispering Snake	Lesser Elemental
1	Fire Spitter	Sprite	Tripedol	Amphibiod	NA
2	Selinth	Sprigoon	Pumpkinoid	Hook Horror	Elemental
2	Bone Devil/ Nurick	Will O Wisp	Mawd Horror	Devourer	NA
3	Barbed Devil	Unknown	Soulless (takes memories)	Jackal-knight	Greater Elemental
3	Mind Breaker	Unknown	The Many (Combination of many creatures)	Displacer	NA

Shelf/Tier 1 Creature Stats

Category: Devils

1 extra damage from Light

Trait: Devil

Costume: (Impish devil mask)

-Imp

3 temporary vitality

2 uses of Fire Agony seconds by boffer attack

1 use of "3 Fire to agonied" by boffer attack

-Fire Spitter

2 temporary vitality

3 uses of "2 hellfire" by packet

1 use of "Hellfire Bleed" by packet

Category: Fae

1 extra damage from "Spirit" or "Cold Iron" effects

Trait: Fae

-Red Cap

Costume: Red hat, silver markings on face, blood on costume

3 temporary vitality

2 uses of "Silver Maim" by melee attack

1 use of "3 silver" by packet

-Sprite

Costume: Sprite looking mask

2 temporary vitality

You may read "Speak with Nature" and "Communicate with Beast" at will.

You gain 1 use of "Silver Charm"

Category: Outsiders

Trait: Outsider

-Oculeth

An Oculeth is a small creature with a giant eyeball.

Costume: You need to paint your face or get a mask of a giant eyeball, cannot speak

2 temporary vitality

1 use of "By my gesture, Out Cold by Light"

1 use of "By my gesture Heal 1 by Light"

-Tripedol

This creature is known for collecting odd items, and using them for their odd extraplanar hoarding

Costume: Gems over face and makeup extension at corners of mouth

1 temporary vitality

2 uses of "Identify by Magic" (Submit request in character folder)

2 uses of "Detect Magic" or "Detect Focus"

3 times they may cast "Reveal by magic and I loot you instantly" representing your ability to loot easily

Category: Aberrations

1 extra damage from Earth

Trait: Aberration

-Whispering Snake

Costume: You may walk around with a Snake prop (small), and wear a blackout hood to symbolize you are the snake and the snake alone.

Trait: Beast

2 temporary vitality

Twice you may call "By my gesture, magic communicate to reptiles"

Once you may call "Magic phase, 10 seconds." The snake goes to the Plane of Earth during that time.

The snake has 1 vitality, and cannot be healed. If someone steps on the snake it takes a point of damage.

-Amphibiod

Costume: a frog like mask or other features

Trait: Beast

This strange creature can breathe underwater and swim at fast speeds

2 temporary vitality

While in water they gain 4 additional temporary vitality and gain 5 uses of "2 damage"

2 uses of "Physical Summon by tongue," by packet to target within 15ft.

1 use of "Poison Paralyze" by melee attack, to someone you just summoned with your tongue.

Category: Elemental

Trait: Elemental

-Lesser Fire Elemental

2 temporary vitality

1 use of Fire agony by packet

2 uses of 2 fire by melee attack

1 extra damage from all Water attacks and effects

Immune to fire

Base swing is "fire."

-Lesser Water Elemental

2 temporary vitality

3 uses of Water Heal 1 by touch packet

1 use of 2 water by packet

1 extra damage from all fire attacks and effects

Base swing is "water,"

Immune to water

-Lesser Earth Elemental

4 temporary vitality

2 uses of "2 earth" by melee attack

1 extra damage from all air attacks and effects

Base swing is "earth."

Immune to earth

-Lesser Air Elemental

2 temporary vitality

1 use of "Air Silence" by packet

1 use of 2 air by packet

1 extra damage from all earth attacks and effects

Base swing is "air."

Immune to air

Curio

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Draw Out Power	At the start of each reset you may expend one energy. It cannot be used until the next rest. For each occultist item skill you have (and the item on you) you gain one free point of healing you can cast this rest. "By dark, heal X," by touch packet.	0
Left 1	Bracelet of Enfeeblement	"Dark weakness," by packet for 3e. Requires Bracelet (does not require attunement)	3
Left 2	Mind Melting History	"Area of effect dark confuse," for 4e.	4
Right 1	Shrunken Head of Rage	"By my gesture, dark frenzy," for 4e. Requires Shrunken head (does not require attunement)	3
Right 2	Sphere of Dread	"Dark fear," by packet for 3e. Requires Sphere (does not require attunement)	4
Bottom 1	Read the Past	You may commune with an item you are holding, "Communicate with item by Dark," for 2e. You may then ask a question of an object. For each additional question you must spend another 2e. There is additional plot relevance to this skill.	5
Bottom 2	Censer	"Area of effect dark dispel," for 2e. You may choose to have the dispel also affect yourself. Each use requires 3 herbs to be burned in the censer. Please turn the component in to staff through your folder. Requires Censer (does not require attunement)	5
Bottom Right	Knucklebones of Spell Shatter	You may cast, "By dark, purge and trap X effect," by packet on a non-dead target for 8e. If the spell is effective, you gain one use of, "By shadow X," by packet for free. Knucklebones cannot be used again to purge another effect until the Curio has cast the spell stored in them. Requires Knucklebones (does not require attunement)	6

Exorcist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Repulse	You may cast, "By my gesture, dark Fear, 20 seconds," for 3e.	0
Left 1	Dark Weapon	"I enchant this weapon to swing dark, 5 minutes," for 3e by touch packet. For five minutes, all swings with that weapon are made with the "dark" carrier. If another carrier enchantment is placed upon the blade, this one ends.	3
Left 2	Spectral Destroyer	When you spend the energy for your pool, instead of base "1 dark," you can instead make your base, "2 to X by dark," by packet where X is ghost or shadow. Your pool now refreshes in 1 minute.	4
Right 1	Banish	"Dark banish," by packet for 4e.	3
Right 2	Warding Darkness	"I grant you/myself one X resist by dark," by touch packet for 4e where X is light, shadow, or fire.	4
Bottom 1	Purge Dominate	If you draw a Circle of Confinement and trap someone in the Circle, you may spend 2 minutes role playing then call, "Dark Purge Dominate," for 1e. (In addition to the cost for the Circle of Confinement).	5
Bottom 2	Trap Jar	To a ghost or shadow that is helpless or trapped in a Circle of Confinement you may cast, "By my gesture, confine to ghost/shadow by trap jar and dark," for 5e. The ghost/shadow will be trapped in the jar. You may use Commune With The Beyond on the entity in the jar. You may release the trapped entity at will. Alternatively, you may kill the ghost/shadow in the jar and get a component that can be used for crafting. You may only trap one ghost/shadow in a jar at a time. Some greater ghosts and spirits may require a stronger trap jar and spell to imprison. Trap Jar: Occultist item. Requires 30 minutes of work, 5 ore, an onyx, and 10e to make a trap jar. Trap jars cannot be reused. There may be alternative methods of crafting trap jars.	5
Bottom Right	Personal Séance	You may perform a 5 minute séance to gain unlimited resists to dominate and possession for the game, for 4e at check-in, this energy does not refresh at rests for the game.	6

Ritualist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Novice Ritualist	<p>Learn Word of Power: Each game you may spend 5 minutes to discern one unknown word of power in your possession. You may only discern a word of power that you are able to master.</p> <p>Each game you may spend 5 minutes to master one discerned basic word of power. The word of power must be written down in order to be deciphered.</p> <p>Please record in your PEL which words you have discerned and mastered.</p> <p>Write Ritual: Each game you may attempt to create a ritual, utilizing up to 3 word of power slots and utilizing basic level words of power you have mastered. Basic words of power take up 1 slot, advanced words take up 2 slots, and master words take up 4 slots. Submit the proposed ritual, including what words of power you are utilizing, the intent of your ritual, any material components, semantic components, casting time, failure consequences should you miscast the ritual, and any crafting technique you are using in your PEL. Staff will let you know if you are successful. If not, you will learn a reason why you failed.</p> <p>You may cast rituals that cost up to 5e.</p> <p>You are required to have a prop of a book, scroll or similar item to read your ritual from during casting.</p> <p>You may cast rituals that utilize up to 1 ritual technique that you have mastered. A crafting technique, a technique used when crafting the ritual itself, always counts towards your technique limit when that ritual is cast in the future. The other type of techniques are casting techniques. Casting techniques are always optional and are not permanently a part of a crafted ritual.</p> <p>Word Unlocked: Choose a basic word from the starting list to immediately master.</p> <p>You may not use Ritualist skills or rituals when wearing Medium or Heavy armor.</p>	0
Back 1	Discern Spell	Each game, instead of deciphering an unknown word of power, object, or being, you may select a spell that	1

		<p>you know how to cast. You will discern all basic level words of power from that spell. If you know how to utilize advanced words of power, you will also discern those words.</p> <p>Word Unlocked: Choose a basic word from the starting list to immediately master.</p>	
Left 1	Teacher	<p>Record Word: You may spend 5 minutes in game and ink to draw the symbol for a word of power you have mastered, creating a scroll from which ritualists can automatically discern that word. It takes 1 ink for basic words, 3 ink for advanced words, and 5 ink for master words.</p> <p>Gain the trait, teacher. Once per game total, not per student, you may spend 10 minutes and 3e to roleplay with a ritualist with the trait student, to allow that person to master one basic word of power you have also mastered. This is in addition to the one word that student is allowed to master each event from the Novice Ritualist skill. You must have a scroll for the word you are teaching.</p> <p>Upon purchasing a prestige level ritualist class, instead of teaching a basic word each game, you may spend 10 minutes and 5e to roleplay with a ritualist with the trait student, to allow that person to master one advanced word of power you have also mastered. The student must also have purchased a ritualist prestige class.</p> <p>Upon purchasing a prestige level ritualist class, instead of teaching a word of power you may spend 10 minutes and 5e to roleplay with a ritualist with the trait student, to allow that person to master one ritual that you have also mastered and for which the student has mastered all required words of power and crafting techniques.</p> <p>Word Unlocked: Choose a basic word from the starting list to immediately master.</p>	1
Right 1	Student	<p>Gain the trait, student. You may spend 10 minutes and 3e to roleplay with a ritualist with the trait teacher, to master one basic word of power. This is in addition to the word of power you can master from the Novice Ritualist skill.</p> <p>After purchasing a ritualist prestige class, you can also be taught advanced words of power and rituals for which you have mastered all required words of</p>	1

		<p>power and crafting techniques by spending 10 minutes and 5e.</p> <p>After purchasing a ritualist prestige class you can also be taught a ritual for which you have mastered all necessary ritual words and crafting techniques. If you are taught a ritual you cannot craft a new one the same game.</p> <p>Word Unlocked: Choose a basic word from the starting list to immediately master.</p>	
Forward 1	Discern Object/Being	<p>Each game, instead of discerning an unknown word of power or spell, you may select an object in your possession or a being or animal that you can spend 10 minutes to study. You will discern all basic level words of power concerning that object or being. If you know how to utilize advanced words of power, you will also discern those words.</p> <p>Word Unlocked: Choose a basic word from the starting list to immediately master.</p>	1
Left 2	Compensating Caster	<p>Learn the Compensating Caster crafting technique: When crafting a ritual, you may elect to channel additional energy into it to streamline the spell. Tell staff you are attempting a compensating ritual. The energy cost will increase by 50%, rounded up. However, the material component value will be reduced by 50%, casting time will be reduced to a single incantation, or more flexibility will be given when considering the application of the selected words of power to the desired ritual effect. This technique can only be learned via the purchase of this skill.</p> <p>You cannot use the Compensating Caster Technique with either the Drawing Initiate casting technique or Focused Ritualist crafting technique.</p>	2
Left 3	Brutal Rituals	<p>Learn the Brutal casting technique. When casting a ritual spell that does vitality damage or drain to a single target, you may increase that damage by 1 for each 2 additional energy you spend to cast the spell, to a limit of 5 additional damage for 10 additional energy. Additional energy spent in this way cannot exceed your ritual energy limit. If augmenting the ritual by additional techniques, the brutal casting cost is applied first.</p>	3

		Increase your ritual energy limit to 10e.	
Left Prestige	Combat Ritualist	PRESTIGE CLASS	3
Center 1	Technical Student	<p>Learn the Drawing Initiate casting technique: When casting a ritual you may spend time and ore dust to help reduce the energy cost of the ritual. The ritual takes one additional minute per word used in the ritual and requires 1 ore for each basic word, two ore for each advanced word, and three ore for each master word. Reduce the energy cost of the ritual by 33%, rounded down, with a minimum of 1 energy. The drawing can be used multiple times in the same encounter to cast the same ritual spell. The components are then expended. This technique can only be learned via the purchase of this skill.</p> <p>You cannot use the Drawing Initiate technique with either the Compensating Caster Technique or Focused Ritualist technique.</p>	2
Center 2	Initiate Technique	Through experimentation you have mastered a ritual technique. If you have the student trait, a ritualist with the teacher trait can teach you a non-specialized ritualist technique. Otherwise, you may elect to select one of three randomly chosen non-specialized techniques for you to have mastered.	3
Center Prestige	Technical Ritualist	PRESTIGE CLASS	3
Right 2	School of Focus	Select a carrier for a spell you have learned from another arcane class or for a carrier you have already deciphered the word for, excluding eldritch, light, magic, or, if not a fae with the magical potential quality, silver, when you purchase this skill. You master the word of power for that carrier if you have not already done so. This does not count towards your mastery limit this game but you must still spend 15 min roleplaying your studies and indicate in your PEL the chosen carrier. When you craft rituals with that particular carrier, it counts as a basic word of power instead of an advanced word of power.	2

Right 3	Focused Mindset	<p>Master the Focused Ritualist crafting technique: When crafting a ritual using your school of focus you may tell staff you are using the Focused Ritualist crafting technique. Reduced the energy cost of that ritual by 33%. This technique can only be learned via the purchase of this skill.</p> <p>Upon mastering this technique, you lose the ability to cast any rituals which use the carrier opposed to your carrier of focus.</p> <p>You cannot use the Focused Ritualist technique with either the Drawing Initiate technique or the Compensating Caster Technique.</p>	3
Right Prestige	Focused Ritualist	PRESTIGE CLASS	3

Starting Ritualist Word List
 (Categories like Colors or Animal count as one selection per word from that category)

Ritual Word	Difficulty Level
Aim	Basic
Armor	Basic
Arrow	Basic
Assist	Basic
Bolt	Basic
Break	Basic
Close	Basic
Colors (Red, blue, black, ext)	Basic
Detect	Basic
Directions (ex. Up, down, left, right)	Basic
Erase	Basic
Extend	Basic
Harm	Basic
Move	Basic
Music	Basic
No	Basic
Numbers (One, two, twenty, ext.)	Basic
Open	Basic
Part of Body (Fur, Teeth, Ears, Arm, ext)	Basic
Protect	Basic
Push	Basic
Receive	Basic
Shapes, ex. Circle	Basic
Slide	Basic
Solid	Basic

Soothe	Basic
Sword (or other singular weapon)	Basic
Turn	Basic

Ritual Guide

Words of Power: All concepts, carriers, races, species, and items have a word that represents them in the arcane language. The words are the building blocks of all spells, including rituals. The basic spells of other classes are so streamlined that the casters are not even aware of the words of power they are using.

The words themselves vary in complexity: basic, advanced, or master.

Carriers: A carrier is a word that indicates the type of magic used in a ritual or spell. Certain carriers are better suited to create certain effects. If a ritualist attempts to create a ritual with a non-suited carrier they will have an efficiency penalty. If a ritual does not utilize a carrier word, it defaults to a “magic” carrier spell. Certain ritualists also specialize in a particular carrier, but lose the ability to create or cast rituals of the opposite carrier. Each arcane carrier and its opposite pairing is listed below.

Air ↔ Earth

Ash ↔ Blood

Dark ↔ Light

Eldritch ↔ Silver

Fire ↔ Water

Illusion ↔ Sound

Shadow ↔ Void

Magic ↔ Has no opposite and cannot be selected as a chosen school

Discerning Words: Sometimes ritualists find a ritual word written down and don't know what it is. Before mastering it, the ritualist must spend time and discern the word to learn what it is. Once per game, a ritualist may spend 5 minutes discerning one unknown word of power in his possession. If a ritualist is not of a sufficient level of skill to master that word, they fail to discern it.

Alternatively, a ritualist with the discern spell skill can decipher words from a spell that they know how to cast and are of sufficient skill to master. Similarly, a ritualist with the discern object/being can select an object in their possession or a being or animal you study for 10 minutes, to discern the word of power associated with that object of being.

If a word of power is written down and labeled, assuming it is labeled accurately, then it is automatically determined concerned. It can then be given, or read, by any ritualist. A discerned word is not expended once mastered.

Mastering Words: Once a ritualist has deciphered a word, they may spend time mastering that word. A word must be mastered before a ritualist can build a ritual with it. Once per game, an initiate level ritualist may spend 5 minutes to master one discerned basic word of power.

Prestige level ritualists can master one discerned advanced word of power a game in addition to the ability to master one discerned basic word of power.

A ritualist must be at a prestige level to master an advanced word and must have purchased appropriate specialty skills to master a master word.

A ritualist with the Student skill can also learn an additional word each game that is taught by a ritualist with the Teacher skill for which the Student is of sufficient skill to master. There are energy and time costs for teaching and learning words of power.

Words of Power Slots: When forming a ritual, a ritualist has access to a limited number of word slots. Each basic word takes up 1 slot, advanced words take up 2 slots, and master words take up 4 slots. An initiate level ritualist may utilize rituals with 3 word slots. As they increase in skill the number of slots a ritualist can utilize increases.

Writing a Ritual

Each game a ritualist may attempt to create a ritual and submit the attempt in their PEL. The following factors are important to the creation of a ritual:

Intent: The ritualist must designate the intent of the ritual they are trying to create and how the selected words relate to that intent. The better the words relate to the ritualist's intent, the more energy efficient the ritual will be. Each effect in game has a base energy cost that is the default for the making of a spell. Each effect also has a minimum skill level associated with it: initiate, prestige, or specialty. Such effects will require at least one word of the appropriate complexity: basic, advanced, master. This means that certain effects can only be created by certain skill levels of ritualists.

Word Choice: The ritualist must designate which words of power they are using. The words selected may not exceed the word of power slots available to the ritualist. Each carrier has its own word of power. If a carrier word is not used, the default carrier will be magic. In specific instances if a carrier is not ideal to a certain effect, it may result in an increased energy cost for the ritual.

Casting Time: The ritualist must designate the casting time of the ritual. If a ritual takes longer than a basic incantation to cast, there is an energy discount. The longer the incantation, the greater the energy discount. A verbal incantation should be suggested, to the extent able, that correlates to the casting time. There is a diminishing percentage of return.

Material Components: The ritualist must designate if they are utilizing any material components in the casting of the ritual. The more valuable the components, the better the discount. Furthermore, if the component(s) are expended, the discount is greater. There is a diminishing percentage of return.

Delivery Method: The ritualist must designate whether the ritual is to be delivered by packet, area of effect, voice, gaze, or gesture. They must also indicate whether they are attempting to create a ritual that is double or triple. Each delivery method or variety impacts the energy cost of the ritual. A packet spell is the default delivery method that does not impose an additional energy cost.

Technique: As ritualists progress in the class, they may learn techniques that would allow them to augment the creating or casting of a ritual in some way. An initiate level ritualist begins only with the ability to cast or craft rituals with one technique at a time. Certain skills increase that limitation.

There are two types of techniques, crafting techniques and casting techniques. Crafting techniques are used in the creation of a ritual. Each time that ritual is subsequently cast, that technique counts towards the casting ritualist's technique limit. When a ritual is fashioned with a crafting technique, only a ritualist that has mastered that crafting technique can master and cast that ritual.

The other form of technique is a casting technique. This technique is not permanently bound to any ritual. It is not considered in the crafting of a ritual in any way. Its use is optional. A casting technique can only be used by a ritualist who mastered it and has a technique slot available when casting a ritual.

Maximum Energy Cost: Ritualists are limited to the maximum energy cost of any ritual they master or create based on their skill level. The initial energy limit of initiate level ritualists is 5e. As a ritualist increases in skill level, their maximum energy also increases. Certain specialty level skills can increase this maximum. If the ritualist attempts to create a ritual that results in an energy cost that is higher than that ritualist's maximum, then the ritualist is unsuccessful in making it. They will be told why they are unsuccessful but will not be able to submit a new ritual that PEL.

Final Result: The GMs will start with the energy cost of the intended effect, and if the ritualist meets the word prerequisites for the intended effect with words that are close enough to make sense, the GMs will then apply each of the modifiers for each of the above factors to calculate the final energy cost and effect of the ritual.

Mastering a Ritual:

Ritualists may only cast rituals that they have mastered.

When a ritualist creates a ritual, they automatically master it.

Upon purchasing a prestige level ritualist class, if a ritualist has the Student skill, instead of learning a word of power from a Teacher, they may instead master a ritual taught to them by a Teacher for which they have already mastered all required words of power, crafting techniques, and does not exceed their maximum ritual energy level.

If a ritualist finds a written ritual, they may not immediately master it without being taught it by someone who has already mastered it, even if you have already mastered all of the words and techniques. They must still spend their master a ritual slot to master it, or an augmented version of it. The benefit of a written down ritual, besides the discerned words, is that a ritualist will have the foreknowledge of what ritual that particular combination of words, techniques, components, etc. result in.

RITUALIST PRESTIGE CLASSES

Combat Ritualist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Combatant	<p>You may now cast rituals that cost up to 15e.</p> <p>Each game you may spend 10 minutes to master one discerned advanced word of power. This is in addition to your ability to master one discerned basic word of power each game. This ability does not stack with other free abilities from prestige ritual classes.</p>	0
Left 1	Cannot Keep Me Quiet	<p>You have figured out how to cast a specific ritual without speaking. When silenced you may expend 3 components of any kind, and 4e to cast, "Purge silence by magic."</p> <p>Master the basic word: Speech. Master the basic word: Protect.</p>	3
Left 2	Thrill of Combat	<p>At the start of each encounter, if you do not have any temporary energy, gain 3 temporary energy that can only be used for casting rituals. At the end of each encounter purge all temporary energy.</p> <p>You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot capacity over five, or six if an elf with the magical potential quality.</p>	4
Right 1	Basic Ward	<p>You learn the rituals to cast a guard for any carrier that you have already mastered, "I grant you/myself a X guard."</p> <p>Master the basic word: Protect.</p>	3
Right 2	Spellsword	<p>You learn the ritual and may cast, "I prepare this weapon as a spellblade," on any melee weapon for 3e. For the remainder of your rest, you may cast any spell or ritual that requires only a single line incantation and deliver it through your weapon as a melee attack. This can be dispelled.</p> <p>Master the ritual word for blade (or similar word for a melee weapon you use) (basic).</p> <p>You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot</p>	4

		capacity over five, or six if an elf with the magical potential quality.	
Bottom 1	Counterstrike Technique	Learn the Counterstrike casting technique: You may prepare a ritual to strike back at those that harm you. Say, "I prepare a counterstrike," and then cast a ritual spell you know that does harm to another. The energy cost of the ritual is increased by 4. When someone strikes you with a melee attack, you may call, "Counterstrike. Return X," where X is the ritual you prepared. You may only have one Counterstrike prepared at a time. At the end of the current rest, any prepared counterstrike is expended. This technique can only be learned via the purchase of this skill.	5
Bottom 2	Spellshield	<p>You have learned enough about the nature of magic to be able to manipulate it on the fly to protect yourself. Once per encounter you can spend 8e to cast the spell, "I grant myself a spell shield by magic." The spell shield counts as a spell resist. You may not have the spell shield up if you have any other resist on you. This can be dispelled. When you are struck by a spell you may say, "Resist by spell shield." You may then immediately cast the spell you were struck with by a spell packet (or by Spellsword). As a spell this cannot be modified by techniques.</p> <p>You may now use ritual skills and cast rituals while wearing Medium armor.</p> <p>If you have purchased Spellsword you may also utilize applicable spells from other classes, while wearing up to Medium armor, when those spells are being delivered through your weapon. If the class does not normally allow spellcasting while wearing Medium Armor, increase the energy casting cost of your Spellsword from 3e to 4e. You still may not use any spells from a monk class while wearing armor.</p>	5
Bottom Right	Breaking Ritual Technique	You learn the crafting technique: Breaking Ritual: Increase the energy cost of your ritual by 50%, rounded up, to add "Double," to the ritual effect. The ritual can only target a single person. If the ritual grants a beneficial effect, the benefit will double, and in the case of granting guards/resists, will stack. This technique can only be learned by purchasing this skill.	6

Focused Ritualist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Focused	You may now cast rituals that cost up to 10e. Each game you may spend 10 minutes to master one discerned advanced word of power. This is in addition to your ability to master one discerned basic word of power each game. This ability does not stack with other free abilities from prestige ritual classes. Master a random word of power.	0
Left 1	Quickened Casting	When developing a ritual of your chosen carrier, the energy cost will be calculated as if your casting time was one level longer than it actually is. Certain incantations for rituals cast with your carrier will be shortened, if possible. This is not a crafting technique. This ritual cannot be taught unless to someone who also has the Quickened Casting skill. You lose the ability to cast any ritual with a carrier that is not yours or Magic (the carrier default if a carrier word is not used.).	3
Left 2	Thrifty Casting	When developing a ritual of your chosen carrier, the energy cost will be calculated as if your material components include 5 components more than it actually does. This is not a crafting technique. This ritual cannot be taught unless to someone who also has the Thrifty Casting skill. You may now only cast rituals that utilize your carrier. You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot capacity over five, or six if an elf with the magical potential quality.	4
Right 1	Designated Studies	Master an advanced word of power that is related to the prior ritualism work that you have completed, especially the prior rituals you have created. GMs will work with you to select a word.	3
Right 2	Favored Spell	Select a ritual spell that you can cast that costs you 2e or less without techniques being used (but with other class benefits), you may cast the ritual for free once per encounter. You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot capacity over five, or six if an elf with the magical potential quality.	4
Bottom 1	Well Studied	At the start of each game, gain a pool of temporary energy that can only be used for casting rituals. You may have other temporary energy at the same time as	5

		this pool. The amount of energy in your pool is equal to 1 for every 3 words you have mastered. This pool cannot exceed 15e (at 45 words).	
Bottom 2	Attuned To Your Element	Your studies into the magic of your carrier are so deep that they have begun to change your physical features. Gain a permanent costume change related to your carrier. Any time you are struck by a spell with your carrier, you may spend 3e to resist it. This may have other plot significance.	5
Bottom Right	Favored Word	Your selected carrier no longer takes up a word of power slot when developing rituals.	6

Technical Ritualist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Technical	<p>You may now cast rituals that cost up to 10e.</p> <p>Each game you may spend 10 minutes to master one discerned advanced word of power. This is in addition to your ability to master one discerned basic word of power each game. This ability does not stack with other free abilities from prestige ritual classes.</p> <p>You may now cast rituals that utilize up to two ritual techniques that you have mastered at a time.</p>	0
Left 1	Lesser Assistant Ritualist	<p>You may act as an assistant to another ritualist's ritual that has a casting time greater than a single incantation. When contributing energy to that ritual, it is on a 1 to 1 basis. You may not utilize any of your techniques when assisting with the ritual.</p>	3
Left 2	Gemologist	<p>You may attune a gem to you. While attuned (takes up an attunement slot) you may put your energy into that gem. Add the gem to a separate section in your component log. Once the gem is full, you may begin to use it in future castings. When casting a ritual, for every 2 energy you draw from the gem, add 1 energy into the ritual. Once a gem is reduced to 0 energy it disintegrates. You may have multiple gems attuned at a time, but each takes up an attunement slot. If you unattune a gem it loses all stored energy and disintegrates.</p> <p>You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot capacity over five, or six if an elf with the magical potential quality.</p>	4
Right 1	Designated Foe Technique	<p>Your studies have allowed you to cast rituals that are better at targeting a certain type of foe.</p> <p>When you purchase this skill, designate a race or trait for which you have mastered the word. You may cast the spell, "Detect X by magic," for 1e where X is the chosen race or trait.</p> <p>You may now use the Designated Foe casting technique to add, "To X," to a ritual you cast. If you</p>	3

		do, reduce the energy cost of that ritual by 1, to a minimum of 1. This technique cannot be taught.	
Right 2	Advanced Learner	Through experimentation you have mastered a ritual technique. If you have the student trait, a ritualist with the teacher trait can teach you a tier 1 specialized ritualist technique. Otherwise, you may elect to select one of three randomly chosen specialized techniques for you to have mastered. You may now utilize one additional word of power slot in your rituals, but this cannot increase your slot capacity over five, or six if an elf with the magical potential quality.	4
Bottom 1	Strategic Studying	You may master an additional basic or advanced word of power during an event. If you do, you cannot attempt to develop a new ritual this game.	5
Bottom 2	Bending Techniques	When casting a ritual that utilizes two or more techniques, for every two energy you spend, gain a temporary energy that can immediately be spent when casting the same ritual. This skill can only give you a maximum of 5 temporary energy per ritual. (For example, if a ritual with two techniques costs you 9e, you would only need to spend 6e.) Note, if you have temporary energy already, this does not stack.	5
Bottom Right	Custom Technique	You can work with staff to develop a customized prestige level ritual technique. This technique cannot be taught to others. You may not start with this skill purchased.	6

Rogue

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Backstab	<p>“Subtle 3 damage,” for 1e. May use twice for free per encounter.</p> <p>You may combine any number of “subtle” abilities into one attack by paying the energy cost for each.</p>	0
Back 1	Pick Locks	Lockpicks no longer break with each successful use. They still break if you are physically interrupted while picking a lock.	1
Left 1	Thieves’ Cant	<p>You have learned the underground language, Thieves’ Cant. It is a mix of words with double meanings, symbols and hand gestures. If having a conversation with someone/people you can call “Detect thieves’ cant,” for 0e, to the person you are speaking with. This indicates you offering such a sign. This is a non-magical detect. The target(s) you are talking to do not have to respond “here” even if they know Thieves’ Cant.</p> <p>You will be able to read tags in game that require Thieves’ Cant.</p>	1
Right 1	Poison Tolerance	May “Resist poison,” for 3e.	1
Forward 1	Hamstring	“Maim,” by melee weapon for 2e. The attack must strike the target in the legs. The target must have legs.	1
Left 2	Painful strike	“Subtle agony,” by melee weapon for 2e.	2
Left 3	Chinks in the Armor	You may add pierce to any subtle attack for 1e.	3
Left Prestige	Assassin	PRESTIGE CLASS	3
Center 1	Trap Knowledge	<p>You may “Evade trap,” for 3e when you would otherwise trigger a non-advanced trap.</p> <p>You may spend 5 seconds carefully observing an area to call, “Detect traps.”</p> <p>Trap breakers no longer break with each successful use. They still break, and set off the trap, if you are physically interrupted while disarming a trap.</p> <p>You may set common traps you possess.</p>	2
Center 2	Dodge	“Evade,” for 5e.	3
Center Prestige	Acrobat	PRESTIGE CLASS	3

Right 2	Ambush	“Subtle Out Cold,” by weapon or (boffer safe) blunt object for 4e. You cannot add pierce to this skill.	2
Right 3	Pick Pockets	You gain the ability to pick the pockets, pouches, or bags of an individual. Each game, cast will assign you, and provide, clothes pins of a certain color. If you can attach the pin to a pocket, pouch, bag, without being observed then you successfully picked that pocket. Upon noticing the pin, the target is required to go to cast and provide the contents of the bag to cast, which will be delivered discreetly to you. Alternatively, you can successfully place a pin and then give cast an item that you have placed in the specified location. When the target comes to cast, they will receive the item. Using this skill costs 0e.	3
Right Prestige	Thief	PRESTIGE CLASS	3

ROGUE PRESTIGE CLASSES

Acrobat

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Light on Your Feet	The negative consequences of anything concerning balance (like a balance beam or narrow path) or weight (pressure plate) does not trigger or affect you.	0
Left 1	Death by a Thousand Cuts	“Bleed,” by melee attack, for 2e.	3
Left 2	Juggler	You are proficient in thrown weapons. You can deliver any melee non-subtle skill with a thrown weapon. You may spend 3 energy at check-in to this skill. If you do you gain a pool of 3 “2 damage” attacks with thrown weapons. It takes 1 minutes of uninterrupted RP to refresh this pool. The energy does not refresh this event.	4
Right 1	Nimble	All of your Evade skills cost 1 less energy to use. You may use Evade for free once per rest.	3
Right 2	Uncanny Dodge	When struck by a damaging melee attack you may use “Reduce to 1 damage,” for 3e.	4
Bottom 1	Reflexes	You may use Evade to avoid “By my gesture,” attacks for 6e. (This cost is not reduced by Nimble)	5
Bottom 2	Climb	You may approach a tree or building that is at least 10 feet tall. Touching it, you may spend 3e and 10 seconds to role-play climbing, then call “phase by climbing.” You can walk around the tree or building as long as one hand remains on it, and remain phased. It takes five seconds of role-playing to climb down and purge phase. Alternatively, you may make 1 subtle attack against someone in reach, then instantly purge phase. The attack costs 1e more than normal. Climbing may be used for plot reasons as well (ex. Climb over a castle wall to avoid going through the main gate).	5
Bottom Right	Elemental Dodge	You can use Evade to avoid area of effect spells that are not mental or sound spells for 1 additional energy.	6

Assassin

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Quiet Kill	When you administer a kill count you may do so at a whisper instead of at a loud volume.	0
Left 1	Shrouded Mind	You may choose not to respond to "Detect," calls for 1e, except Thieves' Cant, if you choose.	3
Left 2	Choking Gas	"Area of effect, poison silence." Requires 4 herbs per use.	4
Right 1	Critical Hit	"Subtle 6 damage," by melee weapon for 2e.	3
Right 2	Quick Strike	Anytime you use a subtle attack on someone, you can immediately make the same call again against the same target for only 1e. This skill does not stack with itself.	4
Bottom 1	Assassinate	"Subtle death," by melee weapon to humanoid target for 8e.	5
Bottom 2	Death Knell	You can inspire fear in someone you are about to kill. Tell them they are about to die then call, "Forsooth drain 5e by despair," for 2e. Limit to once per target per rest.	5
Bottom Right	Lobotomy	You can spend one minute working over a dead target with a dagger to carve out a piece of his brain and cast, "Physical forget last 5 minutes and disintegrate," for 3e.	6

Thief

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Fence	You have established a contact as a fence that will barter for and with rare items. Contacting your fence and buying/selling takes your BGA action.	0
Left 1	Slippery Mind	If you have role played at least 10 seconds with a target, you can “resist by will,” the next mental effect from that target for 3e. This is not cast in advance.	3
Left 2	Silver Tongue	After a minute of conversation you may spend 2e to call, “Forsooth by my gesture charm by charisma.” The target does not know you utilized an ability. In some situations a bribe might further help the result.	4
Right 1	Escape Artist	After 10 seconds of uninterrupted, but subtle roleplay you may call “Escape bonds,” for 1e. If there is a lock securing your bonds you may pick the lock. You may spend 2e to call “Purge root,” “Purge bind,” or “Purge slow.”	3
Right 2	Thieves’ Tools	You may use a lockpick to pick basic locks in half the time and for 2 less energy at a minimum of 0e. You may use a lockpick to pick advanced locks for the energy and time indicated on the lock’s tag. You may use a trap breaker to disable advanced traps if you have the skill “Trap Knowledge,” for the energy and time indicated on the trap’s tag. You may set advanced traps that you possess. Requires a prop lockpick and trap breaker tool.	4
Bottom 1	Improved Waylay	Reduce Out Cold cost to 3e. You may increase the duration of your Out Cold to “Out Cold 5 minutes,” by spending 5e instead of 3e. If a Out Cold is resisted you may throw a second Out Cold immediately after, against the same target, for 1e.	5
Bottom 2	Hidden Cache	You may spend 30 seconds hiding an item to call “conceal.” You must provide a bag for concealed items no larger than a pouch. This bag may not be searched unless by a “reveal” call. You may spend 30 seconds searching a helpless target or an opened chest (searching for hidden compartments) to call “Purge conceal” for 2e.	5

Bottom Right	Feign Death	<p>If struck by a melee attack or damaging spell or are unobserved you may spend 4e and silently enter the “Feign Death,” state. During this state you are immune to killing blows and look dead. If someone checks you for a pulse, you may state “No.” You still take voice and area of effect spells and must respond to detect spells. If a spell targeting a dead person is cast on you, call “no effect.” You must spend 1e per minute after the 1st to maintain the state. You are aware of everything around you during that time.</p>	6
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Thaumaturge

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Learned	<p>Once per encounter, a thaumaturge may channel their knowledge to repeat any one initiate level spell they just cast for free.</p> <p>A Thaumaturge may not cast spells while wearing medium and heavy armor.</p>	0
Back 1	Pool of Magic	<p>A character can elect to pay 3e at the start of each reset to activate this ability for the rest. The energy cannot be refreshed for the duration of the rest. A Thaumaturge with this skill active can throw 5 uses of “1 X,” for free. X is either “fire, air, or water,” and must be selected when the spell is cast each rest. A Thaumaturge can only select a type if he knows at least a 2 character point spell of that school.</p> <p>After 2 minutes of not being struck by a weapon or spell, the 5 uses refresh and can be used again.</p>	1
Left 1	Write Scrolls	<p>A character with this skill has the ability to write arcane scrolls that can be used by himself or others with Read Scrolls at a later time.</p> <p>To write a scroll the thaumaturge needs to utilize ink. A scroll takes a certain amount of ink based on the level of the spell. For an initiate level spell, every 3e it takes for the spell to be cast, rounded up, requires one ink. For a prestige level spell, every 3e it takes for the spell to be cast, rounded up, requires three ink. For a specialized level spell, every 3e it takes for the spell to be cast, rounded up, requires five ink. In addition, when writing a scroll, the dark artist must expend 2 energy per 1 energy the spell takes to cast. This represents the energy of the spell, and the energy needed to lock the spell to the parchment. Note: Casting a spell from a scroll uses 0 energy.</p> <p>This skill alone does not let you write scrolls of rituals.</p> <p>Players should submit scrolls they write to staff for official tags through their folders (Please include components spent, if any).</p>	1
Right 1	Wand Mastery	A Thaumaturge with this skill has mastered the use of wands. Wands do not count towards the items you have attuned.	1

Forward 1	Elemental Bolt	“2 X,” by packet for 1e where X is either fire, air, or water. A Thaumaturge can only select a type if he knows at least a 2 character point spell of that school.	1
Left 2	Solid Air	“Air trip,” by packet for 1e.	2
Left 3	Hard Air	“Air maim X arm/leg,” by packet for 2e.	3
Left Prestige	Airmancer	PRESTIGE CLASS	3
Center 2	Ward Magic	“I grant you a X guard, by X,” by touch packet for 2e where X is either fire, air, or water. A Thaumaturge can only select a type if he knows at least a 2 character point spell of that school. This ability allows for water guard to be cast.	2
Center 3	Frozen in Place	“Water root,” by packet for 2e.	3
Center Prestige	Hydromancer	PRESTIGE CLASS	3
Right 2	Cauterize	“Fire agony purge bleed,” or “Fire agony purge poison,” for 2e by touch packet.	2
Right 3	Flame Whip	“Fire agony,” by packet for 3e.	3
Right Prestige	Pyromancer	PRESTIGE CLASS	3

THAUMATURGE PRESTIGE CLASSES

Airmancer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Burst of Wind	“Area of effect air trip” for 3e.	0
Left 1	Lightning Weapon	“I enchant this weapon to swing air, 5 minutes,” for 3e by touch packet. For five minutes, all swings with that weapon are made with the “air” carrier. If another carrier enchantment is placed upon the blade, this one ends.	3
Left 2	Fist of Wind	“Air trip, disarm, and 3 damage,” by packet for 6e.	4
Right 1	Suffocate	“Air silence 2 damage,” by packet for 5e.	3
Right 2	Light Lungs	You no longer need to breathe to survive. You may call “no effect” any “air Out Cold,” or poison gas effect. This may have plot relevance (like surviving underwater).	4
Bottom 1	Lightning Bolt	“I create a lightning bolt,” 8e. When gesturing for this spell use both hands. Target two points (people or objects) within 20 feet of each other, one with each hand. Then, close your hands together, indicating a straight line between the two targets. As your hand passes each person in the line call, “By my gesture 3 air.”	5
Bottom 2	Lightning Rod	“I grant you trait lightning rod by air, 1 minute.” by packet for 4e. You may throw any air spell as, “By my gesture to lightning rod,” instead of by packet.	5
Bottom Right	Invisibility	“I fold air around you/me to shield you/me from sight, phase fifteen minutes by air,” for 10e by touch packet. The spell ends should the target cast a spell or make an attack. While invisible you are still affected by area of effect, detect, voice, and trap calls, but they do not purge your invisibility (even if you are bleeding out). Any items you are wearing or holding in your hand become invisible.	6

Hydromancer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Soothing Touch	“Water Heal 3,” for 2e by touch packet.	0
Left 1	Ice Weapon	“I enchant this weapon to swing water, 5 minutes,” for 3e by touch packet. For five minutes, all swings with that weapon are made with the “water” carrier. If another carrier enchantment is placed upon the blade, this one ends.	3
Left 2	Freeze Metal	“Water shatter,” by packet for 5e	4
Right 1	Touch of Frost	“Water weakness,” by packet for 3e.	3
Right 2	Icy Blood	You are immune to all bleed effects. You now bleed out in 4 minutes instead of 2 minutes.	4
Bottom 1	Ice Storm	“By my voice, I create an ice storm. Water trip. Water 2 damage.” for 6e. As long as you focus, cast no other spells, remain stationary, and are not hit by spell or weapon, (you should act out continuously casting) you may call out every 5 seconds “By my voice, ice storm. Water trip. Water 2 damage,” for 4 additional energy. You are not affected by the effects of your own ice storm. You may call this spell as loudly or softly as you want.	5
Bottom 2	Entomb in Ice	“Water paralyze,” by packet for 6e.	5
Bottom Right	Water Breathing	You and X others form a circle. “I grant all in this circle the ability to breathe and move underwater without issue for the next hour by water.” The cost of the spell is 2e + (2Xe).	6

Pyromancer

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Fire Bolt	“5 fire,” by packet for 2e.	0
Left 1	Burn Impurity	Once per game you may spend 5 minutes role playing with a miner. You may then spend 5e and call, “Burn impurity by fire,” to either increase the rarity of one of the crystals in that miner’s mine by one category or allow the miner to get two options of new abilities for one crystal the next time that mine is refreshed.	3
Left 2	Strengthen Metal	“I enchant this weapon with two swings of pierce by fire,” by touch packet for 4e. These pierces cannot stack with additional castings of this spell, but may be used on any swing, not just the first two swings.	4
Right 1	Flame Weapon	“I enchant this weapon to swing fire, 5 minutes,” for 3e by touch packet. For five minutes, all swings with that weapon are made with the “fire” carrier. If another carrier enchantment is placed upon the blade, this one ends.	3
Right 2	Fire Blooded	You become immune to non-magical fire of an intensity less than lava. This includes walking through fire created by magic, but not when struck by fire effects. This may have plot relevance. You may call “Reduce to 1 damage,” to any agony effect that is not self-inflicted.	4
Bottom 1	Eruption	“I erupt with fire, area of effect 5 fire and agony, inflict 2 fire agony to self,” for 7e.	5
Bottom 2	Conflagrate	“By my gesture, I cause you to combust, fire agony 20 seconds,” for 4e.	5
Bottom Right	Fire Shield	“I grant my/your armor/robe/clothes the trait Fire Armor by fire. For the next minute each time you are/I am successfully struck by a melee attack call ‘Return 2 fire,’” for 5e by touch packet. This trait can be dispelled or goes away after one minute. You may also cast this spell on a shield, “I grant your/my shield the trait Fire Shield by fire. For the next minute each time the shield is struck by a melee attack, call ‘Return 2 fire,’” for 5e by touch packet. This trait can be dispelled or goes away after one minute.	6

		A person may only have equipped one item with the trait Fire Armor and/or Fire Shield at a time.	
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Warrior

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Critical	“2 damage,” by melee weapon for 1e. You may use this skill once for free each encounter.	0
Back 1	Maim	“Maim,” by melee weapon for 2e.	1
Left 1	Combatant	“Trip,” for 1e.	1
Right 1	Recuperation	Once per encounter when you receive first aid where a bandage is expended regain 4e.	1
Forward 1	Stamina	Begin each encounter with one temporary vitality.	1
Left 2	Bash	When an attack strikes your shield or two-handed weapon you may call, “Return trip,” for 1e. The target must have legs.	2
Left 3	Well Armored	Instead of armor granting temporary vitality, your armor gives an equal number of uses of “Reduce to 1 damage,” to any vitality damaging physical attack or vitality damaging spell with the air, earth, fire, or water carriers.	3
Left Prestige	Titan	PRESTIGE CLASS	3
Center 1	Intimidator	Once per encounter you may act intimidating for 5 seconds and call “Area of effect weakness 15 seconds to enemies by despair,” for 2e.	2
Center 2	Flurry	If you throw two criticals, maims, or disarms within five seconds of each other, you may throw a third within five seconds for free.	3
Center Prestige	Berserker	PRESTIGE CLASS	3
Right 2	Disarmer	“Disarm,” by melee weapon for 3e.	2
Right 3	Defensive Fighting	If you are holding a melee weapon or are proficient in unarmed combat and are struck by a melee attack, you may “Evade melee attack,” the attack for 4e.	3
Right Prestige	Duelist	PRESTIGE CLASS	3

WARRIOR PRESTIGE CLASSES

Berserker

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Rage	Spend 4e, scream a battle-cry, and call, "I enter a rage." Gain two "Reduce to 1," that can be used on any effect that causes you to lose vitality, and one temporary vitality. Rage lasts until you reach 0 vitality, all enemies in sight are dead, or you are pacified. While raging you cannot cast spells, use potions, or run away. You must fight. When the rage ends, lose the temporary vitality and any unused "Reduce to 1."	0
Left 1	Unstoppable	While raging you may purge bind, root, or paralyze for 1e each.	3
Left 2	Burning Mind	While raging may resist the first mental effect hit with for 1e. All subsequent mental effects can be resisted for 2e. You cannot resist pacify while raging. If hit by pacify call, "Reduce to end rage."	4
Right 1	Greater Critical	"5 damage," by melee weapon for 2e.	3
Right 2	Shatter Opposition	"Shatter," by melee weapon for 5e.	4
Bottom 1	Vigorous Rage	Increase the temporary vitality you gain at the start of your rage to 3. Can spend 4e to resist Out Cold while raging.	5
Bottom 2	Greater Rage	You gain 3 "Reduce to 1," when you enter rage instead of 2. Furthermore, when you down a target while raging, call, "Grant self one temporary vitality." The temporary vitality does not stack and you can only gain temporary vitality from each target once per encounter.	5
Bottom Right	Threshold	While raging you may spend 6 additional energy to gain Threshold 1 for 1 minute or until the end of the rage.	6

Duelist

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Light Armor Specialization	Light armor gives three temporary vitality instead of two. Cannot use duelist skills while in medium or heavy armor.	0
Left 1	Pierce Armor	You may add “Pierce,” to any melee attack for 1 additional energy.	3
Left 2	Half-Cloak	<p>“Evade melee attack,” now only costs 3e.</p> <p>You may use a Half-Cloak to parry in your off-hand.</p> <p>Any attack, including pierce attacks and hand-to-hand attacks, which strike your cloak but do not hit your arm or hand count as a miss. If they strike your arm or hand they hit you normally. Spell packets that strike your cloak affect you normally.</p> <p>A cloak is not a weapon. If you have purchased the skill Lesser Deflect from Monk, it does not apply to the arm with the hand holding a cloak.</p> <p>Fancy Footwork: Once per encounter when using a half-cloak you may call “Area of effect, physical root 5 seconds,” for free.</p>	4
Right 1	Greater Critical	“5 damage,” by melee weapon for 2e.	3
Right 2	Deep Cut	“Bleed,” by melee weapon for 2e.	4
Bottom 1	Dueler	<p>When you purchase this skill choose one of the following:</p> <p>You are immune to Disarm.</p> <p>Or</p> <p>You gain one free use of intimidate each time you are in a one-on-one duel with a humanoid wielding a weapon.</p>	5
Bottom 2	Riposte	When you block a melee attack with your blade, you may call “Riposte” for 4 energy and then swing the same attack within 3 seconds.	5
Bottom Right	Art of the Duel	When fighting one on one with an opponent using melee weapons you get 3 temporary energy to use against that target while fighting it by itself and	6

		yourself. If in a formal agreed upon duel, increase to 5 temporary energy.	
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Titan

Class Position	Name of Skill	Effect	Char. Point Cost
Free	Feel No Pain	Can “Resist agony,” for 3e.	0
Left 1	Grounded	“Trip disarm,” by melee weapon for 5e. This must strike the target’s body, not their weapon.	3
Left 2	Empathic Block	If adjacent to a target and you see a melee attack or spell by packet hit them you may interpose your body and take the hit. Call, “Empathic block, purge X, inflict X to self,” where X is the melee strike.	4
Right 1	Battle Hardened	When struck by an attack or spell that lowers your vitality you may spend 5e to call, “Reduce to 1 damage.”	3
Right 2	Second Wind	Twice per game, but no more than once per rest, you may call, “Second Wind, heal full to self.” You may use this skill the instant you drop to zero vitality if you wish.	4
Bottom 1	Endurance	When struck by an attack or spell that lowers your vitality by more than one vitality, the next time you are hit by an attack or spell that lowers your vitality that encounter you may call, “Reduce to 1,” for free. Even if you elect not to, or the next attack or spell is only for 1 damage, the “Reduce to 1,” is expended. There is no limit to the number of times this skill can be used in an encounter.	5
Bottom 2	Well Fitting Armor	Armor you wear gives you one additional use of reduce. Once used your armor must be repaired to get the reduce back, like the normal uses. Pierce attacks no longer pierce your armor. You may resist one disarm to your shield for free per encounter.	5
Bottom Right	Stalwart	You may spend 4e and call “Root to self by stalwart will.” Gain unlimited resists to the spells: Fear, bind, and summon. Gain unlimited resists to the weapon strikes: disarm, trip, and maim. The state lasts until you take a step or drop to zero vitality.	6

Apprentice Weaver

A player must have purchased the 3 QP skill, “Attuned to the Weave”. (Plus any additional applicable character points if it is not your first “free” initiate class)

An apprentice weaver must buy at least one of a level’s skills (ex. Left 1 or Right 1) before progressing to the next level (Left 2 or Right 2). Must buy a level 4 skill before buying the prestige class, Weaver.

Weavers are attuned to The Weave. They have the ability to see the substance that is interwoven among the world and connected to all living things and understand it in a variety of ways. Sometimes they see what is, other times what might possibly be; but it is undisputed that they have the ability to gather information otherwise masked from all others. In addition, with the great care and practice born from arduous training they have the ability to pluck at and manipulate the weave to change the course of the lives of others, sometimes in a small way, and sometimes in a life altering way. Some weavers do this with various tools including bones, cards and dice. Yet others, are powerful enough to be able to manipulate the weave directly with nothing but their fingers. However, changing fate, or what others may call destiny, is an immensely dangerous art. If you reach too far or make too big of a change, you may cause damage to the fabric of The Weave itself; and who knows what effect that would have on the world now...

Class Position	Name of Skill	Effect	CP Cost
Free	Lore of the Weave	You sometimes hear communications from the weave.	0
Left 1	Fortune Telling	Three times per game you may tell a person’s fortune. You must know the person’s name and have interacted with the person for at least one minute. Spend 4e and call, “I read your fortune by fate.” (Inform staff.)	1
Right 1	Roll the Bones	You must craft 4 knucklebones. The knobs of one bone should be blue, another red, one yellow, and the last white. These are bones of a sentient magical creature. You may spend 4e to roll the bones and ask a question. Based on how the bones fall you will be given certain information as an answer. When you buy this skill, you will be provided a print out of the various combinations of bones and their effects.	1
Left 2	Lesser Mend Fate	You may concentrate for 5 seconds, to then call, “By my gesture, Heal 1 by fate,” for 2e. You may use this skill for free once per encounter.	1
Right 2	Preserve Connection	“By my gesture, I extend your bleed out for as long as I touch you by fate,” for 0e.	1
Left 3	Fray Fate	“Drain 1 vitality by fate,” by packet for 3e.	2
Right 3	Mend Fate	You may concentrate for 5 seconds, to then call, “By my gesture, restore one drained vitality by fate,” for 4e. This may be used by touch packet instead for 3e.	2
Left 4	Fate Shield	You may concentrate for 5 seconds, staring at a person/yourself, as if staring through them, then roll a 6 sided die in your palm or on a table, to cast, “By my gesture, I grant you a X guard by fate,” for 1e. X is equal to 1: Fire or Water 2: Air or Earth 3: Dark or Light, 4: Blood or Shadow 5: Magic, 6: Caster’s Choice.	3
Right 4	Coin of Nullification	When someone within 10 feet of you is struck by a magical effect you may spend 4e and flip a coin. On heads call, “By my gesture purge, X by fate;” on tails call, “By my gesture purge X by fate, inflict X to self no-defense, by fate.”	3
Prestige	Weaver	PRESTIGE CLASS	3

APPRENTICE WEAVER PRESTIGE CLASS

Weaver

Class Position	Name of Skill	Effect	CP Cost
Free	Tempt Fate	Three times per game you may think of a person you have seen and focused on in the last hour, spend 4e and toss a coin. On heads the target individual will have good luck until the end of the rest, on tails he will have bad luck. Inform cast before using this skill.	0
Left 1	Aura Perception	Requires: Fortune Telling. Three times per game you may spend 10 seconds, staring at a person/creature to see how the weave interacts with them and learn information about the person. You must know the person's name or title. Using this ability costs 4e. Report to cast for the information.	3
Right 1	Advanced Reading	Requires: Roll the Bones. You will be provided information relating to other creatures that can provide you additional knucklebones to use in your readings.	3
Left 2	Pluck the String	"Double weary by fate," by packet for 2e.	4
Right 2	Fate Dealer	You must make a 52 card deck. Shuffle the deck at the start of game. It takes 1e to draw a card and 3e to cast the card's effect. Once a card is at the top of the deck, you may use it as many times as you want for 3e, but only one card can be at the top of the deck at a time. Once you draw another card, remove the previous card from the deck. It costs 3e to shuffle expended/passed cards into the deck again. When you buy this skill, you will be given the effect of each card.	4
Left 3	Good Omen	You may concentrate for 10 seconds, to then call, "By my gesture, I grant you a silent resist to killing blow by fate," for 5e. You may also cast, "Restore 3 drained vitality by fate," by touch packet for 7e.	5
Right 3	Fated Deck	You must make a 21 card deck (same cards as the death deck). Shuffle the deck at the start of game. It takes 5e to draw a card and 1e to play the top card drawn. Once a card is drawn, you do not have to use the effect right away (unless the card says otherwise), but must use it, paying 1e, before drawing again from the deck or the card is expended. Once a card is drawn or used once, it is out of the deck for the remainder of the game. When you buy this skill, you will be given the effect of each card.	5
Bottom Center	Wish	It costs 15e. Make a Wish. "I wish X by fate." Something will always happen, but you may not like the consequences. This will have a direct effect on the strength of the Weave.	6

Professions

Professions are skills your character has picked up in their life, either to make money or to simply learn a trade that will benefit them in life. Your first profession can be purchased for 3 character points. Each profession after that cost 2 character points more. (5 character points for your second, 7 character points for your third, ext.) Each profession contains at least two talents that a character can do. At least one of the talents you can utilize in game, and at least one talent that you can utilize in your BGA. In addition each profession has optional character point improvements you can purchase that will improve your skills. Like class or other skills, profession skills once purchased, are never expended.

While there is no limit to the number of professions your character may have. However, a character may only utilize production points from one profession in their BGA by using their BGA action.

Specializing: You may endeavor to get a specialty class from a profession through in-game role play once you have purchased all improvements from that profession and spend at least 5 games focusing on your desired specialty. Completing a quest may also be required. You cannot begin working towards a specialty profession until you have purchased all improvements from the relevant profession.

Discovering New Recipes/Blueprints: All professions who utilize recipes/blueprints can use PP to try and learn a new one.

- You can attempt a targeted experiment to learn a recipe/blueprint of a specific designated item. To do so you must spend components and PP, at least, equal to its recipe and PP mastery cost. You will have then discerned the recipe/blueprint. You may only discern a recipe/blueprint for an item you have the skill to craft.

- Alternatively you can also discern a specific designated recipe/blueprint by spending 1 PP and destroying two copies of the item you are attempting to discern. No components need to be expended when discerning with this method. Note: if you are not skilled enough to master that particular item you will not discern the recipe and the items will still have been destroyed.

- Instead of trying to discern a specific item's blueprint/recipe, some professions can also experiment randomly. To do so they spend 1 PP and double the designated components (ie. if attempting to discover a recipe that utilizes 2 herb and 1 berry, they must spend 4 herbs and 2 berries). If an initial level recipe matches that recipe they will have discerned, but not mastered it. If multiple recipes do, you will discern one of those at random.

- Finally, recipes/blueprints can also be discerned by finding them in game; including but not limited to in lore books. Players may also learn recipes/blueprints from each other or other NPCs. Recipes/blueprints learned this way are discerned, but still need to be mastered before those items can be crafted.

- Even if you have mastered a lesser form of a recipe/blueprint, to master a more advanced version (Improved or Master) you still must discern the improved version's recipe/blueprint.

- You may not master an item in the same BGA as it is discerned.

Mastering Recipe/Blueprint:

- A professional can spend the designated amount of PP from the blueprint/recipe to master that blueprint/recipe. Once mastered, the character can spend PP in the future to make that item. A character may both master an item and spend PP to make an item in the same BGA action. A character does not need to spend all the PP to master an item in a single BGA.

- Recipes or blueprints that initially require 4 PP or more can only be mastered by a specialist who utilizes a specialty class skill slot to master that particular recipe or blueprint.

- You may not learn a more advanced version (Improved or Master) of a recipe/blueprint until you have mastered all lesser versions of it, even if you have the recipe/blueprint for the more advanced version.

- Having discerned a more, or less, advanced version of an item does not count as having discerned another version of the item. You must first discern the exact version of the item you are trying to master before going about mastering it.

Components: Components include berries, herbs, ink, insects, mechanical parts, ore, and pelts. Some components are unique, these often have special abilities and a tag. All other components are of the same rarity.

Component Logs: All players with crafting components should keep logs of the components they have on their person. Tags will not usually be given out for standard components.

Crafting can only be done as a part of your BGA action.

List of Professions

Alchemist
Blacksmith
Geneticist
Herbalist
Hunter
Jeweler
Medic
Miner
Scholar

Starting a Profession

When you initially purchase a profession you may select the following to know (please inform staff via email so your character sheet can be updated and/or the items ready for you at check-in):

Alchemist: Select a combined three recipes from the charts.

Blacksmith Select any two blueprints or improvements from the charts to have mastered.

Geneticist: Select any two species to have mastered. You know the general attributes of samples from those species when used to craft GMPs.

Herbalist: You can receive any combination of 5 berries, herbs, or insects at check-in.

Hunter: You receive 5 pelts at check in the first game with this profession.

Jeweler: Select any one item from the chart that you meet the prerequisites for. You begin with that item and the recipe for basic lock mastered.

Medic: You receive 5 basic bandages at check-in the first game with this profession

Miner: You receive 5 ore at check-in the first game with this profession

Scholar: Legacy scholars may purchase one lore during character generation that was important to their character in the Ebonrock Campaign arc (must be approved by GMs). Non-Legacy characters may select one topic (GM's approval required). Books of that topic have been recovered and added to the town's library for study. Others must be found in game. This topic is not the same as a lore book.

Alchemist

Alchemy is the art of using In-Game components (Berries, Creature Remains, Herbs, Insects, etc) to concoct magical potions, poisons, or alchemical items with a wide variety of effects. Different ingredients will make different potions, and some potions may have multiple recipes. Alchemists require a physical representation for elixir mixing tools (Mortar and Pestle, Cauldron, Beaker, etc).

Initial Purchase of Profession: Select any three recipes from the charts.

Recipes That You May Choose to Start With

Alchemical Items

Creation	Components	Item #	Effect
Alchemical Fire	1 Herb	NA	"2 Fire," by Packet
Bottled Lightning	1 Herb	NA	"2 Air," by Packet
Communication Stone	1 Ore, 1 Herb	NA	"Area of Effect Communicate to X for 5 minutes," 3 uses. When call X can be humanoid, beast, aberration, or abomination.
Ink	1 Berry	NA	Creates one ink, needed for various lore books, initiate scrolls, and writing basic ritual words.
Medic Salve	1 Herb and 1 Berry	NA	Needed for medics to make bandages.

Poisons

Poisons	Components	Item #	Description
Blade Poison	1 Insect	T4	"2 Poison," by Weapon
Gas Poison	1 Insect, 1 Herb	T24	"2 Poison Gas" by Packet
Weariness Poison	1 Insect	T44	"Poison Weary," by Weapon

Potions

Creation	Components	Item #	Effect
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Antidote	1 Herb	P4	“Magic Purge Poison”
Healing Potion	1 Herb	P17	“By Magic Restore 1 Vitality”
Power Elixir	2 Herbs	P42	Grants “2 Damage” by Weapon 3 times when consumed
Remedy Potion	1 Herb	P48	“Magic Purge Disease” when consumed

In-Game Actions

- 1) Identify: Alchemists may identify potions or poisons for free. When you buy this profession you will be provided an “out of game,” list of potions and poisons with their numbers to assist in in-game identification.
- 2) Salvage: Unlocked with the Salvage Improvement. You may spend 1e and 1 minute of work at a work station to destroy a potion or poison and gain its salvage value. You may record the salvage in your component log. Please place the item tag in your player folder.

BGA Production Point Actions:

An alchemist has 3 production points that they can utilize each BGA. Production points can be used to do the following:

- 1) Craft: Spend 1 production point to craft up to 5 potions, poisons, or alchemical items you have mastered the recipe of. Remove the expended components from your component log.
- 2) Discern: Spend 1 production point to destroy 2 of a potion, poison or item to discern that item’s blueprint.
- 3) Master: Spend the designated number of production points to master a discerned blueprint. You may now spend production points to craft this item in the future. If you have the production points to do so, you may master a recipe and craft that item in the same BGA.
- 4) Random Experiment: Spend any number of production points to combine any mix of berries, herbs, insects and creature remains to attempt to discern the recipe for a random potion, poison, or item. You must indicate what recipe you are utilizing (ex. 3 herbs and an insect) and then spend double that recipe (ex. 6 herbs and two insects). If that recipe is a valid recipe and if you have spent enough production points, you will have discerned a recipe randomly selected from all potions, poisons, and items that share that recipe. Like all discerned recipes, it must still be mastered before it is able to be produced. If the recipe is not valid and/or you have not spent enough production points, you may still learn information that could be useful to crafting in the future.
- 5) Targeted Experiment: Spend any number of production points to discern the blueprint for a desired potion, poison, or item. Please state what components you are willing to spend while doing so and, if applicable, anything unusual you are trying. You will be told how many components are expended.

Improvements

Name of Improvement	Effect	Char. Point Cost
Production Point I	An alchemist has one extra production point to utilize each BGA.	2
Production Point II	An alchemist has one extra production point to utilize each BGA.	2
Resourceful	Sometimes an alchemist is able to get more out of a component than others can. Once each BGA, he may make one herb, insect, or berry count as two during the crafting of a new potion/item.	1
Salvage	An alchemist may spend 1e and one minute RPing at a work station to expend one potion or poison to gain its salvage value. Please place the original tag in your player folder with a note it has been salvaged.	4

Blacksmith

Blacksmithing is the profession for creating and maintaining weapons, armor, traps, and other metal workings of both a mundane and magical nature. Blacksmiths require a physical representation for a forge to use their skills effectively, otherwise all time requirements are increased by 3 minutes. Blacksmiths use blueprints to improve items and create new ones. These blueprints are rare and are heavily guarded by those who know them. Blacksmiths may also attempt to create new blueprints for items or improvements.

Initial Purchase of Profession: Select any two blueprints or improvements from any of the charts to have mastered.

Blueprints You Can Choose From

Creation	Components	Effect	Repairs
Light Armor	3 Pelts	Creates one suit of Light Armor	1 Pelt per 2 points of armor being repaired.
Medium Armor	4 Ore and 1 Pelt	Creates one suit of Medium Armor	1 Ore per 2 points of armor being repaired.
Heavy Armor	4 Ore, 1 Pelt, Requires Medium Armor Mastery	Creates one suit of Heavy Armor	1 Ore per 2 points of armor being repaired.
One Handed Weapon	2 Ore	Creates a 1 Handed Weapon	No component cost.
Two Handed Weapon	2 Ore	Creates a 2 Handed Weapon	No component cost
Bow	1 Herb, 1 Berry	Creates a bow	1 Berry
Sling	1 Pelt	Creates a sling	Cannot be repaired.

Helmet	1 Ore	Creates a helmet with the tag, "Gives one resist to out cold delivered by a physical attack, for 0e. After used must be repaired before can be used again." Considered Medium Armor or Heavy Armor. Requires physical prop.	1 Ore.
Shield	2 Ore	Creates a Shield sufficient to be used as a component in further augmentation	1 Ore.
Skull Cap	1 Pelt	Creates a skull cap with the tag, "Gives one resist to out cold delivered by a physical attack, for 0e. After used must be repaired before can be used again." Considered Light Armor. Requires physical prop.	1 Pelt.

Weapon/Armor Improvements

Disarming Hook	2 Ore	Grant “Disarm” by Weapon. One use per rest. If the weapon is shattered, this improvement is destroyed.
Hand Guard	2 Ore	Grant “Resist Disarm.” One use per rest. If the weapon is shattered, this improvement is destroyed.
Minor Reinforced Armor	2 Ore or if light armor 2 Pelts	Grant user of armor one additional temporary vitality. Once expended this improvement is destroyed.
Sharpen	1 Ore	Grant “2 Damage” by Weapon next 2 swings. One use per rest. If the weapon is shattered, this improvement is destroyed.

Traps

Blade Trap	2 Ore	Create a blade trap. (In game set by placing plot card on lock or door.) When opened, “Physical 3 damage by trap.” Cannot be recovered.
Common Leg Trap	2 Ore	Create a popper trap. (In game set by laying down a spot with 4 poppers). When stepped on is a “Physical Maim by trap.” If expended and recovered, it can be repaired to be reset for 1 Ore.
Common Pull String Trap	1 Ore, 1 Pelt	Create a pull string trap. (in game set by attaching the string between two points or between two sticks. Must be at a significant height to avoid a tripping hazard.) When the string is broken it is a “Physical 2 trip by trap.” Cannot be recovered.

In-Game Actions

- 1) Apply Improvement: Blacksmiths start with being able to craft one improvement onto any one item at a time. Further skill is required to improve an item with multiple improvements at once. If you have access to a forge, you may spend five minutes, to expend components and craft an improvement in game.
- 2) Repair Construct: A blacksmith may spend time repairing a construct or golem forged to call, "Heal X to construct." It takes one minute to repair two points of vitality. It takes one ore or one mechanical part to repair up to 5 vitality (2.5 minutes). (Therefore it still costs 1 ore even if you only repair 3 vitality.) (When healed, please remove the components from your log).
- 3) Repair Item: Blacksmiths can repair any non-masterwork item, whether or not they have mastered how to make the item. To repair a masterwork or enchanted item, the blacksmith must have mastered how to make that item. Repairs take 1 minute of roleplay plus, if armor, one minute per extra point of armor being repaired after the first.
- 4) Salvage: Locked. Unlocked with the Salvage Improvement. May spend 1 min and 1e at a forge to destroy a weapon or piece of armor and gain its salvage value. You may record the salvage in your component log. Please place the item tag in your player folder.

BGA Production Point Actions:

A blacksmith has 3 production points that they can utilize every BGA. Production points can be used to do the following:

- 1) Craft: Spend 1 production point to craft up to 5 items or improvements you have mastered the recipe of. Remove the components from your component log.
- 2) Discern: Spend 1 production point to destroy 2 items to discern that item's blueprint.
- 3) Master: Spend the designated number of production points to master a discerned blueprint. You may now spend production points to craft this item in the future. If you have the production points to do so, you may master a recipe and craft that item in the same BGA.
- 4) Targeted Experiment: Spend any number of production points to discern the blueprint for a desired item or improvement. Please state what components you are willing to spend while doing so and, if applicable, anything unusual you are trying. You will be told how many components are expended.

Improvements

Name of Improvement	Effect	Char. Point Cost
Production Point I	A blacksmith has one extra production point to utilize each BGA.	2
Production Point II	A blacksmith has one extra production point to utilize each BGA.	2
Innovation	A blacksmith may now apply up to two improvements per item.	1
Salvage	A blacksmith may spend 1e and one minute RPing at a forge to break down a non-magic piece of armor or weapon to gain its salvage value. Please place the original tag in your player folder with the word, "Salvage," written on it.	4

Geneticist

Geneticist gathers biological samples from creatures and combines them into a GMP (genetic modification package). This formula can be consumed to (usually) temporarily alter the physical nature of another living creature.

Initial Purchase of Profession: You begin game with two species mastered. You know the general attributes of samples from those species when used to craft GMPs.

In Game Actions

- 1) **Extract:** A geneticist has learned how to extract specimens from living and recently dead specimens for further utilization in their research. Up to five times per game a geneticist can spend 1 minute and 1e to extract a specimen from a species, or 5 minutes and 2e to extract a genetic specimen from a part of a body that was left behind. (i.e. blood on a sword, skin left on a wall.). You may use genetic specimen extracted from other geneticists. Report in your PEL your extractions each game. After two specimens of a species have been extracted then that particular species' DNA can be mastered for later improvement and synthesis (see under synthesis below).

BGA Production Point Actions:

A Geneticist has 3 production points which they may utilize each BGA. Each of the following actions take one production point:

- 1) **Compare Specimen to Mastered Species:** Compare one specimen with information about all mastered species' (you do not need specimens of those you mastered on hand) to determine the specimen's gender, species, and any active GMPs. If you know the GMP you will be told specifically what it is. If you do not, then you may get incomplete information about it. Does not expend the specimen tested.
- 2) **Compare Specimens:** Compare one specimen with another specimen to see if they match from the same individual, gender, and/or species. Does not expend the specimen and the specimen does not have to be from a mastered species.
- 3) **Create GMP:** Attempt to create a GMP by mixing two specimens you have mastered together. You may create multiple of the same GMP with the same production point if you have enough specimens of each species that you are utilizing. Creating a GMP or attempting and failing expends the used specimens. Either way, once used, remove the specimen components from your log. Note: GMPs are NOT potions or poisons. They are not resisted by spell guards/resists. They deliver effects through blood and thus are only resisted by blood guards/resists or universal guards/resists. They must be drunk or injected, a melee strike is ineffective to administer one.
- 4) **Experiment:** Locked. Must purchase the improvement to unlock. Expend two samples of a mastered species to learn one random GMP recipe and its effects utilizing that sample and any other species you have already mastered. If no possible valid recipe exists, you will be told that instead.
- 5) **Identify GMP:** Examine a GMP to learn its properties, if any, and the specimens used to craft it.
- 6) **Master Species:** Study and expend two specimens to be able to master that species. You will always be able to compare future specimens to it (see number 2) as well as to create GMPs, (see number 4) with future specimens from that species.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A geneticist has one extra production point to utilize each BGA.	2
Production Point II	A geneticist has one extra production point to utilize each BGA.	2
Improved Extraction	You have learned how to take specimens from creatures that not only capture its physical DNA but also has an increased chance of capturing its innately magical abilities as well. Geneticists with this ability have an increased chance of creating GMPs with magical and physical attributes from samples instead of just physical ones.	3
Experiment	Unlock the BGA action Experiment.	2

Herbalist

An herbalist harvests and grows berries and herbs and gathers insects from the wild areas of the world for others to use in the crafting of potions, poisons, and even the occasional bow.

Initial Purchase of Profession: You can receive any combination of 5 berries, herbs, or insects at check-in.

In Game Actions

Harvest: You gain access to the Herbalist list in the region you are in at check-in. This list reflects the berries, herbs, and insects you can find growing/living in the wild during game. The list will be modified based on the region's characteristics, your profession improvement, and specialty skills. Each Herbalist in a region will be provided their own list. A list usually has between 15 and 25 components on it.

You can harvest a total of 15 components per game, whether from your region list, or from other areas you locate during mods. This amount can be increased with the Green Thumb improvement and with specialty skills.

You may spend two minutes and 1e to harvest a component from your Herbalist list or 1 minute but no energy to harvest from a garden you find in game. You must role play spending the time searching in a suitable area to harvest from the region. Once a component is harvested add it to your component log and remove it from your region list or the garden's list. All of your harvesting from your list need not be done at the same time.

BGA Actions

An herbalist has 3 production points that they can utilize every BGA. Production points can be used to do the following:

1. **Regrow and Replenish:** Spend 1 production point to regrow and replenish all harvested berries, herbs, and insects from your Herbalist list in the region you just spent the last game in. These components may now be harvested again by those in the region. Regions naturally regrow and replenish all components from the last Fall event to the first in-person Spring event that have not been destroyed by Salt the Earth.
2. **Salt the Earth:** You may spend any number of production points to intentionally spoil up to 5 components per production point from your Herbalist list to reduce the components generally available in the region that you spent the last game in. These components will not be available to those who scavenge in this region in the future. This may have plot ramifications.
3. **Learn the Land:** You may spend 3 production points to scout the wild areas of the region players just spent the last game in for better harvesting locations. Select one of the following benefits to get: 1) The next time you are in the region your Herbalist list will now have an increased chance of finding a unique component(s) in it that can be crafted into an item or used in a special way. 2) Choose a component (berry, herb, or insect), your future lists in that region will have a significantly increased percentage of that component on the list when compared to that region's usual percentage.
4. **Explore the Wilds:** Locked. You may spend 4 production points to scout deeper into the wilds in the region you are traveling to next game. Doing so will increase the components you have to select from on your Herbalist list by 5 to 10 components, including a small chance of finding a unique component(s) that can be crafted into an item

or used in a special way. There is also a chance of attracting unwanted attention, including possibly beginning game with an encounter. You may perform this action with other Herbalists also performing the Explore the Wilds action.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A herbalist has one extra production point to utilize each BGA.	2
Production Point II	A herbalist has one extra production point to utilize each BGA.	2
Green Thumb	Your list size in each region increases by 5. You can harvest 5 additional components per game.	2
Explore the Wilds	You may perform the Explore the Wilds action.	3

Hunter

A hunter is skilled at finding what needs to be found in this new world to survive. They can also follow others and find safer paths through the wild.

Initial Purchase of Profession: You receive 5 pelts at check-in the first game with this profession (place in your component log).

In-Game Actions

- 1) Hunter: A hunter can spend 1 energy and 1 minute of role-play to skin a pelt from a slain beast.
- 2) Tracking: Locked. A hunter may attempt to search an area for tracks and follow any he finds. The success of this skill is based on situational factors. Please inform a GM when you attempt to use it.
- 3) Trophy Component: Once per game a hunter can harvest a component from a slain magical creature/beast that may be suitable to be preserved and turned into a trophy by someone with the skill to do so. Once the process is complete, a trophy provides a once per game ability. Please include what creature you harvested from in your PEL.

BGA Actions:

A hunter has 3 production points that they can utilize each BGA. Production points can be used to do the following:

- 1) Commission: Up to 5 production points may be spent in the search for a specific item. A hunter who does so should describe where he is searching, what he is searching for, and any other factors that should be considered when determining the success of his venture.
- 2) Find A Path: You may spend up to 5 production points to attempt to scout “the safest” path to/through a realm, gather information about what hazards might be encountered, and attempt to learn where resources may be found. Whether a path to a realm is known will directly impact the success of the players in traveling secretly and safely to a particular realm. While a group may still travel without a found path, it is far more perilous. Information gained may also unlock mods that players may elect to participate in next game. This action costs at least 1 Production Point per realm your path passes through, to a maximum of 3 realms, though up to 5 production points may be spent. Extra production points can result in additional information. Note: As time passes, previously found paths will provide less benefit and eventually may need to be entirely reestablished.
- 3) Hunt Game: You may spend one production point to gather 6 pelts. Add these components to your component log.
- 4) Scavenge: You may spend 1 production point to acquire 2 random items at check-in.
- 5) Plunder Realm: Locked: You may spend 5 production points to attempt to plunder an individual’s realm for treasure and/or resources. Please describe which realm you wish to plunder, any items you are using, what you are looking for, and any other factors you think we must know. If successful, you will receive items at check-in as well as possible information that could unlock mods, if unsuccessful you might start game in an individual’s realm or suffer some kind of harm. Previously found paths will increase your chance of success. Up to two other players may spend their BGA action to accompany you to further increase your chance of success. The skills of the players taken with you will be taken into account.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A hunter has one extra production point to utilize each BGA.	2
Production Point II	A hunter has one extra production point to utilize each BGA.	2
Tracking	Unlocks the Tracking Action. Gain the ability to attempt to follow the tracks of someone who passed through an area. This may be used during game. The success of this skill is based on situational factors.	2
Plunder Realm	Unlocks the Plunder Action. You may also spend 3 energy to call “Evade Trap” to any in game trap.	3

Jeweler

Jewelers work with metals and gems in order to create fine jewelry, locks, mechanical parts. They work closely with miners and can refine ore into gems of varying values. You may read and learn schematics labeled equal to or less than your Jeweler level.

Initial Purchase of Profession: Select any one item from the chart that you meet the prerequisites for. You begin with that item and the recipe for basic lock mastered.

In Game Actions:

- 1) Gem Setting: A jeweler may spend ten minutes in-game roleplaying to remove and/or set a gem without energy into a piece of jewelry or other item. You begin with the knowledge of how to set one gem into a single item. Once you have completed the task, please turn in the gems to cast and request the appropriate tag. You should supply an in-game prop for the item if possible.

BGA Actions:

Jewelers have 3 production points to use each BGA. Each of the following actions take 1 production point:

- 1) Craft: Spend 1 production point to craft up to 5 items you have mastered the recipe of. Remove the components from your component log.
- 2) Cut a gem: Cutting a gem increases its value and energy capacity by 33%. A gem may only be cut once, even if later a cut could otherwise have been improved upon..
- 3) Discern: Spend 1 production point to destroy 2 items to discern that item's blueprint.
- 4) Master: Spend the designated number of production points to master a discerned blueprint. You may now spend production points to craft this item in the future. If you have the production points to do so, you may master a recipe and craft that item in the same BGA.
- 5) Targeted Experiment: Spend any number of production points to discern the blueprint for a desired item. Please state what components you are willing to spend while doing so and, if applicable, anything unusual you are trying. You will be told how many components are expended.

Blueprints

Item	Components	Effect
Basic Key Lock	3 Ore	1e and 1 minute to pick.
4 Digit Tumbler Lock	2 Ore	2e and 1 minute to pick. Anyone can try and open combination.
Basic Trapped Lock	Lock Plus: 3 Ore	Same as base lock but contains a basic trap. When you get schematic, staff will send you traps to pick from.
Lockpick	2 Ore	Required for utilizing lockpicking skills. The lockpick breaks if lockpicking is physically interrupted. Also allows someone without the lockpicking skill to replicate the lockpicking skill once, allowing that person to pick a non-advanced and non-specialized lock. If the user does not have the lockpicking skill, it breaks after use.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A jeweler has one extra production point to utilize each BGA.	2
Production Point II	A jeweler has one extra production point to utilize each BGA.	2
Expert Cutter	A jeweler may improve his ability to cut gems. Now cutting gems increases their value and energy capacity by 50%.	3
Knowledgeable Lockpicker	A jeweler that is able to pick locks can utilize his knowledge of how locks are made to do so faster. A jeweler who has the pick locks skill always can pick a lock in half the time listed on the lock's tag.	2

Medic

A medic uses bandages to help treat the wounds and ailments of others.

Initial Purchase of Profession: You receive 5 basic bandages at check-in the first game with this profession. You begin with Heal 1 ailment mastered. If you have first aid skill you automatically start with the purge bleed condition mastered.

In Game Actions:

- 1) Administer: A medic can expend bandages to cure various conditions that they have mastered. It takes 20 seconds to apply a bandage though you may delay any effect, including bleed-out, while you are tending the target. Each bandage may treat one condition that you choose from that bandage's list of conditions as long as you have mastered that condition.

BGA Production Point Actions

A medic has 3 production points to utilize each BGA. Production points can be used to do the following:

- 1) Craft: You may spend one production point to make 5 of any type of bandages that you have the components for. Remove the components from your component log.
- 2) Experiment: You may spend any number of production points to describe in your BGA the medical procedure/surgery you wish to try and create, the components you want to utilize, and how you are going to go about it. Remove the expended components from your component log.
- 3) Master: You may spend three production points to master a new type of condition you can treat with bandages.

Item	Components	Conditions It Treats
Common Bandage	1 Pelt, 1 Medic Salve	Heal 1 Purge Bleed Purge One Maim Purge Agony
Improved Bandage	1 Pelt, 2 Medic Salves	Heal 3 (Requires Heal 1) Purge Nausea Purge Poison Purge Two Maims (Requires Purge One Maim) Purge One Drained Vitality
Master Bandage	1 Pelt, 1 Improved Medic Salve	Purge All Maims (Requires Purge Two Maims) Heal 5 (Requires Heal 3) Purge Weakness and Weary Purge Three Drained Vitality (Requires Purge One Drained Vitality) Used In Surgeries

Name of Improvement	Effect	Char. Point Cost
Production Point I	A medic has one extra production point to utilize each BGA.	2
Production Point II	A medic has one extra production point to utilize each BGA.	2
Efficient	A medic may become more efficient at making bandages. Now, when spending a production point to make bandages, if you are making 5 of the same type of bandage you only need to turn in components for 3.	2
Refresh Bandages	Within 15 minutes after an encounter in which you have applied bandages you may spend 2e per bandage to recover them and reapply the appropriate medical salve. Doing so refreshes the bandage. You then gain an extra application of that refreshed bandage. Each bandage can only be refreshed once this way. It is then expended after the next use. Bandages refreshed but not used by the end of the game are expended at the end of the game. Bandages used in surgeries cannot be refreshed. This skill can be improved upon with greater medic experience.	3

Miner

A miner is skilled at finding and extracting valuable crystals, ore, and gems from the earth.

Initial Purchase of Profession: You receive 5 ore at check-in the first game with this profession.

In Game Actions:

Mine:

While traveling each event each Miner will either have immediate access to a Miner list or will have the opportunity to go on a mod to gain access to a mine or other suitable area if the region is not friendly territory. Once you have the ability to mine, you will be given your Miner list reflecting what ore, crystals, and gems are available for you to excavate. The components you can find, your list, can be improved with a profession improvement and with a specialty class. A list usually has between 15 and 25 components on it.

You can mine a total of 15 components per game, whether from the region, or from other areas located on mods. A miner can mine crystals, ore and gems by spending two minutes and 1e per item extracted. Once a component has been extracted add it to your component log and remove it from your region list or the mod area list. Note, if/once a mining area has been secured by players during game, whether or not you were involved in securing it, you may return to it to mine at any point during the event. All of your mining need not be done at the same time.

BGA Actions:

A miner has 3 production points to spend each BGA. Note, while players decide which region they will attempt to travel to at the end of each game, they do not actually travel there until the beginning of next game. As such, your BGA action, besides Prepare Tools, affects the region that you just spent the last game at. Production points can be used to do the following:

1. **Dig Deeper:** You may spend 1 production point to open new veins and replenish all mined ore, crystals, and gems on your Miner list for the region you just spent last game in. The mine retains the same assortment and components it had prior to being mined except that a mined crystal will revert to a common crystal once refreshed. Unmined crystals will remain the same size and rarity, but the ability of each crystal will be randomly determined again. These components may now be mined again by those in the region.
2. **Dig Further:** You may spend 1 production point to add one ore to your Miner list for the region you just spent last game in if it is not yet at maximum capacity.
3. **Improve Mine:** You may spend 4 production points and remove a total of any 2 ore or 2 crystals of the same rarity from your Miner list in the region you just spent last game in to dig deeper for a new vein. If 2 ore is removed, the new vein will add either a random rarity crystal or a gem to your Miner list for each time you return to this region and mine from this mine again. If 2 crystals are removed, the new vein will add a crystal that is one rarity greater to your Miner list for each time you return to this region and mine from this mine again. This action has a small chance that you will uncover a special item that you can immediately recover. This action has a small chance of unleashing a hostile creature(s) in the mine.

4. Prepare Tools: Locked. You may spend 4 production points to sharpen and prepare your tools to increase the efficiency of your next mining endeavor. You may select one of the following benefits: 1) Your Miner list will have 1 extra random gem on it in place of an ore, or 2) One random crystal in your mine will be increased by one rarity level, or 3) Next game mining only takes you 1 minute per component and every 3rd component mined does not cost you an energy.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A miner has one extra production point to utilize each BGA.	2
Production Point II	A miner has one extra production point to utilize each BGA.	2
Reading the Veins	Your list size in each region increases by 5. You can mine 5 additional components per game.	2
Prepare Tools	Unlocks the Prepare Tools action.	3

Scholar

Initial Purchase of Profession: Legacy scholars may purchase one lore during character generation that was important to their character in the Ebonrock Campaign arc (must be approved by GMs). Non-Legacy characters may select one topic (GM's approval required). Books of that topic have been recovered and added to the town's library for study. Others must be found in game. This topic is not the same as a lore book.

In Game Actions:

Organized Thoughts: Locked: A scholar is able to focus on the problems ahead and save energy for what is needed. At the end of each rest, up to 3 unused energy carry over to the next rest as temporary energy.

Organized Thoughts II: Locked: A scholar is able to help others plan for what is to come. By speaking with up to three others for five minutes, sometime in the thirty minutes before the end of the rest, a scholar can allow himself and those three people to carry over up to 3 unused energy to the next rest as temporary energy.

Read Old Texts: A scholar gains the ability to read certain old texts.

BGA Actions:

A scholar has 3 production points to spend each BGA. Production points can be spent on the following actions:

- 1) **Augment Lore Book: Locked.** Requires a purchased skill from specialty scholar for the particular lore to be augmented: You may spend 3 production points to gather even more information from your research than is available to your counterparts, including possibly unlocking additional specialized level blueprints, techniques, master level ritual words of power, and/or other information from a lore that you have purchased. This action includes the process of augmenting a pre-existing lore book to include the newly discovered information.
- 2) **Research Topic:** Research a specific topic for which the scholar has access to an information or lore book. Relevant lore books will provide more in-depth answers. Augmented relevant lore books will provide the most in-depth answers.
- 3) **Support Project:** You may assist another player in either mastering blueprints/recipes, learning a (non-ritualist) technique, or performing the Read Old Texts action, from available lore books even if you have not purchased that lore. For every production point you spend during a BGA with that player, you give an additional production point to that player for mastering the blueprint/recipe, word, technique, or writing that is either 1) contained in lore books you have access to or 2) contained in a lore that you have purchased. If the information is contained in a lore that you have purchased, you give 3 production points for every 2 production points you spend instead of just 1 for 1. A scholar may only work with one player each BGA. That player must spend their current BGA action on the relevant profession being assisted with and use the extra production points during the same BGA. You do not personally learn/master what you have helped the other player learn/master, even if it concerns a profession you also have purchased.
- 4) **Utilize Scholar Items:** Some magical items require production points to utilize.

Name of Improvement	Effect	Char. Point Cost
Production Point I	A scholar has one extra production point to utilize each BGA.	2
Production Point II	A scholar has one extra production point to utilize each BGA.	2
Organized Thoughts I	A scholar is able to focus on the problems ahead and save energy for what is needed. At the end of each rest, up to 3 unused energy carries over to the next rest as temporary energy.	3
Organized Thoughts II	Requires Organized Thoughts I: A scholar is able to help others plan for what is to come. By speaking with up to three others for five minutes, sometime in the thirty minutes before the end of the rest, a scholar can allow himself and those three people to carry over up to 3 unused energy to the next rest as temporary energy.	2