

PRO LARP 2.2

2022



What is LARP?

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

The PRO LARP System

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

Important Rules

PRO Member Code of Conduct

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

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

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

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

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

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

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

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

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

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

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

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

Gesture Wording

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

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

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

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

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

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

Staff

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

Weapon and Shield Creation

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

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

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

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.

Spell Packet Construction

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

Character Creation - Races

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

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 (With the exception that other than Reduce to Slam, no other Monstrous Humanoid racial skill may be taken).

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 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 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. Wølven, Wolf/Elf hybrids, are very pack minded, while the Ferret Kin are inclined toward finding and hiding small items. Your roleplay should in some way embody your animalistic self.

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

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 lifespan than most races and tend to “live in the moment.”

Racial Skills - Reduce to Slam.

Half-Kobold

Costuming Requirements - Red skin.

Racial Skills – Physical Strike Hinder.

Half-Goblin

Costuming Requirements - Green skin, pointy ears.

Racial Skills – Disengage.

Half-Orcs

Costuming Requirements - Green skin, tusks.

Racial Skills - Reduce to Short Rage.

Half-Ogres

Costuming Requirements - Yellow skin, tusks.
Racial Skills - Skilled Strike.

Half-Trolls

Costuming Requirements - Blue skin, tusks.
Racial Skills – Contingency Stabilize (This will occur the first time the player becomes unstable, per purchase).

Character Creation - Professions

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

How to Build a Character

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

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

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

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

The purchase of multiple Professions can be expensive at the beginning of the game and is not recommended. PRO currently has a cap of 400 XP that can be spent on Base, Unique, and Master Profession skills. Additionally up to 50 XP can be spent on Allegiance skills (Allegiances can only be gained through IG roleplay) and up to 50 XP can

be spent on Attunement skills (Attunements can be gained through both IG and OOG means). Please ask about how to gain Attunements and Allegiances through IG roleplay. If you are confused, please speak to a marshal.

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

Skills

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

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

Hit Points (HP)

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

Skill Resets

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

Gaining Experience (XP)

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

Casting

Packet-delivered spells (abilities ending in ‘by Arcane’, ‘by “elemental type”’, or ‘by force’) may not be cast while you are holding any weapon or shield in **either** hand with the exception of a Staff, a Druid’s claw/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 **or other similar devices**. **Packet-delivered spells may be thrown from either hand. Any packet-delivered spells gained through a magic item are subject to the same rules. Runestones and Wands, items that allow spells to be cast through them, are also subject to these rules. Runestones must be visible on your person, either in your hand or attached in some way to your clothing or other items (please ask a marshal if unsure). A wand**

must be in your hand to use but all wand effects are cast as By My Gesture X, by Arcane or elemental type, where X is the normal effect. This is explained more thoroughly under wand creation in the enchanter profession.

Physical Representation

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

Weapon and Shield Use

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

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

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

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

Armor

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

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

Head 5%

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

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

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

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

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

Weapon Skills – Each weapon skill can only be purchased four times for 2, 3, 4, and 5xp respectively. You must have the ability to use the weapon you purchase skills for, but may purchase weapon skills for every weapon you can use.	
Weapon Type	Game Call
Swords	Physical Strike Disarm
Staves	Stopthrust or Physical Strike Disarm (Either may be used, and the player decides which one, at the time of use)
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, with the human racial exception.	
Human	Humans can purchase any two racial skills for 5xp each (From the below list of racials)
Elf	“Resist Charm” by any effect
Dwarf	“Resist Poison” by any effect
Halfling	“Lightfoot” - Resist one Hinder, Ensnare or Slam effect delivered to the player by any effect
Beast People	Vitality (+2 HP)
Monstrous Humanoid	“Reduce to Slam” (This will allow you to reduce any effect to slam). See “Character Creation – Races: Monstrous Humanoids” (Pg. 6) for additional choices based upon the specific sub-race.

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 weapon attack of ‘2 Damage by Physical.’	“2 Damage by Physical”
Weapon Expertise (Passive)	0xp	This skill grants the player use of any melee/ranged weapon. This skill must be purchased for each weapon type you wish to wield. (Fighters may purchase any weapon skill).	n/a
Wear Armor	2xp	This skill grants one additional armor point to your Max total (Purchasable 6 times).	n/a
Vitality	2xp	This skill grants one additional HP.	n/a
Shield (Passive)	12xp	This skill grants the use of a shield.	n/a

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

Commander (Unique Profession – Must have spent a minimum of 10xp in Fighter Base Profession)			
Skill Name	Skill Cost	Skill Description	Game Call
Toughen Up	0xp	This skill grants one, packet delivered, ‘Inspire +2 temporary HP.’ Temporary HP are always lost first and cannot be healed. These temporary HP will allow stable or unstable players to regain consciousness, though if the Temporary HP are lost before the player is healed they will go back to stable or unstable as they were prior. If you have 5 Ranks of Toughen Up you will Inspire +4 Temporary HP instead of +2.	“Inspire +2 Temporary HP by Physical”
Shake it off	0xp	This skill grants one, packet delivered, ‘Cure X by Physical’, where X is any Charm effect. Charm effects include Fear, Taunt, Rage, Charm, and Dominate.	“Cure [Effect] by Physical”
Attack!	1xp	This skill grants one, packet delivered, inspire ‘3 Damage by Physical’ attack. A weapon must be used to deliver this ‘3 damage by Physical’ attack.	“Inspire 3 Damage Attack by Physical”
Defend	2xp	This skill grants one use of the Parry skill.	“Parry” or “Parry for [Name]”
Be Prepared	4xp	This skill grants one packet delivered ‘Inspire Physical Shield.’ A Physical shield will stop the next weapon blow or attack that is ‘by Physical’ or ‘Physicalstrike’.	“Inspire Physical Shield by Physical”
Tactical Retreat	4xp	This skill grants one packet delivered ‘Inspire Disengage.’	“Inspire Disengage by Physical”
Lead by Example	5xp	This skill grants a ‘Heroism’ effect. Heroism grants the following abilities; 3 Damage by Physical weapon attack, +4 temporary HP and a Physical Shield’ to the player. This skill does not require a packet.	“Inspire Heroism, Self, by Physical”
Inspirational Words	6xp	This skill grants one packet delivered ‘Rejuvenate X.’ X is the skill being rejuvenated. This may only be used once per 6-hour period, per player and is not affected by Power Point Resets. Thus, you may affect multiple players, but no player can be affected by more than one Inspirational Words per 6, even by a different player. Other sources of ‘rejuvenate’ can still be however, such as the Healer spell ‘Inspire’.	“Rejuvenate [X] by Physical”
Stalwart Defender	8xp	This skill grants immunity to fear effects for one hour or one encounter, whichever is longer. If hit with a fear effect the appropriate call is no effect. This skill does not require a packet.	“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 weapon attack of ‘4 damage by Physical’.	“4 Damage by Physical”
Slam	3xp	This skill grants one weapon attack that applies the Slam condition on successful contact.	“Physical Strike Slam”
Mangle	3xp	This skill grants one weapon attack that applies the Mangle condition on successful contact.	“Physical Strike Mangle [Limb]”
Bring the pain	3xp	This skill grants one weapon attack of ‘1 damage and short pain by Physical’ attack.	“1 Damage and Short Pain by Physical”
Pain heals all	5xp	This skill grants one Reduce ‘any effect’ to Short Pain effect.	Reduce to Short Pain
Destroy	5xp	This skill grants one weapon attack of Physical strike destroy. This can be a single object held or worn by another player such as a weapon, shield, or armor. This effect can also be used to damage constructs, destroy doors or other objects, as allowed by plot.	“Physical Strike Destroy [X]”
Hammer the gap	6xp	This skill grants one weapon attack of “Double 5 Damage by Physical”.	“Double 5 Damage by Physical”
Power Through	8xp	This skill grants one ‘Disengage and cure X, self, by Physical’. X can be Weakness, Mangle, Pain, Hinder, Ensnare, Plague, Mute, or charm effects. You can use this skill even if not affected by an effect and will only cause the disengage effect.	“Disengage and Cure [X], self, by Physical”
Concussive blow	9xp	This skill grants one weapon attack of ‘4 damage and short daze by Physical’ attack.	“4 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

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 allows a player to Resist a Hinder, Ensnare or Slam effect delivered to the player by any effect.	“Lightfoot”
Hamstring	0xp	This skill grants one weapon attack that applies the Hinder effect on successful contact.	“Physical Strike Hinder”
Blade Shield	2xp	This skill grants one Reduce a Physically delivered effect to 2 Damage.	“Reduce Physical to 2 damage”
Nimble	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 weapon attack of ‘Double 3 Damage by Physical’ attack.	“Double 3 Damage by Physical”
Mangle	5xp	This skill grants one weapon attack that applies the Mangle condition on successful contact.	“Physical Strike Mangle”
Whirling blades	6xp	This skill grants one weapon attack of ‘Triple 3 Damage by Physical’ attack.	“Triple 3 Damage by Physical”
Death by a Thousand Cuts	7xp	This skill grants one weapon attack of ‘Quadruple 1 Damage and Weakness 4 by Physical’ attack.	“Quadruple 1 Damage and Weakness 4 by Physical”
2 nd Flurry	7xp [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	1xp	For each purchase of this skill you can either create an alarm trap, create a 2 damage by Physical explosive trap, or add 2 damage to a just created explosive trap. Every use of this skill costs one Armorer component, so creating a 2 damage trap costs one component and a 20 damage trap costs 10 components. 20 Damage is the maximum damage an explosive trap can do. While multiple players can create a trap box together, damage can never be added at a later time. All traps are destroyed once set off and cannot be reused or fixed. Please see the Trap section of the rules for more information on how to create and use traps.	n/a
Forge Master	1xp	Each Rank in the skill allows the Armorer to perform one of the following actions: 1) The Armorer can fix a number of destroyed items, equal to the ranks in this skill, with 1 minutes of role play at a blacksmith station. The cost to repair them is 1 armorer component per item fixed; 2) The Armorer may create a blacksmith station usable by anyone. This station must be represented with the appropriate items/tools. The number of ranks in the Forgemaster skill determines the number of open slots at the blacksmith station; 3) The Armorer may use the Maintenance skill on a batch of armor equal to the number of ranks in this skill, while doing this the Armorer can give a +1 temporary armor bonus to each suit of armor equal to half the Armorer’s Forge Master ranks. Temporary Armor bonus is lost first.	“Inspire +X Temporary Armor”
Stockpile	1xp	This skill allows the player to start the event with two Armorer components per purchase of this skill. If the player has an Armorer station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Brace	1xp	This skill grants one, Resist Destroy, to a specific item. This lasts until the event ends or is used. This costs 2 components.	“Imbue Resist Destroy”
Jerry-Rig	2xp	This skill lets the player fix one destroyed weapon, shield or armor in 60 seconds without a blacksmith station, this costs two armorer components. This skill can also be used to maintenance a suit of armor without a blacksmith station, which costs one armorer component.	n/a
Hone	2xp	This skill sharpens a weapon. This skill allows you to add a +2 damage bonus to a weapon. Each additional purchase of this skill allows you to add a +2 damage bonus to a different weapon or stack an additional +2 bonus on a single weapon. This added damage is expended after two swings, or the end of the event. The cost is 1 component per 6 damage that is added. So, adding +2, +4 or +6 damage would cost one component, adding +8, +10, +12 would cost 2 components, etc. There is no limit to the amount of damage that can be stacked.	“Imbue +X Temporary damage”
Extra Training	2xp	This skill grants one extra use of a weapon skill. For each purchase of this skill the player gains an extra use of a weapon skill. You may not buy more than four additional weapon skills of each type of weapon.	“Per the Weapon skill”
Serrated Edge	2xp	This skill grants the player one ‘Imbue Mangle’ effect on a weapon, expended on the next swing or the event ends. This skill may not be stacked on a weapon. Other abilities may be used along with this one. For example, a player can use a damage call skill or effect skill in addition to this and must call ‘and’ in between the skills, such as ‘5 damage and Mangle’, or ‘Hinder and Mangle’. This skill costs 1 component.	“Imbue Mangle”
Weapon Expert (Passive)	8xp [Capstone]	This skill grants the player the ability to wield any weapon. This does not include shields.	n/a

Armorer Notes:

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

Extra Training Weapon skills:

Weapon Type	Game Call
Swords	Physical Strike Disarm
Staves	Stopthrust or Physical Strike Disarm (Either may be used as the player decides at the time of use)
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 weapon attack of ‘3 Damage by Physical’ attack that can only be done from behind the player you are attacking.	“3 Damage by Physical”
Weapon Training (Passive)	1xp	Bow, crossbow, thrown weapon, sword, staff, axe, or mace Weapon Training.	n/a
Vitality	2xp	This skill grants one additional 1 HP.	n/a
Nimble	2xp	This skill grants one 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.	n/a
Pick Lock	0xp	This skill grants one attempt to pick one lock. Any interruption by another player/NPC ends this attempt. You have a maximum of 5 minutes per Pick lock attempt.	“Picking Lock”
Arm/Disarm Trap	0xp	This skill grants one attempt to arm or disarm one trap. Any interruption by another player/NPC ends this attempt. You have a maximum of 5 minutes per Disarm attempt.	“Disarming Trap”
Track	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.	“Tracking”
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 by thrown weapon or one packet delivered Disarm by Physical	“Physical Strike Disarm” or “Disarm by Physical”
UMD (Passive)	9xp	This skill grants the use of Runestones to a player. A second purchase of this skill will allow a player to use Wands. Using runestones or wands in this manner is subject to all casting restrictions.	n/a
Opportunistic Strike	9xp	This skill grants one weapon attack of ‘X damage by Physical’ . X is equal to the total number of Backstabs, Waylays and Opportunistic strikes a player has.	“[X] Damage by Physical”
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 determines which creatures a Hunter will do double attacks against. This skill may only be purchased once per 100 xp of the character. You must choose a specific race, or profession as your Hunted Target. (Please speak to a marshal to pick a Hunted Target) A Hunter may use Expose against each characteristic(s) chosen per 10 XP spent in Hunter Skills.	“Expose [X]”
Bow (Passive)	0xp	This skill grants bow or crossbow Weapon Training.	n/a
Track	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”
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”
Vulnerable Spot	0xp	This skill grants one weapon attack of ‘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”
Vital Anatomy	1xp	This skill grants one weapon attack of ‘3 Damage by Physical’ attack. If used against a creature that has been selected in Skilled Hunter the player may call ‘Double 3 Damage by Physical’ instead.	“3 Damage by Physical” or “Double 3 Damage to [X] Physical”
Aim for the Head	3xp	This skill grants one packet delivered, Inspire Double strike X, where X is the race or profession you have chosen in Skilled Hunter. The inspired double strike must be used with a weapon. This skill can be used to increase the Multiplier of other skills, Double becomes Triple, Triple becomes Quadruple, Etc.	“Inspire Double Strike to [X] by Physical”
The Target	3xp	This skill grants one weapon attack of ‘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”
Hinder Prey	4xp	This skill grants one ‘By My Voice Double Hinder X by Physical’. X is defined by your Skilled Hunter skill.	“By my Voice Double Hinder [X] by Physical”
Bag ‘em and tag ‘em	8xp [Capstone]	This skill grants one ‘Physical Strike Exhaust’. If used on the target of 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’. You must maintain the gesture to maintain the 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, Rage, 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 packet-delivered ‘Short Dominate by Physical’. This lasts 10 seconds.	“Short Dominate by Physical”

Duelist (Unique Profession – Must have spent a minimum of 10xp in Specialist Base Profession)			
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 weapon attack of ‘Disarm and 2 Damage by Physical’ attack.	“Disarm and 2 Damage by Physical”
Wait a minute	2xp	This skill grants one Disengage action.	“Disengage”
Parry	3xp	This skill grants one use of the Parry skill.	“Parry” or “Parry for [Name]”
Weak Spot	4xp	This skill grants one weapon attack of ‘4 Damage by Physical’ attack.	“4 Damage by Physical”
Riposte	5xp	This skill grants one use of the “Parry” skill, followed by a weapon attack of ‘3 damage by Physical’ attack. You may wait up to 3 seconds after calling “parry” to deliver the 3 damage by Physical attack and then it is lost.	“Parry” “3 Damage by Physical”
Precision Strike	5xp	This skill grants one ‘Physical Strike Mangle’.	“Physical Strike Mangle”
You left your guard down	5xp [Capstone]	This skill grants the player the ability to change any, one Duelist skill, into a Double Physical Strike. This uses up both skills.	“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 an 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. For every four times this skill is purchased, the damage of all acid flask packets, will increase by one.	“2 Damage by Physical”
Stockpile	1xp	This skill allows the player to start the event with two Alchemist components per purchase of this skill. If the player has an Alchemy station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Chemist’s Page	2xp	This skill grants the ability to learn one Level 2 recipe (must have purchased 2 Level 1 recipes)	n/a
Journeyman’s Book	4xp	This skill grants the ability to learn one Level 3 recipe (must have purchased 2 Level 2 recipes)	n/a
Philosopher’s Stone	6xp	This skill grants the ability to learn one Level 4 recipe (must have purchased 2 Level 3 recipes)	n/a
Great Work	8xp	This skill grants the ability to learn one Level 5 recipe (must have purchased 2 Level 4 recipes)	n/a
Poison Permanence	1xp [Capstone]	This skill grants the player the ability to change a single created item into a “yearlong” (15 PCed game days) item. This requires additional components equal to the number required to craft the item. This must be done at the time of the items creation.	n/a

Alchemist Notes:

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

Level 1 Recipes			
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			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Nerve Toxin	5	Ability to use a packet-delivered Mangle effect by poison or add the 'and Mangle' effect to the next weapon swing.	"Mangle by Poison" or "and Mangle"
Sumac Sap	5	Ability to use a packet-delivered 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			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Toad Secretion	5	Ability to use a packet-delivered Rage effect by poison or add the 'and Rage' effect to the next weapon swing.	"Rage by Poison" or "and Rage"
Black Widow Venom	5	Ability to use a packet-delivered Weakness 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			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Potent Venom	5	Ability to use a packet-delivered Exhaust effect by poison or add the 'and Exhaust' effect to the next weapon swing.	"Exhaust by Poison" or "and Exhaust"
Inoculation	5	Ability to use Inspire a "Reduce Poison to 2 damage" by poison. This may not be Placed on a Weapon.	"Inspire 'Reduce Poison to 2 damage' by Poison"
Quicksand Sauce	5	Ability to use a packet-delivered Plague and Hinder effect by poison or add the 'and Plague and Hinder' effect to the next weapon swing.	"Plague and Hinder by Poison" or "and Plague and Hinder"
Standing Target	5	Ability to use a packet-delivered Mangle and Ensnare effect by poison or add the 'and Mangle and Ensnare' effect to the next weapon swing.	"Mangle and Ensnare by Poison" or "and Mangle and Ensnare"
Level 5 Recipes			
<u>Name</u>	<u>Component Cost</u>	<u>Description</u>	<u>Game Call</u>
Scorpion Venom	5	Ability to use a packet-delivered Petrify effect by poison or add the 'and Petrify' effect to the next weapon swing.	"Petrify by Poison" or "and Petrify"
Quiet Suffering	5	Ability to use a packet-delivered Short Pain and Mute effect by poison or add the 'and Short Pain and Mute' effect to the next weapon swing.	"Short Pain and Mute by Poison" or "and Short Pain and Mute"
The Long Trip	5	Ability to use a packet-delivered Rage and Plague effect by poison or add the 'and Rage and Plague' effect to the next weapon swing.	"Rage and Plague by Poison" or "and Rage and Plague"

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

Occultist (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
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. This characteristic can only be used for killing blows and will expire after being used or at the end of the event.	"Imbue Magic characteristic by Arcane"
Magic Armor	0xp	This skill grants one packet delivered 'Inspire Physical Shield by Arcane'.	"Inspire Physical Shield by Arcane"
Elemental Shield	0xp	This skill grants one packet delivered 'Inspire Elemental Shield by Arcane'.	"Inspire Elemental Shield by Arcane"
Lore	0xp	This skill grants one packet delivered 'Lore by Arcane'.	"Lore by Arcane"
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. Part of the 1 minute of meditation should be prepping and placing an easily visible F on the entrance of the building.	"Fortress by force"
Force Bolt	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, Drain or Spirit. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and Cure [X] by Arcane”
Empathic Healing	0xp	This skill grants one packet-delivered ‘1 damage self and heal 3 by Arcane’ or ‘2 damage self and heal 6 by Arcane’. The amount of damage/healing is selected at the time of casting. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest. Technically the spell will go off before this effect.	“1 Damage Self and Heal 3 by Arcane” or “2 Damage Self and Heal 6 by Arcane”
Feel My Pain	0xp	This skill grants one packet-delivered ‘1 damage self and 3 damage by Arcane’ or ‘2 damage self and 6 damage by Arcane’. The amount of damage is selected at the time of casting. The player is not affected by Heal [X] until successfully completing 5 minutes of uninterrupted rest.	“1 Damage Self and 3 Damage by Arcane” or “2 Damage Self and 6 Damage by Arcane”
Wasting Away	1xp	This skill grants one packet-delivered ‘1 damage self and weakness 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 be an elemental type the player is aligned to. This characteristic can only be used for killing blows and will expire after being used or at the end of the event.	“Imbue [X] characteristic by [X]”
Elemental 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 choose 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 objects 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]”

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	0xp	This skill grants one packet-delivered ‘Weakness X by Arcane’. [X] is equal to 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	2xp	This skill grants one packet-delivered ‘Mangle by Arcane’.	“Mangle by Arcane”
Pain	2xp	This skill grants one packet-delivered ‘Short Pain by Arcane’.	“Short Pain by Arcane”
Pain Shield	3xp	This skill grants one Reduce any Arcane effect to Short Pain.	“Reduce Arcane to Short Pain”
Curse	3xp	This skill grants one packet-delivered ‘Plague by Arcane’.	“Plague by Arcane”
Your Mother	4xp	This skill grants one ‘By my gesture Rage by Arcane’. You must keep the gesture up or the Rage effect will end.	“By my Gesture Rage by Arcane”
Reduce Frenzy	6xp	This skill grants one ‘By my voice, monsters, Hinder and Plague by Arcane’. Any monster hearing this will take both Hinder and Plague effects.	“By my voice, monsters, Hinder and Plague by Arcane”
Sap Strength	8xp [Capstone]	This skill grants one packet-delivered ‘Exhaust and Plague by Arcane’.	“Exhaust and Plague by Arcane”

Enchanter (Unique Profession – Must have spent a minimum of 10xp in Arcanist Base Profession)			
Skill Name	Skill Cost	Skill Description	Game Call
Runic Knowledge	0xp	This skill grants one use of Gather [Enchanting].	“Gather Enchanting”
Create Runestone	0xp	This skill grants the ability to create a Runestone. The number of spells the Runestone can hold is equal to the number of times this skill has been purchased. This skill also allows you to use Runestones.	n/a
Create Trap	0xp	This skill grants the player 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 start the event with two Enchanter components per purchase of this skill. If the player has an Enchanting station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Amplify	1xp	This skill grants the ability to add an additional use of the original spell added to a Runestone or Wand during creation. This skill is required for a Runestone or Wand to have more than ONE charge. Use of this skill requires an additional component for each 2 uses of this skill (rounded up).	n/a
Tattoo	2xp	This skill grants the player the ability to place a magical tattoo on any player, including themselves. Each purchase of this skill allows for an additional use of this skill and an additional Tattoo learned. Once a player has learned all 7 tattoos you may cast TWO tattoos on a player instead of one, making you a Master Tattoo Artist	As per the Tattoo
Engrave Rune	2xp	This skill grants the player the ability to engrave a single protective rune onto a single piece of armor. Each purchase of this skill allows for an additional use of this skill and an additional rune learned. Once a player has learned all 7 runes you may cast TWO runes on a player’s armor instead of one, making you a Master Rune Carver.	As per the Rune
Borrowed Knowledge	2xp	This skill grants the player the ability to use a spell from another Arcanist Profession in their Runestones or Wands, provided the spell is expended from another player. The use of this ability adds 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 number of spells the wand can hold is equal to the number of times this skill has been purchased. This skill also allows you to use wands.	n/a
Weapon Wand	0xp [Capstone]	This skill grants the Enchanter the ability to use a Staff. This staff can be used instead of a wand in their possession to perform the By My Gesture X ability of the wand per purchase of this skill. Furthermore for each purchase of this skill they may make one charge of any wand into a Double By My Gesture X.	“Double [X]”

Enchanter Notes:

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

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

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

Engrave Rune – Cost: 1 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, with some exception.

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. This armor is unrepped, can supersede max armor and is fixed with the maintenance skill, along with your other armor. This ability will disappear at the end of a 6.	“Imbue + 2 Armor by Arcane”
Shield	Imbue an armor piece with a Physical Shield.	“Imbue Physical Shield by Arcane”
Gift	Imbue an armor piece with Arcane Shield.	“Imbue Arcane Shield by Arcane”
Endurance	Imbue an armor piece with + 2 HP to your total. This HP can be healed per normal rules. This ability will disappear at the end of a 6.	“Imbue +2 HP by Arcane”
Sure foot	Imbue an armor piece with ‘Lightfoot’.	“Imbue Lightfoot by Arcane”
Deflect	Imbue an armor piece with Resist Destroy. The Resist Destroy can be used on any Destroy effect, not just to protect the armor.	“Imbue Resist Destroy by Arcane”
Clarity	Imbue an armor piece with Resist Charm. Such as Fear, Charm, Taunt, Dominate, or Rage.	“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 Drain, Dead or Spirit.	"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 by more than one Inspire per 6, even by a different player. Other sources of 'rejuvenate' can still be, however, such as the Commander skill 'Inspirational Words'.	"Rejuvenate [X] by Arcane"
Resurrection	5xp	This skill grants one packet delivered 'Resurrection by Arcane'.	"Resurrection by Arcane"
Purity	7xp	This skill grants one packet delivered 'Cure All by Arcane'. This will remove all negative status effects from a player no matter how they were delivered. It will not cure Drain, Dead or Spirit. It will not remove positive effects like an inspired shield.	"Cure All by Arcane"
Plan B	8xp	This skill grants one Reduce any effect to heal 2.	"Reduce to Heal 2 Self"
False Life	7xp [Capstone]	This skill grants a packet delivered, 'Imbue 5 HP by Arcane'. These HP are added to the player's HP total and can be healed like regular HP. No more than 5 HP may be added to any player per 6 hour period by this skill. This effect will last till the end of the 6 hour period.	"Imbue 5 HP by Arcane"

Deathspeaker (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
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 number of times this ability is purchased. You must have 60 seconds of uninterrupted rest before using this skill again.	“Heal [X] by Arcane”
Mend Spirit	2xp	This skill grants one packet-delivered ‘heal 2 by Arcane’.	“Heal 2 by Arcane”
Rend Spirit	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 re-memorize the spell.	“4 Damage by Arcane and Heal 2 Self by Arcane”
Ghost	5xp	This skill grants the player the ability to Imbue themselves with the [Spirit] characteristic for 5 minutes. They are affected only by things that interact with the [Spirit] characteristic. At the end of this time the player loses the [Spirit] characteristic and returns to normal. You may not choose to drop the [Spirit] characteristic.	“Imbue, Self, Spirit by Arcane”
Suffering	6xp	This skill grants one ‘Reduce any effect to Short Pain’.	Reduce to Short Pain
Broken Ties	9xp [Capstone]	This skill grants one packet-delivered ‘Cure Spirit by Arcane’. Thus, the player can remove the Spirit characteristic from a player. If a player has the Spirit and Dead characteristics, they will lose both characteristics and have 1 HP and have no positive or negative status effects or spells on them. A character with just the Spirit characteristic will be forced out of the Spirit realm, but suffers no other affects. A Spirit that is affected by this spell will be destroyed.	“Cure Spirit by Arcane”

Druid (Unique Profession – Must have spent a minimum of 10xp in Naturalist Base Profession)			
Skill Name	Skill Cost	Skill Description	
Speak with Animals	0xp	This skill grants one ‘By My Gaze, Speak with Animals, by Arcane’. You may now speak with any animal of that type as though you knew its language. This will last for one hour or the duration of the module, whichever is longer.	“By My Gaze Speak with Animals by Arcane”
Charm Animal	0xp	This skill grants one packet delivered ‘Charm animal by Arcane’. The target [Animal] will go out of their way to further/complete your desires for one hour or the duration of the module, whichever is longer. They will not harm themselves or their companions.	“Charm Animal by Arcane”
Stay	0xp	This skill grants one packet delivered ‘Ensnare by Arcane’.	“Ensnare by Arcane”
Meditation	1xp	This skill grants X number of packet delivered ‘Heal 5 by Arcane’. X is equal to the number of times you purchased this skill. You must take 1 minute of uninterrupted rest before casting this, after which the spell must immediately be cast.	“Heal 5 by Arcane”
Natural Weaponry (Passive)	1xp	This skill allows you to use a staff, mace/club or two handed mace/club. If this skill is purchased a second time it will grant a retractable claw. If purchased a third time this skill will grant a second retractable claw. Weapon(s) or claw(s) can be used while casting druid spells or naturalist spells, but you must still have at least one hand free to cast. Claws cannot be used to perform weapon skill, but are unable to be disarmed or destroyed.	n/a
Serpent Spirit	4xp	This skill grants one ‘Resist Poison’.	“Resist Poison”
Call Lightning	5xp	This skill grants one packet delivered ‘Inspire Self, Call Lightning by Arcane’. You must take 1 Minute of uninterrupted rest before casting this, after which the spell must immediately be cast. Call Lightning grants 5 uses of ‘By My Gesture, 1 Damage by Lightning’. These gestures last for one hour or the end of a module, whichever is longer.	“Inspire Self, Call Lightning by Arcane” “By My Gesture, 1 Damage by Lightning”
Resist Physical	5xp	This skill grants one ‘Resist Physical’.	“Resist Physical”
Petrify	7xp	This skill grants one packet delivered ‘Petrify by Arcane’.	“Petrify by Arcane”
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 +6 HP, two ‘3 damage by Physical’ swings and a Resist Physical. While Transformed you may speak with whatever animal type you Transform into at will, but you are not prevented from speaking normally. This ability lasts for an hour or one encounter (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 may dual wield both a claw and a weapon from the Natural Weaponry skill.

Claw Skill – Claw skill can only be purchased four times for 2, 3, 4, and 5xp respectively	
Claw	“3 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	
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”
Divine Touch	2xp	This skill grants one packet-delivered ‘Heal, Self, X by Arcane’ or ‘Heal Y by Arcane’. X is equal to twice the number of times this skill is purchased, Y is equal to the number of times this skill is purchased.	“Heal, Self, X by Arcane” or “Heal Y by Arcane”
Holy Warrior (Passive)	2xp	This skill grants the Holy Warrior the ability to find Undead “Expose Undead” (Unlimited Use), as well as have a Holy Weapon to use against the Undead. This skill grants proficiency with any one weapon (not shield). This weapon may be wielded while using any spells and abilities from the Naturalist Base or any of its Unique Professions, so long as one hand is free to cast. This weapon cannot be disarmed. This skill may only be purchased once.	“Expose Undead”
Lesser Burst	2xp	This skill grants one ‘By My Voice, Heal 3 by Arcane’. 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	6xp	This skill grants one packet-delivered ‘Death, Undead, by Arcane’. This supersedes the Undead immunity to death effects. Undead cannot use an Arcane Shield to stop this effect, but may use a 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)			
Skill Name	Skill Cost	Skill Description	Game Call
Herbal Lore	0xp	This skill grants one use of Gather [Herbalist].	“Gather Herbalist”
Stockpile	1xp	This skill allows the player to start the event with two Herbalist components per purchase of this skill. If the player has an herbalism station that is Physically represented well, as decided by a marshal, the player will receive four components for each level of this skill.	n/a
Bandage	1xp	This skill allows the player to create a Heal X potion, where X is equal to the number of times you have purchased this skill. It costs 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 PCed game days) 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. This ability is Packet delivered.	“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 than Dead, Drain or Spirit. The status effect that this potion cures must be declared at creation and it will only cure that specific effect. It costs 1 component per potion.	“Cure [X] by Potion”
Panacea	6xp	This skill allows the player to create a cure Plague and another effect (except Dead, Drain or Spirit). The effect cured is chosen when the potion is used by the player using it, not being affected by it, unless they are the same player. This costs 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 costs 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 an Aqua Vita is used, a player with this skill could call “By Your Name, Darc, Cure Dead by Potion”.	“By Your Name, [X], [potion effect] by Potion”

Herbalist Notes:

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

Master Class Rules

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

Commander (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
To The Last	15 XP	This skill allows you to use a voice effect that will Resurrect bannermen and grant +10 temporary HP to them.	“By My Voice, [X] Bannermen, Resurrect and Inspire 10 Temporary HP by Physical”
Hold the Line	10 XP	This skill grants your Bannermen immunity to charm effects for one module or 60 minutes, whichever is longer.	“By My Voice, Bannermen, Inspire Immune to Charm Effects by Physical”
Forced March	10 XP	This skill grants your Bannermen immunity to slam, hinder, and ensnare effects for one module or 60 minutes, whichever is longer.	“By My Voice, Bannermen, Inspire Immune to Slam, Hinder and Ensnare by Physical”
Paragon	8 XP	This skill inspires yourself with temporary HP and a damage by Physical weapon attack equal to your total Bannermen.	“Inspire Paragon, Self, by Physical”

Reaver (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Comfortably Numb	15 XP	This skill allows the player to transform into an Anesthi. While transformed the player is immune to all damage, the pain effect and all charm effects (Fear, Rage, Taunt, Dominate, Charm). The player will gain a Veil characteristic with the use of this skill, meaning they will need to see the Reaper before the event is over. This skill lasts for 60 minutes or one module, whichever is longer. This skill may only be used once per Day. You may not have more than one transform active at a time.	“Transform to Anesthi one, Transform to Anesthi two, Transform to Anesthi three”
Cripple	10 XP	This skill grants a Physical strike Destroy and Mangle effect weapon attack	“Physical Strike Destroy [X] and Mangle [X]”
Three Strikes... Your Out	20 XP	This skill grants a triple 10 damage by Physical weapon attack.	“Triple 10 Damage by Physical”
If it ain't Dead, it's gonna be.	2 XP	This skill allows you to use a killing blow and break the player/creature's resistance to killing blows if you have the appropriate weapon type or not.	“Killing blow one, Killing blow two, Killing blow three, Break DR”

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

Dervish (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Blade Master	0 XP	This skill allows you, for each purchase of this skill, to have an increasing damage weapon attack that must be used in an unbroken flurry of attacks. These attacks can be used against any and all players within your attack range. So, if you purchase this skill 10 times then you may swing from 1 damage to 10 damage as described above. This skill may only be used once per 6-hour period.	“Bladestorm, 1 Damage by Physical, 2 Damage by Physical, 3 Damage by Physical, [X] Damage by Physical”
Blade Block	3 XP	This skill allows you to reduce any Physical effect to disarm self. You must have a weapon in your hand to use this skill. Shields do not count.	“Reduce Physical to Disarm Self”
Heads Up	5 XP	This skill allows you to take a Physical skill that you have and turn it into a By My Gesture skill. For example, if you used the skill Double Tap, you would turn it into By My Gesture Double 3 Damage by Physical. This uses up both the Heads Up skill and the Physical skill used.	“By My Gesture ‘Physical skill’ by Physical”
Tater Tot	15 XP	This skill allows you to do a Triple Mangle by Physical weapon attack.	“Triple Mangle by Physical”

Armorer (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Extra Armor (Passive)	10 XP	This skill will Double the value of your armor worn as well as double your max armor value. This skill can only be purchased once.	N/A
Weapon Breaker	7 XP	This skill allows you to reduce any Physical attack to 1 damage and then use a By My Gesture Destroy Weapon.	“Reduce Physical to 1 Damage and By My Gesture Destroy Weapon by Physical”
Weapon Chain	5 XP	This skill allows you to create a Weapon Chain for a weapon, not a shield. A Weapon Chain will allow you to call Immune to Disarm for a 6-hour period after which the Weapon Chain will break and need to be replaced. This skill costs 4 Armorer components per use.	“Imbue ‘Immune to Disarm’”
Chip Crush (Passive)	10 XP	This skill allows you to turn an Armorer chip into 2 Armorer components.	N/A

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

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

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

Mastermind (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Heel	12 XP	This skill allows you to 'Dominate Monster by Physical'. This skill can only be purchased twice.	"Dominate Monster by Physical"
Yeah that's the ticket	0 XP	This skill allows you to take on a characteristic/racial that will last for one module or 60 minutes, whichever is longer. You cannot add the Veil, Spirit, Dead, Stable or Unstable characteristic.	"Imbue 'characteristic/racial', self, by Physical"
Stop collaborate and listen	15 XP	This skill allows you to call a 'By My Voice, Monsters, Short Daze by Physical'. This skill can only be used once per 6.	"By My Voice, Monsters, Short Daze by Physical"
Long Con	10 XP	This skill allows you to short daze a target and imbue them with a contingency long charm. This long charm will be triggered by a word, time, or situation, at which time the target will follow a set of instructions that are given to them. The triggering effect and set of instructions must be given during the 10 seconds the target is Dazed. If no specific trigger is given or instructions the target will be long charmed to you immediately.	"Short Daze, and Imbue Contingency Long Charm by Physical"

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

Alchemist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Just Like Mother Used to Make	5 XP	This skill allows you to reduce any poison effect to Heal 2.	Reduce Poison to Heal 2
Recipe for Death Poison (Passive)	15 XP	Ability to use a packet-delivered Death by poison. This cost 10 Alchemy components per poison created.	“Death by Poison” or “and Death”
Mutagen	20 XP	<p>This skill allows you to transform into one of three different forms, giving you added abilities as defined by the form. The transform will last for one module or 60 minutes, whichever is longer.</p> <p>Transform to Hulk You gain +5 HP, (1) Resist Physical, (1) Resist Arcane, and (2) 4 Damage by Physical swings.</p> <p>Transform to Bulk You gain +10 HP (1) Resist Physical, (1) Resist Arcane, (1) Resist Poison, (1) Resist Element.</p> <p>Transform to Vulk You gain +5 HP, (2) Resist Poison, (2) 3 Damage by Poison packets.</p> <p>You may only purchase this skill once and can only be used once per Day. You may not have more than one transform active at a time.</p>	“Transform to ‘X’ one, transform to ‘X’ two, transform to ‘X’ three”
Chip crush	10 XP	This skill allows you to turn an Alchemist chip into 1 Alchemy component.	n/a

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

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

Blood Mage (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Cauterize	7 XP	This skill will allow the player to ignore the rest requirement caused by any Blood Mage skill. This skill cannot be Rejuvenated.	“Cauterize, Self by Arcane”
Siphon Life	5 XP	This skill allows a player to killing blow a creature and heal themselves for 5 by Arcane after.	“Killing Blow 1, Killing Blow 2, Killing Blow 3, and Heal, Self, 5 by Arcane”
Sacrificial Lamb	10 XP	This skill allows a player to call ‘By My Voice, Adventures, Resurrection, by Arcane’. The player using this skill will then immediately go to dead status and gain a Veil Characteristic. A player who uses this skill and gains a Veil Characteristic must see the Reaper at the end of an event.	“By My Voice, Adventures, Resurrection, by Arcane”
Blood Gem	3 XP	This skill allows for the creation of a Blood Gem. The Blood Gem, which must have a Physical Representation, will be able to absorb 1 HP for each time the Player successfully Killing Blows a living creature (this will not work on any type of Undead, Golems, Elementals, etc) to the Maximum number of times this skill has been purchased. You can only Killing Blow a number of creatures equal to the number of times this skill has been purchased during a 6-hour period. The Blood Gem once created lasts for the duration of the event. These HP can only be used to cast Blood Mage spells and are not additional HP that can be healed or used to prevent a Player from going to zero HP.	“Killing Blow 1, Killing Blow 2, Killing Blow 3, Blood Gem.”

Elementalist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Dedicated Study	7 XP	This skill allows a player to learn the opposite Elemental type of any Elemental type the player can already perform. All Elemental types and their opposite are noted in the back of the Rules Book.	N/A
Elemental chain	10 XP	This skill allows a player to By My Gesture 5 damage by [X], (X being a type of element a player gain use) then By my Gesture 4 damage by [X], By my Gesture 3 damage by [X], By my Gesture 2 damage by [X], By my Gesture 1 damage by [X],	“By my gesture 5 damage by [X], ...By My Gesture 1 damage by [X]”
Elemental Lord	15 XP	This Skill allows you to Transform to an Elemental Lord of an Elemental type [X], that the player knows. While an elemental Lord a player can deliver any Packet delivered elemental skill as Double. A skill/spell that is already double will become triple; triple will become quadruple. Additionally, you +4 HP, (2) Resist Elemental and (2) Double 2 Damage by [X] (these skills may not be additionally doubled). You are healed by your current Element and take double damage from your opposite Element. This Transform will last one module or 60 minutes, whichever is longer. This skill may only be purchased once and may only be used once per Event. You may not have more than one transform active at a time.	“Transform to [X] Lord one, Transform to [X] Lord two, Transform to [X] Lord Three”
Elemental Knight	15 XP	This Skill allows you to Transform to an Elemental Knight of an Elemental type [X], that the player knows. While an elemental Knight a player can use any Packet delivered Elemental skill by Elemental Strike instead of by packet. Additionally, you +4 HP, (2) Resist Elemental and (2) Fire Strike 4 Damage. You are healed by your current Element and take double damage from your opposite Element. This Transform will last one module or 60 minutes, whichever is longer. This skill may only be purchased once and may only be used once per Event. Example of changing a packet into an Elemental strike is as follows. If you became a Fire Knight you could do Fire Strike 2 damage and destroy [X], instead of 2 damage and destroy [X] by fire. You may not have more than one transform active at a time.	“Transform to [X] Knight one, Transform to [X] Knight two, Transform to [X] Knight Three”

Hexer (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Psychic Scream	15 XP	This skill grants the ability to use a By My Voice, “characteristic”, fear by Arcane. A characteristic can be Monster, Adventurer, Noble, Orc, Giant, Reavers, Healers, etc.	“By My Voice, ‘Characteristic’, Fear by Arcane”
Wide berth	10 XP	This skill grants the ability to change any Hexer skill to a By My Voice, Monsters, [X] by Arcane, where X is the skill being changed. Example, the Hexer skill Curse would become, “By My Voice, Monsters, Plague by Arcane”.	“By My Voice, Monsters, [X], by Arcane”
Totem Doll	10 XP	This skill grants the ability to change any skill the player knows to a By Your Name, “Name”, [X] by Arcane, where X is the skill being changed. Example, the Hexer skill Pain would become, “By Your Name, Dargo, Short Pain by Arcane”. The Healer skill Healer’s Grace would become, “By Your Name Mikael, Heal 10 by Arcane. The Reaver skill Hammer the Gap would become, “By Your Name, Ralik, Double 5 damage by Arcane”	“By Your Name, ‘Name’, [X] by Arcane”
Table 1-A	10 XP	This skill grants one packet delivered “Drain 10 HP by Arcane” or one packet delivered Drain [X] by Arcane” where X is a skill.	“Drain 10 HP by Arcane” or “Drain [X] by Arcane”

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

Naturalist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Formals	10 XP	Please see the Formal List on Page 51	N/A
Exemplary Care	2 XP	This skill allows you to heal a player by [X], where [X] is equal to the total number of HP they are missing. This requires 1 minute of uninterrupted time by you and the player to be healed. Neither player may use any game skills during this time.	“Heal [X] by Arcane”

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

Deathspeaker (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Greet an old friend	5 XP	This skill can be used in one of two ways for each purchase. One; it will allow the player to draw 2 stones from the bag for each draw they are required to make and to choose from the stones picked to present to the Reaper. Two; it will allow the player to absorb the Veil characteristic from another player and place it on themselves	N/A
Ghostbusters	5 XP	This skill allows one packet delivered “Imbue Spirit by Arcane”. This skill lasts for 5 minutes.	“Imbue Spirit by Arcane”
Ghost hand	10 XP	This skill allows the player to use one known game skill while affected by the spirit characteristic, provided the character is not also affected by the dead characteristic against a target who does not have the spirit characteristic.	“Ghost Hand, ‘Skill’”
Spirit Totem	8 XP	This skill allows a player to create a Spirit Totem. The player may then pair as many players as they have purchases of this skill to the Spirit Totem. This is a player choice and not a Character choice to be paired. Any player paired to a Spirit Totem will go to the Spirit Totem and stay there for 30 minutes prior to going to the Veil. Once at the Spirit totem, and for the duration of time before the player heads to the Veil, a player can be affected by spells that affect the dead (Example Resurrection), as well as spells that only affect spirits. The Spirit Totem can only be cast once a day and will last for the duration of the day. If a paired player goes to the Spirit Totem, they will no longer be paired to it and cannot be paired to a new one until the next day. You may only be paired to one Spirit Totem.	N/A

Druid (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Rugged Terrain	10xp	This skill allows the player to use a By My Voice, Characteristic, Ensnare by Arcane. A characteristic can be monster, adventurer, fighter, arcanist, druid, etc.	“By My Voice, Characteristic, Ensnare by Arcane”
Bubbed	15xp	This skill allows the player to use a Physical Strike Mute and Pain.	“Physical Strike Mute and Pain”
Greater wild shape	20xp	This skill grants the ability to transform into an animal (thus gaining the Animal Characteristic) of the player's choice. You gain the dual claw weapon training, gain +4 HP, +4 Armor, (2) Resist Physical, (2) Resist Poison, (4) 3 damage by Physical swings. While transformed you may speak with whatever animal type you transform into at will, but you are not prevented from speaking normally. This ability lasts for one module or 60 minutes, whichever is longer. This skill can only be used once per day. You may not have more than one transform active at a time.	“Transform to Greater Wild Shape one, Transform to Greater Wild Shape two, Transform to Greater Wild Shape three.”
My buddy	10xp	This skill allows the player a packet delivered “Dominate Animal and Long Charm by Arcane”. The Dominate will last 5 minutes but the Long Charm will last until removed.	“Dominate Animal and Long Charm by Arcane”

Crusader (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	
Holy Warrior	15 XP	This skill allows the player to Transform into a Holy Warrior. This gives the player Damage Reduction 3 against undead, (2) Resist Charm, (2) Resist Physical, (2) Resist Arcane. Damage Reduction means that any damage effect will subtract three before doing damage. So, any damage of 3 or less is no damage, 4 damage is 1, 5 is 2, etc. This transform will last for one module or 60 minutes, whichever is longer. This skill can only be used once per Day. You may not have more than one transform active at a time.	“Transform to Holy Warrior one, Transform to Holy Warrior two, Transform to Holy Warrior three”
Daylight	7 XP	This skill allows the player to use a By My Voice, Daylight, by Arcane for each purchase of the skill. Daylight acts as a Death effect to lesser undead, and acts as a Fear effect to greater undead.	“By My Voice, Daylight, by Arcane”
Holy Wave	7 XP	This skill allows the player to use a By My Voice, Undead, 7 Damage by Arcane for each purchase of the skill.	“By My Voice, Undead, 7 Damage by Arcane”
Consecrate	15 XP	This skill allows the player to mark off a Consecrated area against undead. This area can be no larger than 50ft in diameter and must be marked with rope, tape, or some sort of temporary effect such as silly string. While the player is within the boundaries of this area they may call, By My Voice, Ambient Undead, Death by Arcane. The player may call this as often as they like while within the defined area and only Undead within the area take the effect. This skill cannot be used more than once a day. A Consecrated area will last for the duration of an event.	“By My Voice, Ambient, Undead, Death by Arcane”

Herbalist (Master Profession Skills)			
Skill Name	Skill Cost	Skill Description	Game Call
Cauldron (Passive)	15 XP	This skill allows a player to create a Cauldron within a room. The Cauldron takes 5 minutes to set up and must be Physically represented with an appropriate prop (please see a marshal if unsure what will work). The Cauldron allows the herbalist who placed the Cauldron to drop a potion into the Cauldron and call a By This Room, “Potions Effect”, by potion. Only one potion may be dropped into a Cauldron per 5 Minutes of time. The Cauldron costs 5 Herbalist components to set up and will last for a 6-hour period. The Cauldron will last until the event is over if the player uses 5 Herbalist, 5 Armorer, 5 Enchanter, and 5 Alchemist components in its creation. Please see a Marshal when creating a Cauldron.	N/A
Chip Crush (Passive)	10 XP	This skill allows you to turn an Herbalist chip into 2 Herbalist components.	
Greater Bandage	0 XP	This skill allows the player to create a Heal X Potion, where X is equal to the number of times you have purchased this skill and the Bandage skill. It costs 1 component per potion. This skill follows all normal Herbalist potion creation rules.	“Heal X by potion”
Immunity Potion	10 XP	This allows the player to create a potion that makes the user immune to one condition [X], such as death, fear, charm, dominate, hinder, mangle, etc. (Stable, Unstable, Dead, Spirit and Veil are not conditions you can be immune to) A player may not use this potion more than once a day, though the effect will only last until the end of a 6-hour period. This skill costs 6 components. This skill follows all normal Herbalist potion creation rules.	“Imbue, Immune, to [X] by potion”

Crystallomancy

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

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

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

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

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

1st Level

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

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

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

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

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

2nd Level

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

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

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

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

3rd Level

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

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

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

4th Level

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

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

5th Level

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

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

Formal Magics

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

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

While a Marshal of Event Runner is not needed to perform a Formal Magic, one should be seen to pay costs and receive answers or sheet adjustments as needed. Using a Formal Magic requires you to simply say its name after spending your time and Gems

Naturalist Formal Magics

1st Level

Greater Lore

Cost: 5 Purple Gems plus 5 additional Gems

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

Spirit Farewell

Cost: 5 Purple Gems

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

Message

Cost: 5 Purple Gem

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

Create/Remove Mark

Cost: 5 Purple Gems

This spell allows the caster to create a personal Mark/Brand/Symbol that is Permanently placed upon a person or object. Conversely you can use this spell to remove the Mark/Brand/Symbol placed upon any person or object.

Barrier

Cost: 5 Purple Gems

This spell will give the caster a Physical Shield, Arcane Shield, Poison Shield, Elemental Shield and Necrosis Shield. These will all be as if cast per inspire, thus you may only have one of each of these protectives.

Peal to Precious

Cost: 5 Purple Gems

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

Create Magic Item

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

This spell allows the caster to create a magic item that lasts for 15 game days (tally begins the event AFTER the item is created). The item is limited to any 5 PC abilities except Capstone and masterclass abilities. The item may be of any type, and any skills implanted in the item must follow all casting rules.

A magic item that possesses skills that the wielder does not natively possess on their character sheet cannot provide more than 1 use of that skill. If the character wielding the magic item has the same ability provided by the item on their character sheet, then the character may make use of as many uses of that ability that the item provides. For example: A character receives a Magic Item that possesses 5 uses of the "Cure" skill. If that character has the ability to use the Cure skill, then the character receives the ability to use all 5 uses of the "Cure" skill that the item possesses. If that character does NOT have the ability to use the "Cure" skill natively on their character sheet, then the character may only take advantage of 1 use of the "Cure" skill from the Magic Item.

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

In order to determine the XP cost of the item, add together the total cost of the skills being implanted into the item. If the skill is a 0 XP cost skill, the value will be 1XP. If you are adding more than one use of a specific skill, such as the Healer spell 'Cure', then each additional 'Cure' added to the item will be one more than the last, just like any normal skill purchase. Once these totals are calculated, add 2 XP to the total cost of the item. This is the total XP cost of the item. Each person involved in the ritual MUST pay at least 1XP, but the target of the formal must pay $\frac{1}{3}$ (rounded up) of the total cost. Once this has been completed, the item will be added to the sheet of the target, and the ritual will be complete. While there is no time frame for this ritual to be completed, the characters involved should make every effort to roleplay the creation of this item in a visible and ritualistic manner. Abuse of this Formal will result in disciplinary action.

Scry

Cost: 5 Purple Gems

This spell allows the caster to discern the location of A Single being on the Material Plane (Earth). The farther away the being is, the less detail the caster will be able to see of the being's location. This spell can be thwarted by those using the Formal Magic, Sequester, and certain powerful beings are immune to these magics.

Profession Forge

Cost: 10 Purple Gems

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

2nd Level**Circle of Protection**

Cost: 15 Purple Gems

This spell allows the caster to create a circle of Protection. This circle, that must be Physically represented, cannot be larger than 20 feet in diameter. Once cast, any Shield spell cast within the Circle of Protection by the creator of the circle will affect all targets within the circle. The circle will last for two consecutive 6's.

Sequester

Cost: 15 Purple Gems

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

Stake of Woe

Cost: 10 purple gems, 5 Green Gems

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

Breathe Anywhere

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

This spell allows each target to breathe, in any environmental condition, for one day.

Summon Familiar

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

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

3rd Level**Core Reshaping**

Cost 30 Purple Gems

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

Race Change

Cost: 15 Purple Gems, 15 gems of any color

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

Spirit Walk

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

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

Destroy Formal Magic

Cost: 25 gems of any color

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

Heroes Feast

Cost: 30 Purple Gems (Allows caster and 3 others) plus 5 Gems of any kind per additional person

This spell allows the caster and three or more other players to share a five-minute meal as the casting requirement of this spell. Once completed the targets of the spell will gain the following effects. Immunity to Poison, Resist Charm x 2, +5 HP. The effects will last for One Hour.

Formal Charge

Cost: 20 Purple Gems

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

4th Level

Treant

Cost: 20 Purple Gems, plus 20 Green Gems

This spell allows the caster to target a player and imbue them with the power of a Treant. The target of this spell will gain the following skills. Resist Death x 2, Resist Poison x 4, +5 HP, and Physical Strike Slam x 4. This is not a Transform. This spell will last for One Hour.

Summon Greater Familiar

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

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

9 Lives

Cost: 40 Purple Gems

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

5th Level

Flesh to Clay

Cost: 50 Purple Gems

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

Polymorph

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

This spell allows the caster to turn themselves into a Giant. The caster will lose all HP, Armor, and skills/abilities and become a Giant. Instead of the target's prior card they will gain the following stats and abilities. HP 30, Max Armor of 10, Physical Strike Slam x 2, Physical Strike 2 Damage x 2, Physical Strike 4 Damage x 2, Physical Strike 6 Damage x 2, Reduce to Slam x 4, Resist Physical x 2, Resist Arcane x 2, Resist Poison x 2, Resist Elemental x 2, Threshold 2, Broken or Not it still kills x 2, Disengage x 4, and Skill with the weapon of the caster's choice. Polymorph will last for One Hour. This is a Transform and you may only have one Transform active at a time.

Clone

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

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

Arcanist Formal Magics

1st Level

Greater Lore

Cost: 5 Purple Gems plus 5 additional Gems

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

Message

Cost: 5 Purple Gem

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

Create/Remove Mark

Cost: 5 Purple Gems

This spell allows the caster to create a personal Mark/Brand/Symbol that is permanently placed upon a person or object. Conversely you can use this spell to remove the Mark/Brand/Symbol placed upon any person or object.

Barrier

Cost: 5 Purple Gems

This spell will give the caster a Physical Shield, Arcane Shield, Poison Shield, Elemental Shield and Necrosis Shield. These will all be as if cast per inspire, thus you may only have one of each of these protectives.

Peal to Precious

Cost: 5 Purple Gems

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

Scry

Cost: 10 Purple Gems

This spell allows the caster to discern the location of A Single being on the Material Plane (Earth). The farther away the being is, the less detail the caster will be able to see of the being's location. This spell can be thwarted by those using the Formal Magic, Sequester, and certain powerful being are immune to these magics.

Create Magic Item

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

This spell allows the caster to create a magic item that lasts for 15 game days (tally begins the event AFTER the item is created). The item is limited to any 5 PC abilities except Capstone and masterclass abilities. The item may be of any type, and any skills implanted in the item must follow all casting rules.

A magic item that possesses skills that the wielder does not natively possess on their character sheet cannot provide more than 1 use of that skill. If the character wielding the magic item has the same ability provided by the item on their character sheet, then the character may make use of as many uses of that ability that the item provides. For example: A character receives a Magic Item that possesses 5 uses of the "Cure" skill. If that character has the ability to use the Cure skill, then the character receives the ability to use all 5 uses of the "Cure" skill that the item possesses. If that character does NOT have the ability to use the "Cure" skill natively on their character sheet, then the character may only take advantage of 1 use of the "Cure" skill from the Magic Item.

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

In order to determine the XP cost of the item, add together the total cost of the skills being implanted into the item. If the skill is a 0 XP cost skill, the value will be 1XP. If you are adding more than one use of a specific skill, such as the Healer spell 'Cure', then each additional 'Cure' added to the item will be one more than the last, just like any normal skill purchase. Once these totals are calculated, add 2 XP to the total cost of the item. This is the total XP cost of the item. Each person involved in the ritual MUST pay at least 1 XP, but the target of the formal must pay $\frac{1}{3}$ (rounded up) of the total cost. Once this has been completed, the item will be added to the sheet of the target, and the ritual will be complete. While there is no time frame for this ritual to be completed, the characters involved should make every effort to roleplay the creation of this item in a visible and ritualistic manner. Abuse of this Formal will result in disciplinary action.

Planar Communication

Cost: 5 Purple Gems

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

Profession Forge

Cost: 10 Purple Gems

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

Knock/Seal

Cost: 10 Purple Gems

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

2nd Level

Circle of Protection

Cost: 15 Purple Gems

This spell allows the caster to create a circle of Protection. This circle, that must be Physically represented, cannot be larger than 20 feet in diameter. Once cast, any Shield spell cast within the Circle of Protection by the creator of the circle will affect all targets within the circle. The circle will last for two consecutive 6's.

Sequester

Cost: 15 Purple Gems

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

Stake of Woe

Cost: 10 purple gems, plus 5 Green Gems

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

Planar Protection

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

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

Summon Familiar

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

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

3rd Level

Core Reshaping

Cost 30 Purple Gems

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

Race Change

Cost: 15 Purple Gems, 15 gems of any color

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

Teleport

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

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

Destroy Formal Magic

Cost: 25 gems of any color

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

Heroes Feast

Cost: 30 Purple Gems (Allows caster and 3 others) plus 5 Gems of any kind per additional person

This spell allows the caster and three or more other players to share a five-minute meal as the casting requirement of this spell. Once completed the targets of the spell will gain the following effects. Immunity to Poison, Resist Charm x 2, +5 HP. The effects will last for One Hour.

Formal Charge

Cost: 20 Purple Gems

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

4th Level

Minor Golem

Cost: 30 Purple Gems, plus 10 Red Gems

This spell allows the caster to target a player and imbue them with the power of a Minor Golem. The target of this spell will gain the following skills. Resist Death x 2, Resist Poison x 4, +10 Armor, and Physical Strike Slam x 4. This is not a Transform. This spell will last for One Hour.

Summon Greater Familiar

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

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

9 Lives

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

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

5th Level

Flesh to Clay

Cost: 50 Purple Gems

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

Polymorph

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

This spell allows the caster to turn themselves into a Giant. The caster will lose all HP, Armor, and skills/abilities and become a Giant. Instead of the target's prior card they will gain the following stats and abilities. HP 30, Max Armor of 10, Physical Strike Slam x 2, Physical Strike 2 Damage x 2, Physical Strike 4 Damage x 2, Physical Strike 6 Damage x 2, Reduce to Slam x 4, Resist Physical x 2, Resist Arcane x 2, Resist Poison x 2, Resist Elemental x 2, Threshold 2, Broken or Not it still kills x 2, Disengage x 4, and Skill with the weapon of the caster's choice. Polymorph will last for One Hour. This is a Transform and you may only have one Transform active at a time.

Clone

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

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

Game Rules

Combat

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

- Flurry Rule – PRO uses the flurry rule for weapon combat. This means that you can only swing a weapon(s) at an enemy in combat three times in a row, hitting their shield, weapon or body, before you must take a step back from combat for a second. Feints or swings that do not connect do not count toward your three. If a player is running away, you must take one second in between every three hits, while pursuing. Engaging a new opponent is another way of resetting your three count, besides stepping back and pausing for a second.
- When fighting you must be at least your arm length away from the opponent you are swinging at, being closer to the opponent is considered charging and is not approved of in normal combat.
- Try to use the least amount of force needed to hit your opponent with either weapons or packets. Never bring a weapon past your flank before starting a swing, or 90 degrees from start to contact with another player.
- Because we encourage good costuming for our players, if you are wearing a cloak, banner, wings, or other device to add to your costume, packets that hit such targets, so long as they are not in front of you, will not count as hits on you. A simple call of “costume” is encouraged to inform people it didn’t hit you.
- As stated previously in the rules, there are certain weapons that cannot be used (with some exceptions) while you are fighting and casting or using packet abilities. Even if you can use a weapon while using packet delivered abilities you cannot “Templar Tuck”. The term Templar Tuck means placing your weapon under the opposite arm or shield so it is not being wielded. You may also not throw packets from a hand that is currently wielding a weapon, shield or claw.
- Spells (any ‘by Arcane’, ‘Arcane Strike’, ‘by Force’, 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.

Searching

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

Performing actions

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

By [X]

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

Delivery Methods

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

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

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

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

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

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

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

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

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

-Long/Short – These two are statements that can be added prior to any game effect to change the normal duration to a new duration. Long causes 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.

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

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

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

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

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

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

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

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

-Voice- If someone calls out "By My Voice" followed by an effect, anyone who hears it will be affected by it. You cannot plug your ears or try to drown out the verbal with louder noise to avoid this call. For example, By My Voice Heal 10 by Arcane. Voice effects will often have an addendum of 'by characteristics'. This will specify a group that if hearing the "By My Voice" will be affected. For example, By My Voice, Monsters, Taunt by Physical. This then will only affect those who have the Monster characteristic.

-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.

Defenses

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

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

Carry Rule

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

Characteristics

Characteristics are labels that are given to character or monsters that help to determine if certain verbals work on you. A characteristic can be your race, your Profession, being a monster, being an adventurer, being a noble, etc. Characteristics will be on your character card to allow you to know what specific calls can affect you. 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 (HP)

HP is the amount of damage you can take before your character falls down. Your HP can never fall below zero. Healing will replenish your HP and you will start at full HP at the start of each event. Once you reach zero HP you can no longer use skills and you must fall to the ground. If you reach zero HP from uncalled damage then you are stable and after one minute you will get back up with one HP. People can also heal you, thus increasing your HP. If you reach zero HP from any type of, 'called' damage, then you are unstable and after one minute of not being healed or Stabilized you will gain the Dead characteristic. If you are unstable and someone starts a stabilization count it will stop, but not reset, your unstable count. Once you are Dead all game effects are removed from you, except special ones like transformations or affliction, and you will start a five minute count. Only effects that affect the Dead characteristic will now work on you. If given a life effect within the five minute count you will lose the Dead characteristic and be back at one HP. If you do not get a life effect within the five minutes you will lose the Dead characteristic and gain the Spirit characteristic. Now only effects that affect Spirits will affect you. Once you have become a Spirit in this way you must walk to the Veil (NPC Shack) where your body can return to the living.

Uninterrupted Rest

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

Death

Death comes to players in three ways. You can, as stated above, go from unstable to Dead after a one minute unstable and five minute Dead count. You can also be affected by a weapon or packet that gives you the Dead characteristic. Finally you can be killing blowed 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 Drain, Transformations or Afflictions, and you will start a five minute count. Only effects that affect the Dead characteristic will now work on you. You cannot use skills while Dead.

Being a Spirit

The first step in being a spirit is placing a white headband on to denote your status as a spirit. Once you are a spirit there are very few effects that will work on you; only effects that work on those with the Spirit characteristic. Those who have the Dead and Spirit Characteristics are not to stop, chat, or in any way deter themselves from getting to the Veil, unless a game effect allows otherwise. Spirits can see and hear everything that is going on while they make their way to the Veil, but they should walk briskly and with their head down on their way. Once you are a Spirit you must go to the Veil to return to life. 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 the Reaper with a Veil Characteristic before being brought back to life or resurrected. All characters that receive a Veil 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 Veil Characteristic will 'Meet the Reaper' (at mod shack). The Reaper will tally up the number of black and white stones each player has and put them all in a bag together. Each player starts the 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 simply 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 the site will suffer as if they drew a black stone from the bag.

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

Traps

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

Contact Poisons

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

Restraints

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

Game Effects

Arm/Disarm Trap - This allows a player to attempt to arm or disarm a trap. To arm a trap, you must create a device IG that will go off, either causing a noise or sound to alert other players that the trap has gone off. The time it takes to set a trap is the time IG it takes to set it. Traps are not supposed to, in any way shape or form, hurt another

player or cause damage to the surroundings. If there are questions as to what this means please consult a marshal. To disarm a trap, you need to prevent or disengage the trap from activating, a marshal will decide if clarification is needed. This skill also allows you to remove contact poisons.

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

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

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.

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

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

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

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

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

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

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

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

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

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

Dominate – The target of Dominate will do anything the caster says, including killing themselves, killing other targets or giving the caster of the Dominate anything they want. The target of Dominate is a happy and willing accomplice to the caster's wants and needs and will not fight subtly or otherwise against the caster's wishes. Once the player is Dominated they will automatically defend the caster of the Dominate from all threats against them and heal them if able. 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 effect then you must use two defenses to stop a Double, three to stop a Triple, four to stop a Quadruple, etc. So, if you use resist Arcane on Double 4 damage by Arcane you will still take 4 damage by Arcane, if you call Arcane shield and Resist Arcane you would negate both. When taking an effect from a double, triple, etc effect, such as Double Ensnare and 4 Damage by Arcane, the player must defend against each one to prevent the effect. Effects will not stack though, except for Mangle, if you take multiple from a double, triple, etc.

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 or entering Spirit from Dead.

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

fear is seen again, they will RUN away again. A feared individual can cure themselves of a fear effect, but only once out of line of sight. 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.

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

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

Heroism – This effect gives the user a ‘3 Damage by Physical attack (via a weapon attack), +4 temporary HP and a Physical Shield’.

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 player's banner characteristic.

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

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

Killing Blow - To be killing blowed a player must 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 resist one of the following effects used against them; hinder, ensnare or slam.

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

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

Mute – This effect prevents you from being able to talk or communicate with any kind of sound. 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.

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

Parry – This effect allows the player to prevent any 'by Physical', or 'Physical strike' done to you or another player within melee weapon 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 surroundings 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 allows the user to attempt to pick an IG lock. IG locks are latches, tumbler locks and puzzle mechanisms. The person attempting this skill must perform the action themselves. 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 possibly face IG consequences. Clothes pins can be returned to the NPC shack in exchange for the item taken.

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

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 pain, would allow you to prevent a Physical effect by taking the pain effect. Reduce Arcane to mangle, would allow you to prevent an Arcane

effect by taking a mangle effect. You may not further Resist, Shield or in any other way prevent or circumvent the effect you are reducing too. So, you would not be able to call Reduce to Rage, Resist Rage. You may not Reduce to an effect you are immune to.

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

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

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

Repulse – This effect causes you to attempt to stay at least 10 feet away from the user. You will not move into an area that is dangerous though. You will also not try to use game skills on the user. If the user attacks you then the repulse will be broken. This will last until cured, 5 minutes pass or dead status.

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

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

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

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

Speak – This allows you to have a conversation with a creature(s) that you would not normally be able to talk with, such as animals, or spirits. The creature does not need to speak with you but often being able to speak with a creature will at least make them curious enough to want to talk to you.

Spirit – While in this state you are not able to affect those who are not in the Spirit state, additionally you cannot affect anything else in game such as open or close doors, move objects etc. Being in spirit does not allow you to affect other Spirits with attacks or abilities. Only Abilities/spells that say they affect Spirits, affect Spirits. For Example Cure

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 may not move toward the player who called the stopthrust for 10 seconds, but is otherwise unrestricted in his skills or movement. Stopthrust is a Physical skill and can thus be prevented by anything that stops Physical attacks such as Physical shield, resist Physical, parry, etc.

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, and will, attack targets that prevent them from getting to the caster including allies, until they can once again get to their target. 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.

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

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

Vanish - The Vanish Characteristic makes you immune to all game effects. You may only move while you are “Vanished”. You may not open doors, effect traps or locks, attack, or in any other way affect the environment. To show you are Vanished you must cross your arms across your chest. You can choose to drop a vanish at any point.

Weakness – This effect causes your melee damage attacks to be weakened. Your called damage effects will be reduced by the 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.