PRO LARP 2.0

2021

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 game (RPG), 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 (this includes smoking if you are under 18 and alcohol if you are under 21). 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.

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 about 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.

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.

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 an 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 approval.

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.

Racial Skills - Unless otherwise noted, a maximum of three racial skills can be purchased by any one character, at a progression of [3][4][5] XP. Racial skills available to each race will be listed under that race's racial skills.

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
Racial Skills - Can purchase any two racial skills listed for other races for 5 XP each

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.
Racial Skills - Resist Charm

Dwarves
Dwarves are a 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.
Racial Skills - Resist Poison

Halflings
Halflings are a 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.
Racial Skills – Lightfoot

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. Wolven tend toward packs, ferret kin 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).
Racial Skills - Vitality

Monstrous Humanoids

Monstrous Humanoids represent those that are similar to full-blooded creatures, although they are distinct races. These include half-kobolds, half-goblins, half-orcs, half-ogres, and half-trolls. The monstrous humanoids as a rule tend to be more barbaric and brutal than other races. They have a shorter life span then most races and tend to "live in the moment."

Racial Skills - Reduce to Slam

Half-Kobold
Costuming Requirements - Red skin
Racial Skills - Hinder

Half-Goblin
Costuming Requirements - Green skin, pointy ears
Racial Skills - Disengage

Half-Orcs
Costuming Requirements - Green skin, tusks
Racial Skills - Reduce to Rage

Half-Ogres
Costuming Requirements - Yellow skin, tusks
Racial Skills - Skilled Strike

Half-Trolls
Costuming Requirements - Blue skin, tusks
Racial Skills - Self Stabilize

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 Professions also has five options for **Unique Profession**s. 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 40xp 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 10xp 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. 10xp 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 10xp, and each time you purchase a new Unique or Base Profession it will be 5 more XP 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 10xp, and purchasing the Dervish Profession would cost you 15xp. If you then purchased the Arcanist Base Profession, it would cost you 20xp.

To purchase a Master Profession, you must have at least 200 XP spent on skills from the Base and Unique Profession trees and have at least one Unique 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.

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 confused you may also speak to a marshal.

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. ONLY 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.

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 XP (Experience)

You gain one XP for preregistering/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.

Casting

Packet-delivered spells, may not be cast while you are holding any weapon or shield in your hand with the exception of a dagger (which is a prop, not a weapon, only useable by a Blood Mage), a Staff, the Druid's claw or blunt weapon, and the Crusader's Holy Weapon. Weapons not in this category must be secured, either sheathed or slung. No weapon chains may be used.

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 must be used in one hand only to attack, 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 use that one to wield a one-handed weapon you have skill with. 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.

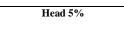Thrown weapons are in their own category. They cannot be used to block any incoming attacks. They can be thrown from either hand and can be held while you are wielding any other weapon or a shield.

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. 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 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 gets 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			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
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	For each level of a particular knowledge skill, you can ask plot one question about the topic. This skill defines multiple kinds of knowledge so if you have purchased 10 levels of Knowledge Orcs, a new type of knowledge, such as Knowledge Arcane, would cost you 1xp for your first level, etc.	N/A
Provider	1xp	Acquire the Gather "X" resource skill. "X" can be Armorer, Alchemist, Enchanter, or Herbalist. This skill will allow you to gather each type of resource. When doing this you will start over again at 1xp for each new resource type. This skill can only be used on a NPC who is unable to prevent a search.	"I gather [X] resource"
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 (Passive)	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 – Weapon skills can only be purchased four times for 2, 3, 4, and 5xp respectively	
Weapon Type	**Game Call**
Swords	Physical Strike Disarm
Staves	Stopthrust or Physical Strike Disarm
Polearms	Stopthrust
Bows	Physical Strike Ensnare
Maces	Physical Strike Mangle
Axes	Physical Strike Destroy
Two-handed weapons	Physical Strike Short Pain
Thrown Weapons	Physical Strike Short Daze
Spear	Stopthrust

Racial Skills – Racial skills can only be purchased three times for 3, 4 and 5xp respectively	
Human	Humans can purchase any two racial skills for 5xp each
Elf	Resist Charm by any effect
Dwarf	Resist Poison by any effect
Halfing	Lightfoot - Resist one Hinder, Ensnare or Slam effect delivered to the player by any effect
Beast People	Vitality (+1 HP)
Monstrous Humanoid	Reduce to Slam (This will allow you to reduce any effect to slam)

Humans – Humans include humans from all over the land and include special cultures.

Elves – This includes the sub-races of Elves

Dwarves – This includes the sub-races of Dwarves

Halfling – This includes the sub-races of Halflings.

Beast People – Beast People can be any Animal/Human hybrid or sub-races.

Monstrous Humanoids – Monstrous Humanoids can be of the following sub-races: Half-Kobold, Half-Goblin, Half-Orc, Half-Ogre, or Half-Troll

Fighter (Base Profession) 6 Starting HP and 4 Max Armor			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
Skilled Strike	0xp	This skill grants one '2 Damage by physical' attack.	"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

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, Inspire '+ 2 temporary HP' to another person. Temp HP are always lost first and cannot be healed.	"Inspire +2 Temp HP by physical"
Shake it off	1xp	This skill grants one cure of a Charm effect on another person. Charm effects include Fear, Taunt, Charm, and Dominate.	"Cure [Effect] by physical"
Attack!	1xp	This skill grants one inspire '3 damage by physical' attack, to another person. 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 inspire 'Physical Shield' to another player. A physical shield will stop the next weapon blow or attack that is 'by physical' or 'physicalstrike'.	"Inspire Physical Shield by physical"
Tactical Retreat	4xp	This skill grants one inspire 'disengage' to another player.	"Inspire Disengage by physical"
Lead by Example	5xp	This skill grants one inspire '3 Damage swing, +2 temporary HP and a Physical Shield' to the player.	"Inspire, Self, +2 Temp HP, a 3 Damage attack and a Physical Shield by physical"
Inspirational Words	6xp	This skill grants one Rejuvenate skill. 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 more than once, even by a different player.	"Rejuvenate [X] by physical"
Stalwart Defender	8xp	This skill grants immunity to fear effects for 5 minutes. If hit with a fear effect the appropriate call is no effect.	"Imbue, Self, No Fear by physical"
Banner Men	8xp [Capstone]	This skill grants the Commander the ability to perform one of two actions. One the Commander may Imbue a number of people, equal to the number of commander skills they have purchased, to their banner for an encounter or hour (whichever is longer). The Commander may then, for each purchase of this skill (Banner Men), change a skill they have to a voice radius effect that will only affect those who are under their banner. The skills they can apply are Attack!, Toughen Up, Shake it off, Inspire, Be Prepared and Tactical Retreat. You must have the skill available to be used. If you don't have the skill or have used the skill for the day you may not turn it into a by my voice. For example, 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)			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
Slaughter	2xp	This skill grants one '4 damage by physical' attack.	"4 Damage by physical"
Slam	3xp	This skill grants one attack that applies the Slam condition on successful contact.	"Physical Strike Slam"
Mangle	3xp	This skill grants one attack that applies the Mangle condition on successful contact.	"Physical Strike Mangle [Limb]"
Bring the pain	3xp	This skill grants one '1 damage and short pain by physical' attack.	"1 Damage and Short Pain by physical"
Pain heals all	4xp	This skill grants one reduce any effect to Rage effect.	Reduce to Rage
Destroy	5xp	This skill grants one physical strike Destroy. This can be a 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.	"Physical Strike Destroy [X]"
Hammer the gap	6xp	This skill grants one "Double 5 Damage by physical" attack.	"Double 5 Damage by physical"
Shake it off	8xp	This skill grants one 'Disengage and cure X by phyical'. X can be one of the following effects; Mangle, Pain, Hinder, Ensnare, Plague, Mute or Weakness. You can use this skill even if not affected by one of the above effects and will only cause the disengage effect.	"Disengage and Cure [X] by physical"
Concussive blow	9xp	This skill grants one '3 damage and short daze by physical' attack.	"3 Damage and Short Daze 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

Guardian (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
Throw stones	0xp	This skill grants one Packet Delivered 'Taunt by physical'.	"Taunt by physical"
Stacked On	1xp	This skill grants one 'Inspire Self +1 temporary Armor Point by physical'. Temp Armor is always lost first and cannot be reset with repair.	"Inspire Self +1 Temporary Armor by physical"
Bulk Up	1xp	This skill grants one 'Inspire Self +1 temporary HP'. Temp HP is always lost first and cannot be healed.	"Inspire Self +1 Temporary HP 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"
Blocked it	3xp	This skill grants one 'Inspire Self Physical Shield by physical'.	"Inspire Self, Physical Shield by physical"
Sacrificial limb	4xp	This skill grants one reduce any one physically delivered effect to Mangle.	"Reduce Physical to Mangle"
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]"

Dervish (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
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 grants one Resist Hinder, Ensnare or Slam effect delivered to the player by any effect.	"Resist [Effect]"
Hamstring	0xp	This skill grants one 'physical strike Hinder' attack.	"Physical Strike Hinder"
Blade Shield	2xp	This skill grants one Reduce a Physically delivered effect to 2 Damage.	"Reduce physical to 2 damage"
Nimble	2xp	This skill grants one 1 unrepped dexterity armor (Purchasable 4 times). You must stretch for one minute to reset dexterity armor.	n/a
Double Tap	4xp	This skill grants one 'Double 3 Damage by physical' attack.	"Double 3 Damage by physical"
Mangle	5xp	This skill grants one 'physical strike mangle' attack.	"Physical Strike Mangle"
Whirling blades	6xp	This skill grants one 'Triple 3 Damage by physical' attack.	"Triple 3 Damage by physical"
Death by a Thousand Cuts	7xp	This skill grants one 'Quadruple 1 Damage and Weakness 1 by physical' attack.	"Quadruple 1 Damage and Weakness 1 by physical"
2nd Flurry	9xp [Capstone]	This skill grants the player an additional Flurry action for each purchase. This is a per use ability and may not be stacked.	"Double Flurry"

Armorer (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
Skill Name	**Skill Cost**	**Skill Description**	**Game Call**
Repurpose	0xp	This skill grants one use of the Gather Armorer skill	"Gather Armorer"
Build Trap	0xp	This skill grants the player one create box trap, create alarm trap, or adds two explosive damage to a created box trap. Creating a box trap or alarm trap costs one Armorer component. The total cost to create a box trap of damage level 2-10 damage is 5 components. The total cost to create a box trap of damage level 12-20 is 8 components. 20 Damage is the maximum damage a Box 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	n/a
Forge Master	0xp	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 armorer component per item fixed; 2) The Armorer may create a blacksmith station useable 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 similar items equal to the number of ranks in this skill.	n/a
Jerry-Rig	1xp	This skill lets the player fix one destroyed weapon, shield or armor in 60 seconds without a blacksmith station.	n/a
Stockpile	1xp	This skill grants allows the player to enter game with one Armorer component per purchase of this skill. This skill may only be purchased 10 times. If the player has a Armorer station that is well physically represented (as decided by a marshal) the player will receive two components for each level of this skill.	n/a
Hone	1xp	This skill sharpens a weapon. This grants a plus two damage bonus to a weapon per level purchased. This added damage is expended on the next swing or 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.	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"
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)	10xp [Capstone]	This skill grants the player the ability to wield any weapon. This does not include shield.	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
Staves	Stopthrust or Physical Strike Disarm
Polearms	Stopthrust
Bows	Physical Strike Ensnare
Maces	Physical Strike Mangle
Axes	Physical Strike Destroy
Two-Handed Weapons	Physical Strike Short Pain
Thrown Weapons	Physical Strike Short Daze
Spear	Stopthrust

Specialist (Base Profession) 4 Starting HP – 2 Max Armor			
Skill Name	**Skill Cost**	**Skill Description**	
Backstab	0xp	This skill grants one '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 unrepped dexterity armor (Purchasable 4 times). You must stretch for one minute 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.	
Pick Lock	0xp	This skill grants one attempt to pick one lock. Any interruption by another player/NPC ends this attempt.	
Arm/Disarm Trap	0xp	This skill grants one attempt to arm or disarm one trap. Any interruption by another player/NPC ends this attempt.	
Track (Passive)	1xp	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.	
Wait a minute	2xp	This skill grants one Disengage action	"Disengage"
Waylay	4xp	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"
Sleight of Hand	5xp	This skill grants one Physical Strike Disarm attack via packet or thrown weapon.	"Physical Strike Disarm"
UMD (Passive)	9xp	This skill grants 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.	
Opportunistic Strike	9xp	This skill grants one 'X damage by physical'. X is equal to the total number of Backstabs, Waylays and Opportunistic strikes a player has.	"[X] Damage by physical"
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)			
Skill Name	**Skill Cost**	**Skill Description**	
Skilled Hunter	0xp	This skill grants one call of "Expose [x]" to determine a specific racial or monster characteristic. This type must be declared on purchase. No more than one type of enemy may be selected with this skill. This skill may only be purchased once per 100 xp. This skill determines which creatures a Hunter will do double attacks against. A Hunter may always use Expose against the characteristic(s) chosen per 10 XP spent in Hunter Skills.	"Expose [X]"
Bow (Passive)	0xp	This skill grants bow or crossbow Weapon Training.	N/A
Track (Passive)	0xp	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"
Hatred	1xp	This skill grants one '2 Damage by physical' attack. If used against a creature that has been selected in Skilled Hunter the player may call 'Double 2 Damage by physical' instead.	"2 Damage by physical" or "Double 2 Damage to [X] by physical"
Fury	2xp	This skill grants one '3 Damage by physical' attack. If used against a creature that has been selected in Skilled Hunter the player may call 'Double 3 Damage by physical' instead.	"3 Damage by physical" or "Double 3 Damage to [X] physical"
Incite Hatred	3xp	This skill grants one Inspire Double strike X, where X a racial or monster characteristic you have chosen in Skilled Hunter. The inspired double strike must be used with a weapon.	"Inspire Double Strike to [X]"
Provider	0xp	This skill grants one Gather "X" resource skill. "X" can be Armorer, Alchemist, Enchanter, or Herbalist. This skill can be purchased to allow you to gather each type of resource. When doing this you will start over again at 0 XP for the new resource type. This skill can only be used on a NPC who is unable to prevent a search.	"I gather [X] resource"
Hinder Prey	4xp	This skill grants one 'By My Voice Hinder X by physical'. X is defined by your Skilled Hunter skill.	"By my Voice Hinder [X] by physical"
Target of Rage	3xp	This skill grants one 'Double 2 damage by physical' attack. If used against a target of Skilled Hunter, do a 'Quadruple 2 damage by physical' attack.	"Double 2 Damage by physical" or "Quadruple 2 Damage to [X] by physical"
Bag 'em and tag 'em	8xp [Capstone]	This skill grants one 'Physical Strike Exhaust'. If used on a creature that has been selected in Skilled Hunter, 'Double Physical Strike Exhaust and Plague' is used instead.	"Physical Strike Exhaust" or "Double Physical Strike Exhaust and Plague to [X]"

Mastermind (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
Skill Name	**Skill Cost**	**Skill Description**	
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'. Must maintain gesture to maintain Repulse.	"By my gesture Repulse 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"
Fear me ladder	3xp	This skill grants one packet-delivered 'Fear by physical'.	"Fear by physical"
I'm Right, They're Wrong	4xp	This skill grants one 'Imbue Resist Charm by physical'. "Resist Charm" should be stated when the skill is used. Charm effects include Taunt, Charm, Fear, and Dominate. This will last until used or the end of the event.	"Imbue Resist Charm 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 '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)			
Skill Name	**Skill Cost**	**Skill Description**	
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 '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	4xp	This skill grants one '4 Damage by physical' attack.	"4 Damage by physical"
Riposte	5xp	This skill grants one use of the "Parry" skill, followed by a '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"
Precision Strike	5xp	This skill grants one 'Physical Strike Mangle'.	"Physical Strike Mangle"
You left your guard down	9xp [Capstone]	This skill grants the player the ability to change any one Dualist skill into a Double Physical Strike.	"Physical Strike Double [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	This skill grants one use of the Gather[Alchemy] skill	"Gather Alchemy"
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 a empty box trap or alarm trap costs one Alchemist component each. The total cost to create a box trap with a gas inside is 1 alchemist component plus the cost of the gas. Level 5 poisons may not be used in the creation of these traps.	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.	"2 Damage by Physical"
Stockpile	1xp	This skill grants the player one alchemist component at the start of the game. This skill may only be purchased 10 times. If the player has an Alchemist station that is well physically represented (as decided by a marshal), the player will receive two 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 game day duration) 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:

Each time an Alchemist purchases a higher level of alchemy recipes, the component cost for all lower levels goes down by 1. 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. 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 created items last until used or the event ends.

Level 1 Recipes			
Name	**Component Cost**	**Description**	**Game Call**
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 purge all poison effects by poison. This may not be placed on a weapon.	"Purge Poisons by Poison"

Level 2 Recipes			
Name	**Component Cost**	**Description**	**Game Call**
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 Silence 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			
Name	**Component Cost**	**Description**	**Game Call**
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 1 effect by poison or add the 'and Weakness 1' effect to the next weapon swing	"Weakness 1 by Poison" or "and Weakness 1"
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			
Name	**Component Cost**	**Description**	**Game Call**
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			
Name	**Component Cost**	**Description**	**Game Call**
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			
Skill Name	**Skill Cost**	**Skill Description**	
Detect Magic (Passive)	0xp	This skill grants one packet delivered 'Detect Magic by arcane'. The caster will be able to tell if an effect was delivered by arcane, arcane strike, potion, force, elemental or elemental strike. This will also allow you to identify if an object is magic, or affected by any of the above effects.	"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 ability to use Rune Stones. Second purchase allows use of Wands.	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)			
Skill Name	**Skill Cost**	**Skill Description**	
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. The Magic characteristic will expire after being used for one Killing Blow.	"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"
Magic Missile	2xp	This skill grants one packet delivered '4 damage by arcane'.	"4 Damage 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.	"Fortress by force"
Force Bolt	3xp	This skill grants one packet delivered 'Slam by arcane'.	"Slam 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 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 3 by arcane'. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	"1 Damage Self and Weakness 3 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 arcane. The amount of HP spent, X, must be chosen at the time of casting. The Blood Mage may divide the Damage dealt by up to five to deal the damage out by double, triple, quadruple or quintuple respectively. Ex. By making X = 20 you could deal the damage out as 20 damage by arcane, double 10 damage by arcane, triple 6 damage by arcane, quadruple 5 damage by arcane, or quintuple 4 damage by arcane. All damage dealt must be rounded down. The Blood Mage is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	"[X] Damage Self and [X] Damage by arcane"
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. 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 an elemental type the player is aligned to. This characteristic will expire after being used for a Killing Blow.	"Imbue [X] characteristic by [X]"
Elemental Blast	1xp	This skill grants one packet delivered '2 damage by X'. X must be an elemental type the player is aligned to.	"2 Damage by [X]"
Elemental Attunement	2xp	This skill grants one additional element to the players list of attuned elemental characteristics. A player may not choice two elements that are opposites with this skill.	n/a
Elemental Fury	4xp	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 Destruction	4xp	This skill grants one packet delivered '2 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 object allowed by plot or to Damage Constructs.	"2 Damage and destroy by [X]"
Elemental Barrage	6xp	This skill grants one packet delivered 'Triple 2 Damage and Slam by X'. X must be an elemental type the player is aligned to.	"Triple 2 Damage and Slam by [X]"
Become One	9xp [Capstone]	The player is able to Imbue themselves with an Elemental characteristic 'X' they are Aligned to. While Imbued, the player is healed by that Elemental characteristic and takes double damage from the opposite characteristic. The player will gain +2 HP, one resist element, and two '2 damage by X' packets. Any Killing Blows they perform are treated as having their elemental aura active. This will last for an encounter or 60 minutes (whichever is longer).	"Imbue Self [X] characteristic"

Elementalist Notes: (Fire, Ice), (Lightning, Stone), (Dream, Reason), (Chaos, Order), (Life, Death), (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"
Weakness	1xp	This skill grants one packet-delivered 'Weakness X by arcane'. [X] is equal to the number of the number of times this skill has been purchased.	"Weakness [X] by arcane"
Mute	2xp	This skill grants one packet-delivered 'Mute by arcane'.	"Mute by arcane"
Remove Limb	3xp	This skill grants one packet-delivered 'Mangle by arcane'.	"Mangle by arcane"
Pain	4xp	This skill grants one packet-delivered 'Short Pain by arcane'.	"Short Pain by arcane"
Pain Shield	4xp	This skill grants one Reduce any Arcane effect to Short Pain.	"Reduce Arcane to Short Pain"
Curse	5xp	This skill grants one packet-delivered 'Plague by arcane'.	"Plague by arcane"
Your Mother	6xp	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	This skill grants one use of Gather [Enchanting].	"Gather Enchanting"
Create Runestone	0xp	This skill grants the ability to create a Runestone. The amount 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 one create box trap, alarm trap or add one level of spell to a box trap (spell levels are noted below). Creating an empty box trap or alarm trap costs one Enchanter component for either. Adding a level 1 or 2 spell to a box trap costs 1 additional Enchanter component. Adding a level 3 or 4 spell costs 2 additional Enchanter components. While multiple players can create a trap box together, spell levels can never be added later. All traps are destroyed once set off and cannot be reused. Whatever spell is used in the box trap must be cast by someone, either the trap creator or another player. Level 1 spell Ensnare or Hinder Level 2 spell Disarm or Short Pain Level 3 spell Silence or Destroy Level 4 spell Exhaust or Plague	n/a
Stockpile	1xp	This skill allows the player to enter game with one enchanting component. This skill may only be purchased 10 times. If the player has an Enchanting station that is well physically represented (as decided by a marshal) the player will receive two 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. 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 2 Enchanting Components to the cost of creating the item.	n/a
Create Wand	3xp	This skill grants the ability to create a Wand. The amount 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
Arcane Manipulation	10xp [Capstone]	For each purchase of this ability, the player is capable of pulling Double the power out of a single Wand. For each charge used, the Enchanter will call "Double [X]", where X is the spell from the wand.	"Double [X]"

Enchanter Notes:

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

Runestone – Cost: 1 Enchanter Component – A stone (which lasts until 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 abilities. Each runestone is only capable of storing a single type of spell, though the amount of that spell it can store is only limited by the number of times this skill has been purchased (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. When using Runestones with Blood Mage spells, the HP cost is chosen at the time the Runestone is used, not created.

Wand – Cost: 5 Enchanter Components – A wand or rod (which lasts for 15 game days) capable of being bestowed with arcane energies that are attuned to a specific Arcanist ability with the exception of Capstone abilities. Each wand is only capable of storing a single type of spell, though the amount of that spell it can store is only limited by the number of times this skill has been purchased (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.

Engrave Rune – Cost: 1 Enchanter 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.

Tattoo – Cost: 1 Enchanter Component – Place a magical tattoo on a player (lasts for 5 days or until used). 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.	"Imbue + 2 Armor by arcane"
Shield	Imbue an armor piece with 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.	"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 Charm. Such as Fear, Charm, Dominate, or Taunt.	"Imbue Resist Charm 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 3.	"Imbue By my Gesture Weakness 3 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 Dead or Spirit status.	"Cure [X] by arcane"
Burst	3xp	This skill grants one 'By my voice, heal 4 by arcane'. This will heal any player who hears the call by 4 and harm undead creatures who hear it for 4 damage.	"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 more than once, even if done by a different player.	"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 Dead or Spirit Status. 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 skills grants a player 'Imbue 5 HP by arcane'. These HP are added to the players HP total and can be healed like regular HP. No more than 5 HP may be added to any player per 6 hour period. 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)			
Skill Name	**Skill Cost**	**Skill Description**	
Speak with the Dead	0xp	This skill grants one use of the 'Speak X' skill. X can be either those with the Dead or Spirit characteristic as chosen when the spell is cast. You may then engage in conversation with the target of this skill.	"Speak [X]"
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 amount 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	3xp	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 rememorize 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.	"Imbue, Self, Spirit Characteristic 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 another player. Once the Spirit characteristic is removed from a player they will have 1 HP and have no positive or negative status effects or spells on them. A character that has gained the Spirit characteristic temporarily will be forced out of the Spirit realm. 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**	
Blunt Weapon (Passive)	0xp	This skill grants Blunt Weapon Training. This weapon can be used while casting druid spells or naturalist spells.	n/a
Speak with Animals	0xp	This skill grants one 'By my gaze, speak animal, by arcane'. You may speak with one animal you have gaze with as though you knew its language.	"By my Gaze Speak Animal 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 5 minutes. 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	2xp	This skill grants X number of packet delivered 'Heal 3 by arcane'. X is equal to the number of times you purchased this skill. You must take 5 minutes of uninterrupted rest before casting this, which must be cast immediately after.	"Heal 3 by arcane"
Claw (Passive)	3xp	This skill grants the player Claw Weapon Training. This will allow use of a claw while casting Druid or Naturalist spells. This skill may be purchased up to two times to have a claw in each hand.	n/a
Resist Physical	4xp	This skill grants one 'Resist Physical'.	"Resist Physical"
Serpent Spirit	4xp	This skill grants one 'Resist Poison'.	"Resist Poison"
Petrify	7xp	This skill grants one packet delivered 'Petrify by arcane'.	"Petrify by arcane"
Shape shift	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 +2 Temporary HP, +2 Temporary Armor, two '2 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 an encounter or 60 minutes (whichever is longer).	"I Transform 1, I Transform 2, I Transform 3"

Druid Note: Druids can purchase Claw Skill, which is a skill only usable while they have an active claw, much like Weapon skills. Druids, if they have both Blunt Weapon and Claw skills, may dual wield them together.

Claw Skill – Claw skill can only be purchased four times for 2, 3, 4, and 5xp respectively	
Claw	"2 Damage by physical" for next swing

Crusader (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
Skill Name	**Skill Cost**	**Skill Description**	
Bring out your Undead	0xp	This skill grants 'Expose Undead'. Anyone with the Undead Characteristic must say undead.	"Expose Undead"
Trap Undead	0xp	This skill grants one packet-delivered 'Double Ensnare, Undead by arcane'.	"Double Ensnare, Undead by arcane"
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 arcane. X is equal to the number of times this skill has been purchased.	"[X] Damage, Undead, by arcane"
Weaken the Dead	1xp	This skill grants one packet-delivered 'Weakness X and plague, undead, by arcane'. X is equal to the number of times this skill has been purchased.	"Weakness [X] and Plague, Undead, by arcane"
Holy Weapon (Passive)	2xp	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. This weapon is cannot be disarmed. This skill may only be purchased once.	n/a
Lesser Burst	2xp	This skill grants one 'By my voice, heal 3 by arcane'. This will heal any player who hears the call by 3 and harm undead creatures who hear it for 3 damage.	"By my Voice, Heal 3 by arcane"
Resist Charm	4xp	This skill grants one 'Resist charm'.	"Resist Charm"
Undead to Death	7xp	This skill grants one packet-delivered 'Death, undead, by arcane'. This supersedes the Undead immunity to death effects. Undead cannot use Arcane Shield to stop this effect, but may Resist Arcane.	"Death, Undead, by arcane"
Smite	3xp [Capstone]	This skill grants the ability to change any Arcane packet-delivered ability to an Arcane strike. The Game Call will be Arcane Strike [X] where [X] is the skill's normal effect. For example 'Arcane Strike [X] damage, Undead' is a legal use of this skill.	"Arcane 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	This skill grants one use of Gather [Herbalist].	"Gather Herbalist"
Stockpile	1xp	This skill allows the player to enter game with one Herbalist component. This skill may only be purchased 10 times. If the player has an Herbalist station that is well physically represented (as decided by a marshal), the player will receive two 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 1 component 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 Alchemist can turn one of their recipe items into a yearlong (15 game day duration) item. Making a potion Airtight doubles the component cost for the potion. This must be done at the time the item is created.	n/a
Holy Water	2xp	This skill creates a potion that does 3 Damage to Undead. There is no component cost.	"3 Damage to Undead by potion"
Poultice	3xp	This skill allows the player to create a Cure X potion, where X is a status effect other then Dead or Spirit. The status effect that this potion cures must be declared at creation and it will only cure that specific effect. It cost 1 components per potion.	"Cure [X] by potion"
Panacea	6xp	This skill allows the player to create a cure Plague and another effect (except Dead or Spirit). This cost 2 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 life then they will have a contingency life 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 5 days, whichever is longer.	"Contingency Cure Dead Contingency Cure [X] Contingency Heal [X] Contingency Cure Plague and [X]"
Aqua Vita	7xp	This skill allows the player to create a Cure Dead potion. This cost 3 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 a 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.

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. 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 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', or 'by elemental subtype') 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.

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.

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.

Delivery Methods

-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 an effect 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.

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

-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'

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

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

-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

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

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

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

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

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

-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.

-Gesture – If someone points at you with a weapon or hand and calls out "By My Gesture" followed by a verbal 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 effects normal duration. In either case 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.

-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 effects 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.

-Room – If someone calls out "In This Room" followed by an effect, everyone in the room will be affect 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.

-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.

-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.

-Transform or Affliction - If someone touches you with a packet or weapon to your torso and calls out Transform 1, Transform 2, Transform 3, or Affliction 1, Affliction 2, Affliction 3 followed by a verbal, they can affect you with special conditions. This will often be Transforming 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.

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. 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, Death), (Light, Darkness)

Hit Points or 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 reached 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 are a Spirit 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 a weapon or packet that gives you the Dead characteristic. Finally you can be killing blowed while you are at zero HP, or immobilized in some way (such as Petrify). To be killing blowed a player must touch you with a weapon or packet to your torso and state killing blow 1, killing blow 2, killing blow 3. 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 transformations or affliction, and you will start a five minute count. Only effects that affect the Dead characteristic will now work on you.

Being 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 are Spirits 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. Each player will start the game with the strength to withstand one death and return through the Veil before they must face the Reaper. After that when a player gets to the Veil (mod shack) they will be marked by Death with a Death Characteristic before being brought back to life or resurrected. All characters that receive a Death Characteristic during an event will have to 'Meet the Reaper' at the end of the event or before if

they have to leave early. At the end of the event all players with a Death Characteristic will 'Meet the Reaper' (at mod shack). The Reaper will tally up the number of black and white stone each player has and put them all in a bag together. Each player starts game with 9 white and 1 black stone. So if 5 players all 'Meet the Reaper' at the end of an event who have never died before they would have 5 black stones and 45 white stones in the bag. Once the stones are in the bag, the players have a chance to bribe the Reaper. For each 10 chips or 1xp the players may add white stones to the bag. Then each player, starting with the one with the least amount of black stones in the bag, will pull from the bag, in the case of ties the player who was resurrected earliest in the event goes first. Each player will keep their stone in hand until all players have drawn stones and they will be revealed. Any player who pulls a white stone from the bag will walk away with the Reaper simple adding one additional black stone to their next pull. Any player who pulls a black stone from the bag will suffer Final Death or be forced to serve the Reaper. If a player wishes they do not have to draw with the other players.

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 put one into 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.

Any player who fails to 'Meet the Reaper' before leaving 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 to 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. 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 effect 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 is 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.

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.

Broken – This is a condition that can apply to item and weapons. A broken weapon cannot be used to deal damage or block attacks. A broken item does not exist for IG purposes.

Charm – Target of the charm will treat the caster as if they are their best friend. 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. This will last until cured, 5 minutes pass or dead status.

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 arcane 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.

Daze – You will be knocked unconscious. 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 its 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 choice 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 are inflicted by a game condition.

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 infliction" on you, you reply with whatever infliction(s) are on you and how long they will affect you.

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 step 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. No defense can be used to stop a disengage.

Dominate – The target of dominate will do anything the caster says, including killing themselves, killing other targets or giving the target anything they want. The target of dominate is a happy and willing accomplice to the casters wants and needs and will not fight subtly or otherwise against the caster's wishes. This will last until cured, 5 minutes pass or dead status.

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 affect then you must have 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.

Drain – Drain can remove a skill, HP, characteristic, or spell of the amount and kind as specified in the verbal. Nothing can prevent or remove this effect except for resting for 5 minutes.

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.

Fear – This effect will cause an effected 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 site, 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. This will last until cured, 5 minutes pass or dead status.

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 "X" component, where X is the type of component, the specific skill purchased allows. For example I gather an Armorer component. Gatherable component types are Armorer, Herbalist, Enchanter, and Alchemist.

Heal [X] – This effect restore 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.

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

Imbue – This effect can give you a special characteristic 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 or skill or person Imbuing you. For example I imbue you to my banner, gives you that players banner characteristic.

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 can not 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.

Killing Blow - To be killing blowed a player must touch you with a weapon or packet to your torso and state killing blow 1, killing blow 2, killing blow 3. 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 transformations or affliction, and 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 call Resist when one of the following effects are used against them; hinder, ensnare or slam. The appropriate call would be Resist and then the effect being resisted, resist hinder, resist ensnare, resist 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 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 by that arm. If a leg is chosen you must go down to one knee. 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. This will last until cured, 5 minutes pass or dead status.

Massive – This effect causes a melee attack to be unable to be blocked by either weapons or shields. Ex. 4 Damage by massive.

Mute – This effect prevents you from being able to talk or communicate with any kind of sound. You cannot use spells or skills that require you to talk. You may still say out of game verbals. 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. This will last until cured, 5 minutes pass or dead status.

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

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

Pick Lock This skill allow 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. This skill is a per day skill.

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 possible face IG consequences. Clothes pins can be returned to NPC shack in exchange for the item taken.

Plague – Being plagued mean 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.

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. 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 agony, would allow you to prevent a physical effect by taking the agony 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.

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 then 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 skill back. In some cases rejuvenate can also be used to restore the use of an item.

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. 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, by physical or weapon damage. A Resist Arcane would stop or prevent any Arcane Strike or by Arcane.

Resurrection – This affect 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. Shields will be used before Resist or Reduce can be used. Touch casting a spell or effect will bypass a shield is 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.

Speak – This allows you to have a conversation with a creature 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.

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…

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

Stopthrust - A player may use this skill by calling Stopthrust and hitting them anywhere with a weapon. A player affected by stopthrust by 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 or resist physical or parry.

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 caster. A taunted target can attack targets that prevent them from getting to the caster including allies. A Taunted target cannot be affected by a second Taunt until the first Taunter is dead. This is a charm effect. This will last until cured, 5 minutes pass or dead status.

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 you 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 effect the environment. To show you are Vanished you must cross your arms across your chest.

Weakness – This effect causes your melee damage attacks to be weakened. Your called damage effects will be reduced by highest Weakness effect you have been hit with. Weakness does not stack. Weakness does not affect uncalled damage. Ex Weakness 5 would reduce any melee strike dealing 5 damage or less to 0, but would not affect uncalled damage strikes which would still do 1 damage. This will last until cured, 5 minutes pass or dead status.