

PRO LARP 2.4

2024



What is LARP?

LARP, or Live Action Role Playing, is a game in which a player Physically takes on the role of a character in the game's world. In more "traditional" role-playing games (RPGs), the player has a character sheet that dictates the things that character can do and the player narrates their actions to a Game Master (GM), who dictates the results of that action and advances the story. In a LARP, the player performs all the actions they choose Physically. Any character portrayed by a player is called a player character (PC). In a LARP, instead of rolling dice to attack a monster, a PC will actually swing a weapon or cast a spell at it! Many of the characters PCs will interact with are Non-Player Characters or NPCs. NPCs are most often the characters the PCs will interact with to advance the story that is going on over a game weekend, such as guardsmen, farmers or monsters the PCs will face.

The PRO LARP System

PRO is a fantasy LARP, meaning that in this world the fantastical is a reality. It is a world in which magic exists and dangerous monsters threaten civilized people. Events tend to be run over the course of a two or three day weekend, where players will pretend to be fighters, rogues, mages and more all weekend long. At a player's first event, they will create a character that inhabits this fantasy world, including their beliefs, mannerisms, and any significant life events that may have occurred before the character entered the game. Over the course of an event, you will act as your PC, making decisions and Physically acting as your character. Character's interactions and experience gained carry over from event to event, allowing you to craft a long-term story of your character's life. Will you become a skilled warrior, using your signature weapon to fell countless enemies? Will you hone your magical talents, becoming a mage without peer? Will you take on the role of a merchant whose only goal is to amass as much wealth as possible? The choice is yours!

Important Rules

PRO Member Code of Conduct

In an effort to present a welcoming, inclusive environment for any and all players, PRO has a Code of Conduct that is meant to be followed by every player (*member*).

While participating in PRO sponsored events, members will follow the spirit of the rules, as well as the letter of the rules, set forth in the PRO LARP Rule Book and any revision, errata, or companion pieces that may be issued from time to time.

Members are expected to play fairly and honestly. Gross negligence of the rules will result in disciplinary actions.

Members are to be considerate of all other participants. Out-of-Game discrimination or denigration of another member on the grounds of sex, gender identity or presentation, race or color, age, orientation, religion, disability or appearance WILL NOT BE TOLERATED.

PRO is a combat LARP and it is expected that members have consented and thus should be prepared to be hit with weapons or packets during the course of the game from both PCs and NPCs at any time. That being said, members should NEVER otherwise make Physical contact with another player unless given express permission to do so. This includes unwanted Physical contact with in or out of game items. It is easy to ask people you play with in advance what they are comfortable with as far as Physical contact is concerned and often this can be done with In Game language. "May I hold your hand fair maiden?" When touch casting on players you don't know you should ONLY touch them in areas they hold out to you, such as their hands/arms, or during combat, feet, hands, arms, and shoulders are acceptable areas and players should be prepared for this to happen. Members MUST give express

permission for touch casting in other locations. It is important that all PRO members respect each other's boundaries and thus important for all players to let people know what those boundaries are before situations arise. By participating in PRO sponsored events, members consent to Physical contact ONLY during weapon combat and via touch casting in the legal touch casting areas.

Members shall comply with all local, state, and federal laws. Members found committing a crime, or found to have previously committed a crime while at a PRO sponsored event, will automatically be removed from the game, with the possibility of involvement of local law enforcement. Crimes include, but are not limited to – underage drinking, harassment, sexual harassment, possession or use of illegal drugs or firearms, assault and/or battery, theft, and vandalism.

Members are expected to leave their personal spaces clean and free of any trash or debris. Members shall also participate in up to 30 minutes of site cleanup, as directed by PRO's Site Manager or other designated representative.

Members are expected to notify PRO Staff of any violation to the PRO Member Code of Conduct as soon as possible so that the situation may be handled in a timely manner and corrective action may occur immediately.

Members shall comply with the PRO Member Code of Conduct while interacting via any the PRO sponsored Community on social media including but not limited to Facebook, Twitter, Instagram, and Constant Contact.

Members who fail to abide by the PRO Member Code of Conduct may earn, at minimum, a formal warning. Further violations of the rules may incur more severe penalties, up to and including a ban from all current and future PRO sponsored events, as well as involvement of local law enforcement.

By participating in PRO Sponsored events, members automatically consent to the PRO Member Code of Conduct.

Gesture Wording

Members who participate in PRO sponsored events understand that they are entering an intense roleplay environment. Members may remove themselves from the field of play at any time. Members may also signal that they are uncomfortable with any situation, roleplay or otherwise, by crossing your pointer and middle fingers and putting them across your chest. The use of this right to avoid in-character consequences will not be tolerated and may result in a formal warning or harsher punishments, up to and including a ban from PRO events. If you suspect that another player is uncomfortable with a situation and is unable to remove themselves from that situation, confirm with them that they are able to continue or assist them with leaving the scene.

If a player feels that an issue has arisen that should be addressed, they (or someone that they choose) should inform PRO's GM, a marshal or a Player Representative as soon as they can.

Drug and Alcohol Use - PRO has a zero tolerance policy for drug use at events. You may not bring them to an event; you may not use them and then come to an event while under the influence. If you are found to either possess or be under the influence of any drug, you will face an immediate ban and local law enforcement may be contacted. Additionally, most PRO events take place on sites where the consumption of alcohol is expressly forbidden. If you are found to be under the influence of alcohol or possess it while on one of these sites, you will face an immediate ban and local law enforcement may be contacted. Additionally at sites where tobacco and/or alcohol is allowed you must be of age to use these substances or you will face immediate ban and local law enforcement may be contacted.

The Caution/Hold Rule - There are two types of calls that can be used to stop gameplay at PRO. The first is "Caution!", and it is used in the event that there is an immediate concern for safety. This call will only pause play for approximately ten feet around the caller, but allow play in other areas of the game to continue. For example, if you are in the middle of fighting with someone and you see that your opponent is about to trip over something, call "Caution!" and allow the combat to move away from the danger.

The second type of call is "Hold!" If you hear someone yell "Hold!" immediately echo the call and stop all game action. If possible, drop to one knee. Stay in this position until the person who called the hold checks to ensure that everyone is ready for the hold to end. Once everyone is ready, the person who called the hold will call "3, 2, 1, Lay On!". The "Lay On!" call should be echoed just as the "Hold!" call was. Holds should only be called in the case of serious dangers or injury. They should not be called to ask for a ruling or to confirm that an opponent has been hit by an effect.

Stealing - Theft of out-of-game personal items at PRO is forbidden. If a player is attempting to steal an in-game item from another player's lodging, they MUST have a Marshal present. If an item is stolen (either from a player's dwelling or from a common space such as the tavern) a Marshal should be given any Physical representations AS SOON AS POSSIBLE. The Marshal will then return the Physical representation to the player and inform them of the in-game theft.

Staff

There are a multitude of volunteer Staff members that PRO has to help run games. PRO's Game Master (GM) oversees all In Game (IG) aspects. Event Directors and Storytellers run the individual event. A Head Storyteller oversees all IG plot and IG story continuity. Marshals that help during events with rules calls and help expedite gameplay for everyone. Site Managers oversee keeping the site safe and clean. EMTs help with all medical issues. There are a great deal of people who help run the game, both in game and out of game. Please treat them all with respect and most importantly note, they are all volunteers who sacrifice their time and energy to make the game better for everyone.

Weapon and Shield Creation

All weapons used in PRO combat must follow the weapon creation rules, and safety is the number one rule in all weapons used. Any one-handed or two-handed melee weapon must have a hollow core made of PVP, kite spar, or other approved material and closed-cell foam padding such that every striking surface does not allow the core to be felt through it even if squeezed. Every other part of the weapon (apart from the grip) must also be padded with closed-cell foam. All weapons must have a thrusting tip, made of open cell foam. The thrusting tip should compress without allowing the core to be felt through the foam. Weapons are then covered in duct tape or other approved tape in an appropriate color for the weapon created.

Swords, maces, and axes must be at least 27" inches long and no longer than 46" inches. Maces must have additional open cell foam around the top to show it is a mace. An axe must have additional open cell foam at the top to create the axe blade. A spear should be between 48" inches and 58" inches long and have additional open cell foam at the top for the spear thrusting tip. Two-handed weapons must be between 48" and 62" inches. Two handed weapons can include mauls, greatswords, etc. Polearms should be between 60" and 72" inches and should include extra open cell foam at the thrusting tip. A staff should be between 60" and 72" inches and should have closed cell foam on at least the last 24" inches of each side of the staff. Staves should have thrusting tips of open cell foam on both sides.

Thrown weapons are to be made with just closed or open cell foam and duct tape and should not contain a core. They should be at least the size of a baseball, but not larger than a basketball.

Claws should be made with red tape to designate them as claws, unless they are shaped to look like a claw.

Bows should be made out of bent pipe that will not break, covered with closed cell foam except at the hand grip. They are not required to have thrusting tips and should have string or cloth to represent the bowstring.

Shields can be made of various types of foam or a more solid material such as wood or plastic. If a harder material such as wood or plastic is used, foam or pipe insulation must be used to cover all around the sides of that material so that any hard material cannot be felt along the edges. A shield may not be larger than 540 inches in total size, and may not exceed 38" inches at its longest dimension. The total area of the shield includes any cavities, recesses, or holes in the shield. The shield may be of any shape, so long as it follows these rules. Anything may be used to

create the strapping and grip for a shield, at the creator's preference, but any sharp edges or protrusions must be covered with padding, foam, etc...

Plasti-dip weapons are also allowed to be made, using hollow cores of PVP, kite spar or other approved material. Mat foam is then used to create the look of the weapons though once again you should not feel the core of the weapon if the foam is pinched. Plasti-dip weapons cannot be used to thrust, though hybrid weapons that are part mat foam and part open cell foam can be created and used only with marshal approval.

Swords, maces, axes, thrown weapons and spears are one-handed weapons. Polearms, staves, two-handed weapons and bows require two hands to use.

Other purchased weapons, made of Latex or other materials, are all subject to approval by the PRO Marshals.

All weapons to be used at PRO are subject to a safety check and final approval by a Marshal. Other considerations or changes from the above must have Marshal's approval.

Spell Packet Construction

Any packet delivered spell or skill requires a packet. Packet construction involves three things. Cloth (preference is yours for thickness and look), rubber bands (small hair tie ones are best), 0.12g 6mm (preferable biodegradable) airsoft BBs. Cloth is cut to best fit the "tail" that fits your hand best, I use 4' x 4'. Approximately 1 teaspoon of BBs go into the center of the cloth and then the rubber band is wrapped several times around to keep it together. Please make sure the BBs have a little room to move around the packet, loosening up the rubber band if needed. You are not trying to make hard packets.

Character Creation - Races

The first step to creating a character is to choose that character's race. Humans are not the only inhabitants in the PRO system; players can choose to play aloof, long-lived Elves or stout, proud Dwarves; monstrous Half Ogres or nimble Halflings. Below you will find the currently available races, including costuming requirements and in-game benefits. In order to play a race, you must meet that race's costuming requirements; if you do not, you will be unable to use any racial abilities for that race.

Humans

Humans are the most numerous race in the world and are capable of anything. Humans run the gamut from honorable and fair to barbaric and cruel. The most notable fact about humans is that they can be anything.

Human Costuming Requirements – None.

Elves

Elves are long lived creatures of the natural world. They are often connected spiritually to their homes which they most often build in forests, though some elves will create homes in other places of nature's beauty. Elves, more than any other race, consider themselves the caretakers of nature. Elves also tend to value their traditions and privacy and are slow to make friends.

Costuming Requirements - All elves are required to wear pointed ears.

Dwarves

Dwarves are sturdy and stubborn people, often stoic and stern. The Dwarven people live in cities that they have carved from the hearts of mountains and hills and are fiercely protective of their domains. Dwarves love their history and traditions and with their life spans being greater than most races these traditions often stand far longer than they would for other shorter-lived races. Dwarves are most notably often master artisans and crafters. They take a general rule of if it ain't broke don't fix it, but would rather repair an item than replace it if they can.

Costuming Requirements - All dwarves are required to wear large, full beards. Female dwarves also have facial hair, though they often braid it and embellish it with bells or other accoutrements.

Halflings

Halflings are cheerful and positive people by nature. They are often driven by a powerful desire to travel the world and seem to have an uncanny luck in every situation. Halflings are even of temper and get along well with everyone. They are often excitable, find humor in everything and are great opportunists, rarely passing up the chance to do something, though this often will get them into trouble.

Costuming Requirements – Sideburns.

Beast People

Beast People cover all the races that have anthropomorphic animal traits. Beast people often act the way the animal they look like would. Wovlen, Wolf/Elf hybrids, are very pack minded, while the Ferret Kin are inclined toward finding and hiding small items. Your roleplay should in some way embody your animalistic self.

Costuming Requirements - Playing a beast person requires that you represent the animal that you are playing (for example, a fox should have red fur and a tail, whereas an eagle will need to wear a beak and feathers).

Kin

Kin are former members of the Monstrous (Kobolds, Goblins, Orcs, Ogres and Trolls) Races separated by Dragon magic. The Kin, as a rule, tend to be more barbaric and brutal than other races, but significantly less so than their former brethren of the Monstrous Races. They have a shorter lifespan than most races and tend to “live in the moment.”

Kobold Kin

Costuming Requirements - Red skin.

Goblin Kin

Costuming Requirements - Green skin, pointy ears.

Orcs Kin

Costuming Requirements - Green skin, tusks.

Ogres Kin

Costuming Requirements - Yellow skin, tusks.

Trolls Kin

Costuming Requirements - Blue skin, tusks.

Character Creation - Professions

Whereas a character's race is an indication of what they *are*, a character's Profession is an indication of what they *do*. Players can have as many Professions as they like, (as long as they have the XP necessary to purchase them) but generally new characters only begin play with one or two Professions. The PRO system contains four **Base Professions** (Fighter, Specialist, Arcanist, Naturalist). Each Base Profession also has five options for **Unique Professions**. Once a character has gained a certain level of proficiency (XP and Skills), they can also gain new **Master Profession** skills based upon Base or Unique Professions they already have.

How to Build a Character

Characters start with 40 XP and one of the four Base Professions (Fighter, Specialist, Arcanist, or Naturalist). Your first Base Profession will determine what your starting Hit Points (HP) and Max Armor are. The purchase of additional Base Professions will not add to your HP or Max Armor total. Your first Base Profession will determine what your first free Unique Profession can be.

Your first 10 XP must be used to purchase skills within your chosen Base Profession, after which you can receive your first Unique Profession free from one of the five listed beneath the Base Profession. 10 XP must always be spent in a Base Profession before you can purchase a Unique Profession within a Base Profession. For example, if you already had the Fighter Base Profession and purchased the Arcanist Base Profession you would have to spend 10 XP on Arcanist Skills before buying a Unique Profession from its five options.

Your second Unique Profession or Base Profession costs 10 XP and each time you purchase a new Unique or Base Profession it will be 5 XP more than the last. For example, if you chose fighter for your first Base Profession, and chose Reaver as your first Unique Profession, purchasing the Commander Profession would cost you 10 XP, and purchasing the Dervish Profession would cost you 15 XP. If you then purchased the Arcanist Base Profession, it would cost you 20 XP.

To purchase a Master Profession, you must have at least 200 XP spent on skills from the Base or Unique Profession trees (including XP spent on purchasing new Base or Unique Profession Headers), Racial skills, Weapons skills, General skills and have at least one Unique Profession Capstone skill. You may then choose two Master Profession skills that can come from any Base Professions you have or any Unique Professions you have a Capstone skill in. You may only spend 25 XP on Master Profession skills per different Unique Profession Capstone skill you have, as well as only being able to have two Master Profession skills per Unique Profession Capstone. Thus, if you have four different Unique Profession Capstones you may spend up to 100 XP on Master Profession skills and have 8 different Master Profession skills. It should be noted that XP spent on Attunements or Allegiances do not count toward getting Master Profession skills.

The purchase of multiple Professions can be expensive at the beginning of the game and is not recommended. PRO currently has a cap of 400 XP that can be spent on Base, Unique, and Master Profession skills. Additionally up to 50 XP can be spent on Allegiance skills (Allegiances can only be gained through IG roleplay) and up to 50 XP can be spent on Attunement skills (Attunements can be gained through both IG and OOG means). Please ask about how to gain Attunements and Allegiances through IG roleplay. If you are confused, please speak to a marshal.

Any character may be completely rebuilt, race, class, skill, name, etc, until that character has surpassed 80 XP (remember XP is given at the beginning of events).

Skills

Once a Profession is purchased, any skills from that Profession are available for purchase, except the capstone skill. You must purchase 40xp worth of skills within a Unique Profession before you can purchase the capstone skill for that Profession; this means a starting character will not have access to capstone skills. Skills are purchased based on the XP cost listed and then one additional XP for each additional purchase. If you were a Specialist and wished to purchase more HP, the skill Vitality (which gives you 1 HP per purchase) would cost you 2xp. The second purchase of Vitality would cost you 3xp, the third 4xp, etc. The purchase of 3 additional HP for a Specialist would cost 9xp.

All skills can be purchased multiple times unless specifically noted in the description. Passive skills need only be purchased once, to be able to use them as often as you wish, though in some cases having more purchases can make you more effective at said skill.

Hit Points (HP)

Each character starts with HP as determined by their Base Profession. Each Base Profession has its own cost for gaining HP. If you gain more than one way to purchase HP, you can buy from each based on its cost. For example, an Arcanist can purchase HP for 3xp, an Arcanist/Blood Mage can purchase HP for 3xp (from Arcanist) and 2xp (from Blood Mage). So an Arcanist/Blood Mage could buy one HP for 2xp from Blood Mage, then one HP for 3xp from Blood Mage, then one HP for 3xp from Arcanist, etc.

Skill Resets

Skills reset every 6 hours (12am, 6am, 12pm, 6pm). During each 6 hour period it is possible to use 1 Power Point Reset, which will allow you to reset your skills one additional time per 6 hour period. One day of NPCing earns you one Power Point Reset.

Gaining Experience (XP)

You gain one XP for pre registering/prepaying for an event. You gain two XP per day of PCing and three XP per day of NPCing. Staff members gain two additional XP per event they staff. Two additional XP per event can be purchased using PRO Points. Two XP can be gained by spending an extra 20 dollars per event. You can never gain more than five additional XP per event beyond what you get for PCing or NPCing. All XP is gained at the start of an event and can be used to purchase skills prior to game start. NPCs will, additionally, gain one XP per day of NPCing that can be placed on a different character than the one who is gaining the primary XP for the event.

Casting

Packet-delivered spells (abilities ending in 'by Arcane', 'by "Elemental type"', 'by Blood', 'by Radiant', or 'by Force') may not be cast while you are holding any weapon or shield in either hand. There are some exceptions to this rule. A Staff can be held in one hand while casting with the other. The following skills also give some exceptions to this rule, Druid's claw/weapon, and the Crusader's Holy Weapon/Holy Shield. Weapons not in this category must be secured, either sheathed or slung. No weapon chains may be used or other similar devices. Packet-delivered spells may be thrown from either hand. Any packet-delivered spells gained through a magic item are subject to the same rules. Runestones and Wands, items that allow spells to be cast through them, are also subject to these rules. Runestones must be visible on your person, either in your hand or attached in some way to your clothing or other items (please ask a marshal if unsure). A wand must be in your hand to use but all wand effects are cast as By My Gesture X, by Arcane or elemental type, where X is the normal effect. This is explained more thoroughly under wand creation in the enchanter profession. You do not require a packet to cast on yourself or when touch casting (permission to touch another must be gained before touch casting without a packet).

Physical Representation

Physical Representation, or phys reps as LARPers say, are the item or object that represent game items. So you may have a magic item that is a sword or shield, a medal or a piece of jewelry. We require that all items used in the game have some way to show you possess or are using an item. From potion bottles to runestones and wands you must have at least one phys rep for items you use. If you have any questions about requirements feel free to ask a marshal.

Potions

It should be noted that amongst all the various items you may find in the game, potions are the only one you can use without a skill. Weapons, Armor, shields, runestones, wands, alchemy, etc all require a specific skill to use.

Weapon and Shield Use

One-handed weapons are defined as swords, axes, maces, spears, and bows/crossbows. Each of these weapons can be used to block attacks while being used in one hand. Each of these weapons cannot be wielded with two hands, with the exception of bow/crossbow, which requires a second hand to throw packets to simulate arrows/bolts. You must pick a dominant hand with which to use/hold your weapon and may only wield a one-handed weapon with the chosen hand. You may not wield two one-handed weapons unless you have a skill that overrides this.

Polearms, Staves and Two-handed weapons must be wielded in both hands to attack and to block. The exception to this is a skill called one handed block that will allow you to use these weapons in one hand to block only, as defined below. When wielding one of the above weapons you may use either arm as your dominant arm for attacking or blocking.

Thrown weapons are in their own category. They cannot be used to block any incoming attacks. They can be thrown from either hand and can be held while you are wielding any other weapon or a shield.

Shields can only be used by those who have purchased the Shield skill. They can only be used alone, with a one-handed weapon, or thrown weapon. You must pick a dominant hand with which to wield/use a shield.

Armor

Each Character starts with a maximum amount of armor that can be worn. Each Base Profession also has its own cost for gaining more maximum armor that can be worn. The maximum amount of armor that can be worn is 10. Note that this max total is for worn armor only. Dex armor can stack on top of your max Armor. While the maximum amount of armor that you can wear is determined by your Profession and purchasing Wear Extra Armor, you must physically represent the armor you are wearing in some way. Thus the amount of armor points you have is based on the look and material of your armor.

Armor points will be gained based on the kind of armor worn and percentage of the body covered by said armor. Percentages of each part of the body are illustrated in the table below. It should be noted that you must cover most or ~75%, as defined by a marshal of an area to get its armor percent. Example, if you were to cover the appropriate amount of your head and all of your left arm in plate, then you would have 10% of your body covered in plate and gain 6 armor points from this.

Head 5%

Upper Right Arm 2.5%	Upper Torso (Chest) 5% Upper Back 5%	Upper Left Arm 2.5%
Lower Right Arm 2.5%	Lower Torso(Abdomen) 5% Lower Back 5%	Lower Left Arm 2.5%

Upper Right Leg 5%	Upper Left Leg 5%
Lower Right Leg 5%	Lower Left Leg 5%

Armor points gained are based on Percentage and Type as listed below

Percent of Body Covered	5%	10%	15%	20%	25%	30%	35%
Plate	4 Armor	6 Armor	8 Armor	10 Armor			
Chain or Fake Plate	2 Armor	4 Armor	6 Armor	8 Armor	10 Armor		
Leather or Fake Chain		2 Armor	4 Armor	6 Armor	8 Armor	10 Armor	
Fake Leather			2 Armor	4 Armor	6 Armor	8 Armor	10 Armor

General Skills			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Read Write (Passive)	0xp	You can read and write	N/A
Maintenance (Passive)	0xp	This allows the player to fix their own armor back to maximum value at a blacksmith station with 5 minutes of roleplay. No components are needed for this skill, though repair implements should be incorporated into the roleplay.	“Begin Repair”
One-Handed Block	0xp	This skill allows you to block up to three times in a row with a two-handed weapon with just one hand, before you have to place two hands on the weapon to block. This skill supersedes the fact that you must use two hands to wield or block with a two-handed weapon.	N/A
Knowledge [X]	1xp	The Knowledge skill is broken up into multiple categories, such as Knowledge: Geography or Knowledge: Nobility. Knowledges rank from 1 to 5, with 1 rank being general knowledge and 5 being Expert knowledge of a subject. To get a knowledge skill you must ask permission from the Head Story Teller(HST) to make sure it is a legal Knowledge skill. To advance your knowledge you must also ask the HST. For each level of a particular knowledge skill, you can ask Plot one question about the topic. As this skill defines multiple kinds of knowledge, each new type of knowledge costs you 1xp for your first level.	N/A
Provider	1xp	Acquire the Gather component skill. This skill can only be used on a NPC who is unable to prevent a search.	“I Gather Component”
Stabilize (Passive)	2xp	This skill grants a player the ability to stabilize another player after 60 seconds of role-playing bandaging an unstable character. This will grant them the ‘stable’ condition.	“Begin Stabilization”
Tracking	3xp	This skill grants one attempt to track someone or can be used for counter tracking. You can only track a PC who wants to be found. Each additional purchase of this skill increases your tracking skill or attempts to track.	“Tracking”
Diagnose (Passive)	4xp	This skill grants use of the Diagnose skill.	“Diagnose [X]”

Weapon Skills – Each weapon skill can only be purchased four times for 2, 3, 4, and 5xp respectively. You must have the ability to use the weapon you purchase skills for, but may purchase weapon skills for every weapon you can use. (When using a weapon skill, either may be used, and the player decides which one, at the time of use)	
<u>Weapon Type</u>	<u>Game Call</u>
Swords	Physical Strike Disarm or Physical Strike Bleed
Staves	Stopthrust or Physical Strike Disarm
Polearms	Stopthrust
Bows	Physical Strike Long Hinder or Physical Strike Ensnare
Maces	Physical Strike Mangle or Physical Strike Short Weakness
Axes	Physical Strike Destroy or Physical Strike Mangle
Two-handed weapons	Physical Strike Pain or Physical Strike Destroy
Thrown Weapons	Physical Strike Short Daze or Physical Strike Short Mute
Spear	Stopthrust or Physical Strike Bleed (Either may be used, and the player decides which one at the time of use.)

Racial Skills – No race may purchase more than 4, total, of their racial skills, though not all races will have the option to purchase 4 skills.

<u>Race Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Human	4xp	This skill grants one ‘Rejuvenate, self, X.’ X is the skill being rejuvenated. This may only be used once per 6-hour period, and is not affected by Power Point Resets. Other sources of ‘rejuvenate’ can still be used.	“Rejuvenate, self [X] by Physical”
Elf	0xp	You may take one “Lightfoot” (Resist one Hinder, Ensnare or Slam effect delivered to the player by any effect) per purchase of this skill	“Lightfoot”
Elf	4xp	You may take one “Resist Compulsion” per purchase of this skill	“Resist Compulsion”
Dwarf	3xp	You may take one “Resist Poison” per purchase of this skill.	“Resist Poison”
Dwarf	6xp	You may take one “Resist Arcane” per purchase of this skill. This skill can only be purchased twice.	“Resist Arcane”
Halfing	0xp	You may take one “Lightfoot” (Resist one Hinder, Ensnare or Slam effect delivered to the player by any effect)	“Lightfoot”
Halfing	6xp	You may take one “Resist Arcane” per purchase of this skill. This skill can only be purchased twice.	“Resist Arcane”
Beast People	10xp	This racial skill gives 4 Dex Armor. This skill can only be purchased once. This Dex Armor stacks with all other types of Dex Armor.	NA
Kin	3xp	Hearty (+2 HP). This skill may only be purchased once. See below for additional choices based upon the specific sub-race.	
Kobold Kin		Physical Strike Short Daze. (This skill may only be purchased once)	
Goblin Kin		Disengage. (This skill may only be purchased three times)	
Orc Kin		4 Damage by Physical (This skill may only be purchased twice)	
Ogre Kin		Physical Strike Mangle (This skill may only be purchased twice)	
Troll Kin		Contingency Stabilize (This will occur the first time the player becomes unstable). (This skill may only be purchased once)	

Fighter (Base Profession) 6 Starting HP and 4 Max Armor			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Skilled Strike	0xp	This skill grants one weapon attack of '2 Damage by Physical.'	"2 Damage by Physical"
Weapon Expertise (Passive)	0xp	This skill grants the player use of any melee/ranged weapon. This skill must be purchased for each weapon type you wish to wield. (Fighters may purchase any weapon skill).	n/a
Wear Armor	2xp	This skill grants one additional armor point to your Max total (Purchasable 6 times).	n/a
Vitality	2xp	This skill grants one additional HP.	n/a
Shield (Passive)	12xp	This skill grants the use of a shield.	n/a

Guardian (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Throw stones	0xp	This skill grants one packet delivered 'Taunt by Physical'.	"Taunt by Physical"
Dirty Gesture	1xp	This skill grants one 'By My Gesture Taunt by Physical'.	"By my Gesture, Taunt by Physical"
Wait a minute	2xp	This skill grants one Disengage.	"Disengage"
Meat Man	2xp	This skill grants one additional HP. (This skill may only be purchased 5 times)	N/A
Qi Gong	3xp	This skill grants one point of extra armor. This need not be Physically represented and will be fixed when you maintenance your armor. This armor cannot be destroyed. (This skill may only be purchased 5 times)	N/A
Sacrificial limb	3xp	This skill grants one reduce any one Physically delivered effect to Short Mangle. (Ex. By Physical, Physical strike)	"Reduce Physical to Short Mangle"
Blocked it	5xp	This skill grants one Resist Physical.	"Resist Physical"
Spell Guard	7xp	This skill grants one Resist Arcane.	"Resist Arcane"
Come and Get it	7xp	This skill grants one 'By my voice, monsters, Taunt by Physical'.	"By my voice, Monsters, Taunt by Physical"
Tank	10xp [Capstone]	This skill grants one Contingency Heal X. The Contingency Heal X will happen when the player is at zero HP. X is equal to half the number of Guardian skills the player has. The player cannot choose when this skill goes off and must use it when appropriate.	"Contingency Heal [X]"

Commander (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
Skill Name	Skill Cost	Skill Description	Game Call
Toughen Up	0xp	This skill grants one, packet delivered, ‘Inspire +2 temporary HP.’ Temporary HP are always lost first and cannot be healed. These temporary HP will allow stable or unstable players to regain consciousness, though if the Temporary HP are lost before the player is healed they will go back to stable or unstable as they were prior. If you have 5 Ranks of Toughen Up you will Inspire +4 Temporary HP instead of +2.	“Inspire +2 Temporary HP by Physical”
Shake it off	0xp	This skill grants one, packet delivered, ‘Cure X by Physical’, where X is any Compulsion effect. Compulsion effects include Fear, Taunt, Rage, Charm, and Dominate.	“Cure [Effect] by Physical”
Attack!	1xp	This skill grants one, packet delivered, inspire ‘3 Damage by Physical’ attack. A weapon must be used to deliver this ‘3 damage by Physical’ attack.	“Inspire 3 Damage Attack by Physical”
Defend	2xp	This skill grants one use of the Parry skill.	“Parry” or “Parry for [Name]”
Be Prepared	4xp	This skill grants one packet delivered ‘Inspire Physical Shield.’ A Physical shield will stop the next weapon blow or attack that is ‘by Physical’ or ‘Physical Strike’.	“Inspire Physical Shield by Physical”
Tactical Retreat	4xp	This skill grants one packet delivered ‘Inspire Disengage.’	“Inspire Disengage by Physical”
Lead by Example	6xp	This skill grants a ‘Heroism’ effect. Heroism grants the following abilities; X Damage by Physical weapon attack (X = half the number of people currently under your banner), +4 temporary HP and a Physical Shield’ to the player. This skill does not require a packet.	“Inspire Heroism, Self, by Physical”
Inspirational Words	6xp	This skill grants one packet delivered ‘Rejuvenate X.’ X is the skill being rejuvenated. This may only be used once per 6-hour period, per player and is not affected by Power Point Resets. Thus, you may affect multiple players, but no player can be affected by more than one Inspirational Words per 6, even by a different player. Other sources of ‘rejuvenate’ can still be, however, such as the Healer spell ‘Inspire’.	“Rejuvenate [X] by Physical”
Stalwart Defender	10xp	This skill grants immunity to Compulsion effects for one hour or one encounter, whichever is longer. If hit with a compulsion effect the appropriate call is no effect. This skill does not require a packet.	“Imbue, Self, Immune to Compulsion, by Physical”
Banner Men	2xp [Capstone]	Once this skill has been purchased you may, packet deliver, Imbue up to X number of people (including yourself) (X = to the number of different commander skills you possess) per 6 with your ‘Banner’. This Imbue will last til the end of the 6 and cannot be removed during this time by any means, including through reaching the dead status, spirit status or passing through the veil. Additionally this skill grants the Commander the ability to perform a voice radius effect (one for each purchase of this skill) that will only affect those who are under their banner. The skills they can apply are Attack!, Be Prepared, Inspirational Words, Shake it off, Tactical Retreat, and Toughen Up. You must have the skill available to be used, as it and the Banner Men skill will be used up when using this ability. An example of this skill is, By my voice, Mikael’s Banner Men, inspire Physical shield by Physical.	“I Imbue [Target(s)] as my Banner Men by Physical” “By my Voice, [Name] Banner men, [Skill] by Physical”

Reaver (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Slaughter	2xp	This skill grants one weapon attack of ‘4 damage by Physical’.	“4 Damage by Physical”
Slam	2xp	This skill grants one weapon attack that applies the Slam condition on successful contact.	“Physical Strike Slam”
Mangle	3xp	This skill grants one weapon attack that applies the Mangle condition on successful contact.	“Physical Strike Mangle [Limb]”
Bring the pain	3xp	This skill grants one weapon attack of ‘1 damage and pain by Physical’ attack.	“1 Damage and Pain by Physical”
Destroy	4xp	This skill grants one weapon attack of Physical strike destroy. This can be a single object held or worn by another player such as a weapon, shield, or armor. This effect can also be used to damage constructs, destroy doors or other objects, as allowed by plot.	“Physical Strike Destroy [X]”
Pain heals all	5xp	This skill grants one Reduce ‘any effect’ to Short Pain effect.	Reduce to Short Pain
Hammer the gap	6xp	This skill grants one weapon attack of “Double 5 Damage by Physical”.	“Double 5 Damage by Physical”
Concussive blow	7xp	This skill grants one weapon attack of ‘Physical Strike 6 damage and short daze’ attack.	“Physical Strike 6 Damage and Short Daze”
Power Through	8xp	This skill grants one ‘Disengage and cure X, self, by Physical’. X can be Bleed, Ensnare, Hinder, Mangle, Mute, Pain, Plague, or Slam. You can use this skill even if not affected by an effect and the skill will only cause the disengage effect.	“Disengage and Cure [X], self, by Physical”
Broken or not, it still kills... (Passive)	9xp [Capstone]	This skill grants the player the ability to fight with a weapon with the Broken condition, but not use any skills that require a weapon, such as Slam or Slaughter. A second purchase of this skill allows the player to ignore the Broken condition of a weapon and treat it as normal for purposes of using skills.	n/a

Dervish (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Dual Wield (Passive)	0xp	This skill grants the player the ability to wield any two one-handed weapons, such as spear and sword or sword and sword or sword and axe. You are no longer restricted in having a dominant hand to use one-handed weapons, even if you are only using one weapon.	n/a
Lightfoot	0xp	This skill allows a player to Resist a Hinder, Ensnare or Slam effect delivered to the player by any effect.	“Lightfoot”
Hamstring	0xp	This skill grants one weapon attack that applies the Hinder effect on successful contact.	“Physical Strike Hinder”
Blade Shield	2xp	This skill grants one Reduce a Physically delivered effect to 2 Damage.	“Reduce Physical to 2 damage”
Nimble	3xp	This skill grants one 1 unrepped dexterity armor (Purchasable 4 times). You must stretch for one minute uninterrupted to reset dexterity armor.	n/a
Mangle	3xp	This skill grants one weapon attack that applies the Mangle condition on successful contact.	“Physical Strike Mangle [Limb]”
Double Tap	4xp	This skill grants one weapon attack of ‘Double 3 Damage by Physical’ attack.	“Double 3 Damage by Physical”
Whirling blades	6xp	This skill grants one weapon attack of ‘Triple 3 Damage by Physical’ attack.	“Triple 3 Damage by Physical”
Death by a Thousand Cuts	7xp	This skill grants one weapon attack of ‘Quadruple 1 Damage and Bleed by Physical’ attack.	“Quadruple 1 Damage and Bleed by Physical”
2 nd Flurry	10xp [Capstone]	This skill grants the player 6 total attacks before needing to take a pause (instead of the normal 3 for flurry) for the next hour or one encounter. You must state Double Flurry before engaging a new target.	“Double Flurry”

Armorer (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Repurpose	0xp	Acquire the Gather component skill. This skill can only be used on a NPC who is unable to prevent a search. Additionally you may always double the effectiveness of Armorer components for the purpose of making “Armorer” items or using armorer skills.	“I Gather Component”
Build Trap	1xp	For each purchase of this skill you can either create an alarm trap, create a 2 damage by Physical explosive trap, or add 2 damage to a just created explosive trap. Every use of this skill costs one component, so creating a 2 damage trap costs one component and a 20 damage trap costs 10 components. 20 Damage is the maximum damage an explosive trap can do. While multiple players can create a trap box together, damage can never be added at a later time. All traps are destroyed once set off and cannot be reused or fixed. Please see the Trap section of the rules for more information on how to create and use traps. You can arm/disarm armorer traps per use of this skill instead of using any of the above uses.	n/a
Forge Master	1xp	Each Rank in the skill allows the Armorer to perform one of the following actions: 1) The Armorer can fix a number of destroyed items, equal to the ranks in this skill, with 1 minutes of role play at a blacksmith station. The cost to repair them is 1 component per item fixed; 2) The Armorer may create a blacksmith station usable by anyone. This station must be represented with the appropriate items/tools. The number of ranks in the Forgemaster skill determines the number of open slots at the blacksmith station; 3) The Armorer may use the Maintenance skill on a batch of armor equal to the number of ranks in this skill, while doing this the Armorer can give a +1 temporary armor bonus to each suit of armor equal to half the Armorer’s Forge Master ranks. Temporary Armor bonus is lost first.	“Inspire +X Temporary Armor”
Stockpile	1xp	This skill allows the player to start the event with two Armorer components per purchase of this skill. If the player has an Armorer station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Brace	1xp	This skill grants one, Resist Destroy, to a specific item. This lasts until the event ends or is used. This costs 2 components.	“Imbue Resist Destroy”
Jerry-Rig	2xp	This skill lets the player fix one destroyed weapon, shield or armor in 60 seconds without a blacksmith station, this costs two components. This skill can also be used to maintenance a suit of armor without a blacksmith station, which costs one component.	n/a
Hone	2xp	This skill sharpens a weapon. This skill allows you to add a +2 damage bonus to a weapon. Each additional purchase of this skill allows you to add a +2 damage bonus to a different weapon or stack an additional +2 bonus on a single weapon. This added damage is expended after two swings, or the end of the event. The cost is 1 component per 6 damage that is added. So, adding +2, +4 or +6 damage would cost one component, adding +8, +10, +12 would cost 2 components, etc. There is no limit to the amount of damage that can be stacked.	“Imbue +X Temporary damage”
Extra Training	2xp	This skill grants one extra use of a weapon skill. For each purchase of this skill the player gains an extra use of a weapon skill. You may not buy more than four additional weapon skills of each type of weapon.	“Per the Weapon skill”
Serrated Edge	2xp	This skill grants the player one ‘Imbue Mangle’ effect on a weapon, expended on the next swing or the event ends. This skill may not be stacked on a weapon. Other abilities may be used along with this one. For example, a player can use a damage call skill or effect skill in addition to this and must call ‘and’ in between the skills, such as ‘5 damage and Mangle’, or ‘Hinder and Mangle’. This skill costs 1 component.	“Imbue Mangle”
Weapon Expert (Passive)	8xp [Capstone]	This skill grants the player the ability to wield any weapon. This does not include shields.	n/a

Armorer Notes:

Build Trap, Forge Master, Hone, Serrated Edge and Brace all take a minimum of one minute of roleplay time to accomplish.

Extra Training Weapon skills:

Weapon Type	Game Call
Swords	Physical Strike Disarm or Physical Strike Bleed
Staves	Stopthrust or Physical Strike Disarm
Polearms	Stopthrust
Bows	Physical Strike Long Hinder or Physical Strike Ensnare
Maces	Physical Strike Mangle or Physical Strike Short Weakness
Axes	Physical Strike Destroy or Physical Strike Mangle
Two-handed weapons	Physical Strike Pain or Physical Strike Destroy
Thrown Weapons	Physical Strike Short Daze or Physical Strike Short Mute
Spear	Stopthrust or Physical Strike Bleed (Either may be used, and the player decides which one at the time of use.)

Specialist (Base Profession) 4 Starting HP – 2 Max Armor			
Skill Name	Skill Cost	Skill Description	
Backstab	0xp	This skill grants one weapon attack of ‘3 Damage by Physical’ attack that can only be done from behind the player you are attacking.	“3 Damage by Physical”
Weapon Training (Passive)	1xp	Bow, crossbow, thrown weapon, sword, staff, axe, or mace Weapon Training.	n/a
Vitality	2xp	This skill grants one additional 1 HP.	n/a
Nimble	2xp	This skill grants one unreped dexterity armor (Purchasable 4 times). You must stretch for one minute, uninterrupted, to reset dexterity armor.	n/a
Wear Armor	3xp	This skill grants one additional armor point (Purchasable 4 times).	n/a

Thief (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Pick Pocket	0xp	This skill grants one attempt to remove a clothespin from an NPC. The clothespin represents an item that was stolen from the NPC such as a purse, jewelry, ring, scroll, etc. The attempt is lost if caught. Players may sell or fence clothespins to PCs or NPCs.	n/a
Pick Lock	0xp	This skill grants one attempt to pick one lock. Any interruption by another player/NPC ends this attempt. You have a maximum of 5 minutes per Pick lock attempt.	“Picking Lock”
Arm/Disarm Trap	0xp	This skill grants one attempt to arm or disarm a trap. Any interruption by another player/NPC ends this attempt. You have a maximum of 5 minutes per Arm/Disarm attempt.	“Disarming Trap”
Track	1xp	This skill grants one attempt to track someone or use counter tracking against someone attempting to track. Multiple levels can be used when tracking or counter tracking and may be needed. You can only track a PC who wants to be found.	“Tracking”
Wait a minute	2xp	This skill grants one Disengage action.	“Disengage”
Sleight of Hand	3xp	This skill grants one Physical Strike Disarm attack by thrown weapon or one packet delivered Disarm by Physical.	“Physical Strike Disarm” or “Disarm by Physical”
Waylay	5xp	This skill grants one Physical Strike Daze attack. You must be able to see your opponent’s shoulder blades when you start your swing.	“Physical Strike Daze”
Opportunistic Strike	8xp	This skill grants one weapon attack of ‘X damage by Physical’. X is equal to the total number of Backstabs, Waylays and Opportunistic strikes a player has.	“[X] Damage by Physical”
UMD (Passive)	9xp	This skill grants the use of Runestones to a player. A second purchase of this skill will allow a player to use Wands. Using runestones or wands in this manner is subject to all casting restrictions.	n/a
Vanish	10xp [Capstone]	This skill grants the “Vanish” characteristic that lasts for 10 seconds. The Vanish characteristic makes you immune to all game effects. You may only move while you are Vanished. You may not open doors, affect traps or locks, attack, or in any other way affect the environment. To show you are Vanished you must cross your arms across your chest.	“Imbue Self Short Vanish by Physical”

Hunter (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Skilled Hunter	0xp	This skill determines which creatures a Hunter will do double attacks against. This skill may only be purchased once per 100 XP of the character. You may choose a specific Race, Monster, or Unique Profession as your Hunted Target. (Please speak to a marshal to pick a Hunted Target) A Hunter may use Expose against each characteristic(s) chosen per 10 XP spent in Hunter Skills. Additionally this skill grants Weapon Training in Bow/Crossbow	“Expose [X]”
Lightfoot	0xp	This skill allows a player to Resist a Hinder, Ensnare or Slam effect delivered to the player by any effect.	“Lightfoot”
Track	0xp	This skill grants one attempt to track someone or use counter tracking against someone attempting to track. Multiple levels can be used when tracking or counter tracking and may be needed. You can only track a PC who wants to be found.	“Tracking”
Expert Provider	0xp	For each purchase of this skill you may “Expertly Gather” components from a NPC who is unable to prevent a search. This allows you to get two components from the NPC.	“I Expertly Gather Components”
Vulnerable Spot	2xp	This skill grants one weapon attack of ‘3 Damage by Physical’ attack. If used against a creature that has been selected in Skilled Hunter the player may call ‘Double 3 Damage and Bleed [X] by Physical’ instead.	“3 Damage by Physical” or “Double 3 Damage and Bleed [X] by Physical”
Vital Anatomy	3xp	This skill grants one weapon attack of ‘5 Damage by Physical’ attack. If used against a creature that has been selected in Skilled Hunter the player may call ‘Double 5 Damage and Bleed [X] by Physical’ instead. Where X is defined by your Skilled Hunter skill.	“5 Damage by Physical” or “Double 5 Damage and Bleed [X] by Physical”
Aim for the Head	3xp	This skill grants one packet delivered, Inspire Double strike X, where X is the race, monster or profession you have chosen in Skilled Hunter. The inspired double strike must be used with a weapon. This skill can be used to increase the Multiplier of other skills, Double becomes Triple, Triple becomes Quadruple, Etc.	“Inspire Double Strike against [X] by Physical”
Hinder Prey	4xp	This skill grants one ‘By My Voice, [X], Double Hinder and Bleed by Physical’. Where X is defined by your Skilled Hunter skill.	“By my Voice, [X] Double Hinder and Bleed by Physical”
The Target	7xp	This skill grants one weapon attack of ‘Triple 3 damage by Physical’ attack. If used against a target of Skilled Hunter [X], do a ‘Quadruple 3 damage and Bleed, [X], by Physical’ attack. Where X is defined by your Skilled Hunter skill.	“Triple 3 Damage by Physical” or “Quadruple 3 Damage and Bleed [X] by Physical”
End of the Road	8xp [Capstone]	This skill grants one ‘Physical Strike Exhaust’. If used on the target of Skilled Hunter, ‘Double Physical Strike Death, [X]’ is used instead. Where X is defined by you Skilled Hunter skill	“Physical Strike Exhaust” or “Double Physical Strike Death [X]”

Mastermind (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
I know things...	0xp	This skill grants one “Expose X”. X being any specific characteristic except Dead or Spirit.	“Expose [X]”
Wrong Guy	0xp	This skill grants one ‘Resist Expose’ for each level of the skill.	“Resist Expose”
Stop!	0xp	This skill grants one ‘By my gesture Repulse by Physical’. You must maintain the gesture to maintain the Repulse.	“By my gesture Repulse by Physical”
Fear me Ladder	1xp	This skill grants one packet-delivered ‘Fear by Physical’.	“Fear by Physical”
Buddy	2xp	This skill grants one packet-delivered ‘Charm by Physical’.	“Charm by Physical”
Shh...	2xp	This skill grants one packet-delivered ‘Mute by Physical’.	“Mute by Physical”
I’m Right, They’re Wrong	4xp	This skill grants one ‘Imbue Resist Compulsion by Physical’. “Resist Compulsion” should be stated when the skill is used. Compulsion effects include Taunt, Charm, Rage, Fear, and Dominate. This will last until used or the end of the event.	“Imbue Resist Compulsion by Physical”
Infuriate	4xp	This skill grants one packet-delivered ‘Rage by Physical’.	“Rage by Physical”
Hypnosis	5xp	This skill grants one ‘By my Gaze Daze by Physical’.	“By my Gaze, Daze by Physical”
Promise me anything	7xp [Capstone]	This skill grants one packet-delivered ‘Short Dominate by Physical’. This lasts 10 seconds.	“Short Dominate by Physical”

Duelist (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Expulsion	0xp	This skill grants one ‘Physical Strike Disarm’.	“Physical Strike Disarm”
Hamstring	0xp	This skill grants one ‘Physical Strike Hinder’.	“Physical Strike Hinder”
Glove Slap	1xp	This skill grants one ‘Physical Strike Taunt’.	“Physical Strike Taunt”
Follow Through	2xp	This skill grants one weapon attack of ‘Disarm and 2 Damage by Physical’ attack.	“Disarm and 2 Damage by Physical”
Wait a minute	2xp	This skill grants one Disengage action.	“Disengage”
Parry	3xp	This skill grants one use of the Parry skill.	“Parry” or “Parry for [Name]”
Weak Spot	2xp	This skill grants one weapon attack of ‘4 Damage by Physical’ attack.	“4 Damage by Physical”
Precision Strike	4xp	This skill grants one ‘Physical Strike Mangle’.	“Physical Strike Mangle”
Riposte	5xp	This skill grants one use of the “Parry” skill, followed by a weapon attack of ‘3 damage by Physical’ attack. You may wait up to 3 seconds after calling “parry” to deliver the 3 damage by Physical attack and then it is lost.	“Parry” “3 Damage by Physical”
You left your guard down	4xp [Capstone]	This skill grants the player the ability to change any known ‘by physical’ or ‘Physical Strike’ skill, into a Double Physical Strike [X], where [X] is the skill used. This uses up both skills.	“Double Physical Strike [X]”

Alchemist (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
Skill Name	Skill Cost	Skill Description	Game Call
Hidden Teachings	0xp	Acquire the Gather component skill. This skill can only be used on a NPC who is unable to prevent a search. Additionally you may always double the effectiveness of Alchemy components for the purpose of making “Alchemy” items.	“I Gather Component”
Build Trap	0xp	This skill grants one of the following: create box trap, create alarm trap, or add one level of gas to a box trap. Creating an empty box trap or alarm trap costs 1 component each. The total cost to create a box trap with a gas inside is 1 component plus the cost of the gas. Level 5 poisons may not be used in the creation of these traps. You can arm/disarm alchemy traps per use of this skill instead of using any of the above uses.	n/a
Tattered Notes	0xp	This skill grants one the ability to learn one Level 1 recipe	n/a
Acid Flask	0xp	This skill grants one packet-delivered ‘2 damage by Physical’ attack. For every four times this skill is purchased, the damage of all acid flask packets will increase by one.	“2 Damage by Physical”
Stockpile	1xp	This skill allows the player to start the event with two Alchemist components per purchase of this skill. If the player has an Alchemy station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Chemist’s Page	2xp	This skill grants the ability to learn one Level 2 recipe (must have purchased 2 Level 1 recipes)	n/a
Journeyman’s Book	4xp	This skill grants the ability to learn one Level 3 recipe (must have purchased 2 Level 2 recipes)	n/a
Philosopher’s Stone	6xp	This skill grants the ability to learn one Level 4 recipe (must have purchased 2 Level 3 recipes)	n/a
Great Work	8xp	This skill grants the ability to learn one Level 5 recipe (must have purchased 2 Level 4 recipes)	n/a
Poison Permanence	1xp [Capstone]	This skill grants the player the ability to change a single created item into a “yearlong” (15 PCed game days) item. This requires additional components equal to the number required to craft the item. This must be done at the time of the items creation.	n/a

Alchemist Notes:

Alchemy can only be used as a packet delivered attack or placed on a weapon by someone who can create the poison. So If you know Toad Secretion, a level 3 alchemy, but not Stinger, another level 3 poison, you cannot apply Stinger to a weapon or throw it as a poison until you learn that poison.

Once, each time an Alchemist purchases a higher level of alchemy recipes, the component cost for all lower levels goes down by 1. For example, when an alchemist learns level 2 recipes, all level 1 recipes will now cost 4 components, when the alchemist learns level 3 recipes, all level 2 recipes will cost 4 components and all level 1 recipes will cost 3 components, etc. When the alchemist creates their recipe, they are capable of either applying their creation to a ‘dart’ for delivery (packet) or can apply that creation to a weapon. The next successful strike by that weapon will be the poison call. Creating item(s) requires 1 minutes of role-play with an Alchemist’s kit (for role-play purposes, there must be vials, mortar & pestle, gloves, beakers, etc.) This is not a permanent station and may be carried with the alchemist. Any number of items can be created during the single session so long as the component cost can be paid for all. All created items last until used or the event ends.

Level 1 Recipes

<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Rattlesnake Venom	5	Ability to use a packet-delivered Disarm effect by poison or add the 'and Disarm' effect to the next weapon swing.	"Disarm by Poison" or "and Disarm"
Cone Shell Secretion	5	Ability to use a packet-delivered Ensnare effect by poison or add the 'and Ensnare' effect to the next weapon swing.	"Ensnare by Poison" or "and Ensnare"
Ioris Blood	5	Ability to use a packet-delivered Hinder effect by poison or add the 'and Hinder' effect to the next weapon swing.	"Hinder by Poison" or "and Hinder"
Anti-Toxin	5	Ability to use a packet-delivered cure all poison effects by poison. This may not be placed on a weapon.	"Cure Poisons by Poison"

Level 2 Recipes			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Nerve Toxin	5	Ability to use a packet-delivered Mangle effect by poison or add the 'and Mangle' effect to the next weapon swing.	"Mangle by Poison" or "and Mangle"
Sumac Sap	5	Ability to use a packet-delivered Mute effect by poison or add the 'and Mute' effect to the next weapon swing.	"Mute by Poison" or "and Mute"
Cobra Venom	5	Ability to use a packet-delivered Plague effect by poison or add the 'and Plague' effect to the next weapon swing.	"Plague by Poison" or "and Plague"
Steroid Injection	5	Ability to "Inspire '2 damage by Physical' by poison". This is placed on a player not a weapon.	"Inspire '2 damage by Physical' by Poison"

Level 3 Recipes			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Toad Secretion	5	Ability to use a packet-delivered Rage effect by poison or add the 'and Rage' effect to the next weapon swing	"Rage by Poison" or "and Rage"
Black Widow Venom	5	Ability to use a packet-delivered Weakness effect by poison or add the 'and Weakness' effect to the next weapon swing	"Weakness by Poison" or "and Weakness"
Fire Ant Stinger	5	Ability to use a packet-delivered Short Pain effect by poison or add the 'and Short Pain' effect to the next weapon swing	"Short Pain by Poison" or "and Short Pain"
Stinger	5	Ability to use a packet-delivered Double Disarm effect by poison or add the 'and Double Disarm' effect to the next weapon swing.	"Double Disarm by Poison" or "and Double Disarm"

Level 4 Recipes			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Potent Venom	5	Ability to use a packet-delivered Exhaust effect by poison or add the 'and Exhaust' effect to the next weapon swing	"Exhaust by Poison" or "and Exhaust"
Inoculation	5	Ability to use Inspire a "Reduce Poison to 2 damage" by poison. This may not be Placed on a Weapon.	"Inspire 'Reduce Poison to 2 damage' by Poison"
Quicksand Sauce	5	Ability to use a packet-delivered Plague and Hinder effect by poison or add the 'and Plague and Hinder' effect to the next weapon swing	"Plague and Hinder by Poison" or "and Plague and Hinder"
Standing Target	5	Ability to use a packet-delivered Mangle and Ensnare effect by poison or add the 'and Mangle and Ensnare' effect to the next weapon swing	"Mangle and Ensnare by Poison" or "and Mangle and Ensnare"

Level 5 Recipes			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Scorpion Venom	5	Ability to use a packet-delivered Petrify effect by poison or add the 'and Petrify' effect to the next weapon swing	"Petrify by Poison" or "and Petrify"
Quiet Suffering	5	Ability to use a packet-delivered Short Pain and Mute effect by poison or add the 'and Short Pain and Mute' effect to the next weapon swing	"Short Pain and Mute by Poison" or "and Short Pain and Mute"
The Long Trip	5	Ability to use a packet-delivered Rage and Plague effect by poison or add the 'and Rage and Plague' effect to the next weapon swing	"Rage and Plague by Poison" or "and Rage and Plague"

Arcanist (Base Profession) 3 Starting HP – 1 Max Armor

<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Detect Magic (Passive)	0xp	This skill grants unlimited packet delivered 'Detect Magic by Arcane'. The caster will be able to tell by what method an effect was delivered. Such as by Arcane, potion, or force. This will also allow you to identify if an object is magic, and what type. Detect magic will not break a passive arcane shield, but will let you know if the target has any magical protectives, but not what type.	"Detect Magic by Arcane"
Arcane Bolt	0xp	This skill grants one packet delivered "1 Damage by Arcane".	"1 Damage by Arcane"
Staff (Passive)	1xp	This skill grants staff Weapon Training.	n/a
Use Rune Stone/Use Wand (Passive)	2xp	This skill grants the use of Runestones to a player. A second purchase of this skill will allow a player to use Wands. Using runestones or wands in this manner is subject to all casting restrictions.	n/a
Wear Armor	3xp	This skill grants one additional armor point (Purchasable 3 times).	n/a
Vitality	3xp	This skill grants one additional HP.	n/a
Staff Bolt (Passive)	6xp	This skill grants the player the ability to throw packets for untyped damage if wielding a staff. This is not Arcane damage and can be blocked with a shield or weapon but cannot be stopped by any resist or shield effect. It can be parried or reduced. You are required to take a two second break between every three packets thrown.	n/a

Occultist (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Shield Magic	0xp	This skill grants one packet delivered 'Inspire Arcane Shield by Arcane'.	"Inspire Arcane Shield by Arcane"
Magic Weapon	0xp	This skill grants one packet delivered 'Imbue Magic Characteristic by Arcane' to a weapon. This characteristic can only be used for killing blows and will expire after being used or at the end of the event.	"Imbue Magic characteristic by Arcane"
Magic Armor	0xp	This skill grants one packet delivered 'Inspire Physical Shield by Arcane'.	"Inspire Physical Shield by Arcane"
Elemental Shield	0xp	This skill grants one packet delivered 'Inspire Elemental Shield by Arcane'.	"Inspire Elemental Shield by Arcane"
Lore	0xp	This skill grants one packet delivered 'Lore by Arcane'.	"Lore by Arcane"
Fortress	2xp	This skill grants one packet delivered 'Fortress by force'. You must have 1 minute of uninterrupted meditation prior to casting this spell. Part of the 1 minute of meditation should be prepping and placing an easily visible F on the entrance of the building.	"Fortress by force"
Force Bolt	2xp	This skill grants one packet delivered 'Slam by Arcane'.	"Slam by Arcane"
Magic Missile	4xp	This skill grants one packet delivered '6 damage by Arcane'.	"6 Damage by Arcane"
Dispel Arcane	4xp	This skill grants one packet delivered 'Cure Arcane by Arcane'. This skill cannot cure Dead or Spirit even if delivered by Arcane.	"Cure Arcane by Arcane"
Disintegrate	9xp [Capstone]	This skill grants one packet delivered 'Death by Arcane'. This will give the dead status to the target hit by the packet.	"Death by Arcane"

Blood Mage (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Purge by Blood	0xp	This skill grants one packet-delivered ‘1 damage self and cure X by Arcane’. X is any status effect that is not Dead, Drain or Spirit. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and Cure [X] by Arcane”
Empathic Healing	0xp	This skill grants one packet-delivered ‘1 damage self and heal 3 by Arcane’ or ‘2 damage self and heal 6 by Arcane’. The amount of damage/healing is selected at the time of casting. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest. Technically the spell will go off before this effect.	“1 Damage Self and Heal 3 by Arcane” or “2 Damage Self and Heal 6 by Arcane”
Feel My Pain	0xp	This skill grants one packet-delivered ‘1 damage self and 3 damage by Arcane’ or ‘2 damage self and 6 damage by Arcane’. The amount of damage is selected at the time of casting. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and 3 Damage by Arcane” or “2 Damage Self and 6 Damage by Arcane”
Wasting Away	1xp	This skill grants one packet-delivered ‘1 damage self and weakness by Arcane’. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and Weakness by Arcane”
Sanguine Shield	2xp	This skill grants one Reduce any effect to 3 damage. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“Reduce to 3 Damage”
Vitality	2xp	This skill grants one additional HP.	n/a
Boiling Blood	3xp	This skill grants one packet-delivered ‘1 damage self and short pain by Arcane’. The Blood Mage is not affected by the ‘Heal’ ability until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and Short Pain by Arcane”
Blood Rage	3xp	This skill grants one ‘2 damage self and by my gesture rage by Arcane. You must keep the gesture up or the rage effect will end. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“2 Damage Self and By My Gesture Rage by Arcane”
Torrent of Blood	6xp	This skill grants one packet delivered ‘X damage self and X damage by Blood. The amount of HP spent, X, must be chosen at the time of casting. The Blood Mage is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“[X] Damage Self and [X] Damage by Blood”
Bleed for Me	0xp [Capstone]	The player may replace one instance of “Damage Self” with the ability to “Damage Other” for the HP costs of their spell. This skill may only be used on a willing target or a target that cannot prevent the damage. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“[X] HP Damage Other...”

Blood Mage Note: NO method can be used to deflect or absorb any damage taken when using Blood Mage abilities on yourself or others, including but not limited to armor, reduce, or resist abilities, unless the ability specifically states that it can. Heal [X] means any effect that is Heal and then a number.

Elementalist (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
-Elementalists must choose 1 Elemental Characteristic (See Below) when they purchase the Profession.			
Skill Name	Skill Cost	Skill Description	
Keep your friends close and your enemies closer	0xp	This skill grants one ‘Expose X’. X must be the characteristic of the elemental type the player is aligned to or its opposite	“Expose [X]”
Elemental Shield	0xp	This skill grants one packet delivered ‘Inspire elemental shield by Arcane’. This shield will protect against any elemental effect or damage once.	“Inspire Elemental Shield by Arcane”
Elemental Protection	0xp	This skill grants one packet delivered ‘Inspire X Shield by Arcane’. X must be an elemental type the player is aligned to or its opposite.	“Inspire [X] Shield by Arcane”
Elemental Blade	0xp	This skill grants one packet delivered ‘Imbue X characteristic by X’ to a weapon. X must be an elemental type the player is aligned to. This characteristic can only be used for killing blows and will expire after being used or at the end of the event.	“Imbue [X] characteristic by [X]”
Elemental Attunement	2xp	This skill grants one additional element to the players list of attuned elemental characteristics. A player may not choose two elements that are opposites with this skill.	n/a
Elemental Blast	2xp	This skill grants one packet delivered ‘3 damage by X’. X must be an elemental type the player is aligned to.	“3 Damage by [X]”
Elemental Destruction	4xp	This skill grants one packet delivered ‘3 Damage and Destroy by X’, where X must be an elemental type the player is aligned to. Destroy can be used to break any single object held or worn by another player. This effect can also be used to Destroy Doors or other objects allowed by plot, or to Damage Constructs.	“3 Damage and destroy by [X]”
Elemental Fury	5xp	This skill grants one packet delivered ‘Double 3 Damage by X’. X must be an elemental type the player is aligned to.	“Double 3 Damage by [X]”
Elemental Barrage	7xp	This skill grants one packet delivered ‘Triple 3 Damage by X’. X must be an elemental type the player is aligned to.	“Triple 3 Damage by [X]”
Become One (Minor Transform)	8xp [Capstone]	The player is able to transform themselves into an Elemental ‘X’ they are Aligned to. While transformed, the player is healed by that Elemental characteristic and takes double damage from the opposite characteristic. The player will gain +4 HP, (2) resist elements, and (2) 3 damage by X packets. Any Killing Blows they perform are treated as having their elemental aura active. This ability lasts for one hour or one module, whichever is longer. You may not have more than one minor transform active at a time. If you Become One while already an Elemental Knight or Lord you must choose to become the same elemental type.	“Transform to X elemental one, Transform to X elemental two, Transform to X elemental three”

Elementalist Notes: (Fire, Ice), (Lightning, Stone), (Dream, Reason), (Chaos, Order), (Life, Decay), (Light, Darkness) are the allowable Elemental Characteristics and their opposites, that can be Attuned to.

Hexer (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Hinder	0xp	This skill grants one packet-delivered ‘Hinder by Arcane’.	“Hinder by Arcane”
Pain	0xp	This skill grants one packet-delivered ‘Short Pain by Arcane’.	“Short Pain by Arcane”
Weakness	1xp	This skill grants one packet-delivered Weakness by Arcane’.	“Weakness by Arcane”
Remove Limb	1xp	This skill grants one packet-delivered ‘Mangle by Arcane’.	“Mangle by Arcane”
Mute	2xp	This skill grants one packet-delivered ‘Mute by Arcane’.	“Mute by Arcane”
Curse	2xp	This skill grants one packet-delivered ‘Plague by Arcane’.	“Plague by Arcane”
Pain Shield	3xp	This skill grants one Reduce any Arcane effect to Short Pain.	“Reduce Arcane to Short Pain”
Your Mother	4xp	This skill grants one ‘By my gesture Rage by Arcane’. You must keep the gesture up or the Rage effect will end.	“By my Gesture Rage by Arcane”
Reduce Frenzy	6xp	This skill grants one ‘By my voice, monsters, Hinder and Plague by Arcane’. Any monster hearing this will take both Hinder and Plague effects.	“By my voice, monsters, Hinder and Plague by Arcane”
Sap Strength	8xp [Capstone]	This skill grants one packet-delivered ‘Exhaust and Plague by Arcane’.	“Exhaust and Plague by Arcane”

Enchanter (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
Skill Name	Skill Cost	Skill Description	Game Call
Runic Knowledge	0xp	Acquire the Gather component skill. This skill can only be used on a NPC who is unable to prevent a search. Additionally you may always double the effectiveness of Enchanting components for the purpose of making “Enchanter” items.	“I Gather Component”
Create Runestone	0xp	This skill grants the ability to create a Runestone. The number of spells the Runestone can hold is equal to the number of times this skill has been purchased. This skill also allows you to use Runestones.	n/a
Create Trap	0xp	This skill grants the player the ability to make magical traps. Creating a magical trap requires 1 level of the skill and 2 components per spell level chosen as the effect. So with 1 rank of create trap and 2 components you could create an Ensnare trap. Ranks and components are used up when the trap is created. Traps that are set off are destroyed and cannot be reset. You can attempt to arm/disarm enchanter traps as well with this skill, using up a rank when attempting. Level 1) Ensnare, Slam or Hinder; Level 2) Disarm, Fear, Pain, Mangle; Level 3) Mute, Plague or Destroy; Level 4) Short Daze	n/a
Stockpile	1xp	This skill allows the player to start the event with two Enchanter components per purchase of this skill. If the player has an Enchanting station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Amplify	1xp	This skill grants the ability to add an additional use of the original spell added to a Runestone or Wand during creation. This skill is required for a Runestone or Wand to have more than ONE charge. Use of this skill requires an additional component for each 2 uses of this skill (rounded up).	n/a
Tattoo	2xp	This skill grants the player the ability to place a magical tattoo on any player, including themselves. Each purchase of this skill allows for an additional use of this skill and an additional Tattoo learned. Once a player has learned all 7 tattoos you may cast TWO tattoos on a player instead of one, making you a Master Tattoo Artist	As per the Tattoo
Engrave Rune	2xp	This skill grants the player the ability to engrave a single protective rune onto a single piece of armor. Each purchase of this skill allows for an additional use of this skill and an additional rune learned. Once a player has learned all 7 runes you may cast TWO runes on a player’s armor instead of one, making you a Master Rune Carver.	As per the Rune
Borrowed Knowledge	2xp	This skill grants the player the ability to use a spell from another Arcanist Profession in their Runestones or Wands, provided the spell is expended from another player. The use of this ability adds Components to the cost of creating the item.	n/a
Create Wand	3xp	This skill grants the ability to create a Wand. The number of spells the wand can hold is equal to the number of times this skill has been purchased. This skill also allows you to use wands.	n/a
Weapon Wand	0xp [Capstone]	This skill grants the Enchanter the ability to use a Staff. This staff can be used instead of a wand in their possession to perform the By My Gesture X ability of the wand per purchase of this skill. Furthermore for each purchase of this skill they may make one charge of any wand into a Double By My Gesture X.	“Double [X]”

Enchanter Notes:

Creation times for all items are one minute per type of item.

Runestone – Cost: 1 Component for spells 4 or less xp or 2 Components for spells 5 or more xp – A stone (which lasts until used or the event ends) capable of having a Rune carved into it that is then attuned to a specific Arcanist ability with the exception of Capstone or Master class abilities. Each runestone is only capable of storing a single type of spell (by arcane, by elemental type, by force), though the amount of that spell it can store is only limited by the number of times this skill has been purchased and the Enchanters Amplify skill, (purchasing this skill 10 times allows the creator to create 10 runestones with a maximum of 10 charges). Spells can only be inserted into a Runestone at creation. The creator must be capable of casting the spell being placed into the Runestone, unless Borrowed Knowledge is used. When using Runestones with Blood Mage spells, the HP cost is chosen at the time the Runestone is used, not created. A single Runestone requires the expenditure/use of only one spell to be created, no matter how many uses the Runestone will have once created. Runestone usage follows all normal casting rules and must be visible on the player using them.

Wand – Cost: 4 Components for spells 4 or less xp or 6 Components for spells 5 or more xp – A wand or rod (which lasts for 15 PCed game days) capable of being bestowed with Arcane energies that are attuned to a specific Arcanist ability with the exception of Capstone or Master class abilities. Each wand is only capable of storing a single type of spell (by arcane, by elemental type, by force), though the amount of that spell it can store is only limited by the number of times this skill has been purchased and the Enchanters Amplify skill, (purchasing this skill 10 times allows the creator to make 10 wands with a maximum of 10 charges). Spells can only be inserted into a wand at creation. The creator must be capable of casting the spell being placed into the wand, unless Borrowed Knowledge is used. A single Wand requires the expenditure/use of only one spell to be created, no matter how many uses the Wand will have once created. Wand usage follows all normal casting rules and must be held in hand to use. You may have a single wand in each hand if you wish, but no other objects with them. A wand must be pointed at the target of the By My Gesture X (where X is the skill in the wand).

Engrave Rune – Cost: 1 Component – Engrave a rune (which lasts until used or the event ends) onto a set of armor. The armor needed for the engraved rune can be a single piece or a full suit and can provide an armor bonus or not. The Physical representation of an armor piece is the important part. A player may only have one rune on a set of armor they are wearing at a time unless a Master Rune Carver places two. You may not have two runes on a player unless both are placed by the same Master Rune Carver. Runes are activated immediately upon creation and are expended when the benefit has been used, with some exception.

Tattoo – Cost: 1 Component – Place a magical tattoo on a player (These will last until used or the event ends). A player may only have one Tattoo on them at a time. A player may have two Tattoos cast on them if a Master Tattooist places two (both) upon them.

Runes		
Name	Description	Game Call
Protect	Imbue an armor piece with + 2 Armor to your total. This armor is unreped, can supersede max armor and is fixed with the maintenance skill, along with your other armor. This ability will disappear at the end of a 6.	“Imbue + 2 Armor by Arcane”
Shield	Imbue an armor piece with a Physical Shield.	“Imbue Physical Shield by Arcane”
Gift	Imbue an armor piece with Arcane Shield.	“Imbue Arcane Shield by Arcane”
Endurance	Imbue an armor piece with + 2 HP to your total. This HP can be healed per normal rules. This ability will disappear at the end of a 6.	“Imbue +2 HP by Arcane”
Sure foot	Imbue an armor piece with ‘Lightfoot’.	“Imbue Lightfoot by Arcane”
Deflect	Imbue an armor piece with Resist Destroy. The Resist Destroy can be used on any Destroy effect, not just to protect the armor.	“Imbue Resist Destroy by Arcane”
Clarity	Imbue an armor piece with Resist Compulsion. Such as Fear, Charm, Taunt, Dominate, or Rage.	“Imbue Resist Compulsion by Arcane”
Tattoos		
Name	Description	Game Call
Tangle	Imbue a player with Ensnare.	“Imbue By my Gesture Ensnare by Arcane”
Dropsies	Imbue a player with Disarm.	“Imbue By my Gesture Disarm by Arcane”
Blast	Imbue a player with 3 Damage.	“Imbue By my Gesture 3 Damage by Arcane”
Stranger Danger	Imbue a player with Fear.	“Imbue By my Gesture Fear by Arcane”
Owl	Imbue a player with Lore.	“Imbue By my Gesture Lore by Arcane”
Floppy arms	Imbue a player with Weakness	“Imbue By my Gesture Weakness by Arcane”
Turtle time	Imbue a player with Hinder.	“Imbue By my Gesture Hinder by Arcane”

Naturalist (Base Profession) 4 Starting HP – 2 Max Armor			
Skill Name	Skill Cost	Skill Description	
Tap	0xp	This skill grants one packet delivered 'Heal 1 by Arcane'.	"Heal 1 by Arcane"
Staff (Passive)	1xp	This skill grants staff Weapon Training.	n/a
Vitality	2xp	This skill grants one additional HP.	n/a
Diagnose (Passive)	2xp	This skill grants the ability to use the Diagnose skill.	"Diagnose [X]"
Armor Expert	3xp	This skill grants one additional armor point (Purchasable 6 times).	n/a
Staff Bolt (Passive)	6xp	This skill grants the player the ability to throw packets for untyped damage if wielding a staff. This is not Arcane damage and can be blocked with a shield or weapon but cannot be stopped by any resist or shield effect. It can be parried or reduced. You are required to take a two second break between every three throws.	n/a

Healer (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Diagnose (Passive)	0xp	This skill grants the ability to use the Diagnose skill	"Diagnose [X]"
Healer's Grace	0xp	This skill grants one packet delivered 'Heal X by Arcane'. X is equal to the number of times the skill has been purchased.	"Heal [X] by Arcane"
Status	0xp	This skill grants one 'Expose Dead'. This will allow you to know any players in the area with the Dead characteristic.	"Expose Dead"
Cure	1xp	This skill grants one packet delivered 'Cure [X] by Arcane'. The status effect, fixed, must be chosen when cast. This may fix any status effect that is not the Drain, Dead or Spirit.	"Cure [X] by Arcane"
Burst	3xp	This skill grants one 'By my voice, heal 4 by Arcane'.	"By my Voice, Heal 4 by Arcane"
Inspire	4xp	This skill grants one packet delivered 'Rejuvenate X by Arcane'. X is the skill being rejuvenated. This may only be used once per 6 hour period, per player and is not affected by Power Point Resets. Thus, you may affect multiple players, but no player can be affected by more than one Inspire per 6, even by a different player. Other sources of 'rejuvenate' can still be, however, such as the Commander skill 'Inspirational Words'.	"Rejuvenate [X] by Arcane"
Resurrection	5xp	This skill grants one packet delivered 'Resurrection by Arcane'.	"Resurrection by Arcane"
Purity	7xp	This skill grants one packet delivered 'Cure All by Arcane'. This will remove all negative status effects from a player no matter how they were delivered. It will not cure Drain, Dead or Spirit. It will not remove positive effects like an inspired shield.	"Cure All by Arcane"
Plan B	8xp	This skill grants one Reduce any effect to heal 2.	"Reduce to Heal 2 Self"
False Life	7xp [Capstone]	This skill grants a packet delivered, 'Imbue 5 HP by Arcane'. These HP are added to the player's HP total and can be healed like regular HP. No more than 5 HP may be added to any player per 6 hour period by this skill. This effect will last till the end of the 6 hour period.	"Imbue 5 HP by Arcane"

Deathspeaker (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Speak with the Dead	0xp	This skill grants either ‘Speak with Spirit/Dead, Self, by Arcane’ which will allow the caster to speak with all spirits and/or dead for one hour or mod whichever is longer. Or ‘X speak by Arcane’ (where X is either Dead or Spirit) which will allow a Dead or Spirit targeted to be able to speak with non-dead, non-spirits normally for one hour or mod, whichever is longer.	“Speak with Spirit/Dead, Self, by Arcane” Or “X speak by Arcane”
I see dead people	0xp	This skill grants one ‘Expose X’. X can be those with either the Dead or Spirit characteristic. The characteristic for the skill must be chosen when cast.	“Expose [X]”
Trap Spirit	0xp	This skill grants one packet-delivered ‘Ensnare Spirit by Arcane’.	“Ensnare Spirit by Arcane”
Soothe Spirit	1xp	This skill grants one packet-delivered ‘Heal X by Arcane’. X is equal to the number of times this ability is purchased. You must have 60 seconds of uninterrupted rest before using this skill again.	“Heal [X] by Arcane”
Mend Spirit	2xp	This skill grants one packet-delivered ‘heal 2 by Arcane’.	“Heal 2 by Arcane”
Rend Spirit	2xp	This skill grants one packet-delivered ‘Plague by Arcane’.	“Plague by Arcane”
Steal Spirit	4xp	This skill grants one packet-delivered ‘4 damage by Arcane and heal 2, self by Arcane’. The player need not hit a target with the ‘4 damage by Arcane’ to use the ‘heal 2, self by Arcane’. Whether or not you hit with the spell, if you use the ‘heal 2, self by Arcane’ you may not re-memorize the spell.	“4 Damage by Arcane and Heal 2 Self by Arcane”
Ghost	5xp	This skill grants the player the ability to Imbue themselves with the [Spirit] characteristic for 5 minutes. They are affected only by things that interact with the [Spirit] characteristic. At the end of this time the player loses the [Spirit] characteristic and returns to normal. You may not choose to drop the [Spirit] characteristic. When in spirit you may speak with other spirits normally but cannot speak with those not on the spirit plane.	“Imbue, Self, Spirit by Arcane”
Suffering	6xp	This skill grants one ‘Reduce any effect to Short Pain’.	Reduce to Short Pain
Broken Ties	9xp [Capstone]	This skill grants one packet-delivered ‘Cure Spirit by Arcane’. Thus, the player can remove the Spirit characteristic from a player. If a player has the Spirit and Dead characteristics, they will lose both characteristics and have 1 HP and have no positive or negative status effects or spells on them. A character with just the Spirit characteristic will be forced out of the Spirit realm, but suffers no other affects. A Spirit that is affected by this spell will be destroyed.	“Cure Spirit by Arcane”

Druid (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Speak with Animals	0xp	This skill grants either ‘Speak with animals, self, by Arcane’ where the caster can speak with all animals for an hour or the duration of a module, whichever is longer. Or ‘By My Voice, Animals, Speak by Arcane’ which will allow all animals to speak “common” for an hour or a module, whichever is longer.	“Speak with animals, self, by Arcane” or “By My Voice, Animals, Speak by Arcane”
Charm Animal	0xp	This skill grants one packet delivered ‘Charm animal by Arcane’. The target [Animal] will go out of their way to further/complete your desires for one hour or the duration of the module, whichever is longer. The animal will understand you and you can understand them. They will not harm themselves or their companions.	“Charm Animal by Arcane”
Stay	0xp	This skill grants one packet delivered ‘Ensnare by Arcane’.	“Ensnare by Arcane”
Meditation	1xp	This skill grants X number of packet delivered ‘Heal 5 by Arcane’. X is equal to the number of times you purchased this skill. You must take 1 minute of uninterrupted rest before casting this, after which the spell must immediately be cast.	“Heal 5 by Arcane”
Natural Weaponry (Passive)	1xp	This skill allows you to use a staff, mace/club or two handed mace/club. If this skill is purchased a second time it will grant a retractable claw. If purchased a third time this skill will grant a second retractable claw. Weapon(s) or claw(s) can be used while casting druid spells or naturalist spells, but you must still have at least one hand free to cast. Claws cannot be used to perform weapon skill, but are unable to be disarmed or destroyed.	n/a
Serpent Spirit	4xp	This skill grants one ‘Resist Poison’.	“Resist Poison”
Call Lightning	5xp	This skill grants one packet delivered ‘Inspire Self, Call Lightning by Arcane’. You must take 1 Minute of uninterrupted rest before casting this, after which the spell must immediately be cast. Call Lighting grants a pool of 6 Damage that can be dispensed in any amount the caster wishes, adding up to 6. So you could cast 1 six damage, or 6 one damage, or 2 three damages or 3 two damages. These gestures last for one hour or the end of a module, whichever is longer.	“Inspire Self, Call Lightning by Arcane” “By My Gesture, X Damage by Lightning”
Resist Physical	5xp	This skill grants one ‘Resist Physical’.	“Resist Physical”
Petrify	7xp	This skill grants one packet delivered ‘Petrify by Arcane’.	“Petrify by Arcane”
Wild Shape (Minor Transform)	10xp [Capstone]	This skill grants the ability to transform into an animal (thus gaining the Animal characteristic) of the druid’s choice. You will gain dual claw weapon training, gain +6 HP, two ‘3 damage by Physical’ swings and a Resist Physical. While Transformed you may speak with whatever animal type you Transform into at will, but you are not prevented from speaking normally. This ability lasts for one hour or one module, whichever is longer. You may not have more than one minor transform active at a time. If you already have Greater Wild Shape active when you cast Wild Shape you must stay the same animal.	“I Transform to Wild Shape one, I Transform to Wild Shape two, I Transform to Wild Shape three”

Druid Note: Druids can purchase Claw Skill, which is a skill only usable while they have an active claw, much like Weapon skills. Druids may dual wield both a claw and a weapon from the Natural Weaponry skill.

Claw Skill			
Claw	2xp		“3 Damage by Physical”

Crusader (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Trap Undead	0xp	This skill grants one packet-delivered ‘Ensnare, Undead by Radiant’.	“Ensnare, Undead by Radiant”
Skilled Strike	0xp	This skill grants one ‘2 Damage by Physical’ attack.	“2 Damage by Physical”
Harm Undead	0xp	This skill grants one packet-delivered ‘X Damage, Undead by Radiant. X is equal to the number of times this skill has been purchased.	“[X] Damage, Undead, by Radiant”
Weaken the Dead	1xp	This skill grants one packet-delivered ‘Weakness and plague, undead, by Radiant’.	“Weakness and Plague, Undead, by Radiant”
Divine Touch	2xp	This skill grants one packet-delivered ‘Heal, Self, X by Arcane’ or ‘Heal Y by Arcane’. X is equal to twice the number of times this skill is purchased, Y is equal to the number of times this skill is purchased.	“Heal, Self, X by Arcane” or “Heal Y by Arcane”
Holy Warrior (Passive)	2xp	This skill grants the Holy Warrior the ability to find Undead “Expose Undead” (Unlimited Use), as well as have a Holy Weapon to use against the Undead. This skill grants proficiency with any one weapon (not shield). This weapon may be wielded while using any spells and abilities from the Naturalist Base or any of its Unique Professions, so long as one hand is free to cast. This weapon cannot be disarmed. This skill may only be purchased once.	“Expose Undead”
Lesser Burst	2xp	This skill grants one ‘By My Voice, Heal 3 by Arcane’ or a ‘By My Voice, Undead, 3 Damage by Radiant’ to be decided when using the ability	“By My Voice, Heal 3 by Arcane” or “By My Voice, Undead, 3 Damage by Radiant”
Resist Charm	4xp	This skill grants one ‘Resist Compulsion’.	“Resist Compulsion”
Undead to Death	6xp	This skill grants one packet-delivered ‘Death, Undead, by Radiant’.	“Death, Undead, by Radiant”
Smite	3xp [Capstone]	This skill grants the ability to change any Spell to a Radiant Strike. The Game Call will be Radiant Strike [X] where [X] is the skill’s normal effect. For example ‘Radiant Strike [X] damage, Undead’ is a legal use of this skill.	“Radiant Strike [X]”

Herbalist (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Herbal Lore	0xp	Acquire the Gather component skill. This skill can only be used on a NPC who is unable to prevent a search. Additionally you may always double the effectiveness of Herbalist components for the purpose of making “Herbalist” items.	“I Gather Component”
Stockpile	1xp	This skill allows the player to start the event with two Herbalist components per purchase of this skill. If the player has an herbalism station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Bandage	1xp	This skill allows the player to create a Heal X potion, where X is equal to the number of times you have purchased this skill. It costs 2 components per potion.	“Heal [X] by Potion”
Airtight Storage	1xp	This skill allows the player to store a single item for a longer duration. For each purchase of this ability, the Herbalist can turn one of their recipe items into a “yearlong” (15 PCed game days) item. Making a potion Airtight triple the component cost for the potion. This must be done at the time the item is created.	n/a
Holy Water	1xp	This skill creates a potion that does 3 Damage to Undead. There is no component cost. This ability is Packet delivered but is not affected by Mute or Weakness.	“3 Damage to Undead by Potion”
Poultice	2xp	This skill allows the player to create a Cure X potion, where X is a status effect other than Dead, Drain or Spirit. The status effect that this potion cures must be declared at creation and it will only cure that specific effect. It costs 2 components per potion.	“Cure [X] by Potion”
Panacea	4xp	This skill allows the player to create a cure Plague and another effect (except Dead, Drain or Spirit). The effect cured is chosen when the potion is used by the <u>player</u> using it, not being affected by it, unless they are the same player. This costs 4 components per potion.	“Cure Plague and [X] by Potion”
Bezoars’ Tincture	6xp	This skill allows the player to Imbue the target with a Potion that will be used contingent upon a specific condition. If the target is imbued with a cure dead then they will have a contingency cure dead upon reaching dead status. If the target is imbued with Heal X, then they will contingency upon being reduced to zero HP. If the target is imbued with Cure X or Cure Plague and X, then they will ‘contingency’ upon being affected by X. This will last until used or the event ends, whichever is longer. You may not have more than one of each type of Potion Imbued into any one player.	“Contingency Cure Dead Contingency Cure [X] Contingency Heal [X] Contingency Cure Plague and [X]”
Aqua Vita	5xp	This skill allows the player to create a Cure Dead potion. This costs 4 components per potion.	“Cure Dead by Potion”
Dart Gun	8xp [Capstone]	This skill allows the player to deliver any Potion they have as a By your name effect. You must have a potion to use and this will use up said potion. You need not have created the potion in question though. For example if an Aqua Vita is used, a player with this skill could call “By Your Name, Darc, Cure Dead by Potion”.	“By Your Name, [X], [potion effect] by Potion”

Herbalist Notes:

When the Herbalist creates their potion, they must represent each existing potion with an individual bottle/vial. Creating item(s) requires 1 minutes of role-play with an Herbalist’s kit (for role-play purposes, there must be vials, mortar & pestle, gloves, beakers, etc. with the kit. This is not a permanent station and may be carried with the alchemist). Any number of items can be created during the single session so long as the component cost can be paid for all. All potions will last until the event ends, unless Airtight Storage is used at creation.

Master Class Rules

Fighter (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Crystallomancy	10 XP	See Page 48	N/A
Extra Tough (Passive)	10 XP	Double All HP gained previously and currently from the Fighter Base Profession Skill Vitality. This skill can only be purchased once.	N/A

Commander (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
To The Last	15 XP	This skill allows you to use a voice effect that will Resurrect bannermen and grant +10 temporary HP to them.	“By My Voice, [X] Bannermen, Resurrect and Inspire 10 Temporary HP by Physical”
Hold the Line	15 XP	This skill grants your Bannermen immunity to Compulsion effects for one module or 60 minutes, whichever is longer.	“By My Voice, Bannermen, Inspire Immune to Compulsion Effects by Physical”
Forced March	10 XP	This skill grants your Bannermen immunity to slam, hinder, and ensnare effects for one module or 60 minutes, whichever is longer.	“By My Voice, Bannermen, Inspire Immune to Slam, Hinder and Ensnare by Physical”
Paragon	10 XP	This skill inspires yourself with temporary HP, a damage by Physical weapon attack equal to your total Bannermen and (2) Reduce to 2 Damage	“Inspire Paragon, Self, by Physical”

Reaver (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Comfortably Numb (Major Transform)	10 XP	This skill allows the player to transform into an Anesthi. While transformed the player is immune to all damage, the pain effect and all compulsion effects (Fear, Rage, Taunt, Dominate, Charm). The character will gain a Veil characteristic with the use of this skill, meaning they will need to see the Reaper before the event is over. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once and may only be used once per day.	“Transform to Anesthi One, Transform to Anesthi Two, Transform to Anesthi Three”
Cripple	10 XP	This skill grants a Physical strike Destroy and Mangle effect weapon attack	“Physical Strike Destroy [X] and Mangle [X]”
Three Strikes...Your Out	15 XP	This skill grants a triple 10 damage by Physical weapon attack.	“Triple 10 Damage by Physical”
If it ain't Dead, it's gonna be.	2 XP	This skill allows you to use a killing blow and break the player/creature's resistance to killing blows if you have the appropriate weapon type or not.	“Killing blow Break DR”

Guardian (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Draw The Line	10 XP	Ability to make yourself immune to uncalled damage until you move or dead status.	“Imbue, immune to uncalled damage, self, by Physical”
Living Death (Major Transform)	10 XP	This skill allows you to transform yourself into the Living Dead. You are not an UNDEAD. While transformed you are immune to all Physical called effects and all Damage effects. The character will gain a Veil characteristic with the use of this skill, meaning they will need to see the Reaper before the event is over. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once and may only be used once per day.	“Transform to Living Dead One, Transform to Living Dead Two, Transform to Living Dead Three”
Shield Wall (Passive)	15 XP	This skill makes any shield you use immune to destroy or disarm effects so long as you are wielding it.	N/A
Superhero Landing	10 XP	This skill allows you to use a disengage and By My Voice Triple Slam by Physical effect. You are not affected by this Slam effect.	“Disengage and By My Voice Triple Slam by Physical”

Dervish (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Blade Master	0 XP	This skill allows you, for each purchase of this skill, to have an increasing damage weapon attack that must be used in an unbroken flurry of attacks (no more than 3 seconds between each attack). These attacks can be used against any and all players within your attack range. So, if you purchase this skill 10 times then you may swing from 1 damage to 10 damage as described above. This skill may only be used once per 6-hour period.	“Bladestorm, 1 Damage by Physical, 2 Damage by Physical, 3 Damage by Physical, [X] Damage by Physical”
Blade Block	3 XP	This skill allows you to reduce any Physical effect to disarm self. You must have a weapon in your hand to use this skill. Shields do not count.	“Reduce Physical to Disarm Self”
Heads Up	5 XP	This skill allows you to take a Physical skill that you have and turn it into a By My Gesture skill. For example, if you used the skill Double Tap, you would turn it into By My Gesture Double 3 Damage by Physical. This uses up both the Heads Up skill and the Physical skill used.	“By My Gesture ‘Physical skill’ by Physical”
Tater Tot	15 XP	This skill allows you to do a Triple Mangle by Physical weapon attack.	“Triple Mangle by Physical”

Armorer (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Extra Armor (Passive)	10 XP	This skill will Double the value of your armor worn as well as double your max armor value. This skill can only be purchased once.	N/A
Weapon Breaker	7 XP	This skill allows you to reduce any Physical attack to 1 damage and then use a By My Gesture Destroy Weapon.	“Reduce Physical to 1 Damage and By My Gesture Destroy Weapon by Physical”
Weapon Chain	5 XP	This skill allows you to create a Weapon Chain for a weapon, not a shield. A Weapon Chain will allow you to call Immune to Disarm for a 6-hour period after which the Weapon Chain will break and need to be replaced. This skill costs 2 Armorer components per use.	“Imbue ‘Immune to Disarm’”
Chip Crush (Passive)	10 XP	This skill allows you to turn an Armorer chip into 2 Armorer components.	N/A

Specialist (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Crystallomancy	10 XP	See Page 48	N/A
Mug	5 XP	This allows you to turn any Physical delivered skill into a Double Physical delivered skill attack that can only be done from behind the player you are attacking. This uses up both the Mug skill and the skill that is doubled.	“Double ‘Physical Delivered Skill’”

Thief (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Hail Caesar	7 XP	This skill allows you to perform a Physical strike death that can only be done from behind the player you are attacking.	“Physical Strike Death”
Now You See Me	15 XP	This allows you to use a Vanish skill by Physical. This skill lasts for 5 minutes unless you choose to drop the Vanish by lowering your arms.	“Imbue Vanish, Self, by Physical”
Gimme Yo Stuff	10 XP	This skill allows you to place a personalized clip on an NPC target. If you are able to do this without getting caught you may go to a Marshal and they will give you all the clips the NPC had on them.	N/A
Fast	5 XP	This skill allows you to prevent a trap from going off that had been set off within arm’s reach of you.	“Fast”

Hunter (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Bear Gryllis	7 XP	This skill allows you to call Quadruple Reduce any skill to one damage. This means you will take 4 damage whether you are reducing a single, a double, a triple, a quadruple or greater skill	“Quadruple Reduce, to 1 Damage”
Mine	10 XP	This skill allows you to ‘By My Gesture Imbue’ a target with a racial or monster characteristic of your Skilled Hunter skill. This will allow you to treat that player as if they were a creature that has been selected in Skilled Hunter. This imbue lasts for one module or 60 minutes, whichever is longer.	“By Your Name, ‘Name’ Imbue ‘Characteristic/Racial’ by Physical”
Called Shot	5 XP	This skill allows you to use a By Your Name of any Hunter skill you possess. This skill uses up both the Called Shot and whatever Hunter skill you turn into a By Your Name.	“By Your Name ‘Hunter Skill’ by Physical”
New Target	5 XP	This skill allows you to pick a new racial, monster or Unique Profession per the Skilled Hunter skill that will act the same as having a new target under Skilled Hunter. You may not purchase this skill more than 5 times.	N/A

Mastermind (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Heel	12 XP	This skill allows you to ‘Dominate Monster by Physical’. This skill can only be purchased twice.	“Dominate Monster by Physical”
Yeah that’s the ticket	0 XP	This skill allows you to take on a Racial, Monster or Unique Profession characteristic that will last for one module or 60 minutes, whichever is longer. Once you have this characteristic you may become affected by abilities that call the characteristic.	“Imbue ‘Characteristic’, self, by Physical”
Stop collaborate and listen	15 XP	This skill allows you to call a ‘By My Voice, Monsters, Short Daze by Physical’. This skill can only be used once per 6.	“By My Voice, Monsters, Short Daze by Physical”
Long Con	10 XP	This skill allows you to short daze a target and cause an inevitable long charm. This long charm will be triggered by a word, time, or situation, at which time the target will follow a set of instructions that are given to them. The triggering effect and set of instructions must be given during the 10 seconds the target is Dazed. If no specific trigger is given or instructions the target will be long charmed to you immediately.	“Short Daze, and Inevitable Long Charm by Physical”

Duelist (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Reflective Riposte	12 XP	This skill allows you to use a Parry Physical and then By My Gesture the Parried effect, which will be ‘X’ during the call. For example, if someone hit you with Double 5 damage by Physical, you could call Parry Physical and By My Gesture 5 damage by Physical to a target. You would still, of course, take the other 5 damage unless another effect was used to stop it.	“Parry Physical and By My Gesture ‘X’” by Physical”
Perfect Strike	10 XP	This skill allows you to call Physical Strike Death.	“Physical Strike Death”
Steely Gaze	5 XP	This allows you to use a By My Gaze, Double Fear by Physical effect.	“By My Gaze, Double Fear by Physical”
Perfect Defense	12 XP	This skill allows you to use a Parry against any type of delivery, which will be ‘X’ during the call. For example, Parry Physical, Parry Poison, Parry Arcane.	“Parry ‘X’”

Alchemist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Just Like Mother Used to Make	2 XP	This skill allows you to reduce any poison effect to Heal Self 2.	Reduce Poison to Heal Self 2
Recipe for Death Poison (Passive)	15 XP	Ability to use a packet-delivered Death by poison or add and Death to a weapon call. This costs 4 Alchemy components per poison created.	“Death by Poison” or “and Death”
Mutagen (Minor or Major Transform)	20 XP	This skill allows you to transform into one of four different forms, giving you added abilities as defined by the form. Minor Transform Hulk You gain +5 HP, (1) Resist Physical, (1) Resist Arcane, and (2) 4 Damage by Physical swings. Minor Transform Bulk You gain +10 HP (1) Resist Physical, (1) Resist Arcane, (1) Resist Poison, (1) Resist Element. Minor Transform Vulk You gain +5 HP, (2) Resist Poison, (2) 3 Damage by Poison packets. Major Transform Zulk You gain +5 HP, (2) Resist Poison, (2) 3 Damage by Poison (packet or swings) Additionally you may turn any poison you have into a Poisonstrike. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one minor transform or more than one major transform active at a time. This skill may only be purchased once.	“Transform to ‘X’ One, transform to ‘X’ Two, transform to ‘X’ Three”
Chip crush	15 XP	This skill allows you to turn an Alchemist chip into 2 Alchemy components.	n/a

Arcanist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Formals	10 XP	Please see the Formal List on Page 51	N/A
Mage Armor (Passive)	15 XP	This skill grants you 6 unrepped Armor points. Once points are lost you must Meditate for one uninterrupted minute to gain them back. You may not have Mage Armor and gain Armor from Physical Armor.	N/A

Occultist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Absorb Energy	8 XP	This skill allows you to Reduce an Arcane effect to Rejuvenate Self. This skill can only be purchased once.	“Reduce Arcane to Rejuvenate Self”
Redirect	12 XP	This skill allows you to Resist an Arcane effect and By My Gesture the resisted effect. For instance, if you are hit with a Death by Arcane, you can call, Resist Arcane, By My Gesture Death by Arcane.	“Resist Arcane, and By My Gesture ‘X’ by Arcane”
Arcane Wave	12 XP	This skill allows you to call By My Voice, Monsters, 5 Damage by Arcane.	“By My Voice, Monsters, 5 Damage by Arcane”
Lesser Invisibility	7 XP	This skill grants the “Vanish” characteristic that lasts for 10 seconds. The Vanish characteristic makes you immune to all game effects. You may only move while you are Vanished. You may not open doors, affect traps or locks, attack, or in any other way affect the environment. To show you are Vanished you must cross your arms across your chest.	“Imbue, Short Vanish by Arcane”

Blood Mage (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Cauterize	7 XP	This skill will allow the player to ignore the rest requirement caused by any Blood Mage skill. This skill cannot be Rejuvenated.	“Cauterize, Self by Arcane”
Blood Golem (Major Transform)	20 XP	This skill allows the player to transform into a Blood Golem. While Blood Golem is active the player gains a point for each successful killing blow that may be used to either ‘Heal 6 by Blood’ or do ‘3 Damage by Blood’. These spells follow all normal casting rules. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once.	I Transform into a Blood Golem One, I Transform into a Blood Golem Two, I Transform into a Blood Golem Three
Sacrificial Lamb	10 XP	This skill allows a player to call ‘By My Voice, Adventures, Resurrection by Arcane’. The player using this skill will then immediately go to dead status and gain a Veil Characteristic. A player who uses this skill and gains a Veil Characteristic must see the Reaper at the end of an event.	“By My Voice, Adventures, Resurrection by Arcane”
Blood Gem	2 XP	This skill allows for the creation of a Blood Gem. The Blood Gem, which must have a Physical Representation, will be able to absorb 1 HP once the Player successfully Killing Blows a creature. The Blood Gem once created lasts for the duration of the event. These HP can only be used to cast Blood Mage spells and are not additional HP that can be healed or used to prevent a Player from going to zero HP. If only Blood Gems are used to cast a Blood Mage spell then the caster will not suffer from the rest requirement. Once a Blood Gem is used it is destroyed.	“Killing Blow by X, Blood Gem.”

Elementalist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Dedicated Study	7 XP	This skill allows a player to learn the opposite Elemental type of any Elemental type the player can already perform. All Elemental types and their opposite are noted in the back of the Rules Book.	N/A
Elemental Chain	10 XP	This skill allows a player to ‘By My Gesture 5 damage by [X]’, (X being a type of element a player can use) then ‘By my Gesture 4 damage by [X]’, ‘By my Gesture 3 damage by [X]’, ‘By my Gesture 2 damage by [X]’, ‘By my Gesture 1 damage by [X]’	“By my gesture 5 damage by [X], ...By My Gesture 1 damage by [X]”
Elemental Lord (Major Transform)	15 XP	This Skill allows you to Transform to an Elemental Lord of an Elemental type [X], that the player knows. If you have already Become One you must choose the same elemental type. While an elemental Lord a player can deliver any Packet delivered elemental skill as Double or increase the skills increment by 1. A skill/spell that is already double will become triple; triple will become quadruple. Additionally, you +8 HP, (2) Resist Elemental and (2) 4 Damage by [X]. You are healed by your current Element and take double damage from your opposite Element. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once.	“Transform to [X] Lord one, Transform to [X] Lord two, Transform to [X] Lord Three”
Elemental Knight (Major Transform)	15 XP	This Skill allows you to Transform to an Elemental Knight of an Elemental type [X], that the player knows. If you have already Become One you must choose the same elemental type. While an Elemental Knight a player can use any Packet delivered Elemental skill by Elemental Strike instead of by packet. Additionally, you +8 HP, (2) Resist Elemental and (2) Double X Strike 4 Damage. You are healed by your current Element and take double damage from your opposite Element. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once.	“Transform to [X] Knight one, Transform to [X] Knight two, Transform to [X] Knight Three”

Hexer (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Psychic Scream	10 XP	This skill grants the ability to use a By My Voice, “characteristic”, fear by Arcane. A characteristic can be Monster, Adventurer, Noble, Orc, Giant, Reavers, Healers, etc.	“By My Voice, ‘Characteristic’, Fear by Arcane”
Wide berth	6 XP	This skill grants the ability to change any Hexer skill to a By My Voice, Monsters, [X] by Arcane, where X is the skill being changed. Example, the Hexer skill Curse would become, “By My Voice, Monsters, Plague by Arcane”.	“By My Voice, Monsters, [X], by Arcane”
Totem Doll	5 XP	This skill grants the ability to change any skill the player knows to a By Your Name, “Name”, [X] by Arcane, where X is the skill being changed. Example, the Hexer skill Pain would become, “By Your Name, Dargo, Short Pain by Arcane”. The Healer skill Healer’s Grace would become, “By Your Name Mikael, Heal 10 by Arcane. The Reaver skill Hammer the Gap would become, “By Your Name, Ralik, Double 5 damage by Arcane”	“By Your Name, ‘Name’, [X] by Arcane”
Table 1-A	10 XP	This skill grants one packet delivered “Drain 10 HP by Arcane” or one packet delivered Drain [X] by Arcane” where X is a skill.	“Drain 10 HP by Arcane” or “Drain [X] by Arcane”

Enchanter (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Transmutations (Passive)	10 XP	This skill allows you to either turn an Enchanter chip into 2 Enchanter components or use any color chip as if it is any color you wish for any purpose to which you, personally, can use chips. This does not change the color of the chip for anyone else	N/A
Elder Wand	10 XP	This skill allows you to store any one Non-Capstone, Non-Master class skill, per purchase of this skill, in a Wand or Weapon Wand. This skill may not be enhanced by any other skills.	N/A
Absorb Magic	10 XP	This skill allows a player to Resist any Arcane effect and then Imbue Self with the resisted Arcane skill [X]. For example, if hit with a Death by Arcane, you could call, Resist Arcane, Imbue Self, Death by Arcane. The skill Imbued would last until used or the end of an Event.	“Resist Arcane, and Imbue, Self, [X] by Arcane“
Special Art	3 XP	This skill allows a player to add one additional Rune or Tattoo onto another player above what the player can normally do.	n/a

Notes on Elder Wand: Passive skills added to the Elder Wand will only last till the end of the event, not the normal 15 days. Additive skills such as heal X, will not add to the stack of a player's additive skills except when used and if they are in the wand. So for example; an Elder Wand with one charge of heal X used by a player that has 10 levels of heal X will allow the user of the elder wand to cast By My Gesture Heal 11by arcane, but would not allow them to use heal 11 by arcane while holding the wand. Additionally if the Elder Wand itself has multiple charges of an additive skill the player will only get the full use of all the wands charges once for each skill. So if an Elder Wand had 5 charges of heal X, the player with 10 levels of heal X could cast By My Gesture Heal 15 by arcane, By My Gesture heal 14 by arcane, down to By My Gesture Heal 11 by arcane. The wand would then be expired. Unlike a regular wand an Elder Wand can be created with multiple different skills, if multiple uses of the Elder Wand skill is used to create the wand.

Naturalist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Formals	10 XP	Please see the Formal List on Page 51	N/A
Exemplary Care	0 XP	This skill allows you to heal a player by [X], where [X] is equal to the total number of HP they are missing. This requires 1 minute of uninterrupted time by you and the player to be healed during which time you will diagnose how many HP the player is missing.. Neither player may use any game skills during this time.	“Heal [X] by Arcane”

Healer (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Life Wave	15 XP	This skill allows you to call By My Voice Resurrection by Arcane.	“By My Voice Resurrection by Arcane”
Ultimate Hangover Cure	7 XP	This skill grants one packet delivered ‘Double Cure All and Heal 10 by Arcane’. Cure all will remove all negative status effects from a player no matter how they were delivered. It will not cure Drain, Dead, or Spirit. It will not remove positive effects like an inspired shield.	“Double Cure All and Heal 10 by Arcane”
Greater Healers Grace	0 XP	This skill stacks with Healers Grace.	N/A
Selective Channeling (Passive)	20 XP	This skill grants the player the ability to add a characteristic to any By My Voice Heal skill. For example, By My Voice, Noble, Heal 4 by Arcane.	N/A

Deathspeaker (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Greet an old friend	5 XP	This skill can be used in one of two ways for each purchase. One; it will allow the player to draw 2 stones from the bag for each draw they are required to make and to choose from the stones picked to present to the Reaper. Two; it will allow the player to absorb the Veil characteristic from another player and place it on themselves	N/A
Ghostbusters	5 XP	This skill allows one packet delivered “Imbue Spirit by Arcane”. This skill lasts for 5 minutes. Those in Spirit can speak with other spirits as normal but cannot speak with those not in Spirit.	“Imbue Spirit by Arcane”
Ghost hand	10 XP	This skill allows the player to use one known game skill while affected by the spirit characteristic, provided the character is not also affected by the dead characteristic against a target who does not have the spirit characteristic.	“Ghost Hand, ‘Skill’”
Spirit Totem	10 XP	This skill allows a player to create a Spirit Totem. A Spirit Totem must be an appropriate, physically represented, object that must be on site of the event being played and is an Immovable Object. The player may then pair up to 5 players. It is a player’s choice and not the Character’s choice to be paired. Any player paired to a Spirit Totem will go to the Spirit Totem and stay there for 30 minutes prior to going to the Veil. Once at the Spirit totem, and for the duration of time before the player heads to the Veil, a player can be affected by spells that affect the dead (Example Resurrection), as well as spells that only affect spirits. The Spirit Totem can only be cast once a day and will last until Midnight of that day. If a paired player goes to the Spirit Totem, they will no longer be paired to it and cannot be paired to a new one until the next day. You may only be paired to one Spirit Totem at a time.	N/A

Druid (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
Rugged Terrain	10xp	This skill allows the player to use a By My Voice, Characteristic, Ensnare by Arcane. A characteristic can be monster, adventurer, fighter, arcanist, druid, etc.	“By My Voice, Characteristic, Ensnare by Arcane”
Bubbed	15xp	This skill allows the player to use a Physical Strike Mute and Pain.	“Physical Strike Mute and Pain”
Greater Wild Shape (Major Transform)	20xp	This skill grants the ability to transform into an animal (thus gaining the Animal Characteristic) of the player's choice. If you are already Wild Shaped you must still be the Animal you chose. You gain the dual claw weapon training, gain +4 HP, +4 Dex Armor, (2) Resist Physical, (2) Resist Poison, (4) 3 damage by Physical swings. Additionally if you transform into an Avian Animal you will gain one “Imbue self, Short Vanish, by physical”, if you transform into a Aquatic animal you will gain Immune to Hinder, if you transform into a Land Animal you may add ‘and slam’ to all weapon/claw attacks. While transformed you may speak with whatever animal type you transform into at will, but you are not prevented from speaking normally. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once.	“Transform to Greater Wild Shape one, Transform to Greater Wild Shape two, Transform to Greater Wild Shape three.”
My buddy	10xp	This skill allows the player a packet delivered “Dominate Animal and Long Charm by Arcane”. The Animal will be able to understand the caster and the caster can understand the animal targeted. The Dominate will last 5 minutes but the Long Charm will last until removed.	“Dominate Animal and Long Charm by Arcane”

Crusader (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	
True Crusader (Major Transform)	15 XP	This skill allows the player to Transform into a True Crusader. This gives the player Damage Reduction 3 against undead, (2) Resist Compulsion, (2) Resist Physical, (2) Resist Arcane, (2) Resist Necrosis.. Damage Reduction means that any damage effect will subtract three before doing damage. So, any damage of 3 or less is no damage, 4 damage is 1, 5 is 2, etc. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one major transform active at a time. This skill may only be purchased once. This skill can only be used once per Day.	“Transform to True Crusader one, Transform to True Crusader two, Transform to True Crusader three”
Daylight	7 XP	This skill allows the player to use a By My Voice, Daylight, by Radiant for each purchase of the skill. Daylight acts as a Death effect to lesser undead, and acts as a Fear effect to greater undead.	“By My Voice, Daylight, by Radiant”
Holy Shield (Passive)	20xp	This skill grants proficiency with a shield. This shield may be wielded while using any spells and abilities from the Naturalist Base or the Crusader Profession, so long as one hand is free to cast. The shield cannot be disarmed. This skill may only be purchased once.	N/A
Consecrate	15 XP	This skill allows the player to mark off a Consecrated area against undead. This area can be no larger than 50ft in diameter and must be marked with rope, tape, or some sort of temporary effect such as silly string. While the player is within the boundaries of this area they may call, By My Voice, Ambient Undead, Death by Radiant. The player may call this as often as they like while within the defined area and only Undead within the area take the effect. This skill cannot be used more than once a day. A Consecrated area will last for the duration of an event.	“By My Voice, Ambient, Undead, Death by Radiant”

Herbalist (Master Profession Skills)			
<u>Skill Name</u>	<u>Skill Cost</u>	<u>Skill Description</u>	<u>Game Call</u>
Cauldron (Passive)	15 XP	This skill allows a player to create a Cauldron within a room. The Cauldron takes 5 minutes to set up and must be Physically represented with an appropriate prop (please see a marshal if unsure what will work). The Cauldron allows the herbalist who placed the Cauldron to drop a potion into the Cauldron and call a By This Room, "Potions Effect", by potion. Only one potion may be dropped into a Cauldron per 5 Minutes of time. The Cauldron costs 10 Herbalist components to set up and will last for a 6-hour period. The Cauldron will last until the event is over if the player uses 10 Herbalist, 10 Armorer, 10 Enchanter, and 10 Alchemist components in its creation. Please see a Marshal when creating a Cauldron.	N/A
Chip Crush (Passive)	10 XP	This skill allows you to turn an Herbalist chip into 2 Herbalist components.	
Greater Bandage	0 XP	This skill stacks with Bandage when creating Heal X Potions.	N/A
Immunity Potion	10 XP	This allows the player to create a potion that makes the user immune to one condition [X], such as death, fear, charm, dominate, hinder, mangle, etc. (Stable, Unstable, Dead, Spirit and Veil are not conditions and thus you cannot be immune to them) A player may not use this potion more than once a day, though the effect will only last until the end of a 6-hour period. This skill costs 12 components. This skill follows all normal Herbalist potion creation rules. Please see a marshal if unsure what a player can be immune to.	"Imbue, Immune, to [X] by potion"

Crystallomancy

With sufficient training individuals in the martial classes of Fighter or Specialist have learned how to take the latent energies in chips and hold it within their bodies as a reservoir of potential. They may mold these energies on a whim to provide specialized benefits to themselves as the need arises, as long as they have sufficient energy in their reserves. Using a charge from your reserves consumes a token of the related type. Upon taking the Master Class ability Crystallomancy you gain the following ability:

Burn Well - 5 min meditation, player may "crush" a combination of chips to gain burn charges. There are 3 types of charges available, chosen at the time this skill is used. Any number of charges may be made in a single use of this skill, and in any combination of the available options. Specialist charge costs 3 white, 2 yellow, and one of any other color. You must have skills purchased under a specialist profession to hold these charges. Fighter charge costs 3 white, 2 red, and one of any other color. You must have skills purchased under a fighter profession to hold these charges. Universal charges cost 3 white, 3 yellow, and 3 red chips. Universal charges can be spent as fighter or specialist charges. Universal charges can be used to gain access to skills from headers that you don't have access to with the basic charges. All crushed chips are to be given to a marshal as soon as reasonably able.

To use any crystallomancy skill you must call out Crystallomancy [Name of skill] [Number of charges spent]. You cannot use Crystallomancy if you have the Mute Status effect, with some exception, as you must be able to call out the skill.

Duration- Crystallomancy skills are consumed on use. Regardless of a skill being used or not, any benefits will expire at the end of the encounter or 1 hour, whichever is longer.

Crystallomancy skills must be acquired in a pyramid style. This means you must have two level 1 skills before getting a level 2; three level 1s, and two level 2s before getting a level 3, etc. Having purchased Crystallomancy, you get 5 levels worth of abilities. This means you start with three level 1 abilities and a level 2. Once you have purchased Crystallomancy, further abilities will be gained over time by PCing or NPCing. For each day you PC, you will get ½ of a level toward your next purchase, for each day you NPC, you will get 2 levels toward your next purchase. It should be noted that you cannot purchase both level 5 Crystallomancy abilities.

1st Level

Elemental Burn - You may spend 1 charge (of any type) to gain 2 Resist Elements.

Poison Burn - You may spend 1 charge (of any type) to gain 2 Resist Poisons.

Health Burn - after 1 minute of uninterrupted rest you may burn charges (of any type) to heal 7hp per charge. If you burn 3 charges you heal to full regardless of your maximum.

Shield Burn - This skill gives the user a Physical Shield, Arcane Shield, Poison Shield, Elemental Shield and Necrosis Shield. These will all be as if cast per inspire, thus you may only have one of each of these protectives.

Charge Burn - This skill gives you a Fighter or Specialist charge once per 6. This charge may not be saved like normal charges are and will disappear at the end of the 6.

2nd Level

Lesser Power Burn - Within any one Fighter or Specialist Header, (even if you do not possess that Header) you may gain the use of any 2 'lesser' skills (4 or less base XP cost) or 1 'greater' skill. (5-9 XP cost). This ability may only be used once per hour or encounter, but can be used in combination with other skills like it. This costs 2 Fighter or Universal charges if taking a Fighter Header, or 2 Specialist or Universal charges if taking a Specialist Header.

Minor Skill Burn - Within a Fighter or Specialist Header you do possess, you gain the use of 3 'lesser' skills (4 or less base XP cost) or 2 'greater' skills. (5-9 XP cost). This ability may only be used once per hour or encounter, but can be used in combination with other skills like it. This costs 2 Fighter or Universal charges if taking a Fighter Header, or 2 Specialist or Universal charges if taking a Specialist Header.

Lung Burn – This requires 2 charges (of any type) to use. This ability allows you to hold your breath in any environmental condition for one hour or one encounter (whichever is longer). This will also make you immune to gas traps.

Burning Presence – This ability allows you to withstand the negative effects of being on another plane, such as the plane of air, or fire, for one hour or one encounter (whichever is longer). This ability requires 2 Universal charges to be expended.

3rd Level

Cleansing Burn – This ability allows you to cure any one Status effect from yourself except Drain, Dead or Spirit. This ability costs 1 Universal charge and 2 of any other charge. This skill can be used even if Muted, Petrified or Dazed.

Burning Mist (Mist) – 3 charges of any kind. This ability will allow you to exist or move for one minute without being able to be affected by any game skill or damage. This ability cannot be used as a reaction to an effect or damage and must be in place prior to the start of any game call that may affect you. You are immune to all game effects and damage, you may only move while you are mist and you may not open doors, effect traps or locks, attack, or in any other way affect the environment. To show you are mist you must cross your arms across your chest and announce you are mist. Unlike the Vanish skill you may not uncross your arms to drop this effect early.

Burn it down (Destroy Artifact) – 1 universal charge and 2 charges of any other kind. This ability allows you to destroy any object. The object to be destroyed must be touched by both hands, and cannot be used against objects that other players are wearing or holding. Objects that resist destroy will still be destroyed by this ability. This can be used on phylacteries or indestructible doors as an example. In some extremely rare cases, plot may require the use of multiple uses of this ability to destroy an object.

4th Level

Greater Power Burn – Within any one Fighter or Specialist Header, (even if you do not possess that Header) you may gain the use of any 6 ‘lesser’ skills (4 or less base XP cost), or 3 ‘greater’ skills (5-9 XP cost), or 1 Capstone skill. This ability may only be used once per hour or encounter, but can be used in combination with other skills like it. This costs 5 Fighter or Universal charges if taking a Fighter Header, or 5 Specialist or Universal charges if taking a Specialist Header.

Greater Skill Burn – Within a Fighter or Specialist Header you do possess, you gain the use of 8 ‘lesser’ skills (4 or less base XP cost) or 5 ‘greater’ skills (5-9 XP cost) or 2 Capstone skills. This ability may only be used once per hour or encounter, but can be used in combination with other skills like it. This costs 5 Fighter or Universal charges if taking a Fighter Header, or 5 Specialist or Universal charges if taking a Specialist Header.

5th Level

BURN ON – This ability costs 3 universal charges and 5 of any other charge. This ability will allow you to temporarily cheat death. Once your character hits the Dead Status, you can call this ability to gain the following powers. You will have a new base of 20 HP, plus any HP from HP skills and any skills that were unspent when you went to Dead status. You are unaffected by all status effects, healing, resetting of armor or anything other than damage. You will still take damage from skills and abilities that do status effects and damage. Once you have gone to 0 HP or 5 minutes have passed you will gain the spirit and dead characteristics and head to see the Reaper.

BURN BRIGHT – This ability costs 3 universal charges and 5 of any other charge. This ability will allow you to turn into a creature of myth and legend. Once activated the player will gain 10 HP, Physical Strike Slam x 2, 2 damage by physical x 2, 4 damage by physical x 2, 6 damage by physical x 2, Threshold 2, Reduce to slam x 3, Resist Arcane x 2, Resist physical x 2, Resist Poison x 2, Disengage x 2. Additionally, any weapon or shield you use is immune to destroy effects. This ability will last for one hour or one encounter (whichever is longer).

Formal Magics

Formal Magics are spells that are performed through rituals. Ritual magic should be a 5-minute performance of casting a great spell. No game skill can be used during this time, save Read and Write, though Shield defenses may be called. Players should spend their 5 minutes of time, acting out how they perform the ritual. This can mean waving your hands around, incanting, placing objects, runes or other components in various places, drawing, reading, whatever it is you believe would be used to cast this powerful magic. Players are encouraged to use different 'rituals' for each Formal. Formal Magics also require the use of Formal Magic Gems (Purple Gems), and in some cases they use other Gems.

Formal Magics must be acquired in a pyramid style. This means you must have two level 1 abilities before getting a level 2; three level 1s, and two level 2s before getting a level 3, etc. Having purchased Formal Magics, you get 5 levels worth of Formal Magics to start. This means you start with three level 1s and a level 2. Once you have purchased Formal Magics, further abilities will be gained over time by PCing or NPCing. For each day you PC, you will get ½ of a level toward your next purchase, for each day you NPC, you will get 2 levels toward your next purchase. Naturalist Formal Magics being, in many cases different from Arcanist Formal Magics and visa versa, you may purchase both Naturalist and Arcanist Formal Magic pyramids and learn them separately. You must still have the ability to do this though through the normal game rules.

A NPC Marshal is required to perform a Formal Magic, though a PC Marshal can be used if no NPC Marshals are available and an Event Runner is notified. All costs are to be given to the Marshal to give to Mod Shack at the end of the ritual. Rituals that are not successfully completed fail but the cost of the Formal in Gems is not lost. Completing a Formal Magic requires you to simply say its name after spending your time and Gems.

Naturalist Formal Magics

1st Level

Greater Lore

Cost: 5 Purple Gems plus 5 additional Gems

This spell allows the caster to delve into the history of anything. This spell allows the Caster to ask 5 questions about a person, place or thing. Once you have Greater Lored a target, you cannot Greater Lore it again for more information. Some People, Places and Things have magical protection against Greater Lore (IE Dragons) and thus sometimes a Greater Lore will fail to garner any information. Gems are still lost in the process. This spell cannot be used against an unwilling player (PC). All information received is at the discretion of the event directors.

Spirit Farewell

Cost: 5 Purple Gems

When performing this spell, the caster must prepare a clearly defined boundary in which the effects of this spell will take place. The caster will then attempt to summon the spirit of a permanently dead spirit in order to commune with them. The spirit must be willing in order to participate in this spell. The spirit will form inside the prepared boundary and be given the ability to speak and interact with anyone inside the prepared circle. This spell will continue until either the spirit departs the boundary, or the boundary is disrupted/destroyed.

Message

Cost: 5 Purple Gem

This spell will allow the caster to send a message to any entity on the plane they currently occupy that the caster has met or knows the name of. The message can be as short or as long as you care to send.

Create/Remove Mark

Cost: 5 Purple Gems/50 or 0 Purple Gems

This spell allows the caster to create a personal Mark/Brand/Symbol that is Permanently placed upon a person or object. Conversely you can use this spell to remove the Mark/Brand/Symbol placed upon any person or object. If you did not place the Mark/Brand/Symbol then the cost to remove it is 50 Purple Gems, but if you did place it, then there is no cost to the Formal.

Peal to Precious

Cost: 5 Purple Gems

This spell allows the caster to ask if a particular action or decision will bring good or bad consequences for them in the immediate future. This question is being asked of the Dragon Precious and so may be skewed by her personal ideals. Occasionally this spell can result in a more personal response if the question/action is of particularly dire consequence.

Create Magic Item

Cost: 10 Purple Gems, Plus 5 Gems per skill added (The color of the Gems added must correspond with the skill being added. Red is Fighter skills, Yellow is Specialist, Blue is Arcanist and Green is Naturalist. If you are adding general or racial skills you must use additional Purple Gems), XP Cost (see description)

This spell allows the caster to create a magic item that lasts for 15 game days (tally begins the event AFTER the item is created). The item is limited to any 5 PC abilities except Capstone, masterclass, and Attunement abilities. The item may be of any type, and any skills/spells implanted in the item must follow all casting rules. Any PC created magic item cannot have more than 1 of any skill/spell and cannot have passive skills placed in the magic item.

To create a magic item, the caster must determine the item to be enchanted. At this point, the skills/spells that are to be implanted into the item must also be declared and "provided" (this will use the skill or spell) by people in possession of those skills/spells. At this point, each of those people must take part in the ritual of creating the item.

In order to determine the XP cost of the item, add together the total cost of the skills being implanted into the item. If the skill is a 0 XP cost skill, the value will be 1XP. Once these totals are calculated, add 2 XP to the total cost of the item. This is the total XP cost of the item. Each person involved in the ritual MUST pay at least 1 XP, but the target of the formal must pay $\frac{1}{3}$ (rounded up) of the total cost. Once this has been completed, the item will be added to the sheet of the target, and the ritual will be complete. While there is no time frame for this ritual to be completed, the characters involved should make every effort to roleplay the creation of this item in a visible and ritualistic manner. Abuse of this Formal will result in disciplinary action.

Barrier

Cost: 5 Purple Gems or 10 Purple Gems

This spell will give the caster a Physical Shield, Arcane Shield, Poison Shield, Elemental Shield and Necrosis Shield. These will all be as if cast per inspire, thus you may only have one of each of these protectives. If 10 Purple Gems are used to cast this Formal, after the 5 minutes of Role Play required by all Formals you may hold off up to four 6s before stating Barrier and completing the Formal. You may only use 10 Purple Gems on this ritual once per 6. Barrier may not be cast inside a circle of protection.

Scry

Cost: 10 Purple Gems

This spell allows the caster to discern the location of A Single being on the Material Plane (Earth). The farther away the being is, the less detail the caster will be able to see of the being's location. This spell can be thwarted by those using the Formal Magic, Sequester, and certain powerful beings are immune to these magics. A PC can refuse another player's attempt to scry on them automatically. Plot may also allow for PCs to scry for objects with this Formal, please see plot before attempting as it may not work.

Profession Forge

Cost: 10 Purple Gems

This spell will remove all XP spent on General skills (with the exception of Knowledge skills), Weapon skills and One Unique Profession (not a Basic Profession) on the target of the spell. This does not remove the player's header, but allows you to re-spend the now 'free' XP however you wish. You may not lose enough XP from a Unique Profession to lose a Master Profession dependent upon it.

2nd Level

Circle of Protection

Cost: 15 Purple Gems

This spell allows the caster to create a circle of Protection. This circle, that must be Physically represented, cannot be larger than 20 feet in diameter. Once cast, any Shield spell cast within the Circle of Protection by the creator of the circle will affect all targets within the circle. The circle will last for four consecutive 6's. All Shield spells cast should now have the following format. "By My Voice, Circle of Protection, X Shield by X"

Sequester

Cost: 15 Purple Gems

This spell will prevent the use of any attempt to magically find the target of this spell, such as the formal magic scrying. This spell will last for 1 week.

Stake of Woe

Cost: 10 purple gems, 5 Green Gems

This spell will create a Stake of Woe. The Stake of Woe will allow you to permanently Killing Blow a Vampire, with its use. Additionally, the Stake can Solidify a Vampire that has gone into a gaseous state. The Stake of Woe has 5 charges that can be used either for Killing Blowing Vampire or solidifying them. The Stake of Woe will last for One Week.

Breathe Anywhere

Cost: 5 purple gems, 5 gems of one color/target

This spell allows each target to breathe, in any environmental condition, for one day. This will also make you unaffected by poison traps.

Summon Familiar

Cost: 15 purple gems, plus 5 gems of any color, and 10 XP (Paid for by the target of the spell)

This spell allows the caster to summon a Familiar, a small creature somewhat like a pet or companion. This creature will then be paired to the target of the spell. This creature should be Physically represented and for roleplay purposes can telepathically communicate with whoever it is paired with. The Familiar will grant its paired partner the following abilities. It will grant one additional level of an ability/spell with the exception of Master class and capstone skills/spells. It will also grant a 4xp or less skill from the General Skills or any Base Profession Skill, with the exception of Use Runestone/Use Wand. You may not have a Familiar and a Greater Familiar. The Familiar will last for 15 days spent PCing.

Heroes Feast

Cost: 20 Purple Gems plus 5 Gems of any kind per additional person

This spell allows the caster and possibly more players to share a five-minute meal as the casting requirement of this spell. Once completed the target(s) of the spell will gain the following effects. Resist Poison x 2, Resist Compulsion x 2, +5 HP. The effects will last for one 6.

3rd Level

Core Reshaping

Cost 30 Purple Gems

This spell will remove all XP spent on skills with the exception of Knowledge skills and Racial Skills and Headers. All Current Headers will stay the same but all 'free' XP can be re-spent as you wish.

Race Change

Cost: 15 Purple Gems, 15 gems of any color

This Spell allows you to permanently change a player's race. Once a new race is chosen any XP on racial skills spent in the old race is free to be spent however the target of the spell chooses.

Spirit Walk

Cost: 10 purple gems, 10 gems of a single color/target

This Spell allows the targets of the magic to disappear from their current location and arrive safely in a new location as decided by the caster of the spell. All targets of the spell know where they are going and can choose not to go if the location is not one they consider safe. On Tyra this spell allows you to use the spirit plane to safely travel but on Earth this spell does not access the spirit plane, but instead steps between the planes to travel. While moving from location to location you must have both hands above your head and state Spirit Walking to anyone who sees you.

Destroy Formal Magic

Cost: 25 gems of any color

This ability allows you to destroy any object, magical effect or Formal Magic, that exists. An object to be destroyed must be touched by both hands, and cannot be used against objects that other players are wearing or holding. Magic and Magic objects should be held but touching them at the end of the spell is acceptable. Objects that resist destroy will still be destroyed by this Formal. This can be used on Magical Items, phylacteries or indestructible doors as an example. In some extremely rare cases, plot may require multiple uses of this ability to destroy an object.

Formal Charge

Cost: 20 Purple Gems

This spell allows the caster to store a different Naturalist Formal Magic for a later time to be used. The caster must perform this Formal Magic followed immediately by the Formal Magic being stored. The Caster may then use the stored Formal Magic at any point in the next Week. The Caster must simply state the Name of the Formal Stored. If a stored Formal has targets other than the caster, they must be in the room with the caster for them to be affected. If a stored Formal is affecting an object or player, that object player must be within 5 feet of the caster and follow any other rules of the Formal cast.

4th Level

Treant

Cost: 20 Purple Gems, plus 20 Green Gems

This spell allows the caster to target a player and imbue them with the power of a Treant. The target of this spell will gain the following skills. Resist Death x 2, Resist Poison x 4, +5 HP, and Physical Strike Slam x 4. This is Minor Transform. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one minor transform active at a time.

Summon Greater Familiar

Cost: 30 Purple Gems, 10 Gems of any color and 20 XP (Paid for by the target of the spell)

This spell allows the caster to summon a Greater Familiar, a small creature somewhat like a pet or companion. This creature will then be paired to the target of the spell. This creature should be Physically represented and for roleplay purposes can telepathically communicate with whoever it is paired with. The Greater Familiar will grant its paired partner the following abilities. It will grant two separate additional levels of an ability/spell with the exception of Master class skills/spells. It will also grant two 4xp or less skills from the General Skills, Weapon Skills or any Base Profession Skill, with the exception of Use Runestone/Use Wand. You may not have a Familiar and a Greater Familiar. The Greater Familiar will last for 15 days spent PCing.

9 Lives

Cost: 40 Purple Gems

This spell allows the caster to grant themselves 9 lives. This effect will grant the caster the following abilities. The next three times the caster would go to Dead, they would instead go to unstable. The next 6 times the caster would go to Unstable the caster will go to Stable instead. You may choose to have these two abilities stack, going from Dead to Stable. 9 Lives will last until all charges are used, the caster chooses to dismiss the spell or One Week.

5th Level

Flesh to Clay

Cost: 50 Purple Gems

This spell will remove all XP spent on the target of the spell. This will allow you to re-spend the XP as you wish, with the exception of XP spent on Knowledge skills and Racial skills. This spell can only target a player once a year.

Polymorph

Cost: 30 Purple Gems and 20 of any other color Gem

This spell allows the caster to turn themselves or another into a Giant. This transform will give you the following benefits. +10HP, Physical Strike Slam x 2, Physical Strike 2 Damage x 2, Physical Strike 4 Damage x 2, Physical Strike 6 Damage x 2, Reduce to Slam x 4, Resist Physical x 2, Resist Arcane x 2, Resist Poison x 2, Resist Elemental x 2, Threshold 2, Broken or Not it still kills x 2, Disengage x 4, and Skill with the weapon of the target's choice. This ability lasts for one module or 60 minutes, whichever is longer. This is a Major Transform and you may only have one Major Transform active at a time.

Clone

Cost: 50 Purple Gems and 25 XP (Paid by the target of the spell)

This spell creates a clone of the target of this spell. The clone is an exact copy of the target Physically but has no skills. The entire purpose of the clone is to go to see the Reaper at the End of the Event instead of the target of this spell. Whether the clone survives the process or permanently dies from the draw of the Reaper, the clone will disappear shortly after, dissolving back into the magic from whence it came. While no one can have more than one Clone, the Clone will last until it is needed to go and see the Reaper.

Arcanist Formal Magics

1st Level

Greater Lore

Cost: 5 Purple Gems plus 5 additional Gems

This spell allows the caster to delve into the history of anything. This spell allows the Caster to ask 5 questions about a person, place or thing. Once you have Greater Lored a target, you cannot Greater Lore it again for more information. Some People, Places and Things have magical protection against Greater Lore (IE Dragons) and thus sometimes a Greater Lore will fail to garner any information. Gems are still lost in the process. This spell cannot be used against an unwilling player (PC). All information received is at the discretion of the event directors.

Message

Cost: 5 Purple Gem

This spell will allow the caster to send a message to any entity on the plane they currently occupy that the caster has met or knows the name of. The message can be as short or as long as you care to send.

Create/Remove Mark

Cost: 5 Purple Gems/50 or 0 Purple Gems

This spell allows the caster to create a personal Mark/Brand/Symbol that is Permanently placed upon a person or object. Conversely you can use this spell to remove the Mark/Brand/Symbol placed upon any person or object. If you did not place the Mark/Brand/Symbol then the cost to remove it is 50 Purple Gems, but if you did place it, then there is no cost to the Formal.

Barrier

Cost: 5 Purple Gems or 10 Purple Gems

This spell will give the caster a Physical Shield, Arcane Shield, Poison Shield, Elemental Shield and Necrosis Shield. These will all be as if cast per inspire, thus you may only have one of each of these protectives. If 10 Purple Gems are used to cast this Formal, after the 5 minutes of Role Play required by all Formals you may hold off up to four 6s before stating Barrier and completing the Formal. You may only use 10 Purple Gems on this ritual once per 6. Barrier may not be cast inside a circle of protection.

Peal to Precious

Cost: 5 Purple Gems

This spell allows the caster to ask if a particular action or decision will bring good or bad consequences for them in the immediate future. This question is being asked of the Dragon Precious and so may be skewed by her personal ideals. Occasionally this spell can result in a more personal response if the question/action is of particularly dire consequence.

Create Magic Item

Cost: 10 Purple Gems, Plus 5 Gems per skill added (The color of the Gems added must correspond with the skill being added. Red is Fighter skills, Yellow is Specialist, Blue is Arcanist and Green is Naturalist. If you are adding general or racial skills you must use additional Purple Gems), XP Cost (see description)

This spell allows the caster to create a magic item that lasts for 15 game days (tally begins the event AFTER the item is created). The item is limited to any 5 PC abilities except Capstone, masterclass, and Attunement abilities. The item may be of any type, and any skills/spells implanted in the item must follow all casting rules. Any PC created magic item cannot have more than 1 of any skill/spell and cannot have passive skills placed in the magic item.

To create a magic item, the caster must determine the item to be enchanted. At this point, the skills/spells that are to be implanted into the item must also be declared and "provided" (this will use the skill or spell) by people in possession of those skills/spells. At this point, each of those people must take part in the ritual of creating the item.

In order to determine the XP cost of the item, add together the total cost of the skills being implanted into the item. If the skill is a 0 XP cost skill, the value will be 1XP. Once these totals are calculated, add 2 XP to the total cost of the item. This is the total XP cost of the item. Each person involved in the ritual MUST pay at least 1 XP, but the target of the formal must pay $\frac{1}{3}$ (rounded up) of the total cost. Once this has been completed, the item will be added to the sheet of the target, and the ritual will be complete. While there is no time frame for this ritual to be completed, the characters involved should make every effort to roleplay the creation of this item in a visible and ritualistic manner. Abuse of this Formal will result in disciplinary action.

Scry

Cost: 10 Purple Gems

This spell allows the caster to discern the location of A Single being on the Material Plane (Earth). The farther away the being is, the less detail the caster will be able to see of the being's location. This spell can be thwarted by those using the Formal Magic, Sequester, and certain powerful beings are immune to these magics. A PC can refuse another player's attempt to scry on them automatically. Plot may also allow for PCs to scry for objects with this Formal, please see plot before attempting as it may not work.

Planar Communication

Cost: 5 Purple Gems

This spell allows the caster to communicate with a being on another Plane of existence such as the Plane of Fire, or the Plane of Death. Knowing the Name of the being you wish to communicate with is key in getting in touch with them and should be stated during the casting. If no name is given then any creature from that Plane may hear you reaching out and may try and communicate with you, but there is no guarantee this will happen. The creature, no matter who answers, may decide to not speak and can end the conversation at any time.

Profession Forge

Cost: 10 Purple Gems

This spell will remove all XP spent on General skills (with the exception of Knowledge skills), Weapon skills and One Unique Profession (not a Basic Profession) on the target of the spell. This does not remove the player's header, but allows you to re-spend the now 'free' XP however you wish. You may not lose enough XP from a Unique Profession to lose a Master Profession dependent upon it.

Knock/Seal

Cost: 10 Purple Gems

This spell allows the caster to open any One Lock or Sealed area/object. This spell can instead also be used to Seal any Door/Window/Closed off area or Seal a Box/Chest/Trunk/Etc. Anything that has been affected by Seal cannot be opened by anyone without using a Knock Formal, Destroy Formal Magic Formal, 5 uses of the Lock Pick skill or use of the Crystallomancy Skill, Burn it Down (though this skill will destroy the Door/Box/Etc). A Seal will last Forever. A Sealed Object will show an "S" on it.

2nd Level

Circle of Protection

Cost: 15 Purple Gems

This spell allows the caster to create a circle of Protection. This circle, that must be Physically represented, cannot be larger than 20 feet in diameter. Once cast, any Shield spell cast within the Circle of Protection by the creator of the circle will affect all targets within the circle. The circle will last for four consecutive 6's. All Shield spells cast should now have the following format. "By My Voice, Circle of Protection, X Shield by X"

Sequester

Cost: 15 Purple Gems

This spell will prevent the use of any attempt to magically find the target of this spell, such as the formal magic scrying. This spell will last for 1 week.

Stake of Woe

Cost: 10 purple gems, plus 5 Green Gems

This spell will create a Stake of Woe. The Stake of Woe will allow you to permanently Killing Blow a Vampire, with its use. Additionally, the Stake can Solidify a Vampire that has gone into a gaseous state. The Stake of Woe has 5 charges that can be used either for Killing Blowing Vampire or Solidifying them. The Stake of Woe will last for One Week.

Planar Protection

Cost: 5 purple gems, plus 5 gems of one color/target

This spell allows the caster, and as many targets as Gems can be provided, with protection against Planar effects. This spell will protect against the Plane the caster states during the casting and can only be one Plane of existence, such as the Plane of Death or Dream. This spell will not protect against any effects on the Spirit Plane as has been discovered. The Planar Protection cast will last for One Week.

Summon Familiar

Cost: 15 purple gems, plus 5 gems of any color, and 10 XP (Paid for by the target of the spell)

This spell allows the caster to summon a Familiar, a small creature somewhat like a pet or companion. This creature will then be paired to the target of the spell. This creature should be Physically represented and for roleplay purposes can telepathically communicate with whoever it is paired with. The Familiar will grant its paired partner the following abilities. It will grant one additional level of an ability/spell with the exception of Master class and capstone skills/spells. It will also grant a 4xp or less skill from the General Skills or any Base Profession Skill, with the exception of Use Runestone/Use Wand. You may not have a Familiar and a Greater Familiar. The Familiar will last for 15 days spent PCing.

Heroes Feast

Cost: 20 Purple Gems plus 5 Gems of any kind per additional person

This spell allows the caster and possibly more players to share a five-minute meal as the casting requirement of this spell. Once completed the target(s) of the spell will gain the following effects. Resist Poison x 2, Resist Compulsion x 2, +5 HP. The effects will last for one 6.

3rd Level

Core Reshaping

Cost 30 Purple Gems

This spell will remove all XP spent on skills with the exception of Knowledge skills and Racial Skills and Headers. All Current Headers will stay the same but all 'free' XP can be re-spent as you wish.

Race Change

Cost: 15 Purple Gems, 15 gems of any color

This Spell allows you to permanently change a player's race. Once a new race is chosen any XP on racial skills spent in the old race is free to be spent however the target of the spell chooses.

Teleport

Cost: 10 purple gems, 10 gems of a single color/target

This Spell allows the targets of the magic to disappear from their current location and arrive safely in a new location as decided by the caster of the spell. All targets of the spell know where they are going and can choose not to go if the location is not one they consider safe. While moving from location to location you must have both hands above your head and state Teleporting to anyone who sees you.

Destroy Formal Magic

Cost: 25 gems of any color

This ability allows you to destroy any object, magical effect or Formal Magic, that exists. An object to be destroyed must be touched by both hands, and cannot be used against objects that other players are wearing or holding. Magic and Magic objects should be held but touching them at the end of the spell is acceptable. Objects that resist destroy will still be destroyed by this Formal. This can be used on Magical Items, phylacteries or indestructible doors as an example. In some extremely rare cases, plot may require multiple uses of this ability to destroy an object.

Formal Charge

Cost: 20 Purple Gems

This spell allows the caster to store a different Naturalist Formal Magic for a later time to be used. The caster must perform this Formal Magic followed immediately by the Formal Magic being stored. The Caster may then use the stored Formal Magic at any point in the next Week. The Caster must simply state the Name of the Formal Stored. If a stored Formal has targets other than the caster, they must be in the room with the caster for them to be affected. If a stored Formal is affecting an object or player, that object player must be within 5 feet of the caster and follow any other rules of the Formal cast.

4th Level

Summon Greater Familiar

Cost: 30 Purple Gems, 10 Gems of any color and 20 XP (Paid for by the target of the spell)

This spell allows the caster to summon a Greater Familiar, a small creature somewhat like a pet or companion. This creature will then be paired to the target of the spell. This creature should be physically represented and for roleplay purposes can telepathically communicate with whoever it is paired with. The Greater Familiar will grant its paired partner the following abilities. It will grant two separate additional levels of an ability/spell with the exception of Master class skills/spells. It will also grant two 4xp or less skills from the General Skills, Weapon Skills or any Base Profession Skill, with the exception of Use Runestone/Use Wand. You may not have a Familiar and a Greater Familiar. The Greater Familiar will last for 15 days spent PCing.

9 Lives

Cost: 20 Purple Gems and 20 of any other color gem

This spell allows the caster to grant themselves 9 lives. This effect will grant the caster the following abilities. The next three times the caster would go to Dead, they would instead go to unstable. The next 6 times the caster would go to Unstable the caster will go to Stable instead. You may choose to have these two abilities stack, going from Dead to Stable. 9 Lives will last until all charges are used, the caster chooses to dismiss the spell or One Week.

Minor Golem

Cost: 30 Purple Gems, plus 10 Red Gems

This spell allows the caster to target a player and imbue them with the power of a Minor Golem. The target of this spell will gain the following skills. Resist Death x 2, Resist Poison x 4, +10 Armor, and Physical Strike Slam x 4. This is Minor Transform. This ability lasts for one module or 60 minutes, whichever is longer. You may not have more than one minor transform active at a time.

5th Level

Flesh to Clay

Cost: 50 Purple Gems

This spell will remove all XP spent on the target of the spell. This will allow you to re-spend the XP as you wish, with the exception of XP spent on Knowledge skills and Racial skills. This spell can only target a player once a year.

Polymorph

Cost: 30 Purple Gems and 20 of any other color Gem

This spell allows the caster to turn themselves or another into a Giant. This transform will give you the following benefits. +10HP, Physical Strike Slam x 2, Physical Strike 2 Damage x 2, Physical Strike 4 Damage x 2, Physical Strike 6 Damage x 2, Reduce to Slam x 4, Resist Physical x 2, Resist Arcane x 2, Resist Poison x 2, Resist Elemental x 2, Threshold 2, Broken or Not it still kills x 2, Disengage x 4, and Skill with the weapon of the target's choice. This ability lasts for one module or 60 minutes, whichever is longer. This is a Major Transform and you may only have one Major Transform active at a time.

Clone

Cost: 50 Purple Gems and 25 XP (Paid by the target of the spell)

This spell creates a clone of the target of this spell. The clone is an exact copy of the target physically but has no skills. The entire purpose of the clone is to go to see the Reaper at the End of the Event instead of the target of this spell. Whether the clone survives the process or permanently dies from the draw of the Reaper, the clone will disappear shortly after, dissolving back into the magic from whence it came.

Game Rules

Combat

Combat is another integral part of the LARP. Our combat system involves people running around hitting each other with fake weapons (boffer, plastidip, or latex) and throwing packets (made from cloth and filled with airsoft pellets) at each other. When swinging a weapon, we use a mostly silent combat system. All weapons deal 1 damage, as a base, and no call or verbal needs to be said for that damage. We call it uncalled damage. Uncalled damage is Physical damage and while you can protect against it in any way Physical damage can be prevented, it will not set off a Physical Shield. Called damage will occur when a player uses a skill, such as a Reaver using the skill Slaughter to do "4 Damage by Physical". Weapon swings must hit another player to deal damage or their effect. Legal targets are anywhere except the hands, neck, head and groin. We understand that hitting those areas happens in live combat, but people who repeatedly do it may lose the ability to use a weapon. Normal weapon attacks can be blocked by shields or weapons. Thrown packets simulate anything from Physical attacks such as spikes from a porcupine, to acid spit by a snake, to magical spells, or elemental effects such as bolts of fire. We encourage people to role-play the damage or effects they take.

- Flurry Rule – PRO uses the flurry rule for weapon combat. This means that you can only swing a weapon(s) at an enemy in combat three times in a row, hitting their shield, weapon or body, before you must take a step back from combat for a second. Feints or swings that do not connect do not count toward your three. If a player is running away, you must take one second in between every three hits, while pursuing. Engaging a new opponent is another way of resetting your three count, besides stepping back and pausing for a second.
- When fighting you must be at least your arm length away from the opponent you are swinging at, being closer to the opponent is considered charging and is not approved of in normal combat.
- Try to use the least amount of force needed to hit your opponent with either weapons or packets. Never bring a weapon past your flank before starting a swing, or 90 degrees from start to contact with another player.
- Because we encourage good costuming for our players, if you are wearing a cloak, banner, wings, or other device to add to your costume, packets that hit such targets, so long as they are not in front of you, will not count as hits on you. A simple call of "costume" is encouraged to inform people it didn't hit you.
- As stated previously in the rules, there are certain weapons that cannot be used (with some exceptions) while you are fighting and casting or using packet abilities. Even if you can use a weapon while using packet delivered abilities you cannot "Templar Tuck". The term Templar Tuck means placing your weapon under the opposite arm or shield so it is not being wielded. You may also not throw packets from a hand that is currently wielding a weapon, shield or claw.
- Spells (any 'by Arcane', 'Arcane Strike', 'by Force', 'by Blood', 'by Radiant', Radiant Strike, 'by X', or X Strike (where X is an elemental type)) that are cast during the course of the game sometimes miss. This can mean you missed with a thrown packet; you missed your target with an Arcane Strike or miscanted the Verbal. In each of these cases the spell is lost temporarily. During the same six-hour period of time you missed with a spell you may go to a Meditation area, as denoted In Game (IG), and with five minutes of uninterrupted rest you may get any and all missed spells back.
- Skills (any 'by Physical' or 'Physical Strike') that are used during the course of the game sometimes miss. This can mean you missed with a thrown packet; you missed your target with a Physical Strike or miscanted the Verbal. In each of these cases the skill is lost temporarily. During the same six-hour period of time you missed with a skill you may go to a Skills Training area, as denoted In Game (IG), and with five minutes of uninterrupted rest you may get any and all missed skills back.
- You may not use or touch another player's weapon(s) without their permission.

- You may not turtle with a shield. Turtling is when you use a shield to cover so much of you that it is impossible to hit any part of you except for your head. If you are smaller, please use a shield that is appropriately sized for you and not just use a max size shield and be impossible to hit.

Other States of Being

While it is expected that players try and stay in game (refraining from out of game conversation in public and doing almost all activities In Game) NPCs specifically cannot always do this. If you see a player with their weapon or hand on their head they are Out of Game and not there for In Game purposes.

White Headbands will be worn by players and NPCs that are in the spirit state. Whether this is from being sent to spirit willingly or not, a player in spirit state must wear the white headband.

Yellow Headbands are worn by players or NPCs that are for one reason or another in both spirit and physical states. They can be affected by abilities/spells etc normally and are also affected by abilities/spells that specifically affect spirits.

Green Headbands are worn by “Page” players. Being a “Page” means you have a medical condition that prevents you from engaging fully with activities in the game. “Pages” cannot go on combat mods or engage in combat in general. They are not to be hit with weapons or packets. A “Page” must accept any game effect that comes before another player stating “Page”. So for instance Die “Page” would put the “Page” to dead status. A player who becomes a “Page” because of a medical condition can rewrite their character skills for the duration of their “Page” status if they wish to be effective outside of combat.

Verbals

Verbals are phrases that allow players to know what is happening. Except for swinging uncalled damage, it is required for players to say a verbal with each skill they use. Verbals are an out of game statement and can still be said if you are muted with a skill, though spells cannot be used if you are muted. For example, if you are Muted, you cannot use spells that are by Arcane, but you may still use Arcane Strikes. If you say a verbal incorrectly, or Miscant, the skill is used up and not effective.

Verbals for weapon attacks are said as you swing your weapon. Verbals for packet delivered attacks must be said before you throw the packet.

Verbals tell you what effect you have been hit with. If someone says 4 damage by Physical while swinging a weapon at you, you know you have taken 4 damage if hit. If someone says, Petrify by Physical and throws a packet at you, if you are hit with the packet, you would take the Petrify effect.

Verbals can be modified in many ways which will be discussed below.

Searching

When you wish to check a fallen creature, or other person for goods you must search them. To do this, go up to the player and tell them “I search you”, or “I search you for X” (where X is a specific item). The search will take as long as it takes for the player to retrieve said item(s). You must continue to stand by the player and wait, performing other actions such as searching other things, fighting or defending will pause the search.

Performing actions

Even in a Live Action game, not every action can be, or should be performed. These actions will instead be counted out. So much like a killing blow, where you will count out the action of a coup de grace, killing blow one, killing blow two, killing blow three, some actions will require the same. You might “climb” a wall with a three count, I climb the wall one, I climb the wall two, I climb the wall three, or you might dive to the bottom of a lake on a 30 count. Please ask a Mod Marshal if you can perform an action, before doing it.

By [X]

Most packet delivered attacks will have a by [X] attached to the end of the phrase. This tells you what type of method was used to cause the effect you are being hit with. So, 4 damage by fire, means a fire method, which is a form of elemental attack, was used to deal 4 damage. Mangle by Arcane means a spell was used to deliver the Mangle effect. The type of method used will allow a player to know what method can be used to prevent said effect from happening. Some delivery methods are unique to NPCs, such as by Necrosis, and are not mentioned below.

Delivery Methods and Delivery Modifiers

-Affliction - If someone touches you with a packet or weapon to your torso and calls out Affliction 1, Affliction 2, Affliction 3 followed by a verbal, they can affect you with special conditions. This will often be changing you into a new creature, like a werewolf or undead, or causing an affliction like mummy rot, or other type of disease. You will be given a card that tells you any new characteristics you may have as well as new skills or abilities. Only players or creatures with this ability on their card may perform this ability.

-Ambient – If an attack has the call ambient in it, it is there to indicate that the effect is as a result of an environmental effect, such as quicksand or a tar pit, a plot effect, such as a disease, or poison. An out of game Marshal will be calling the Verbal for the ambient effect. For example, By my Voice, ambient, Hinder by Physical.

-Arcane – This type of delivery cannot be blocked by shields or weapons, this will always be packet delivered. ‘Effect’ by Arcane

-Arcanestrike - This type of delivery cannot be blocked by shields or weapons, this will always be weapon delivered. Arcanestrike ‘Effect’.

-Blood – This type of delivery cannot be blocked by shields or weapons, this will always be packet delivered. ‘Effect’ by Blood

-Chained Effects – Multiple effects can be placed together to form a verbal. To show this they will have ‘and’ in between the calls. So you could have a 2 Damage and Hinder by Arcane or a Daze and Plague by Physical. If you can stop the delivery method, (by Arcane, by Physical, by Poison etc) then the entire attack will be prevented. If you resist or are immune to part of the attack you will still take the part you did not resist or are immune to.

-Elemental (and its subtypes) - This type of delivery cannot be blocked by shields or weapons, this will always be packet delivered. ‘Effect’ by ‘Elemental subtype’

-Elementalstrike - This type of delivery cannot be blocked by shields or weapons; this will always be weapon delivered. Each type of element should be used differently. For example, Life Strike, Decay Strike, Dream Strike, etc.

-Force – This type of delivery can only be applied to objects; is unable to be stopped and must be packet delivered. ‘Effect’ by Force

-Gaze – If you make eye contact with another player for a full 3 seconds you may call out “By My Gaze” followed by a verbal. Example: By My Gaze, Daze by Arcane.

-Gesture – If someone points at you with a weapon or hand and calls out “By My Gesture” followed by a verbal gesture, it affects you. For example, By My Gesture 2 Damage by Fire or By My Gesture Pain by Arcane. If the effect is not instantaneous in duration, like damage, then the effect will last as long as they point at you instead of the effect’s normal duration. In either case a clear line of sight must be established to use this. Additionally, you may need to get the attention of your target when you are targeting someone who is not facing you.

-Long/Short – These two are statements that can be added prior to any game effect to change the normal duration to a new duration. Long causes effects to last until cured or you are dead. If you add “Long” to an effect, such as Long Pain by Arcane, you will change the duration from 5 minutes to until cured or dead. Short will change the duration of an effect to 10 seconds. So Short Drain by Arcane will only last 10 seconds instead of 5 minutes. Some effects, such as Death, Destroy, etc that are instantaneous or have altered durations cannot be made into Long or Short duration.

-Massive – This type of delivery causes an attack or effect, delivered by packet or by weapon, to be unable to be blocked by either weapons or shields. This delivery type cannot be blocked with any type of defensive except for a Resist Massive, or a Reduce to X. Examples are, 4 Damage by Massive, Death by Massive, or Triple Mute by Massive.

-Name – If someone calls out “By Your Name”, says your name, part of your name, a nickname, or a pseudonym that you go by, followed by a verbal it affects you. For example, By Your Name, Darc, Cure Dead by Arcane. So long as you know the person using the skill is talking about you, it affects you.

-Physical – This type of delivery can be blocked by shields or weapons, whether it is a weapon, or packet delivered. ‘Effect’ by Physical.

-Physicalstrike - This type of delivery cannot be blocked by shields or weapons, this will always be weapon delivered. Physicalstrike ‘Effect’.

-Poison - This type of delivery cannot be blocked by shields or weapons, this will always be packet delivered. ‘Effect’ by Poison.

-Poisonstrike - This type of delivery cannot be blocked by shields or weapons; this will always be weapon delivered. Poisonstrike ‘Effect’

-Potion – This type of delivery is used for potions only and cannot be stopped. It may be packet, or Physical representation (Phys Rep) delivered. ‘Effect’ by Potion.

-Radiant – This type of delivery cannot be blocked by shields or weapons, this will always be packet delivered.. ‘Effect’ by Radiant

-Radiant Strike – This type of delivery cannot be blocked by shields or weapons, this will always be weapon delivered. Radiant Strike ‘Effect’

-Room – If someone calls out ‘In This Room’ followed by an effect, everyone in the room will be affected by the effect. If you are in the doorway or other egress of a room you will be affected by the effect. For example, ‘In This Room, Exhaust by Poison’.

-Voice- If someone calls out “By My Voice” followed by an effect, anyone who hears it will be affected by it. You cannot plug your ears or try to drown out the verbal with louder noise to avoid this call. For example, By My Voice

Heal 10 by Arcane. Voice effects will often have an addendum of 'by characteristics'. This will specify a group that if hearing the "By My Voice" will be affected. For example, By My Voice, Monsters, Taunt by Physical. This then will only affect those who have the Monster characteristic.

Defenses

All Defenses should be called within a 3 second period of time. An extended period of time is acceptable if you are calling multiple defenses.

Having a Player call, NO Effect, whether as an NPC or PC, will allow the Player who hit the player with a called skill/spell (Damage or Effect), to be able to use a skill training area or Mediation area to get that skill/spell back. If a player takes part of an effect and calls No Effect to another part, then the player may not get that skill/spell back.

Carry Rule

To "Carry" another player, you must have two hands free, you must stand behind them and three count picking them up while your hands hover near their shoulders (Do not touch them unless you have permission). If you take any damage or effect while you are counting, the count is stopped and you must start over. Once you have successfully started to "Carry" the target you may direct them where you wish, walking only, no running or jogging. If while carrying a player you get hit with damage or a detrimental effect you must drop the player and both of you will take the damage or detrimental effect. Please let the other player know what you got hit with.

Characteristics

Characteristics are labels that are given to character or monsters that help to determine if certain verbals work on you. A characteristic can be your race, your Profession, being a monster, being an adventurer, being a noble, etc.

Characteristics will be on your character card to allow you to know what specific calls can affect you.

Characteristics can be general in nature, such as Adventurer, Monster, Elysian, Undead, or more specific such as Vampire, Orc, Kobold, Reaver, or Crusader. For example, 6 damage, orc, by Physical would only affect you if you were an orc.

Elemental Subtypes

(Fire, Ice), (Lightning, Stone), (Dream, Reason), (Chaos, Order), (Life, Decay), (Light, Darkness)

Hit Points (HP)

HP is the amount of damage you can take before your character falls down. Your HP can never fall below zero.

Healing will replenish your HP and you will start at full HP at the start of each event. Once you reach zero HP you can no longer use skills and you must fall to the ground. If you reach zero HP from uncalled damage then you are stable and after one minute you will get back up with one HP. People can also heal you, thus increasing your HP. If you reach zero HP from any type of, 'called' damage, then you are unstable and after one minute of not being healed or Stabilized you will gain the Dead characteristic. If you are unstable and someone starts a stabilization count it will stop, but not reset, your unstable count. Once you are Dead all game effects are removed from you, except special ones like transformations or affliction, and you will start a five minute count. Only effects that affect the Dead characteristic will now work on you. If given a life effect within the five minute count you will lose the Dead characteristic and be back at one HP. If you do not get a life effect within the five minutes you will lose the Dead characteristic and gain the Spirit characteristic. Now only effects that affect Spirits will affect you. Once you have become a Spirit in this way you must walk to the Veil (NPC Shack) where your body can return to the living.

Uninterrupted Rest

This type of rest requires the player to not use any XP bought skills for the time period specified. If the player uses a XP bought skill, or takes damage, the Rest is interrupted.

Death

Death comes to players in three ways. You can, as stated above, go from unstable to Dead after a one minute unstable and five minute Dead count. You can also be affected by a weapon or packet that gives you the Dead characteristic. Finally you can be killing blowed you must be at zero HP, or immobilized in some way (such as Petrify) and another player must say, 'killing blow by physical' will striking you with a weapon. Some creatures are not affected by killing blow by physical and would require a killing blow by arcane or a killing blow by (elemental type) or another type of killing blow as specified by plot. If you as a player are killing blowed, this will then give you the Dead characteristic. It is important to remember that once you are Dead all game effects are removed from you, except special ones like Drain, Transformations or Afflictions, and you will start a five minute count. Only effects that affect the Dead characteristic will now work on you. You cannot use skills while Dead.

Being a Spirit

The first step in being a spirit is placing a white headband on to denote your status as a spirit. Once you are a spirit there are very few effects that will work on you; only effects that work on those with the Spirit characteristic. Those who have the Dead and Spirit Characteristics are not to stop, chat, or in any way deter themselves from getting to the Veil, unless a game effect allows otherwise. Spirits can see and hear everything that is going on while they make their way to the Veil, but they should walk briskly and with their head down on their way. Once you are a Spirit you must go to the Veil to return to life. Going through the Veil (often the Veil is NPC Shack but can be at other locations) will grant you a Veil characteristic, return you to life at full HP, but with only the skills you had before you passed through the veil.

At the end of the event, or if you are leaving early, every player with a Veil Characteristic must go to see the Reaper (return to NPC Shack). Each player will start the game with the strength to withstand one death before they must face the Reaper's judgment. Those who face the Reaper's judgment will draw from a bag of white and black stones. A player starts with one black stone and nine white stones. Once the stones are in the bag, the player has a chance to bribe the Reaper. For each 10 chips or 1xp the player may add one white stone to the bag. The player will then draw one stone from the bag (unless a game skill says otherwise).

If the player draws a black stone they will either suffer Final Death or be forced to serve the Reaper. Being forced to serve the Reaper means, that you will not be able to play the character that pulled the black stone, until you have NPCed a number of days equal to 2 times the number of black stones in your bag. So a player who pulled a black stone, having only one in the bag, can serve the Reaper for 2 NPC days and afterward return to playing that character. You may not add xp to a character that has suffered Final Death or is currently serving the Reaper. XP you earn while "serving the Reaper" must go onto a different character than the one serving the Reaper.

If you have died multiple times during an event or if you have gained veil characteristics through other means during the event will have to draw additional times from the bag. If you have died and gained a veil characteristic by passing through the veil more than once during an event you will draw from the bag for each additional time. You do this by adding a black stone to the bag and removing a white for each draw. So if you have died twice you would draw once with nine white and one black and then with 8 white and two black, etc. If you have gained veil characteristics through other means than dying and going through the veil you will draw for each time but not add additional black stones to the bag.

The next time (next event) a player goes to the reaper, the player will start with black stones equal to the amount of times they have died and white stones to equal ten. The player may once again bribe the Reaper and draw per the above rules.

Any player who fails to 'Meet the Reaper' before leaving the site will suffer as if they drew a black stone from the bag.

Final Death is there to add a level of danger and finality to the game. Final Death also adds a level of role-play to the game that can be both saddening and or epic.

Traps

Traps are devices or substances that are set to produce an effect on anyone who touches or causes them to "go off". Anyone can avoid a trap but only someone with Disarm Trap can attempt to manipulate a trap by moving/touching it. Traps will affect everyone within a 10 ft radius. Gas traps have the added effect of being able to affect everyone in the room it is in, if it is in a room. Physical Damage traps have the added effect of causing a Destroy effect on anyone within the 10ft radius. Magical traps have the added effect of affecting the person who sets the trap off even if they are outside the 10ft radius of the trap. Alarm traps simply make noise and have no other effect. If a Trap is hit with a destroy effect it will go off. If a Trap, once armed, is moved more than a few inches it will go off. Failing to set a trap successfully, as in causing it to 'go off', will cause the trap to go off. Traps are represented by mousetraps, party poppers, snaps, noise makers, etc. that are connected to a 1' by 1' box/prop and have some way to "go off". This is often by trip wire, opening a box or other object, being jostled or moved. If a Marshal is present they will call the trap effect once the trap has gone off.

Contact Poisons

This type of effect is represented by petroleum jelly or some other similar substance. If it is touched with bare skin it will take effect on the one who touched it. Contact poisons can produce a multitude of game effects or just damage the target. A Marshal will be present to state the target and effect. Players cannot make contact poisons at this time. Poison Shield cannot be used to stop a contact poison but Resist Poison can. A player with Disarm trap can attempt to remove a contact poison but would still be affected by the poison if they touched it with their bare skin.

Restraints

These are props that are used to show a player is bound. These props can be loose fitting ropes or manacles (real or not) that are affixed with a locking mechanism of some kind. Shackles can only be placed on a helpless or willing target. Shackles prevent you from casting, using packets, weapon skills, or running (if your legs are shackled). Shackles can be Destroyed or removed by a player with the pick lock skill.

Transforms

There are many skills in the game that will allow you to transform into other creatures. All Transforms will last for one hour or one mod, whichever is longer. But if you start a Transform during a mod and the mod ends before an hour, the transform will last an hour. If you start a transform during a mod and the mod lasts 5 hours, the transform will be up for 5 hours. If you start a transform before a mod, and then go on a mod, it will last an hour and not until the end of the mod. You may not have more than one Minor Transform up and not more than one Major Transform up. You can have a Minor and a Major Transform up at the same time. Transforms will stay active even if you gain the death and or spirit characteristics. Only special plot effects can remove an active transform, with the exception that transforms gained via formal can have a Destroy Formal Magic cast on them to remove that transform. You can at any time, choose to drop a transform, but once you have, it cannot be put back up except by using the skill again.

Game Effects

Arm/Disarm Trap - This allows a player to attempt to arm or disarm a trap. To arm a trap, you must create a device IG that will go off, either causing a noise or sound to alert other players that the trap has gone off. The time it takes to set a trap is the time IG it takes to set it. Traps are not supposed to, in any way shape or form, hurt another player or cause damage to the surroundings. If there are questions as to what this means please consult a marshal. To disarm a trap, you need to prevent or disengage the trap from activating, a marshal will decide if clarification is needed. This skill also allows you to remove contact poisons.

Bladestorm – This allows the player to attack without using the flurry rule for the duration of the skill involved in its call.

Bleed - This condition will prevent the target of the bleed to be affected by healing until the target is healed, cured, 5 minutes pass or dead status. So if you have the bleed condition the next heal effect used on you will cure the bleed condition but will not heal you.

Broken – This is a condition that can apply to items, Magic Items, shields, armor and weapons. A broken weapon, shield, armor, or Magic Items cannot be used for its intended purpose. A broken item does not exist for IG purposes. Broken items can be repaired in game through various means.

Compulsion Effects – All compulsion effects are mind altering effects. If you are affected by a compulsion effect you will not know what has occurred to you and you will not believe others if they tell you that you are under a compulsion effect. You can be under the effect of multiple compulsion effects at the same time. The most recent compulsion effect will take precedence if the situation arises. So if you are charmed by Chelsea and then Raged by Ron you would attack the nearest creature including Chelsea. But if you were Raged by Ron and Charmed by Chelsea, then you would attack the nearest target with the exception of Chelsea. All compulsion effects will last until cured, 5 minutes pass or dead status, unless otherwise noted.

Charm – Target of the charm will treat the caster as if they are their best friend. This means you will defend them and you would not attack them. The target will try to accommodate the needs of the caster but is not required to attack others, hurt themselves or give away their goods.

Dominate – The target of Dominate will do anything the caster says, including killing themselves, killing other targets or giving the caster of the Dominate anything they want. The target of Dominate is a happy and willing accomplice to the caster's wants and needs and will not fight subtly or otherwise against the caster's wishes. Once the player is Dominated they will automatically defend the caster of the Dominate from all threats against them and heal them if able. If a Dominated target is affected by another coercion effect, the Dominator need only tell the dominated to stop being afraid, or raged, or taunted or charmed to stop the coercion effect.

Fear – This effect will cause an affected target to RUN away from the cause of their fear. Once the target is out of line of sight (Buildings, walls and other large objects are acceptable ways of blocking line of sight, most trees and bushes are not) the target need not run away, but will not move toward the cause of their fear. If the cause of their fear is seen again, they will RUN away again.

Rage - This effect causes you to attack the closest creature to you, regardless of whom the target is or the consequences of attacking said target. You will use all any and all game skills to render the target dead. Once they are dead you will go after the next closest target. If you are unable to reach the target for 10 seconds you will move on to the next closest target. If you are attacked you can switch to that new target.

Taunt – This causes the target to immediately go to attack the caster above all other targets. The target may still defend or heal themselves. They will not help friends or allies or perform other actions such as searching

unless this action allows them to get a weapon or object that will help them attack the taunter. A taunted target can, and will, attack targets that prevent them from getting to the taunter, including allies, until they can once again get to their target. The taunted individual will use skills as needed to both reach their target and kill them. If the taunted target is unable to get to the taunter within 10 seconds the taunt effect is cured.

Contingency – This ability allows the user to use an effect in a specific situation, even if you would not normally be able to. For example, if you had a Contingency Life, and you were to get the dead characteristic, you could state contingency life and be at 1 hp. You can have a contingency that goes off when a specific condition or HP total occurs. Contingencies normally cause an instantaneous effect but in special circumstances other effects can occur.

Cure [X] – This will allow a player to remove an effect or characteristic as specified by skill. For example, Cure Dead by Potion will remove the Dead characteristic from a player. Cure Mangle by Arcane will remove the Mangle effect from a player. It should be noted that since Mangle is one of the few effects that can be on a player more than once, a Cure Mangle will cure all the instances a player has.

Daylight – This effect will Cause Lesser undead to take a Death effect, Greater undead will take a Fear effect.

Daze – You will be knocked unconscious and fall to the ground. This effect can be removed by another character taking a full minute to wake you up, you are cured, dead status or 5 minutes elapse.

Death – This effect will give you the Dead characteristic. You will lose all HP and go to zero HP. All game effects are removed from you, except special ones like transformations or affliction, and you will start a five minute count to become a Spirit. Only effects that affect the Dead characteristic will now work on you.

Destroy – This effect has different effects based on what it's used on. So if your weapon or shield is destroyed you cannot use them until they are fixed with the repair skill. If your armor is destroyed your armor total will be reduced to zero until repaired. A construct will take damage from this effect. If used on a door or box or other object they will be destroyed and "removed" from game play. You can choose the target you wish to destroy when using this effect, but if you do not, then the player targeted gets to choose. You may not target an already destroyed item. For example, Destroy Shield by Arcane, or Physical strike destroy bow.

Diagnose - This effect is used to determine if the recipient is stable, unstable, or dead, how many HP they are missing or if they have any game effects by a game condition. This does not require anything other than asking the player you are next to, who can refuse the diagnosis, if conscious and able to move.

If someone uses "Diagnose Stability" on you, you reply with stable, unstable or dead, and include how long til you reach the next state.

If someone uses "Diagnose Status" on you, you reply with whatever Status Effects are on you and how long they will affect you. Status Effects are Bleed, Charm, Daze, Dead, Dominate, Drain, Ensnare, Exhaust, Fear, Hinder, Mangle, Mute, Pain, Petrify, Plague, Rage, Repulse, Slam, Stopthrust, Taunt, Weakness, Unable to be Heal X.

If someone uses "Diagnose Damage" on you, you reply with how many HP you are down from your total.

Disarm – This effect will cause you to drop an item or be unable to use a weapon or shield in your hand. The character that uses this effect can state as part of the call what object they wish you to drop or what weapon or shield you would be unable to use. A disarmed weapon or shield cannot be used to attack or defend for 10 seconds. Only PLOT items can be disarmed, so personal items, drinks etc... cannot be disarmed. You may not pick up a dropped object until it has come to rest on the ground and you have counted to 10 seconds. You may not drop weapons or shields.

Disengage – The ability allows a player to force their opponents back from them. To do this a player must either take a step back from an opponent or not move for three seconds and then make a sweeping motion above their head with their weapon. All opponents must then take three steps back from the player at a distance where the player and their opponent's weapons do not touch. If an opponent would be made unsafe by stepping back or cannot because of an object then they may cross their arms and lean away from the player performing the disengage for three seconds. After steps or time is taken to disengage from the enemy the player is free to once again attack. No defense can be used to stop a disengage.

Double, Triple, Quadruple, etc. – A skill that has the double or triple, etc. added on to it will grant multiple instances of the effect. So, while a 2 damage by fire just does 2 damage by fire, a double 2 damage by fire skill would do 4 damage by fire. If you are attempting to stop an effect then you must use two defenses to stop a Double, three to stop a Triple, four to stop a Quadruple, etc. So, if you use resist Arcane on Double 4 damage by Arcane you will still take 4 damage by Arcane, if you call Arcane shield and Resist Arcane you would negate both. When taking an effect from a double, triple, etc effect, such as Double Ensnare and 4 Damage by Arcane, the player must defend against each one to prevent the effect. Effects will not stack though, except for Mangle, if you take multiple from a double, triple, etc. Anytime a skill will increase another skill by making it a double, if that skill is already a double, triple, etc. it will instead increase its effectiveness by one level, so a double skill will become triple, triple, quadruple, etc, etc. This is true in all situations like this.

Drain – Drain can remove a skill, HP, characteristic, or spell of the amount and kind as specified in the verbal. You cannot be Drained below 1 HP. Drain cannot be prevented by any defense nor can you remove this effect except for resting (doing nothing) for 5 minutes or entering Spirit from Dead. Removal of drain does not start while you are unconscious or dead. If your 5 minute count is interrupted for any reason then you will have to start again.

Ensnare – This effect causes your right foot to be stuck in place. You may pivot and you may move your left foot as you wish. This will last until cured, 5 minutes pass or Dead status.

Exhaust - This causes a player to no longer be able to run or use any game skills. This can also be used to Exhaust a specific game skill or ability. Ex. Exhaust Resist Charm by Arcane would make it so a player could only, not use resist charm, but could still run and use all other game skills. This will last until cured, 5 minutes pass or Dead status.

Expose – This skill will allow you to expose a characteristic, as per the skill you are using. The volume at which you call the expose is the volume an exposed target will reply with. An exposed target will call out, no matter what, even if they are dead, unconscious, Muted, petrified, etc. For example, Expose Undead would make any undead call out “Undead”. When resisting an Expose effect, you need not call out Resist per normal.

Fortress - This effect will cause a building to be invulnerable to damage or effects of any kind. Anyone inside the fortress is also immune to all damage and effects from any kind that originates from outside the fortress (building). The caster must be inside the fortress at all times for the effect to continue. Once the caster leaves the fortress (building) the fortress will drop. No one may enter or leave the fortress until the fortress goes down. Spirits may not walk in and out of a fortress unless they are going to the Veil.

Gather - This skill will allow you to ask an incapacitated, unconscious, dead, or dying NPC for a component. You may not gather from an NPC more than once per profession you have a Gather skill from. So if you have a Gather skill from 1 profession, you may gather 1 component. Gathering from two different professions will allow you to gather two components, etc.

Ghost Hand – This skill allows the player to use a game skill while affected by the spirit characteristic, provided the character is not also affected by the dead characteristic against a target who does not have the spirit characteristic.

Heal [X] – This effect restores HP equal to X. So, a Heal 10 by Arcane would heal 10 HP. You do not get to keep any extra HP above your maximum. So, if you have a max of 5 HP and get healed for ten you would still only have 5 HP.

Heroism – This effect gives the user a ‘X Damage by Physical attack (via a weapon attack), +4 temporary HP and a Physical Shield’. (X = ½ your Bannermen, Minimum 1 Damage)

Hinder – You must walk, you cannot run. This will last until cured, 5 minutes pass or dead status.

Imbue – This skill allows a player to give the target multiple different kind of effects, as designated by the ability being used, that can last for an amount of time equal to, the duration of a mod, a six-hour time period, an event, or until removed as noted by the ability, skill or person imbuing you. For example, I imbue you to my banner; will give that player your banner characteristic.

Immune – This means you will take No Effect to whatever it is you are immune to. The appropriate call is No Effect.

Inevitable - This ability is used when an adverse effect is delayed, but will affect the target. You may be told immediately when the inevitable effect will occur or Plot may tell you later. Inevitable cannot be removed by any PC means, so if you are affected by an inevitable effect, it will occur in the future. Ex. Inevitable Death by Arcane. You can protect against this by any means that stops Death or Arcane. But if you don't you will take the Death effect in the future. Inevitable can be a specific time or when an event occurs, such as Inevitable Dominate, 10 minutes, by Arcane or Inevitable Dominate end of module by arcane.

Inspire – This skill allows you to give the target a skill as designated by the ability being used. For example, if player A used ‘Inspire 4 Damage by Physical’ on player B, player B could call ‘4 damage by Physical’ with a weapon. ‘Inspire 2 Temporary Armor’ would give a target 2 armor that would be lost first before other armor. Anything can be inspired, but a player cannot have a duplicate for what they inspire. So, a player cannot have two inspire effects that both give armor, or HP, a Physical attack, etc. An inspired skill that is used and missed with, such as a damage swing can be brought back at the appropriate place (Memorization Area/Skills Arena). An inspired effect will last until used, dead status or the end of a 6-hour period, whichever is first. If a better inspired effect is placed upon you, you can choose to take the better version and lose the lesser.

Killing Blow - To be killing blowed a player must strike you (or you must strike them) with a weapon while saying killing blow by physical. If doing a killing blow with a specific effect like magic or fire, you will add it instead. So it would be killing blow by arcane or killing blow by X (x being an elemental type). This will then give you (or them) the Dead characteristic. It is important to remember that once you are Dead all game effects are removed from you, except special ones like transformations, afflictions, drain, inevitable and some imbued effects. You will start a five-minute count after which you will gain the Spirit characteristic and go to the Veil (NPC Area). Only effects that affect the Dead characteristic will now work on you.

Lightfoot – This skill allows a player to resist one of the following effects used against them; hinder, ensnare or slam.

Lore – This skill will allow you to identify the effects and duration of up to 5 magic items held by the caster. This skill can also be used to ask one question, of plot, to identify magical effects created by other means such as ley lines, artifacts, constructs, etc... It will be up to plot discretion as to what you can learn.

Mangle - This effect causes one limb to become useless. If an arm is chosen, no weapon or shield can be used in the arm; packets cannot be thrown or used by that arm. If a leg is chosen you must go down to one knee, you may not hop. You can choose a specific limb when calling a mangle effect but if you do not then the target may choose which limb to mangle. You may not choose an already mangled limb if a target is not specifically called. If a cure Mangle is used it will cure all mangled limbs. If hit with a double, triple, etc effect that does mangle you will have to pick a different limb for each time you are affected. This will last until cured, 5 minutes pass or dead status.

Mute – This effect prevents you from being able to talk or communicate with any kind of sound. Additionally you cannot use any spells (by force, by blood, by arcane, by radiant, by elemental, elementalstrike, arcanestrike, bloodstrike, radiantstrike). You must still use out of game verbalization, such as when calling defenses. You may still use any skills that do uncalled damage. This will last until cured, 5 minutes pass or dead status.

Pain - This causes you to be in great pain. You will not be able to attack, or use game skills beyond defending yourself with a weapon, or shield and calling defenses. You can still run or killing blow a creature. This will last until cured, 5 minutes pass or dead status.

Paragon - This grants the player a number of temporary HP equal to their Bannermen, a damage by Physical weapon attack equal to their total Bannermen and (2) Reduce to 2 Damage. So, if you had 10 Bannermen you would gain +10 Temp HP and a '10 Damage by Physical' attack to be used with a weapon.

Parry – This effect allows the player to prevent any 'by Physical', or 'Physical strike' done to you or another player within melee weapon/claw distance of the weapon/claw that you are wielding. This skill has no effect if you are not wielding/holding a weapon/claw.

Petrify – This effect causes the target to be unable to move, speak or act. You are aware of your surroundings but you are unable to do anything. You cannot be posed. You may only call "shield" defenses. This will last until cured, 5 minutes pass or dead status.

Pick Lock This skill allows the user to attempt to pick an IG lock. IG locks are latches, tumbler locks and puzzle mechanisms. The person attempting this skill must perform the action themselves.

Pick Pocket This skill allows a player to attempt to steal from an NPC. NPCs that can be Pick Pocketed will be designated by having clothes pins on a pocket, satchel, bag, etc... The Player with Pick Pocket can attempt to take a clothes pin from the NPC without getting caught, if caught you will have to return the clothes pin and possibly face IG consequences. Clothes pins can be returned to the NPC shack in exchange for the item taken.

Plague – Being plagued means that any other detrimental effect, including damage, cannot be removed or fixed until the plague is first removed. So, if someone tries to heal you or fix/remove an effect, other than plague, while you are plagued you must say "no effect". This will last until cured, 5 minutes pass or dead status.

Reduce – This ability allows you to prevent an effect by taking another effect instead. Ex. Reduce to Slam, would allow you to prevent an effect by taking the slam effect instead. Reduce Physical to pain, would allow you to prevent a Physical effect by taking the pain effect. Reduce Arcane to mangle, would allow you to prevent an Arcane effect by taking a mangle effect. You may not further Resist, Shield or in any other way prevent or circumvent the effect you are reducing too. So, you would not be able to call Reduce to Rage, Resist Rage. You may not reduce to an effect you are immune to.

Rejuvenate – This effect allows you to give/get back a single skill that has a limited number of uses. You can only have a skill rejuvenated that you have used at least one of and you can never have more uses than your max. So, if you can Heal 10, ten times and have not used any, you cannot use rejuvenate on that skill, but if you use one of your ten uses, you could use rejuvenate to get that one skill back. In some cases, rejuvenate can also be used to restore the use of an item. Each use of this ability will only give you one, of any specified ability/spell, back.

Renew - This effect will return all skills, spells, and item abilities to a player. This is an NPC only ability.

Repair – This skill allows you to restore the use of an item that has been made unusable by the Destroy effect. The time this takes is specified by the skill used.

Repulse – This effect causes you to attempt to stay at least 10 feet away from the user. You will not move into an area that is dangerous though. You will also not try to use game skills on the user. If the user attacks you then the repulse will be broken. Neither player should move closer to the other. This will last until cured, 5 minutes pass or dead status.

Resist – This allows you to choose to stop an effect as noted by the particular resist skill. Ex. So, a Resist Physical would allow you to stop or prevent any Physical Strike, or ‘by Physical’. A Resist Arcane would stop or prevent any Arcane Strike or ‘by Arcane’.

Resurrection – This effect will remove the dead state from a character and bring them to max HP.

Shield – This effect prevents the damage and/or effects of the next packet, weapon strike, By my Voice, By my Gesture, By my Name, of the appropriate type (ex. Physical, Arcane, etc...) The shield will be used up no matter if the effect is beneficial, or not, or even if you are immune to the effect. Shield will be used before any other defense such as Resist or Reduce. Touch casting a spell or skill will bypass a shield if the target is willing.

Slam – This effect causes some kind of force to knock you off your feet. You must have either your chest or back hit the ground or you may drop to one knee and place your hands on the ground for three seconds. After this the effect ends. Slam cannot be stacked. If affected by multiple slams by a single source you will take only one slam effect. You can be hit with a slam effect and then after another slam effect, etc. You can cure a slam effect on yourself. The only thing you can do while slammed is prevent a killing blow.

Speak – This allows you to have a conversation with a creature(s) that you would not normally be able to talk with, such as animals, or spirits. The creature does not need to speak with you but often being able to speak with a creature will at least make them curious enough to want to talk to you. When you cast speak with x, it will allow you to converse with all beings of that type for the duration of the speak effect.

Spirit – While in this state you are not able to affect those who are not in the Spirit state, additionally you cannot affect anything else in game such as open or close doors, move objects etc. Being in spirit does not allow you to affect other Spirits with attacks or abilities. Only Abilities/spells that say they affect Spirits, affect Spirits. While in spirit you may not use your body to block the passage/movement of other players through a space, doorway, etc.

Stabilize – If you are unstable at zero HP it makes you stable.

Stopthrust - A player may use this skill by calling Stopthrust and hitting another player anywhere, with a weapon/claw. A player affected by stopthrust may not move toward the player who called the stopthrust for 10 seconds, but is otherwise unrestricted in his skills or movement. Stopthrust is a Physical skill and can thus be prevented by anything that stops Physical attacks such as Physical shield, resist Physical, parry, etc.

Threshold – This is a defensive ability that prevents damage from any source that is less than the number after Threshold. For Example, Threshold 3 would prevent uncalled damage, 1 damage by source, and 2 damage by source. Threshold does not prevent any effects that go along with the call. So, for instance, 1 damage and slam by Physical would still cause someone to take the slam effect no matter how good their Threshold was.

Track/Countertracking This skill allows you to follow NPCs as allowed by plot or allow NPCs to follow PCs. This skill cannot be used to track other PCs without that PC and plots permission. This skill can be taken multiple times to make your skill more effective. Ex. You may need a Track skill of 3 to track NPCs through a swamp. You may need a Track skill of 7 to track NPCs across the plane of air. Countertracking used by PCs or NPCs can also affect how difficult it is to track PC/NPCs.

Vanish - The Vanish Characteristic makes you immune to all game effects. You may only move while you are “Vanished”. You may not open doors, effect traps or locks, attack, or in any other way affect the environment. To show you are Vanished you must cross your arms across your chest. You can choose to drop a vanish at any point. A Vanished character/player is basically invisible and should not be acknowledged or noticed by other players. Once a Vanish is dropped, that person can be tracked, if desired, but has an effective rating of 10 ranks of countertracking. While Vanished you may not use your body to block the passage/movement of other players through a space, doorway, etc.

Weakness – This effect causes you to be weakened. While you are weakened you will be unable to use any poison, by physical, poisonstrike, or physicalstrike. This means you cannot swing a damage call, such as double 5 damage by physical, or physical strike 2 damage, or effects such as physical strike slam or mangle by physical. You may still use uncalled damage. This will also prevent the player from using the carry mechanic. This will last until cured, 5 minutes pass or dead status.