

- [00 - Change History](#)
- [01 - Introduction](#)
 - [Chronicles Game Rules \(v2.4\)](#)
 - [Introduction](#)
 - [Game Setting](#)
- [02 - Check In](#)
 - [Check In Information & General Etiquette](#)
 - [Check In Procedure](#)
 - [Event Fees & Meal Tickets](#)
 - [Camp Site Rules During Check In](#)
 - [Cabins](#)
 - [Camp Eastman](#)
 - [Camp Loud Thunder](#)
 - [Off-Site Sleeping Options](#)
 - [Headband Rules](#)
 - [Orange Headbands - Non Combatants & Pages](#)
 - [White Headbands - Out of Game](#)
 - [Hold & Medic Calls](#)
 - [In Game vs. Out of Game Areas & Combat](#)
 - [General Etiquette](#)
 - [COVID Precautions](#)
 - [Covid Tests](#)
- [03 - Races](#)
 - [Races](#)
 - [Brood](#)
 - [Dwarf](#)
 - [Elf](#)
 - [Glimmerling](#)
 - [Goblin](#)
 - [Kindred](#)
 - [Kobold](#)
 - [Orc](#)
 - [Halfling](#)
 - [Human](#)
 - [Unbound](#)
 - [Unforgiven](#)
- [04 - Armor](#)
 - [Armor Mechanics](#)
 - [Armor Point Calculations](#)
 - [Armor Types](#)
 - [Armor Locations](#)
- [05 - Weapons](#)
 - [Weapon Rules](#)
 - [Weapon Reps](#)
 - [Bows and Crossbows](#)
 - [Packets](#)
 - [Shields](#)
- [06 - Martial Skills](#)
 - [Martial Skills](#)
 - [Weapon Skills](#)
 - [Weapon Proficiencies](#)
 - [Physical Strikes](#)
 - [Critical Strikes](#)
 - [Devious Strikes](#)
 - [Weapon Strikes](#)
 - **[Defenses](#)**
 - [Damage Calls & Carriers](#)
 - [<Type> \[Flavor/Carrier\(optional\)\]](#)
 - [Spellstrike](#)

- [07 - Magic Skills](#)
 - [Casting Spells](#)
 - [Magic Skills](#)
 - [Mastery Skills](#)
 - [Mana Attunement](#)
 - [SPELLS](#)
 - [Spells By Level and School](#)
 - [Arcane](#)
 - [Spirit](#)
 - [Nature](#)
- [08 - Ritual Magic](#)
 - [Ritual Magic](#)
 - [Standard Library](#)
 - [Uncommon Rituals](#)
- [09 - Transform Rituals](#)
 - [Monstrous Ability Rituals](#)
- [10 - Necromancy](#)
 - [Necromancy Update](#)
 - [Definition:](#)
 - [Synopsis:](#)
 - [Historical Necromancy and Its Current Function:](#)
 - [New Necromancy and Its Function:](#)
 - [Reanimation Process:](#)
 - [Spells and Legality:](#)
 - [Out of Game Information:](#)
- [11 - Other Skills](#)
 - [Other Skills](#)
 - [Rest-Boosting Skills](#)
 - [Miscellaneous Skills](#)
 - [Knowledge Skills](#)
 - [Crafting Skill Costs](#)
 - [Material Harvesting Skills](#)
 - [Raw Materials](#)
 - [Producing Items](#)
 - [Durability](#)
 - [Recycling Items](#)
 - [Artificing](#)
 - [Workshops](#)
 - [Gathering Skill Products](#)
 - [Alchemy Products](#)
 - [Smithing Products](#)
 - [Tinkering Products](#)
 - [Rune Carving Products](#)
 - [Artificing Products](#)
 - [Standard Library](#)
 - [Uncommon Formulas](#)
 - [Body \(*aka Health Points*\)](#)
 - [Alive](#)
 - [Unconscious](#)
 - [Bleeding Out \(*aka Dying*\)](#)
 - [Dead](#)
 - [Spirits](#)
 - [Resurrection](#)
 - [Strain](#)
 - [Permanent Death](#)
 - [Killing Blow](#)
 - [Dismemberment & Body Smuggling](#)
- [14 - Resting](#)
 - [Resetting Skills and Magic Items](#)
 - [Rest](#)

- [Per Day](#)
- [15 - Goblin Points](#)
 - [Goblin Points](#)
 - [Goblin Points - What Are They?](#)
 - [How Do I Get Goblin Points?](#)
 - [Getting the Most Out of Goblin Points](#)
 - [Donations of Time](#)
 - [Item Donations](#)
 - [What Can I Spend Goblin Points On?](#)
- [17 - Status Effects](#)
 - [Status Effect Sources](#)
 - [Removing Status Effects](#)
 - [Visible Status Effects](#)
 - [Curse of Transformation](#)
 - [Skillless Clarification](#)
 - [Status Effects](#)
- [999 - Changelog](#)

00 - Change History

Version: 2.4.2

01 - Introduction

Chronicles Game Rules (v2.4)

Introduction

Pending.

Game Setting

Pending.

02 - Check In

Check In Information & General Etiquette

Check In Procedure

Camp opens at 1700 Central (5pm). Check In commonly includes the following:

- Confirmation of a signed Code of Conduct.
- Confirmation of a signed Event Liability Waiver.
- Confirmation of Event Fee Payment. PayPal / Cash
- Confirmation of Tavern Meal Ticket amount.
- Character sheet sign-off.
- Battle-board pick-up.
- Production pick-up. This includes
 - Printed tags to replace hand-written tags previously turned in.
 - Printed Ritual Scrolls to replace hand-written tags previously turned in.
 - Production requests sent prior to game to plot@larpchronicles.com
 - Tag pick-up for any abilities that would generate a tag.
 - Pick-up for transform information where applicable.
- Tag's punched for Durability.

- Any items with durability being brought into game must be punched.
Anything you are not using does not need to be punched.
- Weapons safety check.
- Any questions you have.

Event Fees & Meal Tickets

Our event fee is \$25.00 per event day. Two day events are \$50.00 and three day events are \$75.00.

If you bring a new player, you will both receive \$25 off your event fee. If you bring more than one new person, this discount will apply to your future event fees.

Full-Time NPCs do not have to pay an event fee.

Event fees and Meal Ticket funds may be paid with cash at check-in or with Paypal at <https://paypal.me/larpchronicles> * If paying with PayPal, especially if you pay early or during Pre-Registration, include your name, character name, and the name of any new players you are bringing.

Meal Tickets

- Tavern food & meals are not included in the event fee. Please be sure to set up your Meal Ticket at check-in.
- Tavern meals are typically \$5.00 with water. Soda is usually available for an additional \$0.25 or \$0.50.

Camp Site Rules During Check In

Camp Eastman

- You may drive on any of the gravel roads, but please do not block them in case someone needs to get past where you stopped.
- You may drive up to the cabins if the ground is dry. Please avoid damaging the grounds as much as possible.
- Once you have unloaded your vehicle, please immediately move it to the parking lot.

Camp Loud Thunder

- Do not stop on the roads or drive up to any cabins. Camp Staff have stated that all belongings must be moved from the parking lot to your cabin.
- Camp Masters with carts will be present to provide assistance to anyone that would like it.
 - If you need assistance and you are unable to locate a Camp Master, please drop by NPC Camp / Logistics and let Chronicles Staff know so that we can get help for you.

Cabins

There are no assigned cabins, but there is a requirement that you allow others to bunk in your cabin if there is space and other areas are not available.

Camp Eastman

- Four cabins have two bunk beds and either a couch or a futon-style bench that can accommodate a fifth person.
- Four cabins have one bunk bed.

- The Lodge has a loft area with several sleeping mats or space for cots. This building is limited to eleven people.
- Cook's Cabin has three rooms, a bathroom, a kitchenette, and a refrigerator.
 - Two rooms have two single-person beds.
 - One room has two bunk beds.
- Silver Tomahawk is for Plot Team and Full-Time NPCs only, but may be used if all other areas are full.
- Tenting is allowed if preferred.

Camp Loud Thunder

- The Lodge sleeps up to forty people.
- Pyesa Cabin and Thunder Cabin are reserved for Plot Team, Full-Time NPCs, and mods. If the Lodge is full, Pyesa Cabin may be used.
- Tenting is not allowed in the areas we have rented.

Off-Site Sleeping Options

- There are not any nearby hotels to Camp Eastman.
- There is one nearby hotel to Loud Thunder.

Headband Rules

Orange Headbands - Non Combatants & Pages

Pages are people that are unable to enter combat. They may be children or adults, although any child under age 14 must be a Page. Pages may not use combat skills, weapons, or throw packets.

You may not ever physically strike a Page. If you engage in combat with a page, you may point your weapon or packet and say, "Page, I kill you." They cannot participate in combat. They are treated as if they have 1 health point/body.

White Headbands - Out of Game

Once you arrive on site, you are entering an In Game Area. If you are not in game as your character yet, you must have a white headband on. If you do not have a white headband, you may request one from the Plot Team or Staff. If there are none available, you may signify your out of game status by holding a hand to your forehead or touching the top of your head with a held item. This gesture is accepted as an out of character signal and frequently used by NPCs when not in game.

If you are in game, you should not react or speak to anyone that is wearing a white headband without first going out of game yourself. It is generally seen as poor etiquette to break the environment for others.

When your character dies and your dying count has expired, after dropping all in game items, you should put on a white headband and go to Logistics/NPC Camp to register your death. Your spirit cannot interact in any manner with others.

Hold & Medic Calls

If you hear anyone call "Hold" or "Medic" you must immediately stop all activity, movement, and be silent unless directed otherwise. If you are physically able to, drop to one knee. **These calls indicate an Out of Game emergency.**

Only the persons who have been identified as a Medic by the Plot Team or Staff should respond to the call of "Medic." A Medic is an individual with CPR and/or First Aid certification or has a license to practice medicine.

Please do not call "Hold" or "Medic" unless you or someone else is injured in real life.

In Game vs. Out of Game Areas & Combat

Out of Game Areas are areas that you are not permitted to engage in combat in. You may not chase PCs or NPCs into these areas nor use these areas to hide from In Game events, NPCs, etc.

Bathrooms, showers, and Logistics/NPC Camp are considered Out of Game Areas.

No-Combat Areas > Camp Eastman > > The kitchen, stairwell, and second floor of the Lodge are considered In Game, but combat is disallowed. > > The kitchen in the dining hall (tavern) is also considered In Game and combat is disallowed in this area.

Unless otherwise noted by the Plot Team or Staff, all other areas are considered In Game.

General Etiquette

Help ensure we can return to these sites for future events by being respectful of the facilities and cleaning up after yourself. If you notice a problem anywhere in the facility, please alert a member of the Plot Team or Staff immediately.

Pick up packets at the end of each fight or mod. If they are wet, torn, or damaged, please throw them away.

You are responsible for cleaning your cabin at the end of the event. This includes removal of personal items, trash removal, turning off lights, fans, the AC/Heat unit, and if necessary, sweeping and mopping. For cabins with bathrooms and kitchens, this includes cleaning of these areas.

Smoking in the cabins is prohibited. You must field strip your cigarettes. If you do not know what this is, read here: <https://www.wikihow.com/Field-Strip-a-Cigarette> Please do not leave cigarette butts on the ground.

Do not bash specific groups or people. It is okay to complain about circumstances and events without being specific.

Camp Loud Thunder: Do not disturb any non-Chronicles campers. If approached, be respectful and direct them to Plot Team or Staff.

COVID Precautions

We follow guidelines from the CDC and the state of Illinois. Please get your vaccinations. If you feel sick, stay home.

Face masks are welcome. NPC Camp/Logistics will have N95 and KN95 masks available at check in.

Covid Tests

(As of 2022-07-30)

Currently, we are requiring a negative COVID test result in order to participate in the event. Tests may be taken as early as two days prior to the event. NPC Camp/Logistics will have some tests available during check in, however it is strongly suggested that you test prior to driving out.

COVID Resources, How to get Tests, and Test Submission info can be found here: <http://larpchronicles.com/covid>

03 - Races

Races

Brood

Physical Description:

Brood may appear with iridescent brown complexions with varied color markings, carapaces, and large claws.

Average Age of Adulthood: 1 Year.

Median Life Expectancy: 9 Years.

Maximum Lifespan: 30 Years.

Overview:

Initially, all Brood were connected to each other through the Hive Mind and were drones with no distinctiveness of personality. Beginning with a single Brood, the concept of individualism began to spread, and with it, a disconnect from the Hive Mind. Many Brood were not able to withstand being severed from the Hive this way and did not survive.

Those that did were able to act with autonomy, adopted their own names, and continually sought ways to express their newfound individuality. The Brood began painting and marking themselves with various colors and using this to create distinct appearances and a stronger sense of identity for themselves.

Overall, other races regard the Brood as a terrifying race capable of great destruction and the majority are unaware of any difference between the two types of Brood. As their presence is likely to typically cause alarm and panic, it is incredibly rare to see one of these Brood within a town.

Racial Abilities:

Innate Claws: Built for battle and a readiness to defend themselves, Brood have a set of limbs with large claws. Possessing such natural weapons, they are unable to take up the physical weapons of other races. Passively, all Brood have natural claws that deal a base of 1 Physical and qualify for all Unarmed Martial Skills requiring Unarmed Combat. Brood cannot wield any weapons other than shields.

Rip Free: Brood abhor the sensation of being trapped and when they find themselves in such a situation, they will do anything in their power to regain their freedom. Once per rest, a Brood may have one free usage of Escape Artist.

Acidic Secretion: Along with being capable of great destruction in general, Brood have acidic blood that is capable of destroying items. Once per day, a Brood may spend 60 seconds in concentration to destroy an item.

Makeup Suggestions and Guidelines: All Brood player characters must use a different colored paint to add markings and may not only have brown or black paint. The design and color of these markings is player choice. Physical representations for the carapace should be present and may be colored brown or black and given an iridescent coating.

Dwarf

Physical Description:

Dwarves appear with complexions ranging from pale to ebony and are commonly recognized by their full-beards and great, bushy eyebrows.

Average Age of Adulthood: 30 Years.

Median Life Expectancy: 150 Years.

Maximum Lifespan: 250 Years.

Overview:

The Dwarven people of Evren are a sturdy race of people who hail from the mountainous regions. Rarely given toward verbosity or activities they believe are unrefined and requiring improvement, Dwarves have received a reputation of being brusque and hypercritical.

This race once ruled a wide part of Evren with many villages filled with fantastic creations of ingenuity and inspired design. Over half a millenia ago, when the Iblis invaded Evren, the Dwarven people suffered greatly, and lost control over much of their territories and their bastion of knowledge. In the counter-attacks that ultimately pushed the Iblis back, the Dwarves were indispensable for their crafters. Now, generations later, none truly remember the losses of their ancestors, and have long since turned their focus back toward building a vast mining empire and achieving ever greater levels of craftsmanship.

Racial Abilities:

Improved Constitution: Hardy and strong, Dwarves have a natural resistance toward many substances. Once per rest, a Dwarf may resist a toxin by calling "Resist Toxin."

Tricks of the Trade: Dwarves are masters of all things crafting, and as such have learned how to cut the occasional corner. Once per day, a Dwarf may add 1 additional Durability to an item that is being created by themselves or another crafter.

Makeup Suggestions and Guidelines: Both male and female Dwarves appear with beards.

Elf

Average Age of Adulthood: 50 Years.

Median Life Expectancy: 225 Years.

Maximum Lifespan: 250-300 Years.

Racial Abilities:

Life Bound: Their long lives and vibrant life force makes them particularly resistant to negative spell effects. Once per rest, an Elf may Resist Spell.

Lore-Master: The longevity of the Elves means there are few stories that haven't reached their ears. Once per day, an Elf can attempt to recall something specific about an Evren area. This must be done with Plot.

Dark Elf

Physical Description:

Dark Elves appear with pointed ears and complexions ranging from white to pale. They can sometimes be recognized by red markings around their eyes.

Overview:

The Dark Elven people primarily live deep below the surface of Evren. Built within expansive networks of subterranean tunnels and caverns, their cities are elaborate and intricate wonders constructed long ago with a unique material that gives their constructions a glossy appearance like polished obsidian, but is much less brittle.

The Dark Elves themselves are known to be a bit xenophobic or isolationist, depending on the viewpoint. Socially, they are organized into matriarchal Houses. Within their culture, the House you are born to or employed by is typically an indicator of overall status, as some are much more affluent and influencing than others.

A Dark Elf with no such House affiliation is akin to an unknown. In more polite circles, the avoidance of interaction is reasoned as not knowing how to properly address or interact with the Houseless individual, Elf or not. More commonly, anyone lacking a House affiliation is generally seen as a non-citizen and thought to be a creature of no consequence with little to no importance and not worth direct attention.

Makeup Suggestions and Guidelines: If a paler complexion is desired, it is recommended to use a lighter makeup foundation rather than to rely on white paint. For the red eye markings, how they are added is player discretion and may be as simple as smudges, red eye-liner, lines, red eyeshadow, or no red markings at all.

High Elf

Physical Description:

High Elves appear with pointed ears and complexions ranging from fair to ebony.

Overview:

High Elves are one of the most common Elves found in Evren. Being more abundant across Evren, it should come as no surprise that these Elves frequently break down into regional or political groups such as Elves in the Red Desert often being referred to as "Desert Elves."

The High Elves are typically perceived by others to be snobbish or elitist. The reality of this is that they probably are. Most, if accused of being elitist, would more than likely assert this as truth, as to deny it, in their views, would be akin to the delusion that High Elves are not superior to other Elves that, while Elf-shaped, are far too primitive and barbaric.

Moon Elf

Physical Description:

Moon Elves appear with pointed ears and complexions ranging from white to pale. They are typically recognized due to staining their skin with silver-colored dye.

Overview:

The majority of Moon Elves call Southwood home and live in a sprawling city where many buildings seem to have been grown from only silver and moonstone.

A widely held belief among the Moon Elves explains their practice of staining their skin silver: The Great Mother and Great Father formed the Elven race long ago, and in the birth of their race, the Mother's form exploded, becoming the stars in the night sky. Forlorn without her, the Father transformed himself into the moon and joined her in the sky, but found he could not gaze upon only his beloved.

The Father turned his face upon Evren, providing a guiding light for their children at night and casting a pale, watchful face over them in the daytime. Each month, he will

slowly turn away and face only the Mother to share a private moment away from the eyes of their children.

During this time of darkness, the sap of the central tree within their city turns silver. It has become the practice of these Elves, each month, to mark the skin of their infants during their first new moon. Many Elves continue to mark and stain their skin with the sap throughout their life, to mark everything from a coming of age to achieving spiritual growth. The time of a new moon is a sacred time to the Moon Elves, as they believe it is the only time the Father and the Mother may create life again.

Their temperaments are varied, though most present themselves as stoic individuals with a quiet seriousness. This behavior can sometimes appear as an attitude of aloofness or reserve. The illusion is typically broken by the presence of someone the Moon Elf knows, prompting them toward displaying sudden warmth and openness.

Makeup Suggestions and Guidelines: Silver markings are largely up to the player. Some examples of this may be flecks, lines, or the only visible color of the complexion.

Sun Elf

Physical Description:

Sun Elves appear with pointed ears and complexions ranging from tan to a rich golden color. They are often recognized by a golden sheen resulting from staining.

Overview:

The Sun Elves can primarily be found throughout the many islands of the archipelago. Traveling from island to island, these Elves have become experts at navigation and utilize a unique mapping technique to map ocean swells with esoteric creations of sticks, shells, and twine. Equipped with these stick maps, the knowledge to read them, and their massive catamarans, the Sun Elves live a transient, seafaring life.

The golden complexion of Sun Elves began long ago with a misguided belief that a particular gold mica laden cream would protect their skin from the harshness of the sun – a necessity for a people frequently under it. Living mostly in small communities that frequently intermix, it is no surprise that the use of gold mica laden creams has become ubiquitous. Today, the Sun Elves continue the practice of staining their skin as part of their naming ceremony as infants or any various coming of age tradition.

Makeup Suggestions and Guidelines: Achieving the golden complexion of a Sun Elf can typically be done with Mehron products. It is not suggested to apply glitter due to the possibility of it getting in the eyes.

Wild Elf

Physical Description:

Wild Elves appear with pointed ears and complexions from fair to ebony. They are often recognized by visible markings or tattoos.

Overview:

Many of the Wild Elves – so named by the High Elves – make their homes either in Elven kingdoms or in the treetops of many Evren forests. Regarded as masters of these untamed areas, they will frequently be referred to as rangers and are considered to be rather sneaky and elusive. Equally, these Elves are frequently thought of as unnerving to face in a fight due to their use of ululating war cries.

The Wild Elves consider themselves to simply be better than others at living with

nature and understanding its patterns rather than foolishly attempting to change nature to suit their own needs. Even their homes, built upon platforms that sprawl from one tree to another, utilize the natural branching and existing foliage of the trees to support and camouflage their presence.

Socially, these Elves are broken down into various regional Groves, led by an elected council of five referred to as the Root. Like the roots of a tree, the Root is responsible for supporting the Grove from the bottom up. In an effort to maintain balance, each council member of the Root shares an equal say, which can sometimes result in changes as rapidly shifting as the weather or with a steady dependability.

Makeup Suggestions and Guidelines: Markings and tattoos can be done in any style desired by the player and in any color.

Glimmerling

Physical Description:

Glimmerlings appear with a variety of complexions. They are sometimes recognized by horns, antennae, wings, pointed ears, large noses, additional eyes, tails, etc.

Average Age of Adulthood: 18 Years.

Median Life Expectancy: 120 Years.

Maximum Lifespan: 200 Years.

Overview:

Old wives tales will claim the Glimmerling people are the result of Humans having intermingled with the Fae of ancient legend. Just as those stories contain many different descriptions, so too are the Glimmerlings wildly diverse in appearance and temperament.

Most people view the Glimmerlings with no difference to how they view the fairies of folktales, which is to say, there is very little open trust granted and more than a little suspicion. This is of course aided by the tendency of many Glimmerlings to be merciless, mischievous tricksters – though in their opinion, they are simply having some fun and don't all people like fun?

Racial Abilities:

Remembrance: Being connected to the realm of dreams, Glimmerlings are able to delve into the memories of another person. Once per rest, a Glimmerling may concentrate and establish a connection to a consenting character and aid them in recovering memories for as long as the other chooses to keep the contact. This is a purely roleplayed ability and may not be used to determine truth. If attempting to use this ability to recall specific plot information, seek a plot member beforehand, so they can be on hand to describe what you witness.

Trickster: Glimmerlings as a race, are very cunning and crafty and delight in causing the occasional confusion and chaos. Once per day, a Glimmerling may recall to a pre-designated location ala the same rules as Rune of Recall and call, "Activate Recall, 1 I recall, 2 I recall, 3 I recall." They must drop any items acquired prior to vanishing.

Makeup Suggestions and Guidelines: Physical representations of any unique characteristics should be done.

Goblin

Physical Description:

Goblins appear with green complexions, pointed ears, and long, pointed noses that may have large warts. Most Goblins are bald, but it is common to see them in gaudy wigs.

Average Age of Adulthood: 5 Years.

Median Life Expectancy: 30 Years.

Maximum Lifespan: 60 Years.

Overview:

Hailing from nearly all reaches of Evren, Goblins are descendants of a race once imbued with magic and connected to a protective and empowering being their shamans refer to as the All-Father. While each tale will likely vary as to why they are no longer linked to any such creature, Goblins today do not look at this as some kind of loss, but rather that they are much stronger without the fetters of dependency.

Resourceful and clever, if not traditionally wise, Goblins are unreservedly proud of their achievements. The scale or scope of the achievement rarely factors in, so long as, to their perception, something was completed in a way that brought them satisfaction. Sharing such gratification with others, or worse, being forced to credit another for their accomplishment is not only demoralizing, but often treated as an affront and impugment of their person.

In ages long since past, Goblins were subjugated and enslaved by Orcs on the heels of the Orcs themselves having gained their own freedom. This lasted for about as long as it took Goblins to outsmart the Orcs, which is to say, not very long. Still, a bitterness toward Orc-kind remains today in many Goblin communities.

Racial Abilities:

Improvised Equipment: Exceptionally enterprising in a pinch, Goblins are innovative and quick-thinking individuals that are undaunted by a “broken” piece of equipment. Once per rest, a Goblin may use a weapon, shield, or piece of armor that is broken until their next rest. After this use, the item crumbles and may not be repaired or salvaged.

Run Away: Being so incredibly clever sometimes has its pitfalls, and the sudden need to “get out of dodge” is a unique skill all Goblins seem to develop. Once per day, a Goblin may elect to flee an encounter by yelling, “RUN AWAY!” For 10 seconds, this Goblin may Dodge an unlimited number of times, but must be physically fleeing.

Makeup Suggestions and Guidelines: Achieving pointed ears that slope back or downward can be done by wearing Elf ears backwards.

Kindred

Physical Description:

Individuals appear with a variety of complexions, markings, and body parts. They are recognized most commonly by appearing as a distinct humanoid-animal hybrid.

Average Age of Adulthood: 30 Years.

Median Life Expectancy: 150 Years.

Maximum Lifespan: 250 Years.

Overview:

A fairly rare sight in Evren, the Kindred are the most diverse of the races in the sense

that there are many different types, each appearing as an anthropomorphic form of another creature. Being such wildly varied people, it should come as no surprise that their cultures, beliefs, appearances, and practices will all differ from one to another. What the Kindred do share is the common trait of perseverance in the face of animosity.

Racial Abilities:

Ferocity: Kindred may call upon their inner ferocity to power their blows. Once per rest, a Kindred can announce “Ferocity” to activate this ability, adding +5 weapon damage against one enemy. A Kindred under this effect may not retreat and is immune to fear and charming effects. Lasts 5 minutes.

Begin the Hunt: Possessing similar strengths to the creatures they resemble, many Kindred have become adept at honing and relying on their instincts or acute senses. Once per day, a Kindred may focus themselves and enhance an existing purchase of Tracking by 1 additional Slot. If the Kindred has 0 Tracking, they may use an assumed 2 for this ability.

Makeup Suggestions and Guidelines: Facepaint and physical representations should be present and match the animal-type for your specific Kindred.

Kobold

Physical Description:

Kobolds appear as reptilian humanoids with red or blue scaled complexions, black nostrils, blackened eye sockets, and an elongated, flattened snout akin to caiman or crocodiles.

Average Age of Adulthood: 3 years

Median Life Expectancy: 7 Years.

Maximum Lifespan: 15 Years.

Overview:

Kobolds can typically be found living in small, roving clans or in rustic, out of the way settlements. From the outsider’s perspective, Kobolds and their communities are grossly lacking in laws and rife with theft. This extends to the belief that the primary interests of every Kobold fall to impulsively gathering up anything interesting or shiny that isn’t nailed down hard enough to keep them from making off with it and with the thing it is nailed to. That is to say, most people believe that to Kobolds, there are only two properties of ownership: “mine and things I don’t care about.”

Bright-eyed and precocious, Kobolds are among the shortest lived races, with all the chaotic cleverness and volubility it takes to get by. When it comes to their supposed kleptomania, the majority of Kobolds will vehemently dispute any such accusation.

Kobolds typically respect the notions of ownership and possession, for anything they have an emotional attachment to is something they consider theirs and they would go to great lengths to keep it that way. For everything else, a Kobold is likely to tell you that possession is entropic.

The worth most Kobolds place on things has very little to do with its intrinsic value or utility and everything to do with whether or not the object has captured their attention and or imagination. Uniquely held concepts such as this persist among most Kobolds, often presenting views and ideas about the world around them and how it works with a perceived naivety or ingenuousness.

Racial Abilities:

MY SHINY - Kobolds are distinctly aware of the entropic nature of having things and so will closely guard things that are of great importance to them – or things that are important to them today. Once per rest, a Kobold may declare one item on their person as protected, preventing the item from being taken from them, even in death. This status lasts only until the start of their next rest, when they may declare another thing. If the protected item is a container, only the container is protected, nothing inside of it.

Ooo, Shiny - Kobolds are well-known for their impulsive nature of taking things they believe are interesting or needed. Once per day, a Kobold may scrounge up a random item. This must be done with Plot.

Makeup Suggestions and Guidelines: The particular shade or hue of blue or red is up to the player. The eye sockets should be blacked out up to the eyebrows and may extend to create angular shapes. The nostrils should be black and come to small triangular tips just above the nostril. Physical representations for horns and tails are encouraged.

Orc

Physical Description:

Orcs appear with green complexions and are recognized by their protruding lower teeth.

Average Age of Adulthood: 15 Years.

Median Life Expectancy: 40 Years.

Maximum Lifespan: 80 Years.

Overview:

Like the grassy streaks that never seem to quite wash out of that favorite pair of pants, a viridian stain of Orcish clans spread across the central lands of Evren. Most of the other races steer clear of them, though it is not unheard of to find pockets of Goblins existing either among them or in villages situated somewhere an Orc claims as their territory.

The capital-D Dominance-based culture of these Orcs is more than just how their hierarchical society gets structured, it is a way of life that comes more naturally than breathing. With this consideration, some other races may be confused at how Orc society has become matriarchal until one stops to consider that the needs and urges that feed into this culture are present within Orcs even as children, and who would they most likely challenge but their own caretakers?

The basis of this culture does not hinge much on codes of honor or only fighting “the right way.” To most Orcs, the way to establish Dominance is to do whatever it takes to still be standing and if that involves trickery and cunning, then that is exactly how they’ll accomplish it. After all, they learned all about the value of outsmarting their opponents from the Goblins they once subjugated. But, Orcs do not exactly pride themselves on being smarter than their opponent, just being strong enough to make their opponent dumber by way of repeated blows to the head.

Racial Abilities:

Rub Dirt In It: Orcs are strong and their beliefs are as strong, if not stronger. In fact, an Orc’s faith in their own toughness and ability allows them the firm certainty that cramming a wound full of dirt is a sure way to heal it – but only small wounds, and only sometimes. Once per rest, an Orc may restore a dying character to 1 Health Point/Body.

Last Stand: Like an Orc's faith in dirt's ability to heal, an Orc has an even truer faith in themselves to outlast even the limits of their bodies. Once per day, an Orc may take their last stand and become immune to everything for 10 seconds. After use, the Orc falls over dead and requires a Life/Revivify spell.

Makeup Suggestions and Guidelines: Protruding lower teeth should be physically represented in addition to a green complexion.

Halfling

Physical Description:

Halflings have complexions that may range from fair to ebony, slightly pointed ears, and are often recognized by hair feet, hairy forearms, and long sideburns.

Average Age of Adulthood: 30 Years.

Median Life Expectancy: 90 Years.

Maximum Lifespan: 150 Years.

Overview:

Typically rather practical, Halflings are community-oriented people that relish a good challenge or being presented with a new task to bend their considerable, natural intellect toward. They are often viewed as rather industrious due to their advances in homestead technologies and it is not uncommon for a Halfling to be seen working on a city planning council or to be sought out as a consultant for a variety of tasks.

Most often, Halflings make their homes in multi-race towns and villages, though all-Halfling communities certainly exist and are likely one of the most functional, well-run places it is possible to encounter.

The values held by the majority of Halflings are the home, the belly, and the mind – in that order, of course. Without a home, there is not a place in which to feed the belly. If you cannot feed the belly, then you cannot aptly use the mind.

Racial Abilities:

Nimble Feet: Halflings are known for having an uncanny talent for guessing exactly where that tree is going to fall or which way that box is going to explode. Once per rest, a Halfling may Dodge any standard trap that has a tag. This ability is treated as a DODGE effect and use of it may be called before or after a trap has been set off.

Community Outreach: The community is where the home is, and the belly, and the mind. As such, it comes as no surprise that aiding the community is a talent that comes naturally to many Halflings. Once per day, a Halfling may substitute their ranks in Cooking, Performance, or Gambling with an equal number of ranks in a different Rest-boosting skill. Alternatively, they may boost the ranks of another's Rest-boosting skill by +2.

Makeup Suggestions and Guidelines: Sideburns and excess hair can appear on all Halflings and should be physically represented in some visible manner.

Human

Physical Description:

Humans may appear with complexions ranging from pale to ebony and may have varied markings or identifiers based on their region or culture.

Average Age of Adulthood: 18 Years.

Median Life Expectancy: 60 Years.

Maximum Lifespan: 100 Years.

Overview:

Humans have been around Evren for as long as anyone can remember, and though their lifespan is not as lengthy as some races, they nevertheless make up for in the structures they establish, leave behind, reclaim, and rebuild. They are a fairly common sight in nearly every region, as at some point, their natural inclination toward wanderlust will take over some individuals who strike out and begin yet another community somewhere new.

From their own perspectives, Humans are tenacious, steadfast, full of determination, and always striving toward greatness – though the exact definition of what greatness is will always vary. Building villages into towns and cities, then establishing laws and governing entities are the main strengths of Humans and in their expert opinion, are things they do for the betterment of all races and helps establish fairness.

Outside opinions of Humans are perhaps not as gilded, as many other races would describe Humans as greedy, controlling creatures that wander about, declaring any open plot of ground their new property. Expecting all others to follow any laws and regulations they set forth, and having the amazing gall to refer to themselves as the “normal-looking ones.” Not all opinions of Humans boil down to this perspective, of course. There are plenty of people that happily coexist within Human towns that have become melting pots of mixed cultures and races.

Racial Abilities:

Survivor: Humans are incredibly adaptable and able to survive when most others would not. Once per rest, a Human may have a free usage of Endurance by spending 60 seconds of concentration to prime the ability. While primed, if the user reaches 59 seconds of their Dying count, this ability triggers to return the target to 1 Body instead of becoming Dead, and the user must declare “Endurance”. This is an ENDURE effect. An individual cannot have more than one primed ENDURE effect at once.

Connected: Humans are the most prevalent race on Evren and their propensity for establishing contacts across all walks of life is a trait many have become adept at within both the underworld and legitimate enterprises. Once per day, a Human may locate an impromptu black market in which only the character can enter. This must be done with Plot.

Unbound

Physical Description:

Unbound appear with complexions of blue, red, orange, brown, or grey with bright streaks, lines, or cracks of glowing power. These lines typically appear as white or as more luminous colors of their complexions.

Average Age of Adulthood: 20 Years.

Median Life Expectancy: 90 Years.

Maximum Lifespan: 150 Years.

Overview:

When asked about their origins, most Unbound are unlikely to have an answer. Those that do, will likely speak of an ancient tale about an event known as The Night of

Madness. Half a millennium ago, there existed a people called the Taitrel. The Taitrel appeared quite similarly to Humans, yet with startlingly bright eyes in icy blues, fiery reds and oranges, stone greys, earthy browns, and electric yellows.

For the Taitrel people, The Night of Madness began with a chaotic wave of elemental force that washed across their lands, decimating their population and reducing their homes to rubble. Those that survived this incident, found themselves to possess bodies with complexions in the very same colors they once attributed as simple eye colors. Bright lines of power rippled across their newly colored forms like veins of pure, luminous, elemental power. The Taitrel were no longer. They had become something else – something more. Something unbound.

Though scattered all about Evren, it did not take long for the refugees to find each other. Faced with rampant xenophobia bred by the continent-spanning Godslayer Wars, the Unbound banded together and carved out small territories for themselves. These small territories grew into factions, typically led by individuals with exceptional qualities that aligned with what is most valued by a particular faction.

The Unbound that may be found alone are typically those that have established themselves as civil-minded mediators and advisors among other races, despite their somewhat fearsome appearance.

Racial Abilities:

Elemental Blood: The Unbound can tap into their elemental nature to either spend their vitality to attack others or they may absorb the elemental energies from an incoming attack, and be healed by it. Once per rest, Unbound may spend X number of body to use as a packet delivered spell (“Spell X*2 <Element>”). Alternatively, they may instead receive healing from an incoming attack of the character’s chosen element. (“Appears to Heal Me”).

Elemental Transmutation: The Unbound are amalgamations of elemental forces and living beings. As such they are able to tap into the makeup of matter. Once per day, an Unbound may transmogrify a single component of any rank into a different, single component of the same rank.

Makeup Suggestions and Guidelines: To make glowing lines of power, it’s suggested to use white paint and either line it with a thin black line or put a thin line of color through the middle of the white in order to create a colored line that appears to glow. Facepaint aside from the glowing lines should match the elemental type of your character. I.e: Fire should be red or red-orange tones and hues, electricity should be grey, but may be blue, water should be blue, and stone should be earthy browns or rocky grey.

Unforgiven

Physical Description:

Unforgiven appear with a red complexion with smoky black shadowing, black horns that sprout from the skull or face, and a thin barbed tail.

Average Age of Adulthood: 20 Years

Median Life Expectancy: 90 Years.

Maximum Lifespan: 130 Years.

Overview:

Over half a millennium ago, during the Godslayer Wars, the Iblis people opened an inter-planar gate from their home to Evren, through which they staged an invasion of what is now known as the Khuurai Steppe and the region north of Lac Gronk. Their

appearance was more than enough to initially terrify most and for many years, they roamed the western lands, bringing battle to those that chose not to flee.

Their conquest was short-lived, however, as they lacked the organization to unite their territories in a lasting empire. Their relentless advance was eventually halted, then reversed as a series of brutal counter-attacks from their neighbors crippled the overextended invaders. Too intensely pressured by the creatures they had initially thought of as little more than sport, the horned invaders fled back through their gate, hastily closing it. Many of the Iblis were left stranded, forced to face the mercy of a world they had shattered.

Persecuted by the angry Evrens, the numbers of the unintentional refugees dwindled as more and more of them went into hiding and the Iblis became convinced of one thing: they would never be forgiven by the people of Evren. Generations passed and as the memories of these events faded into legend, so, too, did the stigma formerly attached to the name they had taken: Unforgiven.

A rare sight today, the Unforgiven began appearing again and integrating themselves into other societies. While some may be put off by their appearance and liken them to old stories of demons, they are generally accepted in mixed-race towns and cities. In these scarce sightings, the Unforgiven will have typically become a distinguished individual of either exceptional skill or of singular intelligence and wit.

Racial Abilities:

Call To Darkness: Most Unforgiven today likely owe their very existence to their ancestors' cultivation of slipping away into their own shadow. For some, this may seem like a trick of the eyes or that an Unforgiven has managed to hide away in plain sight; however, they remain very much visible, but for a short time, enjoy the safety the darkness grants them. The aptitude for managing such a feat remains prevalent even into modern times. Once per rest, an Unforgiven may spend 5 seconds in Concentration in order to slip into their own shadow and take the INVULNERABLE effect for 1 minute. Within their own shadow, an Unforgiven is unable to move, communicate with others, nor use items or skills. The Unforgiven is immune to all game effects, except SOLIDIFY and Dispel Magic.

Guileless Contract: Motivated by either their own amusement or safety, Unforgiven have an unabashed penchant for deceiving and deluding others; however, when it comes to moments where the truth matters, they become intensely serious and many have learned to focus their will toward ensuring such moments are devoid of falsehoods. Once per day, an Unforgiven can enact a binding contract between themselves and a consenting individual that lasts for 10 minutes. During this time, neither party can intentionally tell a lie to the other person.

Makeup Suggestions and Guidelines: Horn sizes and placements may vary at player discretion, but should be black or dark in color. Some Unforgiven players choose to "hide" their barbed tail, but otherwise this should also be physically represented.

04 - Armor

##Armor Rules

Armor Mechanics

Armor is described as extra garb pieces made of defined materials and worn in targeted locations for the purpose of providing a character with extra defense in the form of Armor Points. A character can have a number of armor up to their Armor Cap determined by what skills they have purchased. If the character is not using Fencing or Stalwart defense, they must also properly phys-rep their armor, with the type of

armor required depending on the total amount of armor. Phys-repped armor grants an equivalent based on the armor type and location. Finally, in order to benefit from their armor, the character must possess the appropriate armor item tag.

Armor and Combat

During combat, when damage is taken by a character, it is first deducted from the Armor Point total, unless otherwise stated by a specific spell or skill. If the player still has Armor Points remaining, it does not matter which location is covered by armor, they will still deduct the damage from their remaining points.

Once a character's Armor Points are below their maximum total, they may recover them through one of three methods:

1. The Rapid Refit martial skill, which requires 5 seconds of uninterrupted roleplay to restore a character's Armor Point total back to its maximum. 2. Roleplay- A character may spend 1 minute of uninterrupted roleplaying adjusting armor, straps and its fit to restore a character's armor total back to its maximum. 3. Using a Repair Kit, a crafted item by Smiths, cuts the roleplay time required to repair armor in half, to 30 seconds.

Armor Point Calculations

A character's Armor Points are determined by the following:

* Their purchased Armor Cap * Their active skills * The type of armor worn * The location of worn armor * The Armor Item Tag they possess

Armor Types

Cloth

Thick, quilted layers designed to blunt the worst of an adversary's blow and prevent immediately fatal strikes.

Required A three-layer, quilted fabric.

Cloth Coverage	Armor Points
Arms	2
Shoulders	2
Torso	4
Legs	2

Max Armor Bonus 10

Leather

Treated animal hide widely used as a cost effective means of protection, while remaining soft and supple enough to be worked similarly to fabric without loss of the wearer's mobility. **Required:** Suede, supple leather, faux leather, or leather appearing fabric.

Leather Coverage	Armor Points
Arms	4
Shoulders	4
Torso	8
Legs	4

Max Armor Bonus 20

Hard Leather

Hardened, formed leather that retains its shape and offers significantly more protection against piercing and slashing than its non-hardened counterpart. Less heavy than traditional metal armor, and more cost-effective for adventurers who lack coin. **Required:** At least 4oz hardened veg tan leather, or analog that has the ability to retain its shape under mild pressure.

Hard Leather Coverage Armor Points

Arms	6
Shoulders	6
Torso	12
Legs	6
Max Armor Bonus	30

Chain/Composite

Concentric, interlocking metal rings that provide a lighter alternative to full platemail armor, and allows for greater flexibility at the cost of sacrificing protection from piercing and crushing weapon blows.

Required: Chainmail, rigid interlocked or overlapping rings/plates, fabric with simulated/printed chainmail pattern.

Chain Coverage Armor Points

Arms	8
Shoulders	8
Torso	16
Legs	8
Max Armor Bonus	40

Plate

Heavy, durable metal armor that provides superior protection from all manner of enemy attacks. **Required:** Solid formed metal plates, foam, plastic or other material that maintains its shape with firm pressure, preferably with an outward metallic appearance.

Plate Coverage Armor Points

Arms	16
Shoulders	16
Torso	32
Legs	16
Max Armor Bonus	80

Armor Locations

While a player may wear armor wherever and however they choose as is thematically appropriate for their character, there are only 4 locations that will count toward a character's final Armor Point total:

- Arms- Left and Right
- Shoulders- Left and Right
- Legs- Left and Right
- Torso - Front and Back

If a character only wears half of a paired location (arms, shoulders, legs), they will only get half the given value for that armor.

>Example: Verse wears a plate pauldron on only his left shoulder, leaving his right shoulder uncovered.

This means it would count as 8 armor instead of the full 16. If he happened to wear a chain shirt that covered his other shoulder, that would give him another 4 points of armor (half of chain mail 8 for shoulder location.) For a total of 12 Armor from his two shoulders.

ARMOR LOCATION REFERENCE

Example: Spurt the Kobold has purchased enough Armor Training to raise their total Armor Cap to 30 points. * They have not purchased any ranks in Fencing or Stalwart Defense, and so they must wear a phys rep of all their armor. * Spurt is wearing a chain shirt (16 points), hard leather greaves (6 points), hard leather pauldrons (6 points), and cloth bracers (2 points). * Spurt possesses an Armor Tag for 30 points of Armor.

Altogether, Spurt is wearing a total of 30 Armor Points, and has an Armor Cap of 30, which means they are able to use all of their Armor Points during combat.

Example: Villi the Forged has purchased enough Armor Training to raise their Armor Cap to 45 points. * They have purchased 2 ranks of Stalwart Defense, which allows them to have another 10 Armor Points without an armor phys rep. * They are wearing a plate torso piece (36 points), hard leather bracers (6 points) and hard leather greaves on their legs (6 points). * Villi possesses an Armor Tag for 45 points of Armor.

Villi is wearing a total of 48 Armor Points, plus their ranks in Stalwart Defense which brings their total to 58. Because this is over their Armor Cap, they will only be able to use 45 Armor Points.

Example: Raphael the Elf has purchased enough Armor Training to raise their Armor Cap to 20 points. * They have purchased 4 ranks of Fencing, which allows them to have another 20 Armor Points without an armor phys rep. * They are wearing a chain torso piece (16 points) and leather bracers (4 points). * Raphael currently does not possess an armor tag.

Raphael is wearing a total of 40 points of armor, 20 from phys reps and 20 from Fencing, however, because they do not possess an item tag for their armor, they may not benefit from any phys-repped armor. As such, their current armor total is 20 from Fencing. If Raphael gets an Armor Tag worth at least 20 points, they will be able to benefit from their full armor.

05 - Weapons

Weapon Rules

Weapon Reps

- All combat reps must be certified as safe. Safety checks for all combat reps may be performed at check-in. Safety checks **MUST** be performed **EVERY EVENT**; they do not carry over from prior events. A marshal may request to inspect your reps at any time during the event, and, if deemed unsafe, may lose their safety certification.
- Claws / Bites or Unarmed weapons must be made to normal weapon specs, including approved core materials and must have more than a 4" striking surface.
- Real archery reps are restricted. Gameplay uses packet bow shooter designs.

WEAPON	BLADE LENGTH	HANDLE LENGTH	TOTAL LENGTH	HEAD REQUIRED
Short Sword / Claws	18" - 24"	5"-14"	24"-<36"	No
Short Blunt / Axe	18" - 24"	5"-14"	24"-<36"	Yes
Long Sword / Bites	25"-36"	5"-14"	36"-48"	No
Long Blunt / Axe	25"-36"	5"-14"	36"-48"	Yes
Two-Handed Sword	40"-48"	5"-30"	>48"-62"	No
Two-Handed Blunt	40"-48"	5"-30"	>48"-62"	Yes
Spear (One-Handed)	20"-45"	5"-30"	48"-<60"	No
Polearm	40"-48"	5"-30"	60"-72"	Yes

Weapon Crafting Materials

- Ultralight Cores of carbon fiber, kitespar tube, fiberglass tube, or wrapped graphite tube. Aluminum cores are only used for polearms. Diameter should be between .414-.610".
- Closed Cell Foam. This can be pipe foam insulation and pool noodles and is used to pad the "blade" of a boffer. It should have a wall at least 5/8" thick.
- Open Cell Foam. Used for boffer tips, this is a less dense foam commonly found in fabric stores as fill for pillows or in hardware stores as pipe foam.
- Kite Tape or nylon rip stop repair tape. Preferred vendor - [FunWithWind](#)
- [Dap Weldwood Contact Cement](#)
- [EVA Foam](#)
- Duct tape or strapping tape.

Weapon Crafters

We have some players that make weapons that will sometimes coordinate with others to custom make something. Asking in ##oog-trades-and-goods is a good place to start if you would like to go this route.

A few online storefronts will have ready made things, but please do ask others here about these places because some vendors have material and design types you will want to avoid if you want to pass weapons safety checks for most LARPs.

Bows and Crossbows

Crossbows

The stock must be at least 12" long, and each limb must extend at least 6" from the stock (making the whole thing at least 12" wide).

If you wrap a string around the perimeter of the rep, the area it encloses must be at least 72 sq. in. (A 12" base, 12" height isosceles triangle).

If attached to your arm, you cannot use the bow while holding anything else in that hand, you cannot use the crossbow to block attacks, and you cannot attack with any melee weapons in either hand. If you want to be able to block with a shield, a weapon, or attack with a weapon, you must first remove the crossbow from your arm (or securely fold the limbs to the stock). If you are struck by any weapon, even if it does not strike the bow, you must spend at least 3 seconds roleplaying restringing the bow before you may fire it again.

The rep will be subject to a more rigorous safety inspection than a typical melee rep. It is **strongly** advised that you run your design idea past the staff before you begin construction; we would hate to see someone put a lot of time, effort, and resources into something that won't meet safety expectations.

Packets

- There are no type = color requirements. However, there is a strong preference for white, as they are far easier to find.
- Wet, torn, or damaged packets should be discarded rather than returned to the NPC Camp packet bucket.
- A packet can hit you anywhere and it counts (including clothing). Weapons that strike your head, groin, or a hand holding a weapon do not count.
- When creating packets, an ideal cut size for the fabric is between 4"x4" to 6"x6".
- The approximate amount of seed inside a packet is between 1/2 tbsp to 1 tbsp depending on the type of seed you use. The resulting packet should not be so large that it cannot fit into a standard film canister (33 mm/ 1.3 inch).
- Do not use birdseed with sharp seeds such as sunflower seeds.

Packet Crafting Materials

- **Fabric:** Cut or uncut white fabric that is a biodegradable natural fiber fabric. (Cotton, abaca, bamboo, lyocell, ramie, jute, hemp, silk.) Please do not donate nylon, fleece, acrylic, polyester, or rayon fabrics for packets.
- **Rubber bands:** Size ##32-33 is preferred (1/8"). Must be natural rubber.
- **Birdseed:** Millet bird seed or bird seed that does **not** contain sharp seeds such as sunflower seeds.

Shields

- The longest dimension a shield may have is 36".
- Everything attached to the shield and its edges (such as foam edging) counts as part of the shield.
- The maximum allowed surface area of a shield is 531 square inches and is calculated as if the shield were a flattened surface, counting any concavities into the silhouette.
- If a shield is curved or has three dimensions such as a partial cylinder or dome, that surface area is calculated into the total surface area.
- It is highly suggested that when making a shield rep, any fabric is detachable to prevent mold buildup.

Shield Crafting Materials

Pending.

06 - Martial Skills

Martial Skills

Weapon Skills

Skill Point Cost	F	T	R	S	Prereqs
Unarmed Combat	3	6	3	6	
Short Weapon	3	3	3	8	
Long Weapon	3	3	6	8	

Two Hand Weapon	3 3 10 10
Ranged Weapon	3 10 6 10
Shield	3 3 10 10
Dual Short Weapon	3 6 3 10 Short Weapon
Dual Long Weapon	5 10 5 10 Long Weapon
Two Hand Block	6 6 10 10 Two Hand Weapon
Short Weapon and Bow	6 10 6 10 Short Weapon, Ranged Weapon

Unarmed Combat

This skill allows the character to use two Short Weapon length boffer weapons to represent claws or fists in order to fight in melee combat. The character may block with their Unarmed Combat weapons without taking damage normally.

Short Weapon

The character may use a short one hand weapon between 24" long and less than 36" long in melee combat. Short one hand weapons include short sword, short axe, short hammer, and short club. This skill allows the use of the weapon in either hand, but not the ability to wield a short weapon in both hands at once.

Long Weapon

The character may use a long one hand weapon between 36" long and less than 48" long in melee combat. Long one hand weapons include long sword, rapier, battleaxe, warhammer, warmace, spear, and club. This skill allows the use of the weapon in either hand, but not the ability to wield a long weapon in both hands at once.

Two Hand Weapon

The character may use a two hand weapon between 48" long and 72" long in melee combat. Two hand weapons include two hand swords, polearms, staves, and two hand clubs. Two hand weapons require both hands to be on the weapon in order to attack or block in melee combat. If the character blocks an attack with only one hand, the character will take the damage as if they had not blocked the attack at all.

Ranged Weapon

This skill allows the character to use a ranged weapon in combat. Ranged weapons include bow, crossbow, and throwing weapons. Ranged weapons cannot be used to block attacks. If the character blocks an attack with a ranged weapon, the character will take the damage as if they had not blocked the attack at all.

Shield

This skill allows the character to wield a shield used to block attacks. A shield may never be used for striking in combat. As long as the character has either hand on a shield, any physical type attack that comes into contact with the shield is considered effectively blocked. The maximum surface area of a shield is 531 square inches. The longest dimension a shield may have is 36". Shields may not be used with two hand weapons, bows, or crossbows. A character may not dual wield shields.

Dual Short Weapon

This skill allows the character to wield two short weapons, one in each hand, while in combat. This skill does not apply other skills or abilities to both weapon hands.

Requires the Short Weapon skill.

Dual Long Weapon

This skill allows the character to wield two long weapons, one in each hand, while in combat. Furthermore, a character with this skill may wield a long weapon in one hand and a short in the other, so long as they possess proficiency for both Long and Short weapons. This skill does not apply other skills or abilities to both weapon hands.

Requires the Long Weapon skill.

Two Hand Block

This skill allows the character to block with one hand using a two hand weapon without penalty.

Requires the Two-Hand Weapon skill.

One Hand Short and Bow

This skill allows the character to wield a short weapon in one hand, and a bow in the other using the bow only for blocking. Any blocked attack using the bow will require the character to complete a 3 second count to re-string the bow in order to use the weapon at range once again.

Requires the Ranged and Short Weapon skills.

Weapon Proficiencies

Skill Point Cost	F	T	R	S	Prereqs
Unarmed Combat Proficiency	15+3	18+4	18+4	20+10	Unarmed
Short Weapon Proficiency	15+3	18+6	18+4	20+10	Short Weapon
Long Weapon Proficiency	15+3	18+4	18+6	20+10	Long Weapon
Two Hand Weapon Proficiency	15+3	18+4	18+6	20+10	Two Hand Weapon
Ranged Weapon Proficiency	15+3	18+6	18+4	20+10	Ranged Weapon
Devious Weapon Proficiency	20+10	20+10	15+3	20+10	Short Weapon

Above: In the example of 15+3, the first number is the Skill Point base cost of buying the skill. The second number of +3 is the cumulative Skill Point cost that is added to itself each time that you purchase the skill after the first purchase.

The first purchase is 15 Skill Points (15+0).

The second purchase is 18 Skill Points (15+3).

The third purchase is 21 Skill Points (15+6).

The fourth purchase is 24 Skill Points (15+9).

The fifth purchase is 27 Skill Points (15+12).

Unarmed Combat Proficiency

This skill adds +1 base weapon damage to the character's chosen weapon hand, which is chosen at the time of purchasing this skill.

Requires the Unarmed Combat skill.

Short Weapon Proficiency

This skill adds +1 base weapon damage to the character's chosen weapon hand, which is chosen at the time of purchasing this skill.
Requires the Short Weapon skill.

Long Weapon Proficiency

This skill adds +1 base weapon damage to the character's chosen weapon hand, which is chosen at the time of purchasing this skill.
Requires the Long Weapon skill.

Two Hand Weapon Proficiency

This skill adds +1 base weapon damage to the character's chosen primary weapon hand, which is chosen at the time of purchasing this skill.
Requires the Two Hand Weapon skill.

Ranged Weapon Proficiency

This skill adds +1 base weapon damage to the character's chosen weapon hand, which is chosen at the time of purchasing this skill. This skill should be purchased for the throwing arm of the character.
Requires the Ranged Weapon skill.

Devious Weapon Proficiency

This skill adds +2 base weapon damage to the character's chosen weapon hand, which is chosen at the time of purchasing this skill. This damage bonus is only applied to attacks that originate from behind and strike the back of the target. This skill can only be applied to Short Weapons.
Requires the Short Weapon skill.

Physical Strikes

Physical strikes are weapon delivered combat effects used by characters. A physical strike is delivered once using a weapon attack, and must strike the target character successfully without being blocked in order to be a successful attack. Physical strikes are considered used whether the attack was successful or not. Physical strikes that are blocked by shields or weapons, have been blocked and are considered unsuccessful attacks. Unsuccessful physical strikes and physical strikes that have been resisted can be regained by the character resting. Physical strike effects are not magical in nature; therefore, they cannot be removed by the Dispel Magic spell or any removal skill that is limited to effects of magical origin only.

Critical Strikes

Skill Point Cost	F	T	R	S	Prereqs
Critical Strike: I	3+3	3+3	3+3	10+10	Unarmed Combat, or Short Weapon, or Long Weapon, or Two Hand Weapon, or Ranged Weapon
Critical Strike: III	3+3	3+3	3+3	10+10	Critical Strike I
Critical Strike: V	3+3	3+4	3+4	10+10	Critical Strike III
Critical Strike: VII	3+3	3+4	3+4	10+10	Critical Strike V

Critical Strike: IX 3+3 3+5 3+5 10+10 Critical Strike VII

Critical Strike I

This skill allows the character to perform a single attack adding +5 base weapon damage. This skill is expended once used.
Requires any Weapon skill.

Critical Strike III

This skill allows the character to perform a single attack adding +15 base weapon damage. This skill is expended once used.
Requires the Critical Strike I skill.

Critical Strike V

This skill allows the character to perform a single attack adding +25 base weapon damage. This skill is expended once used.
Requires the Critical Strike III skill.

Critical Strike VII

This skill allows the character to perform a single attack adding +35 base weapon damage. This skill is expended once used.
Requires the Critical Strike V skill.

Critical Strike IX

This skill allows the character to perform a single attack adding +45 base weapon damage. This skill is expended once used.
Requires the Critical Strike VII skill.

Devious Strikes

Skill	F	T	R	S	Prereqs
Devious Strike: I	10+10	20+10	3+3	3+5	Short Weapon
Devious Strike: III	10+10	20+10	3+3	3+5	Devious Strike: I
Devious Strike: V	10+10	20+10	3+3	3+5	Devious Strike: III
Devious Strike: VII	10+10	20+10	3+3	3+5	Devious Strike: V
Devious Strike: IX	10+10	20+10	3+3	3+5	Devious Strike: VII

Devious Strike I

This skill allows the character to perform a single attack adding +5 base weapon damage. This skill may only be used with a Short Weapon. This physical strike attack may only be performed while behind the target and may only strike the rear of the target. This skill is expended once used.
Requires the Short Weapon skill.

Devious Strike III

This skill allows the character to perform a single attack adding +15 base weapon damage. This skill may only be used with a Short Weapon. This physical strike attack may only be performed while behind the target and may only strike the rear of the target. This skill is expended once used.
Requires the Devious Strike I skill.

Devious Strike V

This skill allows the character to perform a single attack adding +25 base weapon damage. This skill may only be used with a Short Weapon. This physical strike attack may only be performed while behind the target and may only strike the rear of the target. This skill is expended once used. Requires the Devious Strike III skill.

Devious Strike VII

This skill allows the character to perform a single attack adding +35 base weapon damage. This skill may only be used with a Short WEapon. This physical strike attack may only be performed while behind the target and may only strike the rear of the target. This skill is expended once used. Requires the Devious Strike V skill.

Devious Strike IX

This skill allows the character to perform a single attack adding +45 base weapon damage. This skill may only be used with a Short Weapon. This physical strike attack may only be performed while behind the target and may only strike the rear of the target. This skill is expended once used. Requires the Devious Strike VII skill.

Weapon Strikes

Skill	F	T	R	S	Prereqs
Disable Limb	3+3	3+5	3+5	10+10	Unarmed, Long, Two Hand or Ranged Weapon, and Critical Strike V
Disarm	3+3	3+5	3+5	10+10	Unarmed Combat, and Critical Strike I
Eye Gouge	3+3	3+5	3+5	10+10	Unarmed Combat or Ranged Weapon, and Critical Strike I
Hamstring	3+3	3+5	3+3	20+10	Short Weapon, or Ranged Weapon
Intimidation	3+3	3+5	10+10	20+10	Two Hand Weapon
Marked for Death	20+10	20+10	3+3	3+5	Short Weapon, and Murder
Moment of Opportunity	20+10	20+10	3+3	20+10	Short Weapon, and Devious Strike V
Murder	20+10	20+10	3+3	20+10	Short Weapon, and Devious Strike IX
Nerve Strike	3+3	3+5	3+5	10+10	Unarmed Combat, and Critical Strike III
Open Artery	20+10	20+10	3+3	20+10	Short Weapon, and Devious Strike III
Pinning Projectile	3+3	3+5	3+3	20+10	Ranged Weapon
Shield Bash	3+3	3+5	3+5	20+10	Unarmed, Short, Long Weapon, and Shield
Slay	3+3	3+5	3+5	20+10	Long, Unarmed, Two Hand or Ranged Weapon, and Critical Strike IX
Split Projectile	3+3	3+5	3+3	20+10	Ranged Weapon
Stop Thrust	3+3	3+3	3+3	3+3	Two Hand Weapon
Sunder Armor	3+3	3+5	10+10	20+10	Two Hand or Ranged Weapon, and Critical Strike III
Sunder Shield	3+3	3+5	10+10	20+10	Two Hand or Ranged Weapon, and Critical Strike V
					Two Hand Weapon, and Critical Strike

Sunder Weapon	3+3	3+5	10+10	20+10	VII
Throat Punch	3+3	3+5	3+3	10+10	Unarmed Combat
Trip	3+3	3+5	3+5	10+10	Unarmed Combat
Vital Blow	3+3	3+5	3+5	10+10	Two Hand or Ranged Weapon, and Slay
Volley	3+3	10+10	3+5	20+10	Ranged Weapon, and Critical Strike V
Waylay	20+10	20+10	3+3	3+5	Unarmed Combat, or Short Weapon

Disable Limb

Strike
Duration
Incant

Description

Requirement

Disable Limb

20 Seconds

“Physical Disable [Limb]”

This skill causes the target to lose control of the named limb for 20 seconds. This effect may be affected by the Transfer Malady or Cure Body spells. Weapons and/or shields held in the hand of a disabled limb cannot be used to attack or block. This skill is expended on use.

Requires the Critical Strike V Skill and one of the following weapon skills:
Unarmed, Long, Two-Hand or Ranged.

Disarm

Strike
Duration
Incant

Description

Requirement

Disarm

5 Seconds

“Physical Drop [Weapon]”

This skill causes the target to drop any one weapon in their hand for 5 seconds. The weapon is not to be thrown or tossed aside. The choice of which weapon that is to be dropped is left up to the target should the target be wielding two weapons. This skill is not effective against Shields and Unarmed Combat hands and claws. This skill is expended on use. This is a DISARM effect.

Requires the Unarmed Combat and Critical Strike I skills.

Eye Gouge

Strike
Duration
Incant

Description

Eye Gouge

20 Seconds

“Physical Blindness”

This skill is an Unarmed Combat or Ranged Weapon only strike that renders the target blind and unable to attack targets not in melee range of the blind character for 20 seconds. This effect may be affected by the Transfer Malady, Cure Body, or Cure Blindness spells. The effect of this skill may not be stacked or extended. This skill is expended on use. This is

	a BLIND effect.
Requirement	Requires the Unarmed Combat or Ranged Weapon skills, and the Critical Strike I skill.
Hamstring	
Strike	Hamstring
Duration	20 Seconds
Incant	"Physical Slow"
	This is a Short Weapon, or Ranged Weapon only strike from behind that must be delivered from the rear of the target and strike the rear of the target. Hamstring renders the target unable to move faster than a normal walking speed for 20 seconds. This effect may be affected by the Transfer Malady or Cure Body spells. Hamstring can also be removed by healing the affected character. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a SLOW effect.
Description	
Requirement	Requires the Short or Ranged Weapon skill.
Intimidation	
Strike	Intimidation
Duration	20 Seconds
Incant	"Physical Fear"
	This is a Two Hand Weapon only strike that leaves the opponent cowering in fear, unable to attack, and attempting to leave the area for 20 seconds. The fear effect of Intimidation can be affected by the Transfer Malady, Remove Fear, or Cure Body spells. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a FEAR effect.
Description	
Requirement	Requires the Two Hand Weapon skill.
Marked for Death	
Strike	Marked for Death
Duration	20 Seconds
Incant	"Your defense shall do you no good"
	This is a Short Weapon only skill that allows the character to treat a designated target as if they were attacking them from behind, regardless of facing, for 20 seconds. During that time, Devious Weapon Proficiencies, Devious Strikes, Waylay and Murder all will work on the target regardless of position. This skill may not be used on the same target more than once every minute. This skill is expended on use.
Description	
Requirement	Requires the Short Weapon and Murder skills.

Moment of Opportunity

Strike

Duration

Incant

Description

Requirement

Murder

Strike

Duration

Incant

Description

Requirement

Nerve Strike

Strike

Duration

Incant

Moment of Opportunity

20 Seconds

“Physical Curse”

This is a Short Weapon only strike from behind that must be delivered from the rear of the target and strike the rear of the target. This strike renders the opponent especially vulnerable to all damage for 20 Seconds, taking double damage from all sources. Damage doubling effects cannot be stacked to create a situation where damage is increased x4, x8, x16, etc. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a CURSE effect.

Requires the Short Weapon and Devious Strike V skills.

Murder

Instant

“Physical Doom”

This is a Short Weapon only strike from behind that must be delivered from the rear of the target and strike the rear of the target. A target affected by Murder will have their body reduced to -1, and armor pools to 0 points. This skill is expended on use. This is a DOOM effect.

Requires the Short Weapon and Devious Strike IX skills.

Nerve Strike

20 Seconds

“Physical Stun”

Description	This skill is an Unarmed Combat only strike that renders the target stunned, and helpless for 20 seconds. This effect may be affected by the Transfer Malady or Cure Body. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a STUN effect.
Requirement	Requires the Unarmed Combat and Critical Strike I skills.

Open Artery

Strike
Duration
Incant

Open Artery

20 Seconds

“Physical Bleed”

Description

This is a Short Weapon only strike from behind that must be delivered from the rear of the target and strike the rear of the target. Bleed Strike causes the opponent to be unable to be healed for 20 seconds. This effect may be affected by the Transfer Malady or Cure Body spells. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a BLEED effect.

Requirement

Requires the Short Weapon and Devious Strike III skills.

Pinning Projectile

Strike
Duration
Incant

Pinning Projectile

20 Seconds

“Physical Entangle Foot”

Description

This is a Ranged Weapon only strike that binds the target’s right foot to the ground for 20 seconds. This effect can be affected by the Freedom spell. This skill is expended on use. This is an ENTANGLE effect.

Requirement

Requires the Ranged Weapon skill.

Shield Bash

Strike
Duration
Incant

Shield Bash

Instant

“Physical Retreat”

This is a strike that can only be used by a character while wielding a shield even though this strike is not delivered using a shield. This strike

is delivered via

Description

the character's weapon normally. The affected target must retreat 10 steps, if they can do so safely. The affected target may still attack and defend while retreating. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a STAGGER effect.

Requirement

Requires the Shield skill and either the Short or Long Weapon skill.

Slay**Strike****Duration****Incant****Slay**

Instant

"Physical Doom"

This is a strike that will reduce the target's body to -1, and armor pools to 0 points. This skill is expended on use. This is a DOOM effect.

Description

Requires the Critical Strike IX skill, along with at least one of the following weapon skills: Unarmed, Two Hand, Long or Ranged.

Requirement**Split Projectile****Strike****Duration****Incant****Split Projectile**

Instant

"N/A"

This is a Ranged Weapon only skill that allows the character to throw two projectiles at one time as a base damage attack. Split Projectile uses up two uses of ammunition during the attack. This skill can be used in conjunction with any other Critical Strike, Devious Strike, or Weapon Strike skill. Doing so requires two uses of the other skill, and will expend both of them.

Description**Requirement**

Requires the Ranged Weapon skill.

Stop Thrust

Strike	Stop Thrustt
Duration	20 Seconds
Incant	"Physical Stop Thrust"
Description	This is a Two Hand Weapon only strike that prevents the target from advancing for 5 seconds. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a HALT effect.
Requirement	Requires the Two Hand Weapon skill.
Sunder Armor	
Strike	Sunder Armor
Duration	Instant
Incant	"Physical Sunder Armor"
Description	This is a Ranged WEapon or Two Hand Weapon only strike that instantly reduces the target's armor pool to 0 and destroys the armor that is worn by the target. This skill is expended on use. This is a DESTROY effect.
Requirement	Requires the Two Hand or Ranged Weapon skill and the Critical Strike III skill.
Sunder Shield	
Strike	Sunder Shield
Duration	Instant
Incant	"Physical Sunder Shield"
Description	This is a Ranged Weapon or Two Hand Weapon only strike that instantly destroys the target's shield. This skill is expended on use. This skill still follows the usual physical strike rules requiring striking the target's body and not being blocked. This is a DESTROY effect.
Requirement	Requires the Two Hand or Ranged Weapon skill and the Critical Strike V skill.
Sunder Weapon	
Strike	Sunder Weapon
Duration	Instant
Incant	"Physical Sunder Weapon"
Description	This is a Two Hand Weapon only strike that instantly destroys the target's weapon. This skill is expended on use. This skill still follows the usual physical strike rules requiring striking the target's body and not being blocked. This is a DESTROY effect.
Requirement	Requires the Two Hand Weapon skill and the Critical Strike VII skill.
Throat Punch	
Strike	

					Throat Punch
	Duration				20 Seconds
	Incant				"Physical Silence"
	Description				This is an Unarmed Combat only strike that will silence an opponent for 20 seconds. A silenced opponent may not speak in game, but may still make game system calls that are not in game speech. This effect may be affected by the Transfer Malady or Cure Body. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a SILENCE effect.
	Requirement				Requires the Unarmed Combat skill.
	Trip				
	Strike				Trip
	Duration				20 Seconds
	Incant				"Incant"
	Description				This skill is an Unarmed Combat only strike that forces the opponent to take a knee, crouch, and they must cross their dominant arm over their chest for 20 seconds. A kneeling opponent may still otherwise attack or defend normally. The effect of this skill may not be stacked or extended. This skill is expended on use. This is a KNEEL effect.
	Requirement				Requires the Unarmed Combat skill.
	Vital Blow				
	Strike				Vital Blow
	Duration				Instant
	Incant				"30 [Type] Vital"
	Description				This is a Two Hand Weapon or Ranged Weapon only strike that does 30 points of Vital <type> damage. Vital damage cannot be blocked by weapons or shields. Vital Blow's damage can be increased using Critical Strikes, but is not modified by Weapon Proficiencies or

	<p>any other source. The target of a Vital Blow must still be able to be affected by the type of damage being done. This skill is expended on use.</p> <p>Requires either the Two Hand or Ranged Weapon skill, and the Slay skill.</p>
Requirement	
Volley	
Strike	Volley
Duration	Instant
Incant	"N/A"
	<p>This is a Ranged Weapon only skill that allows the character to throw three consecutive projectiles that cannot be blocked by weapons or shields. This skill can be combined with a Critical Strike. The character takes their base damage, potentially combined with their crit strike, and can throw three instances of that total value divided in half, rounded down, as Vital. Only one Critical Strike is consumed for the full Volley. If any of the three shots are interrupted, or the user uses a different skill, Volley ends and any remaining shots are lost. This skill is expended on use.</p> <p>Ex: Base Value of 5, Using Crit Strike VII, "20 Normal Vital, 20 Normal Vital, 20 Normal Vital"</p> <p>Requires the Ranged Weapon and Critical Strike V skills.</p>
Description	
Requirement	

Waylay

Strike

Duration

Incant

Description

Requirement

Waylay

20 Seconds

“Physical Waylay”

This skill is an Unarmed Combat and Short Weapon only strike from behind that renders the target unconscious and helpless for 20 seconds. A Waylay strike is dealt to the back of the target, not to the head, with the striking surface of the character’s weapon. A character skilled in Waylay can refresh the effect of a waylay without expending a use of the skill by tapping the target on the back and saying “Refresh Waylay”. This effect may be affected by the Transfer Malady or Cure Body spells. A waylaid target will awaken instantly if damaged or healed. This skill is expended on use. This is a SLEEP effect.

Requires the Unarmed Combat or Short Weapon skill.

Defenses

Skill	F	T	R	S	Prereqs
Armor Training	3+1	3+3	3+5	3+5	
Block Projectile	3+3	3+5	3+5	3+5	Unarmed Combat, or Shield
Dodge	20+10	20+10	3+3	20+10	Short Weapon and Murder
Endurance	3+3	3+5	10+10	20+10	Critical Strike V
Fencing	3+3	3+5	3+3	3+3	Short Weapon, or Long Weapon
Intercept	3+3	3+3	10+10	10+10	Shield
Parry	3+3	3+5	10+10	20+10	Unarmed Combat, or Short Weapon, or Long Weapon, or Two Hand Weapon, and Critical Strike III
Parry Spell	3+5	3+3	10+10	3+5	Critical Strike IX
Rapid Refit	3+3	3+5	10+10	20+10	
Riposte	3+3	3+5	3+5	20+10	Short Weapon, or Long Weapon, or Two Hand Weapon
Second Wind	3+3	10+10	10+10	20+10	
Shield Block	3+3	3+5	10+10	10+10	Shield
Stalwart Defense	3+3	3+5	10+10	20+10	Two Hand Weapon
Toughness	3+3	3+5	3+5	3+5	
Unbreakable	3+5	5+5	10+10	10+10	Shield and Crit Strike I

Armor Training

This skill adds 5 points of maximum armor to the character for each time that this skill is purchased. Armor above certain thresholds must be properly phys-repped. This skill is not blocked by resting.

Block Projectile

This skill requires either the Shield skill and a shield to be in the character's hand or the Unarmed Combat skill. The Block Projectile skill allows the character to Resist Physical once for each time that this skill is purchased against physical projectiles such as arrows and thrown weapons used under the Ranged Weapons skill. This skill is expended on use. This is a RESIST effect.

Call: "Resist"

Requires the Unarmed Combat or Shield skill.

Dodge

This skill allows the character to Resist Physical, Spell or Toxin once for each time that this skill is purchased. The character may choose which type of resist to use at the time of use. This skill is expended on use. This is a RESIST effect.

Call: "Resist"

Requires the Murder skill and the Short Weapon skill.

Endurance

This skill prevents the user from becoming Dead when they otherwise might. The user must prepare themselves by spending 60 seconds of concentration to prime this skill. While primed, if the user reaches 59 seconds of their Dying count, this ability triggers to return the target to 1 Body instead of becoming Dead, and the user must declare "Endurance". This skill is expended on use. This is an ENDURE effect. An individual cannot have more than one primed ENDURE effect at once. Requires the Critical Strike V skill.

Fencing

This skill grants the character 5 additional armor points to their maximum armor pool for each time that this skill is purchased without having to physically represent the worn armor. This skill requires that the character is wielding only a single Short Weapon or Long Weapon and has the skill to be able to use that weapon. Armor points gained from Fencing must be repaired before being available. Effects like Command Drop or Disarm do not remove the benefit of Fencing unless the character goes longer than 20 seconds without fulfilling the single weapon requirement. Requires the Short or Long Weapon skill.

Intercept

This skill requires that the character is wielding a shield and has the skill to use a shield. For each time that this skill is purchased this skill allows the character to accept a weapon or spell attack that was successful on a nearby target upon themselves. The intercepted target must be within weapon striking range of the character when the attack was successful in order for the character to be able to intercept the attack. Upon intercepting the attack, the character may call a defense to negate the attack as if they had been struck by the effect. This skill is expended on use.

Call: "Intercept <optional defense>"

Requires the Shield skill.

Parry

This skill requires that the character is wielding a weapon, or is using

Unarmed Combat, and has the skill required to be able to use that weapon. Parry allows the character to Resist Physical once for each time that this skill is purchased. This skill is expended on use. This is a RESIST effect.
Call: "Resist"
Requires the Critical Strike III skill and one of the following Weapon skills: Unarmed, Short, Long or Two Hand.

Parry Spell

This skill requires that the character is wielding a weapon, or is using Unarmed Combat, and has the skill required to be able to use that weapon. Parry Spell allows the character to Resist Spell once for each time that this skill is purchased. This skill is expended on use. This is a RESIST effect.
Call: "Resist"
Requires the Critical Strike IX skill.

Rapid Refit

This skill allows the character to quickly and efficiently readjust their damaged armor. After spending 5 seconds of uninterrupted role play fixing their armor, the character's armor pool is reset to its maximum.
Call: "Refitting Armor 1...2...3...4...5"

Riposte

This skill Requires that a character is wielding a weapon and has the skill required to be able to use that weapon. Riposte Attack allows the character to Reflect Physical once for each time that this skill is purchased. This skill is expended on use. You cannot Reflect an already Reflected effect. This is a REFLECT effect.
Call: "Reflect"
Requires the Short, Long or Two Hand Weapon skill.

Second Wind

This skill allows the character to instantly restore their health pool to 50% of its total maximum. The character must be conscious to use this skill. This skill is expended on use.
Call: "Second Wind"

Shield Block

This skill requires that the character is wielding a shield, and has the skill to use a shield. The character may use this skill to resist one physical attack for each time that this skill is purchased. This skill is expended on use. This is a RESIST effect.
Call: "Resist"
Requires the Shield skill.

Stalwart Defense

This skill grants the character 5 additional armor points to their maximum armor pool for each time that this skill is purchased without having to physically represent the worn armor. This skill requires that the character is wielding only a two hand weapon and has the skill to be able to use that weapon. Armor points gained from Stalwart Defense must be repaired before being available. DISARM effects like Command Drop or Disarm do not remove the benefit of Stalwart Defense unless the character goes longer than 20 seconds without fulfilling the single weapon requirement.

Requires the Two Hand Weapon skill.

Toughness

This skill adds 5 points of maximum health to the character for each time that this skill is purchased. This skill is not blocked by resting.

Unbreakable

This skill allows a character using a Shield to plant themselves, and push through incredible odds to come out the other side unscathed. A character with this skill may announce "I am Unbreakable!" and plant their feet. For the duration of the time that their feet remain planted, up to one minute maximum, they may choose to expend any Critical Strikes or Physical Strikes they possess as if they were instead a Resist Physical. If at any point they move their feet, or are forced to move by an outside effect, this ability ends immediately. This skill is expended on use.

Call: "I am Unbreakable"

Requires the Shield and Critical Strike I skills.

Damage Calls & Carriers

Damage calls are how you communicate the amount of damage being delivered, as well as its type and whether or not it has a flavor modifier or carrier. You may only use one value for each option.

Damage Call Structure <Type> [Flavor/Carrier(optional)]

Examples:

- 5 Normal
- 2 Magic Flame
- 23 Silver Death
- 4 Poison Vital

Suppose you have a normal longsword, a transform with the Magic Aura and Flame Aura abilities, and a Frost coating applied to the weapon. You would swing one of:

- 5 Magic
- 5 Normal
- 5 Magic Flame
- 5 Normal Flame
- 5 Magic Frost
- 5 Normal Frost

Part of Call	Options
Damage Type	NormalSilver Magic Poison Flame
Damage Flavor	Frost Shock Stone Curse Death
Damage Carriers	Drain Vital etc.

Part of Call Options

Normal
Damage Type Silver
Magic
Poison

Spellstrike

Spellstrikes are spells cast upon a target via a physically represented weapon. Packets do not count, as this would be touch casting. Spellstrikes may not be refused in the way touch casts can. Defenses for spells such as Spell Mirror, Intercept, and Parry Spell are effective against Spellstrikes. The Parry skill will not block the spell of a Spellstrike. If you physically parry a Spellstrike, you take the effect of the spell.

07 - Magic Skills

Casting Spells

Casting a spell is an act of will and physical effort combined, gathering the energy that the caster has prepared in their memory and then throwing it out into the world. In LARP Chronicles, a spell's energy is represented by a "spell packet", a small bundle of cloth, usually filled with bird seed, that is thrown at, or touched against other participants, in order to use your magic.

When casting a spell, first you must have a spell packet in hand. Then, you cast the spell by stating the incant, each spell having its own unique incant, and then either touching the packet to the intended target, or throwing it. If your spell packet strikes a target successfully, they are affected as per the spell's description, unless they are capable of resisting the magic. If you are touching the target directly, they have the ability to "refuse your touch cast", causing you to expend the magic to no effect

A note on touch casting: Any spell may be touch cast. The target of a touch cast spell may refuse the touch cast, so long as they are capable of movement. Any and every offensive or negative touch cast spell is assumed to automatically be refused unless explicitly accepted by the target.

You must be careful when casting spells, because if an enemy is within reach, or they have a ranged weapon, you risk your spell being disrupted mid-cast if they manage to strike you with a weapon blow, or if you take damage from any source during the incant. If your spell is disrupted, it is lost and you must complete a rest to recover it.

Some spells require a "X count" to cast where X may be three or five. This is always intended to be X number of seconds.

Rarely, you may encounter entities that are capable of delivering magic quicker than normal, skipping the incantation and abridging it to simply Magic followed by the spell name, for example, Magic Fear. This is still an effective spell, and needs to be reacted to as such. Similarly, some entities may deliver a spell via "Voice Radius," at which time anyone who can hear the declared spell, whether enemy or ally, is subject to it as if they'd been struck by the spell directly. Finally, powerful creatures can sometimes deliver a spell as an Aether spell. If you are struck by an Aether spell, no resistances can prevent the effect, and you are affected by it immediately.

Magic Skills

Mastery Skills

A Mastery skill is purchased in order to grant a character access to a school of magic. The skill itself is the prerequisite for purchasing your first Mana Attunement of the

given school, and provides a passive benefit that may be used.

Magic Skill Costs F T R S

Arcane Mastery	5	5	5	3
Spirit Mastery	5	5	5	3
Nature Mastery	5	5	5	3

Arcane Mastery

This skill allows the character to spend one minute of concentration to attune themselves to the flow of Evren's Aether in order to detect magic by simply touching an item or person. Once the character has achieved attunement, the character may continue to detect magic until their concentration is broken. This detect magic ability will reveal the presence of magic on an item, or person, and the type of magic that is present. There does exist some magic able to fool even these extraordinary senses.

Spiritual Mastery

This skill allows the character to briefly sense the presence of recently untethered spirits. A character skilled in Spiritual Mastery can also attempt to speak with the still tethered spirit of the recently deceased. To attempt a communication with the dead, the character must concentrate for one minute and roleplay contact with the body of the dead. While in contact with the body and still in concentration, the character may speak with the spirit of the dead. This skill does not halt the death count of the dead character and the communication immediately ends when the spirit becomes untethered.

Nature Mastery

This skill allows the character the occasional ability to sense extreme danger, possibly even gaining temporary sight from a nearby animal in a position to warn the character. The character with the skill Natural Mastery cannot control these abilities, it is entirely up to the Plot Team to determine when the character receives these warnings and visions.

Mana Attunement

In order to cast a spell, you must possess the appropriate Mastery skill, and purchase ranks of Mana Attunement. Each rank of Mana Attunement you purchase in a given school gives you 10 Points of Mana, which may be spent to cast any spell from that school, on a 1:1 basis, where Mana is equivalent to a spell rank. So after your first attunement is purchased, you could cast 10 Rank I spells, or 2 Rank V spells, or any other combination adding up to 10. These spells can be chosen on the fly, allowing for spell casters to be highly flexible. Some may prefer to Memorize their spells in advance, giving them a clearer guide on what they are capable of. If a character chooses to use Memorization, they gain a bonus 10% to their Mana Pool, so someone with a single Mana Attunement who Memorizes would have 11 Mana, or someone with 5 Attunements would have 55 Mana that they could assign to their Memorized spells.

Attunement Cost	F	T	R	S	Prereqs
Primary Attunement	10+2	6+1	8+1.5	4+.5	Relevant Mastery
Secondary Attunement	20+4	12+2	16+3	8+1	Relevant Mastery
Tertiary Attunement	30+6	18+3	24+4.5	12+.1.5	Relevant Mastery

SPELLS

Spells By Level and School

Level	Arcane	Spirit	Nature
I	Blinding Light Glowing Light Mana Bolt	Turn Undead Transfer Malady Necrotic Tissue Heal Wounds Glowing Light Control: Minor Undead	Barkskin, Self Command: Drop Glowing Light Grasping Grasses Purify Food and Drink
II	Arcane Knockback Disrupt Aether Identify Magic Magic Missile Conjure Weapon	Blood Sacrifice Close Wounds Cure Blindness Harm Undead Healing Touch Remove Fear	Barkskin, Other Entangle Foot Deathbane Weapon
III	Channeled Destruction Limited Time Stop Reality Anchor	Animate Dead Cause Weakness Cure Weakness Heal Wounds Necrotic Tissue	Boon of the Armadillo Boon of Nature Boon of the Tiger Freedom
IV	Conjure Weapon Magic Missile Reality Shift† Spell Aegis Spell Ward Temporal Shift†	Dull Pain Rot Limb Solidify Undead Toxin Shield	Entangle Arms Command: Kneel Command: Stun
V	Enchanted Blade Entrapment Conjure Shield	Corrupt Body Cure Body Entrapment Heal Wounds Necrotic Tissue Revivify	Command: Silence Entrapment Strengthen Resolve Treehome†
VI	Limited Teleport† Magic Missile Nullify Spell Personal Dimension†	Destroy Undead Fear	Boon of the Forest Command: Sleep Entangle Body
VII	Dimensional Lock Haste Spell Mirror, Self	Absolution Curse Heal Wounds Necrotic Tissue Preserve Corpse Vampiric Touch	Command: Confused Foebane Weapon Hold: Enemy Stone Skin, Other
VIII	Blur Image† Destruction Ward Magic Missile Pocket Dimension Spell Mirror, Other	Limited Phylactery† Restore Body Repair Undead	Boon of the Cat Flesh to Stone Stone to Flesh Stoneskin
IX	Circle of Power Dispel Magic Doom Focused Destruction	Create Undead Death Dispel Magic Life Resurrection	Boon of the Rabbit Dispel Magic Treewalk† Wrath of Nature, Other

Arcane

Arcane Rank I

Blinding Light

Spell

Duration

Incant

Description

Blinding Light

20 seconds

"I conjure a blinding light."

This spell will blind the target, preventing the target from using skills and attacks that require a range further than touch. This is a BLIND effect.

Glowing Light

Spell

Duration

Incant

Description

Glowing Light

12 hours

"I conjure a glowing light."

This spell allows the character to use a filtered light in game. Typical reps for a light include a small filtered flashlight or a glow stick less than 6" in length. Make sure that your light is only emitting a soft glow and not a sharp directed light as a game marshal may ask you to extinguish your light! The light is bound to the caster of the spell; should the caster be affected by a Dispel Magic spell or die, this spell will end immediately. A Glowing Light cannot be passed from one character to another.

Mana Bolt

Spell

Duration

Incant

Description

Mana Bolt

Instant

"I conjure a Mana Bolt 5."

This spell creates a bolt of magic that does 5 magic damage to the target.

Arcane Rank II

Arcane Knockback

Spell

Duration

Incant

Description

Arcane Knockback

Instant

"With arcane forces, I knock you back."

This spell forces the target to be pushed back 5 steps, if they can do so safely. The affected target may still attack and defend while retreating. A target under the effect of Arcane Knockback cannot be affected by Arcane knockback until the prior instance of the spell has ended. This is a STAGGER effect.

Disrupt Aether

Spell

Duration

Incant

Description

Disrupt Aether

20 seconds

"With arcane forces I disrupt your aether."

This spell will prevent the target from activating spells from wands, tattoos, or using the effects of any possessed magic items. This is an INERT effect.

Identify Magic

Spell

Duration

Incant

Description

Identify Magic

5 Minutes

"With arcane forces, I reveal your secrets."

This spell allows the caster the ability to identify the nature and workings of enchantments on an item/creature by touching the item/creature for 3 seconds.

Magic Missile

Spell

Duration

Incant

Description

Magic Missile

Instant

"I conjure a magic missile 10."

This spell creates a bolt of magic that does 10 magic damage to the target.

Arcane Rank III

Channeled Destruction

Spell

Duration

Incant

Description

Channeled Destruction

1 minute

"With arcane forces, I destroy this item."

This spell allows the caster to destroy a single item by contact. The caster must maintain 1 minute of continuous contact with the item to be destroyed. Should the caster break contact, or if the caster is interrupted during contact, the spell fails. The maximum dimension of the large item must be less than 84 inches. This is a DESTROY effect.

Limited Time Stop

Spell

Duration

Incant

Limited Time Stop

1 minute

"With arcane forces, I stop time on <spell name>"

This spell will target a specific spell in

Description

effect on the target. Limited Time Stop will pause the duration timer of the targeted spell for 1 minute. Once the Limited Time Stop spell has ended, the duration timer of the targeted spell resumes from where it had stopped. Limited Time Stop cannot be affected by itself and a spell may only be affected by Limited Time Stop once. This is a PRESERVE effect.

Reality Anchor**Spell****Duration****Incant****Reality Anchor**

20 seconds

"With arcane forces, I solidify you."

This spell is able to affect creatures that are under the effect of phased form. Reality Anchor solidifies these creatures, removing the protection offered by being in a phased form. This is a SOLIDIFY effect.

Description**Arcane Rank IV****Conjure Weapon****Spell****Duration****Incant****Conjure Weapon**

Rest

"I conjure a magical ."

This spell creates a temporary magical weapon for use by the caster of this spell. The caster does not need the appropriate weapon skill in order to be able to use the conjured weapon. The conjured weapon will instantly disappear if the weapon leaves the possession of the caster for longer than 10 seconds. The caster is responsible for providing the rep for the conjured weapon. The weapon has a base damage of 1 magic. A weapon summoned by this spell may not be wielded with a conjured shield.

Description**Magic Missile****Spell****Duration****Incant****Description****Magic Missile**

Instant

"I conjure a magic missile 20."

This spell creates a bolt of magic that does 20 magic damage to the target.

Reality Shift†**Spell****Reality Shift†**

Duration	20 seconds
Incant	“With arcane forces, I create a reality shift.”
Description	This spell shifts the caster out of the current plane of existence for its duration. While this spell is in effect, the caster is immune to effects other than Dispel Magic, and Reality Anchor. The caster cannot move (or be moved) from the location where this spell is cast, and may not communicate with others in any way. While the spell is active, the character may not use any skills or activate any items. When this spell ends, the caster may not cast this spell again for 5 seconds. This is an INVULNERABLE effect.
Spell Aegis	
Spell	Spell Aegis
Duration	Rest
Description	Incant:** ** “With arcane forces, I create a spell aegis.”
Description	This spell grants the target a single use of the Resist Spell ability. The character replies “Resist” when using this spell. A character may not be under the effect of more than one Spell Aegis spell at a time. This spell is expended once used.
Spell Ward	
Spell	Spell Ward
Duration	20 seconds
Incant	“I conjure a spell ward.”
Description	This spell grants the target a protective enchantment that will reduce spell damage by half for the duration of the effect. This spell does not stack upon itself for additional effect. This spell does not reduce non-damaging effects or effects that do not have a set amount of damage. This is a REDUCED DAMAGE effect.
Temporal Shift	
Spell	Temporal Shift†
Duration	Instant
Incant	“With arcane forces, I create a temporal shift. <effect name>”
Description	This spell will immediately end a chosen timed magic effect on the caster. The spell will act as if it had naturally reached the end of its duration.

Arcane Rank V

Enchanted Blade

Spell
Description
Description

Description

Enchanted Blade

Duration: Rest

Incant: "I conjure an Enchanted Blade."

This spell will grant the target the ability to strike with magic damage against a single opponent of the target's choice. To use the Enchanted Blade, the target must state "I invoke Enchanted Blade", at which point they will have to choose the opponent that they may use magic damage against. This spell ends when 5 minutes have passed since the invocation, the opponent dies, or if the target rests. This is an AURA effect.

Entrapment

Spell
Duration
Incant

Description

Entrapment

20 Seconds

"By the Arcane, I entrap your essence."

This spell attempts to claim a portion of the target's essence into a Spirit Gem, which is a material used for Ritual Magic and Magic Item creation. Once cast on the target, if the target is killed within 20 seconds, the caster may collect a Spirit Gem tag from a plot member. If you are harvesting a specific creature's essence for story or ritual purposes, be sure to notify plot so the tag can be noted appropriately.

Conjure Shield

Spell
Duration
Incant

Description

Conjure Shield

Rest

"I conjure a magic shield."

This spell creates a temporary magical shield for use by the caster of this spell. The caster does not need the Shield skill in order to be able to use the conjured shield. The conjured shield will instantly disappear if the weapon leaves the possession of the caster for longer than 10 seconds. The caster is responsible for providing the rep for the conjured shield. A shield summoned by this spell may not be wielded with a conjured weapon.

Arcane Rank VI

Limited Teleport†

Spell
Duration
Incant

Description

Limited Teleport†

Instant

“With arcane forces, I move across time and space.”

This spell will slowly teleport the caster 10 steps in any direction even with the material plane. The teleport must not be impeded by walls or other physical barriers. The teleport will not allow the caster to teleport inside of solid matter. Once this spell is cast, the caster will complete a three second count teleporting out, move their 10 steps, and then three second count for their teleport back in. While in transit, the caster may not communicate with others, use any skills, or activate any items. The character is immune to all game effects except Dispel Magic and Reality Anchor while in transit. When this spell ends, the caster may not cast this spell again for 5 seconds.

Magic Missile

Spell
Duration
Incant
Description

Magic Missile

Instant

“I conjure a magic missile 30.”

This spell creates a bolt of magic that does 30 magic damage to the target.

Nullify Spell

Spell
Duration
Incant

Description

Nullify Spell

Instant

“With arcane forces, I nullify this spell. <named spell>.”

This spell will instantly remove the named spell effect from the character. This spell is considered a kind of dispel magic effect and will affect spells that are affected by a Dispel Magic while on a character. This spell will not affect spells on inanimate objects.

Personal Dimension†

Spell
Duration
Incant

Personal Dimension†

1 minute

“I conjure a personal dimension.”

This spell transports the caster into a personal sub dimension for a short amount of time. While the character is in their personal dimension, they are immune to all game effects except Dispel

Magic and Reality Anchor. While the spell

Description

is active, the character may not move, communicate with others, use any skills, or activate any items. The caster of this spell is not visible while under the effect of Personal Dimension, and must wear a white headband. Only those persons that witnessed the casting of the spell will know that the caster is under the effect of Personal Dimension. When this spell ends, the caster may not cast this spell again for 5 seconds.

Arcane Rank VII**Dimensional Lock****Spell****Duration****Incant****Dimensional Lock**

20 Seconds

"I conjure a dimension lock."

This spell prevents the target from moving with any form of magical travel for 20 seconds. This includes but is not limited to, Limited Teleport, Tree Stride, and Rune of Recall. This is a TELEPORT BLOCK effect.

Description**Haste****Spell****Duration****Incant****Haste**

Instant

"With arcane forces, I hasten your time."

This spell will cause timer based effects that have a base duration of 20 seconds or less to instantly reach their expiration on the target.

Description**Arcane Rank VIII****Blur Image†****Spell****Duration****Incant****Blur Image†**

Rest

"With arcane forces, I blur my image."

This spell will allow the character to resist a single spell, physical, or toxin attack or effect once. This spell is expended upon use. The player will respond with "Resist". A character cannot have more than one instance of this spell active at a time. This is a RESIST effect.

Description**Destruction Ward****Spell****Duration****Destruction Ward**

Rest

Incant

"I conjure a destruction ward."

Description

This spell, when cast upon a game item, will protect that item from being destroyed once. This spell is expended once used, or if the item leaves the bearer's possession for longer than 20 seconds. An item may only be protected by a single Destruction Ward at a time. The player will respond with "Resist" when this spell is used to protect an item. An item cannot have more than one instance of this spell active at a time. This is a WARD effect.

Magic Missile**Spell****Magic Missile****Duration**

Instant

Incant

"I conjure a magic missile 40."

Description

This spell creates a bolt of magic that does 40 magic damage to the target.

Pocket Dimension**Spell****Pocket Dimension****Duration**

Rest

Incant

"I conjure a pocket dimension."

Description

This spell, when cast on a container of up to 64 cubic inches, allows game cards to be stored within the container without the need for also carrying the physical representation. Once a game card is removed from the container, the player must provide a physical representation as required by the game card. Once the pocket dimension ends, all game cards are ejected from the container. The game cards must then be taken to a game storage location if no suitable physical representations are available. A Pocket Dimension container is not protected from destruction by the Pocket Dimension spell; should a Pocket Dimension container be destroyed, all items within the container are also destroyed. A pocket dimension may be affected by a Dispel Magic, but only if the Dispel Magic targets the container specifically. Game NPCs, and PCs cannot be stored within the pocket dimension without express permission from the Plot Team.

Spell Mirror**Spell****Spell Mirror****Duration**

Rest

Incant

“With arcane forces, I create a spell mirror.”

Description

This spell grants the target a single Reflect Magic. The character replies “Reflect” when using this spell. A character may not be under the effect of more than one Spell Mirror spell at a time. A reflected spell cannot be reflected a second time. The original caster of the spell remains unchanged. This spell is expended once used. This is a REFLECT effect.

Arcane Rank IX

Circle of Power

Spell

Circle of Power

Duration

5 minutes

Incant

“I conjure a Circle of Power.”

Description

This spell requires the caster to first place a braided white and red rope physical representation on the ground in a circular formation that is no larger than 10 feet in diameter. The Circle of Power will become a cylinder shaped container 10 feet high with a top and bottom surface. Once the physical representation is placed, the caster must cast the Circle of Power spell on the physical representation rope. For the duration of this spell, and as long as the caster maintains concentration, anyone inside the physical representation of the spell at the time of casting is protected from spells, physical attacks, and toxins while within the circle. Should a character leave the protection of the circle, they will lose their invulnerability, and they cannot re-enter. Circle of Power is not able to be dispelled by the Dispel Magic spell. This is an INVULNERABLE effect.

Dispel Magic

Spell

Dispel Magic

Duration

Instant

Incant

“With arcane forces, I dispel magic.”

Description

This spell will remove all spell effects from the target character or item. This spell does not remove TOXIN effects or effects with physical sources. Dispel Magic is assumed to remove a spell effect unless otherwise noted in the spell description.

Doom

Spell

Duration

Incant

Description

Doom

Instant

"I set your Doom upon you."

This spell immediately reduces the target's body to -1, armor pools to 0, and they immediately begin Bleeding Out. This is a DOOM effect.

Focused Destruction

Spell

Duration

Incant

Description

Focused Destruction

Instant

"With arcane forces, I destroy your <item>."

This spell allows the caster to destroy a single item instantly. The caster must clearly state what item they are attempting to destroy. If the destroyed object is a container, any items within the container must be immediately transferred to a new container, or dumped on the ground. The maximum dimension of the item targeted may be no more than 36 inches. This is a DESTROY effect.

Spirit

Spirit Rank I

Control: Minor Undead

Spell

Duration

Incant

Description

Control: Minor Undead

5 minutes

"Fiends of the dark nether, reward me with your service."

This spell allows the caster to vocally control a minor undead creature. The creature cannot understand complex instructions, but it will follow simple directions to the best of its ability. The undead creature is destroyed once this spell ends. This is a VOICE CONTROL effect.

Glowing Light

Spell

Duration

Incant

Glowing Light

12 hours

"I conjure a glowing light."

This spell allows the character to use a filtered light in game. Typical reps for a light include a small filtered flashlight, or

Description

a glow stick less than 6" in length. Make sure that your light is only emitting a soft glow and not a sharp directed light as a game marshal may ask you to extinguish your light! The light is bound to the caster of the spell; should the caster be affected by a Dispel Magic spell, or die, this spell will end immediately. A Glowing Light cannot be passed from one character to another.

Heal Wounds

Spell **Heal Wounds**

Duration Instant

Incant "By the spirits, I heal these wounds 5."

Description This spell will heal a living target for 5 points of health.

Necrotic Tissue

Spell **Necrotic Tissue**

Duration Instant

Incant "Fiends of the dark nether, create necrotic tissue 5."

Description This spell will restore 5 health to a target undead.

Transfer Malady

Spell

Duration

Incant

Transfer Malady

Instant

"By the spirits, I transfer this malady.
<effect name>"

This spell allows the caster to transfer a named existing effect from the target to themselves. The caster of Transfer Malady must not already be suffering from the effect being transferred. Upon being transferred, the caster has the opportunity to resist the effect if there is a valid resist available to the caster of Transfer Malady. If the effect is not resisted, the effect's duration is renewed upon the caster. The following effects may be transferred: Any TOXIN effect, CURSE, WEAKNESS, SLEEP, SLOW, STUN.

Description

Turn: Undead

Spell

Duration

Incant

Turn: Undead

20 seconds

"By the spirits, I turn undead"

This spell will force the target minor undead to attempt to leave the combat area. If there is no path to flee the combat area, the spell immediately ends. A minor undead affected by this spell will not

Description

attempt to defend itself or attack as it attempts to flee the combat area. This is a FEAR effect.

Spirit Rank II

Blood Sacrifice

Spell

Duration

Incant

Description

Blood Sacrifice

20 seconds

“Fiends of the dark nether, create a blood sacrifice.”

This spell prevents the target from being healed. This spell only affects the ability to be healed. It does not affect spells that purify or restore. If a spell does both healing and restoration effects, only the healing part of the spell fails.

Close Wounds

Spell

Duration

Incant

Description

Close Wounds

Instant

“By the spirits, I close your wounds.”

This spell restores the ability of the target to be able to be healed. This removes the BLEED effect.

Cure Blindness

Spell

Duration

Incant

Description

Cure Blindness

Instant

“By the spirits, I cure your blindness.”

This spell will remove the blindness effect from the target. This removes a BLIND effect.

Harm Undead

Spell

Duration

Incant

Description

Harm Undead

Instant

“By the spirits, I harm this undead 20.”

This spell will cause 20 points of health damage to an undead target.

Healing Touch

Spell

Duration

Incant

Healing Touch

Concentration

“By the spirits, I provide a healing touch.”

This spell will continuously heal the target for 1 health every 3 seconds as long as the caster is within arm’s reach of the target

<p>Description</p>	<p>and role-playing touching them, and the caster is able to maintain concentration. Every three seconds, the caster will repeat the phrase "Healing 1" while in contact with the target in order to let the target know that they have received 1 point of healing.</p>
<p>Remove Fear</p> <p>Spell</p> <p>Duration</p> <p>Incant</p> <p>Description</p>	<p>Remove Fear</p> <p>Instant</p> <p>"By the spirits, I calm your fears."</p> <p>This spell will remove all fear effects from the target. This removes all FEAR effects.</p>
<p>Spirit Rank III</p> <p>Animate Dead</p> <p>Spell</p> <p>Duration</p> <p>Incant</p> <p>Description</p>	<p>Animate Dead</p> <p>5 minutes</p> <p>"Fiends of the dark nether, I bid this body to serve."</p> <p>This spell will animate a freshly dead body to temporarily serve the caster of the spell. The result of this spell is a barely useful animated dead body. While animated, the death count of the body is halted. The animated corpse has no skills, cannot speak, and can only move at a slow walk. The animated corpse may attack with its base weapon damage or with base claws. Once the spell has ended, the death count resumes, and is free to go about its resurrection process. The spirit cannot be rebound by this spell until the next day or until the spirit resurrects and dies again. This is a VOICE CONTROL effect.</p>
<p>Cause Weakness</p> <p>Spell</p> <p>Duration</p> <p>Incant</p> <p>Description</p>	<p>Cause Weakness</p> <p>20 seconds</p> <p>"By the spirits, I weaken your form."</p> <p>This spell causes the target's total weapon damage to be reduced to half for the duration of this spell. Total weapon damage includes any weapon proficiencies, critical strikes, spell damage bonus, strength bonus, etc. Effect may not be stacked or extended. This is a WEAKEN effect.</p>

Cure Weakness

Spell **Cure Weakness**
Duration Instant
Incant “By the spirits, I cure your weakness.”
Description This spell removes the WEAKEN effect.

Heal Wounds

Spell **Heal Wounds**
Duration Instant
Incant “By the spirits, I heal these wounds 15.”
Description This spell will heal a living target for 15 points of health.

Necrotic Tissue

Spell **Necrotic Tissue**
Duration Instant
Incant “Fiends of the dark nether, create necrotic tissue 15.”
Description This spell will restore 15 health to a target undead.

Spirit Rank IV

Dull Pain

Spell	Dull Pain
Duration	20 seconds
Incant	“By the spirits, I dull your pain.”
Description	This spell causes the target to become numb to pain for the duration of this spell. Dull Pain allows the caster to cast spells while being hit and/or damaged.

Rot Limb

Spell	Rot Limb
Duration	20 seconds
Incant	“Fiends of the dark nether, rot this <limb>.”
Description	This spell causes the target’s limb to become completely useless. Any items that are held by the rotting limb do not drop to the ground. This is a DISARM effect.

Solidify Undead

Spell	Solidify Undead
Duration	Instant
Incant	“By the spirits, I solidify your body.”
Description	This spell will instantly reform an undead creature that has taken a non-corporeal

form, rendering the undead vulnerable to attack. This is a SOLIDIFY effect.

Spirit Rank V

Corrupt Body

Spell

Duration

Incant

Description

Corrupt Body

Instant

“Fiends of the dark nether, corrupt this body.”

This spell will instantly reduce the target’s health pool to half of its uncorrupted maximum value. This spell has no effect on a target that already has less than half of their maximum health pool. This is a CORRUPT effect.

Cure Body

Spell

Duration

Incant

Description

Cure Body

Instant

“By the spirits, I cure this body.”

This spell removes all lingering maladies such as diseases, weaknesses, disabled limbs, stuns, etc. This will remove CORRUPT, ENTANGLE, INFECT, SLEEP, STUN, and WEAKEN effects.

Entrapment

Spell

Duration

Incant

Description

Entrapment

20 Seconds

“By the Spirits, I entrap your essence.”

This spell attempts to claim a portion of the target’s essence into a Spirit Gem, which is a material used for Ritual Magic and Magic Item creation. Once cast on the target, if the target is killed within 20 seconds, the caster may collect a Spirit Gem tag from a plot member. If you are harvesting a specific creature’s essence for story or ritual purposes, be sure to notify plot so the tag can be noted appropriately.

Heal Wounds

Spell

Duration

Incant

Description

Heal Wounds

Instant

“By the spirits, I heal these wounds 25.”

This spell will heal a living target for 25 points of health.

Necrotic Tissue

Spell **Necrotic Tissue**
Duration Instant
Incant "Fiends of the dark nether, create necrotic tissue 25."
Description This spell will restore 25 health to a target undead.

Revivify

Spell **Revivify**
Duration Instant
Incant: "By the spirits, I revivify this body"
Description This spell restores a dead target to life at 0 body, and unconscious. It does not remove any lingering maladies or effects. This is a LIFE effect.

Spirit Rank VI

Destroy Undead

Spell	Destroy Undead
Duration	Instant
Incant	"By the spirits, I destroy undead." This spell will instantly destroy an undead creature. Some powerful undead creatures may suffer partial damage from this spell instead of being destroyed outright. This is a DESTROY effect.
Description	

Fear

Spell	Fear
Duration	20 seconds
Incant	"By the spirits, I cause fear." This spell will cause the target to tremble uncontrollably in fear and be unable to attack. The target may still defend and will attempt to leave the area while the fear is in effect. This is a FEAR effect.
Description	

Toxin Shield

Spell	Toxin Shield
Duration	Rest
Incant	"By the spirits, I bolster your constitution." This spell grants the caster a single Resist Toxin. The character replies "Resist" when using this spell. A character may not be under the effect of more than one Improved Constitution spell at a time. This spell is expended once used. This is a RESIST effect.
Description	

Spirit Rank VII

Absolution

Spell Absolution

Description **Duration:**

Incant "By the spirits, I offer you absolution."

Description This spell will do 50 points of damage to an undead creature.

Curse

Spell Curse

Duration 20 Seconds

Incant "By the spirits, I curse you."

Description This spell will cause the target to take double damage from all sources. Damage doubling effects cannot be stacked. This is a CURSE effect.

Heal Wounds

Spell Heal Wounds

Duration Instant

Incant "By the spirits, I heal these wounds 35."

Description This spell will heal a living target for 35 points of health.

Necrotic Tissue

Spell Necrotic Tissue

Duration Instant

Incant "Fiends of the dark nether, create necrotic tissue 35."

Description This spell will restore 35 health to a target undead.

Preserve Corpse

Spell

Duration

Incant

Description

Preserve Corpse

5 minutes

"By the spirits, I preserve your corpse."

This spell will halt the death count of a dead body as long as the spirit is still tethered to the corpse. Once this spell has ended, the original death count resumes from where it stopped. A corpse may only be preserved once before it must be healed, or revived. May not be dispelled. This is a PRESERVE effect.

Vampiric Touch

Spell

Duration

Incant

Vampiric Touch

20 seconds

"By the fiends of the dark nether, I claim your vitae."

This spell allows the caster to touch a living or dead creature whose spirit is still tethered to drain the creature's health pool. The caster must cast the spell, then

Description

maintain concentration while touching the creature for 20 seconds. At the end of the duration of this spell, the caster's health pool is fully recovered. This spell will heal either a living, or an undead caster.

Spirit Rank VIII**Limited Phylactery†****Spell****Duration****Incant****Limited Phylactery†**

Rest

"Fiends of the dark nether, create a phylactery for my spirit."

This spell will store the caster's spirit temporarily within a prepared effigy of the character. This spell takes 5 minutes to cast. At the end of the casting of this spell, the caster immediately dies; the caster's spirit is stored within the effigy, and the caster's body rises as an undead fully under the control of the character's spirit. The character's spirit and their body are magically linked so that the spirit may remotely control the body until the spirit rests. The spirit is limited in which skills are now available to the body, the following skills cannot be used by the body: Weapon Skills (including Claws), Weapon Proficiencies, Physical Strikes, Weapon Strikes, Rank IX spells. The Limited Phylactery effect is not able to be dispelled, and it cannot be recast by the caster until the spirit has rested. The body is considered a greater form of undead for the purposes of spells that only affect lesser forms of undead. Should the body's health pool be reduced to 0, the caster's body immediately crumbles and the spell ends, at which point the caster's spirit returns to the spirit bottle and regenerates their original body with no strain. The phylactery is always destroyable. Should the phylactery be destroyed, the character's body dies and the spirit must seek resurrection normally, including accruing strain. This is a SPIRIT BOTTLE effect.

Description**Repair Undead****Spell****Duration****Incant****Repair Undead**

Instant

"Fiends of the dark nether, repair this undead."

This spell will instantly restore the target undead creature's health pool to its full maximum value, and will restore any

Description

missing or disabled limbs.

Restore Body

Spell

Duration

Incant

Description

Restore Body

Instant

“By the spirits, I restore your body.”

This spell will instantly restore a target with a metabolism to their full maximum health pool, and will restore any missing or disabled limbs.

Spirit Rank IX

Create Undead

Spell

Duration

Incant

Description

Create Undead

5 minutes

“Fiends of the dark nether, force this minion to rise and serve.”

This spell will temporarily animate a corpse that has not yet dissipated, binding the target’s spirit to its corpse and pausing its five minute death count. Upon the ending of this effect, the target shall resume their death count from the point at which this effect paused it. The target will remember its actions and the events it observes during the duration of this effect. The target is considered a Lesser Undead, and is obviously recognizable as *Undead <Character Name>*, or *Undead <Character Race>*. The target will follow simple commands given by the caster, including speaking, moving, and using skills. If commanded to speak, the target may only repeat phrases given to it by the caster. The target cannot be compelled to reveal secret information, and it cannot be compelled to take action requiring secret information. (*Ex: the target cannot be commanded to speak the combination to its secret safe, nor can it be commanded to unlock its secret safe.*) By default, if the target is not given any commands, the target will follow the caster and attack anything that attacks the caster. This is an ANIMATE effect and causes an UNDEAD effect.

Death

Spell

Duration

Incant

Death

Instant

“I grant you the gift of Death.”

This spell immediately reduces the

Description

target's body to -1, armor pools to 0, and they immediately bypass their Bleed Out count and are Dead, beginning their 5 minute Death count as normal. This spell has no effect on creatures without a metabolism or who crumble at 0 body. This is a DEATH effect.

Dispel Magic**Spell****Duration****Incant****Dispel Magic**

Instant

"By the spirits, I dispel magic."

This spell will remove all spell effects from the target character or item. This spell does not remove effects caused by toxins or physical sources. Dispel Magic is assumed to remove a spell effect unless otherwise noted in the spell description.

Description**Life****Spell****Duration****Incant****Life**

5 seconds

"I grant you the gift of Life."

This spell will restore a living or dead target to full maximum health, remove all magical, toxin, and physical effects, including beneficial ones, and grants the target temporary immunity to spells, toxins, and physical attacks for 5 seconds. This spell cannot be extended by Limited time Stop. This is a LIFE effect.

Description**Resurrection****Spell****Duration****Incant****Resurrection**

One Minute

"By the spirits, I grant you a resurrection."

This spell takes 1 minutes to cast and requires an untethered spirit. At the beginning of the spell, the target must clearly acknowledge the acceptance of the spell, if they do not, the spell fails to no effect. Once the spell begins, the target's body begins to immediately reform, incurring strain as per a normal resurrection. The caster must be in concentration and unimpeded for the entire casting time of this spell, else the spell will fail. If the caster's concentration is interrupted, or the reforming body is affected by any detrimental effect, the spell fails and the target immediately suffers a second death. Prior to the

Description

casting time the player of the caster, and the player of the untethered spirit, are to verify that the spirit does not have too much strain to resurrect. A marshal should also be present to oversee the process. Once the Resurrection spell is complete, the spirit instantly reforms its body next to the spell caster. The body appears with a full health pool, and all skills renewed as if they had completed a long rest. This is a LIFE effect.

Nature

Nature Rank I

Command: Drop

Spell

Description

Description

Description

Command: Drop

Duration: 5 seconds

Incant: "By nature, I command you to drop your <named item, item>."

This spell causes the target to drop a handheld item for 5 seconds. The dropped item is not to be thrown or tossed aside.

The caster may name the handheld item that they wish the target to drop, but if no item is named, the target may choose which handheld item to drop. This spell is a DISARM effect.

Glowing Light

Spell

Duration

Incant

Description

Glowing Light

12 hours

"I conjure a glowing light."

This spell allows the character to use a filtered light in game. Typical reps for a light include a small filtered flashlight or a glow stick less than 6" in length. Make sure that your light is only emitting a soft glow and not a sharp directed light as a game marshal may ask you to extinguish your light! The light is bound to the caster of the spell; should the caster be affected by a Dispel Magic spell, or die, this spell will end immediately. A Glowing Light cannot be passed from one character to another.

Grasping Grasses

Spell

Description

Description

Grasping Grasses

Duration: 20 seconds

Incant: "By the flora, I slow your steps."

This spell causes the local flora to reach

Description

up and seize the target's feet, preventing the target from moving at a faster movement rate than a walk. This spell does not stack with itself, and further castings on an already slowed target will not renew the duration. This is a SLOW effect.

Purify Food and Drink

Spell

Duration

Incant

Description

Purify Food and Drink

Instant

"By nature, I purify this nourishment."

This spell will remove any active effects from one serving of food and one serving of potable fluid.

Nature Rank II

Barkskin, Other

Spell

Duration

Incant

Description

Barkskin, Other

Rest

"By the flora, I grant you barkskin."

This spell grants a target other than the caster a single resist physical. The character replies "Resist" when using this spell. A character may not be under the effect of more than one Barkskin spell at a time. This spell is expended once used. This is a RESIST effect.

Deathbane Weapon†

Spell

Duration

Incant

Description

Deathbane Weapon†

Rest

"By nature, I create a Deathbane Weapon."

This spell coats the caster's weapons, fists, or claws in the vital blood of the caster, turning the weapons, fists, or claws into a magically blessed weapons, fists, or claws that will add Magic damage to the weapon, fists, or claws for the duration of the spell. This is an AURA effect.

Entangle Foot

Spell

Duration

Incant

Entangle Foot

20 seconds

"By the flora, I entangle your foot."

This spell entangles the target's right foot to the ground. The character is unable to move their foot, except for pivoting on the

Description

ball of their foot. The target cannot be cut free, nor can the entanglement be broken free using extra strength. This is an ENTANGLE effect.

Nature Rank III**Boon of the Armadillo****Spell****Duration****Incant****Boon of the Armadillo**

20 seconds

"By the fauna, I grant you an armadillo's boon."

This spell grants the target limited protection from physical damage. Any physical damage that affects the target is reduced to half effectiveness. This is a REDUCED DAMAGE effect.

Description**Boon of Nature****Spell****Duration****Incant****Boon of Nature**

1 minute

"By nature, I bless this nourishment."

This spell will enchant one serving of food or one serving of potable fluid for consumption. If the nourishment is consumed within the duration of the enchantment the substance will heal the consumer for 5 health points.

Description**Boon of the Tiger****Spell****Duration****Incant****Boon of the Tiger**

Rest

"By the fauna, I grant you a tiger's boon."

This spell will grant the target the use of a pair of claws suitable for combat. The target is innately able to use the claws for combat without requiring the skill Unarmed Combat. These claws have a base damage of 1.

Description**Freedom****Spell****Duration****Incant****Freedom**

Instant

"By nature, I grant you freedom."

This spell will release the target from magical, and non-magical bindings that restrict the movement of the target. This will remove the following effects: ENTANGLE, CONFINE.

Description**Nature Rank IV**

Barkskin

Spell
Duration
Incant

Description

Barkskin

Rest

“By the flora, I grant you barkskin.”

This spell grants the target a single Resist Physical. The character replies “Resist” when using this spell. A character may not be under the effect of more than one Barkskin spell at a time. This spell is expended once used. This is a RESIST effect.

Command: Kneel

Spell
Duration
Incant

Command: Kneel

Instant

“By nature, I command you to kneel.”

This spell forces the opponent to take a knee, crouch, and they must cross their dominant arm over their chest for 20 seconds. A kneeling opponent may still otherwise attack or defend normally. The effect of this spell may not be stacked or extended. This spell is a KNEEL effect.

Description

Command: Stun

Spell
Duration
Incant

Command: Stun

20 seconds

“By nature, I command you to be stunned.”

This spell causes the target to be unwilling to take action (move, attack, defend, speak). This spell is a STUN effect.

Description

Entangle Arms

Spell
Duration
Incant

Entangle Arms

20 seconds

“By the flora, I entangle your arms.”

This spell entangles the target’s arms to their side, rendering the arms useless. The target cannot be cut free, nor can the entanglement be broken free using extra strength. This is an ENTANGLE effect.

Description

Nature Rank V

Command: Silence

Spell
Duration
Incant

Command: Silence

20 seconds

“By nature, I command you to be silent.”

This spell renders the target unable to

Description

This spell prevents the target character to speak in game. This prevents the character from communicating verbally or speaking verbal incantations. This spell does not stop the player from communicating out of game calls such as melee damage and defenses. This spell is a SILENCE effect.

Entrapment

Spell
Duration
Incant

Entrapment

20 Seconds

“By Nature, I entrap your essence.”

This spell attempts to claim a portion of the target’s essence into a Spirit Gem, which is a material used for Ritual Magic and Magic Item creation. Once cast on the target, if the target is killed within 20 seconds, the caster may collect a Spirit Gem tag from a plot member. If you are harvesting a specific creature’s essence for story or ritual purposes, be sure to notify plot so the tag can be noted appropriately.

Description

Strengthen Resolve

Spell
Duration
Incant

Strengthen Resolve

Instant

“By nature, I strengthen your resolve.”

This spell will remove the BERSERK, SILENCE, STUN, SLEEP, and WEAKEN effects from the target.

Description

Treehome†

Spell
Duration
Incant

Treehome†

1 minute

“By the flora, I enter a treehome.”

This spell will allow the caster to become absorbed into a physical tree that the caster is touching at the time of casting. While absorbed into the tree, the caster and tree are both protected from any game effects other than Dispel Magic and Reality Anchor. While the spell is active, the character may not move, communicate with others, use any skills, or activate any items. The caster of this spell is not visible while under the effect of Treehome and must wear a white headband. Only those persons that witnessed the casting of the spell will know that the caster is under the effect of Treehome. When this spell ends, the caster may not cast this spell again for 5

Description

seconds. This is an INVULNERABLE effect.

Nature Rank VI

Boon of the Forest

Spell
Duration
Incant

Description

Boon of the Forest

1 minute

“By nature, I grant you forest’s boon.”

This spell allows the target to spend one minute in concentration to regenerate their health pool to its maximum value. If the concentration is interrupted, no health is restored. While in concentration a character may walk, but may not talk or use game skills. This is a REGENERATE effect.

Command: Sleep

Spell
Duration
Incant

Description

Command: Sleep

20 seconds

“By nature, I command you to sleep.”

This spell will render the target unconscious, and asleep. The target cannot use skills, or activate items. The target will awaken instantly if damaged. This is a SLEEP effect.

Entangle Body

Spell
Duration
Incant

Description

Entangle Body

20 seconds

“By the flora, I entangle your body.”

This spell entangles the target’s entire form in place, rendering the target helpless and unable to move from the neck down. The target cannot be cut free, nor can the entanglement be broken free using extra strength. This is an ENTANGLE effect.

Nature Rank VII

Command: Confused

Description
*Duration**:
Incant

Description

Command: Confused

20 seconds

“By nature, I command you to be confused.”

This spell causes the target to become severely disoriented, confusing allies for enemies and enemies for allies. This spell does not necessarily cause the target to

attack, but the target should act as the new situation dictates. This spell is a CONFUSE effect

Foebane Weapon†

Spell

Duration

Incant

Description

Foebane Weapon†

20 seconds

“By nature, I create a Foebane against <creature>.”

This spell coats the caster’s weapons, fists, or claws in the vital blood of the caster, turning the weapons, fists, or claws into a magically blessed weapons, fists, or claws that will add +5 base weapon damage to the damage of the weapon, fists, or claws for the duration of the spell. This damage is only effective against the type of creature named by the caster. The weapon will do no damage against any other type of creature until the duration expires. This is a FOEBANE effect.

Hold: Enemy

Spell

Duration

Incant

Description

Hold: Enemy

20 seconds

“By nature, I hold you still.”

This spell renders the target completely unable to move while under the effects of this spell. This is a CONFINE effect.

Nature Rank VIII

Boon of the Cat

Spell

Duration

Incant

Description

Boon of the Cat

Rest

“By the fauna, I grant you a cat’s boon.”

This spell prevents the target from becoming Dead when they otherwise might. The caster must prepare the spell by spending 60 seconds of concentration to prime this spell. While primed, if the target reaches 59 seconds of their Dying count, this spell triggers to return the target to 1 Body instead of becoming Dead, and the target must declare “Endurance”. This spell is expended on use. This is an ENDURE effect. An individual cannot have more than one primed ENDURE effect at once.

Flesh to Stone

Spell**Duration****Incant****Description****Flesh to Stone**

1 minute

"By nature, I turn your flesh to stone."

This spell will instantly transform the target into an immovable and immobile statue of stone. The target's health and armor pools are immediately reduced to -1, they begin their Bleed Out count, and for the duration are unable to have their health raised above -1. This spell can only be removed by Dispel Magic, Stone to Flesh, or Life. While affected by Flesh to Stone, the target cannot be searched, and their equipment cannot be destroyed. This is a STONE effect.

Stone to Flesh**Spell****Duration****Incant****Description****Stone to Flesh**

Instant

"By nature, I turn stone to flesh."

This spell will end the effects of the spell Flesh to Stone, leaving the target at 0 health. This will remove the STONE effect.

Stoneskin**Spell****Duration****Incant****Description****Stoneskin**

Rest

"By nature, I grant you stoneskin."

This spell grants the target a single Reflect Physical. The character replies "Reflect" when using this spell. A reflected strike cannot be reflected a second time. A character may not be under the effect of more than one Stoneskin spell at a time. This spell is expended once used. You cannot Reflect an already Reflected effect. This is a REFLECT effect.

Nature Rank IX**Boon of the Rabbit****Spell****Duration****Incant****Description****Boon of the Rabbit**

Rest

"By the fauna, I grant you a rabbit's boon."

This spell grants the target a single Resist usable against a Spell, Physical, or Toxin effect. This spell is expended upon use. A

character may not have more than one Boon of the Rabbit on them at the same

time. This is a RESIST effect.

Dispel Magic

Spell
Duration
Incant

Description

Dispel Magic

Instant

“By nature, I dispel magic.”

This spell will remove all spell effects from the target character or item. This spell does not remove effects caused by toxins, or physical sources. Dispel Magic is assumed to remove a spell effect unless otherwise noted in the spell description.

Treewalk†

Spell
Duration
Incant

Description

Treewalk†

Instant

“By the flora, grant me your stride.”

This spell allows the caster to enter a nearby tree by touching it immediately after completing the casting of this spell. Once the caster has completed a 3 second counted action to enter the tree, the caster may then move up to 100 steps to another tree. The character may not linger while inside a tree, and must move on to the next tree immediately at a walking pace, or end the spell by emerging from the tree that they are currently in. Exiting a tree is another 3 second counted action. During both counted actions, the character is immobile and cannot attack or defend themselves. If for some reason the caster is unable to reach another tree within 100 steps, then they must return to the original tree, and upon a 3 second arrival, immediately gain the DEAD status and begin their death count.

Wrath of Nature, Other

Spell
Duration
Incant

Description

Wrath of Nature, Other

Concentration, up to 1 Minute

“By nature, I grant you a vengeful wrath.”

This spell must be touch-cast upon the target. During the entirety of the spell, the target’s health pool cannot be brought to below 1 point as long as the caster is within arm’s reach of the target, appropriately roleplays making contact, and maintains concentration, up to a

maximum of 1 minute.

08 - Ritual Magic

Ritual Magic

Ritual Magic is the way through which an individual attempts to weave the powers of themselves or greater beings to affect incredible and often long-lasting effects upon the world. A Ritualist is someone who is trained in these magics and in the art of channeling them to achieve their desired goals.

A Ritual is the act through which a Ritualist attempts to conduct these magics, and each Ritualist's method for enacting a Ritual is different, though there are a few generally agreed upon elements that must be achieved in order for a Ritual to succeed. Firstly, a Ritual must last at least 5 minutes in order for success to be achieved. It has been said that in times of great need a Ritualist can attempt to end the Ritual earlier than this, but they risk Failure at best, horrible Backlash at worst. Secondly, a Ritual must contain a persistent visual or auditory element. Some Ritualists chant, sing, or recite scripture of their Deity. Others may choose to draw or cast Runes, dance, or create art as a focus for their magic. All that matters is that these elements are consistent throughout the Ritual, without long lapses or interruptions. Third, the Ritualist must provide a source of Power other than their own for the ritual, often in the form of Spirit Gems, a number of which must be provided equal to the Rank of the Ritual. Lastly, and most importantly, the Ritualist must have the Ritual Scroll open and accessible to them at all times during the Ritual, even if they do not need to actively gaze upon it. If the Ritual Scroll is not present, or if during the Ritual it is removed or hidden from the Ritualist, the Ritual will fail. These four elements are commonly referred to as the "Fundamental Four Elements" of Rituals, without which a Ritual is all but doomed to failure.

There are other ways through which a Ritualist may enhance their casting and thus the odds of success. A few of the more commonly accepted methods are as follows. First, the inclusion of further Ritual props, themed appropriately for the Ritual being attempted, though some Rituals may require specific props to be present to even be cast at all. Secondly, secondary Ritualists who can aid in the focusing and channeling of the magic, and even non-Ritualists whose nature or actions are particularly in-tune with the desired outcome of the Ritual may aid in its success. Some Ritualists opine that at their core, Rituals are a Performance for the Gods, and as such, the more devoted the casters are to providing a grand spectacle, the more likely the Gods are to look upon their attempts with favor and grant their desires. Conversely, if the participants in the Ritual are clearly out of sync, underprepared, or otherwise break the flow of the ritual, the Gods are more likely to punish the attempt.

There exists for Ritualists a "Standard Library" of Rituals, of which all Ritualists have access to at all times, as they are capable of producing a new scroll for these Rituals from Memory. Rituals outside of this Library must be acquired through diligent research or through discovery in the world at large. Scrolls for Rituals outside the Standard Library may have the potential to be Memorized or even Taught, with each Scroll indicating how many times, if at all, it may be Memorized, and subsequently if it can be Taught and how often. Once Memorized, a Scroll is considered part of that Ritualist's Standard Library. If a Ritual is not part of the Ritualist's Standard Library, they must have the exact scroll to perform the Ritual, and this must be shown to Plot before Ritual can begin. If a Ritualist wishes to Memorize a Scroll, they must do so by showing the Scroll to Plot, so Plot can note their Character Sheet and the Scroll appropriately. For any Ritual in the Standard Library, a Ritualist must still have a Scroll representation during the Ritual, following all normal rules, they simply do not need the tagged Scroll item.

For Base Standard Library (not Memorized) Rituals, only the Fundamental Four Elements need to be achieved in order to guarantee success. For all others, it is recommended that further aspects be added, as with each increase in a Ritual's level,

the odds of success decrease. It is claimed that a Ritualist who attempts to cast a Ritual of exactly their Ranks in Ritual Magic using only the Fundamental Four Elements, they have at best a 60% chance of success. Higher Ranks in Ritual Magic, use of Props, secondary Casters, or other Participants can help increase these odds. Similarly, poor performance, inappropriate props or participants, or disjointed or disharmonic casting may decrease the odds of success, and invite potential Backlash.

A Ritual has 4 Possible Outcomes. First is Success. This indicates that the Ritual has succeeded as intended, and the desired effect has been achieved without further incident. Second is a Flaw. This means that the Ritual has completed, but often with a side-effect of some kind, with varying degrees of severity. Third is a Failure. This indicates that the Ritual failed, with no further effects, but any Spirit Gems or other consumable materials used in the Ritual are still consumed. Last, and most feared, is a Backlash. This indicates that the Ritual not only Failed, but a severe negative effect has occurred, up to and including Death of the Caster or Participants, and just as a Failure, any Spirit Gems or materials are still consumed.

Following are the Standard Library, and other Rituals for which the Scroll must be discovered or re-invented.

Standard Library

Rank I

Elemental Shift

This ritual removes “Magic Missile” as an option for an arcane magic user at every level it is offered and replaces them with one of either: * Flame Bolt - “I conjure a flame bolt <number>.” * Frost Bolt - “I conjure a frost bolt <number>.” * Shock Bolt - “I conjure a shock bolt <number>.” * Acid Bolt - “I conjure a stone bolt <number>.”

The target of this ritual chooses the element at the end of the ritual casting. This change is permanent until this ritual is once again cast on the target at which time a different element, or “Magic Missile” may be selected.

This ritual requires that the ritualist use a physical representation for each of the four elements: Fire, Air, Water, and Earth.

Note: This spell does not affect the Rank I “Mana Bolt” spell.

Create Spirit Familiar

This ritual siphons off a portion of the character’s spirit, creating the physical form of a Spirit Familiar. The form of the Spirit Familiar is left up to the player with the final approval of the local Plot Team.

Once the ritual is complete, the Spirit Familiar will take shape and be with the character at all times. The familiar is an in game spirit that only the character can communicate with, even though the Spirit Familiar is visible to everyone. The Spirit Familiar cannot be affected by physical or spell attacks of any kind, including weapon or packet delivered effects, nor can it be used as a shield to protect the character from them.

The character may then procure further spirit rituals to begin a transformation process where the character casts a base “Spirit Transform to <x>” ritual upon the Spirit Familiar, and subsequently casts empowerment rituals known as Monstrous Ability Rituals, based on the transformation of the Spirit Familiar. These empowering rituals allow the character to invest skill points on Monstrous skills.

If at any time a character no longer wishes to pursue the path of their current Spirit Familiar, they may elect to have a new Spirit Familiar ritual cast upon them. However, this does not come without cost. The Spirit Familiar's link to the character's spirit is strong, and breaking it can be harmful. Upon casting a new Spirit Familiar, all previously unlocked Monstrous Abilities are lost, and the character permanently loses 50 SP.

This ritual requires that the target character have a pre-approved physical representation of their Spirit Familiar with them in the ritual.

Rank II

Dampen Magic

The caster attempts to extend their will to create an area that prevents the use of or casting of ritual magic - except for Destroy Ritual Magic. If successful, the area will have a radius of 100ft that persists for 1 hour. May only be destroyed by a Destroy Ritual Magic ritual.

Rank III

Race Change

The caster specifies a target to reshape its spirit of a race chosen by the caster. If the ritual succeeds the target is changed to the targeted race and gains the racial traits of the selected race, whilst losing those of the original. (Plot effects such as Awakened neck collars are preserved) A target may not be affected by a Race Change against its will. ##### Purify/Corrupt The Land The caster reaches out and taps into the primordial energy of the surrounding environment to either purify it of dark taint or call upon the fiends to spread their necrotic tendrils into the land. The size of surrounding land affected is 10x the caster's ritual magic level.

Rank IV

Spirit Lock

This ritual forms a permanent bond between a specific item and a target individual. This bond transcends the physical realm, ensuring that no matter where the individual may go, the item will always follow. As long as the item endures, it is Locked to the target, unable to be stolen, given away, or even used by another individual. If the target should die and their spirit departs to seek resurrection, the item will follow them. This does not grant any extra resilience for the item, and the effect will fade if the item is destroyed or expires. ##### Magical Barrier This ritual is designed to imbue the participants with additional magical shielding. Each target that actively participates in the casting of the ritual gains a single use of Resist Magic that lasts for one day or until used.

Rank V

Spirit Forge

The caster reaches into the very essence of the target and gives the target a glimpse into the infinite multitude of possibilities posed by their history and growth. This spell allows the target to instantly choose to change their chosen class, and/or re-assign all assigned Skill Points they possess.

Rank VI

?

Rank VIII

Destroy Ritual Magic

The caster attempts to focus their mastery of ritual magic in order to destroy any Ritual Magic effect. The difficulty of this spell is variable based on the level of the effect the caster is attempting to destroy. It is highly recommended that anyone undertaking this Ritual prepare thoroughly and do everything in their power to boost their chance of success, as any magic that might require such an intervention is likely to prove difficult to Destroy.

Rank IX

?

Rank X

Empower Spirit

The ritualist empowers a character with grand energies of might and magic. This ritual channels the energies of the consumed Spirit Gems directly into the target character, granting them incredible resilience to face an upcoming challenge. The target gains 2x Resist Physical and 2x Resist Spell, and an intangible suit of 50 Armor that cannot be refit by any means, but stacks over any worn armor and bypasses normal Armor Caps. These last until expended, the target resurrects, or 24 hours have passed. A character may be empowered in this way no more than once per week.

Uncommon Rituals

Rank I

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Rank II

?

Rank III

?

Rank IV

?

Rank V

Spirit Familiar Transformation

This ritual is designed to empower and shape the powers of the target's Spirit Familiar, which in turn will help guide the target down the Path of Power of the creature they wish to emulate. A Spirit Familiar Transformation scroll will have a specific type of creature listed for the Transformation. After the Ritual has been cast, the Target will be provided a list of available Monstrous Abilities that they can pursue

the relevant Monstrous Ability Ritual Scrolls for, and once those have been cast, they will gain access to those as purchasable skills, until such time as their Spirit Familiar is replaced. A Spirit Familiar that has been subject to a Spirit Familiar Transformation cannot receive a different Transformation. If an individual wishes to change their chosen Creature, they must cast a new Spirit Familiar, losing all currently unlocked Monstrous Abilities, and incurring the usual SP loss for changing Spirit Familiars.

At casting, the player assigns an amount of skill points taken from the character, up to a maximum 50% of the character's total skill points. These skill points are deducted from the character's total skill points and placed into a skill point pool for the Spirit Familiar that may be used to purchase unlocked Monstrous Abilities.

The player may transfer more skill points from the character to the Spirit Familiar between events, but the Spirit Familiar may never have more than 50% of the character's total maximum skill points. The skill points allocated to the Spirit Familiar cannot be reclaimed by the character unless a new Spirit Familiar or Spirit Forge ritual is cast.

Upon the permanent death of the character, the Spirit Familiar will die, returning the stored Skill Points to the character, and bestowing the full transformation power to the character. The character will become an optional NPC available to the local Plot Team.

Rank VI

Summon Entity

The caster attempts to call forth a being from beyond. The being, if summoned, can interact only with the caster for $x \text{ min's} = \text{the casters ritual magic level}$. The being can be that of a spirit that has been long deceased, a creature of the dark nether, or some other extraplanar entity known to the caster.

Rank VII

Spirit Bottle

The caster places the majority of their spirit within the confines of a specially prepared Crystal Bottle. This process helps protect the spirit from the strain of leaving their mortal coil. The next time the Caster reaches 0 body within 24 hours, their body immediately crumbles and their spirit returns to the Spirit Bottle to regenerate a body with no increase in Strain. If the Bottle has been destroyed at the time they attempt to regenerate, the spirit must seek resurrection as normal, including accruing Strain.

Rank VIII

Improve Aether Flow

The ritualist creates an area of improved Aether flow that will enhance the speed of Rest. This area must be a clearly defined 10 foot radius circle. The border of the area provides no protection or other benefits other than aiding Rest.

The Resting area will last for 5 days. Within the area, for each 15 minutes of time that a character Rests within the area, their maximum Rest time will be reduced by 30 minutes. Rest time cannot be reduced to below 30 minutes.

This ritual requires that the ritualist provide a relaxing environment for the characters that are resting.

Rank IX

?

Rank X

Transformation to <Creature>

A ritual that grants the target the imbue of a powerful spirit that remains dormant most of their lives. Only in times of great danger or crisis will this spirit emerge and grant it's host strength to try and persevere.

A Scroll of Transformation to <Creature> will have a specific creature type listed, and may not be used for any other Creature type. These scrolls can never be Memorized or Taught. Once cast, this Ritual is Permanent unless subject to a Destroy Ritual Magic

This ritual requires either at least a single Spirit Gem filled with a fragment of the creature the target wishes to embody, or the blessing and participation of a creature of the indicated type.

The effects of Transformation are entirely at Plot discretion, upon receiving a Transformation you will be given a Stat Card for what effects and abilities you will receive should the Transform ever activate. These Transformations are often more powerful than a Spirit Familiar, but due to their infrequent activation, they are often less sought after.

This ritual acts in opposition to a Spirit Familiar, and someone who has a Spirit Familiar may not have a Transformation, and vice-versa.

Upon the permanent death of the character, if the character has a Transformation effect on their spirit, they will rise as an optional NPC available to the local Plot Team with the full transformation power of the character.

09 - Transform Rituals

Monstrous Ability Rituals

- Ranks Correspond to the following Ritual Rank
 - Basic: Rank I
 - Active: 2+3
 - Passive: 5
 - Expert: Rank III
 - Active 3+5
 - Passive 10
 - Advanced: Rank V
 - Active 5+10
 - Passive 15
 - High: Rank VII
 - Active 10+10
 - Passive 20
 - Master: Rank IX
 - Active 20+10
 - Passive 30
 - Grand: Rank X
 - Active 20+20
 - Passive 40

Name: **SkillName:**

Type: Active/Passive
Cost: ? + ?
Description: Insert here

Basic - Rank I

Monstrous Innate Spell

Name: :	Monstrous Innate Spell
Type::	Active
Cost:	2 + 3
Description:	User gains the ability to once per rest deliver any spell as "Magic <Spell Name: >".

Monstrous Claws

Name:	Monstrous Claws
Type:	Passive
Cost:	5 (Single Purchase)
Description:	Monstrous claws function as Unarmed, may be used to qualify for any skills that require Unarmed as a prerequisite, gain the benefit of Unarmed Proficiency, and may be used for any skills that require Unarmed to utilize. Like Unarmed, Claws may be wielded in only one hand, leaving the other hand empty or to use a different item.

Monstrous Minor Healing

Name:	Monstrous Minor Healing
Type:	Active
Cost:	2 + 3
Description:	The User may heal themselves by incanting "10 Healing". This is usable once per rest.

Monstrous Minor Spell

Name:	Monstrous Minor Spell
Type:	Active
Cost:	2 + 3
Description:	User gains 1/Rest use of a spell, of rank I-IV. Spell is dictated by the transform and scroll.

Monstrous Minor Physical Strike

Name:	Monstrous Minor Physical Strike
Type:	Active
Cost:	2 + 3
	User gains 1/Rest use of a physical strike in the following list: Nerve

Description:

Strike, Open Artery, Disarm, Eye Gouge, Hamstring, Pinning Projectile, Shield Bash, Split Projectile, Stop Thrust, Sunder Armor, Trip. Strike is dictated by the transform and scroll.

Expert - Rank III

Monstrous Body

Name: Monstrous Body

Type: Passive

Cost: 3 + 5

Description: Per Toughness.

Monstrous Resist Magic

Name: Monstrous Resist Magic

Type: Active

Cost: 3 + 5

Description: User may Resist Magic once per rest.

Monstrous Resist Physical

Name: Monstrous Resist Physical

Type: Active

Cost: 3 + 5

Description: User may Resist Physical once per rest.

Monstrous Gaseous Form

Name: Monstrous Gaseous Form

Type: Active

Cost: 3 + 5

Description:

User can go Gaseous on a three count, gaining the effects of Gaseous Form for up to 5 minutes. User reforms on a three count. "One I go Gaseous..." and "One I Reform..."

Monstrous Greater Spell

Name: Monstrous Greater Spell

Type: Active

Cost: 3 + 5

Description: User gains 1/Rest use of a spell, of rank IV-VIII. Spell is dictated by the transform and scroll.

Monstrous Greater Physical Strike

Name: Monstrous Greater Physical Strike

Type: Active

Cost: 3 + 5

Description:

User gains 1/Rest use of a physical strike in the following list: Disable Limb, Intimidate, Moment of Opportunity, Sunder Shield, Sunder Weapon, Throat Punch, Volley, Waylay. Strike is dictated by the transform and scroll.

Advanced - Rank V

Monstrous Strength

Name: **Monstrous Strength**

Type: Passive

Cost: 5 + 10

Description: User gains +1 Bonus Weapon Damage per rank.

Monstrous Dodge

Name: **Monstrous Dodge**

Type: Active

Cost: 5 + 10

Description: Per Dodge

Monstrous Phylactery

Name: **Monstrous Phylactery**

Type: Active

Cost: 15 (Single Purchase)

Description: User gains benefits of "Limited Phylactery, Self". This is not Fiendish in nature, and the User is not considered undead, unless already undead. Incant for this ability is "By my Will, create a phylactery for my spirit." This is limited to one purchase, usable once per rest.

Monstrous Magic Striker

Name: **Monstrous Magic Striker**

Type: Passive

Cost: 15 (Single Purchase)

Description: Magic carrier, applies to any weapon, or unarmed, that is wielded.

Monstrous <Elemental> Striker

Name: **Monstrous <Elemental> Striker**

Type: Passive

Cost: 15 (Single Purchase)

Description: Frost/Flame/Shock/Stone Striker carrier, applies to any weapon, or unarmed, that is wielded.

Monstrous Major Spell

	Name:	Monstrous Major Spell
Type:		Active
Cost:		5 + 10
Description:		User gains 1/Rest use of a spell, of rank IX. Spell is dictated by the transform and scroll.

Monstrous Major Physical Strike

	Name:	SkillName:
Type:		Active/Passive
Cost:		5 + 10
Description:		User gains 1/Rest use of a physical strike in the following list: Slay, Murder, Marked for Death, Vital Blow. Strike is dictated by the transform and scroll.

High - Rank VII

Monstrous Dull Pain

	Name:	Monstrous Dull Pain
Type:		Passive
Cost:		20 (Single Purchase)
Description:		User is not subject to spellcasting disruption upon taking damage.

Monstrous Healed by <Element>

	Name:	Monstrous Healed by <Element>
Type:		Passive
Cost:		20 (Single Purchase)
Description:		When the User would be subject to damage by designated element, they are instead healed. User must announce "Appears to heal me."

Monstrous Body Weaponry

	Name:	Monstrous Body Weaponry
Type:		Passive
Cost:		20 (Single Purchase)
Description:		User's weapons are considered part of their body, and the user may, at their discretion, elect to take 20 points of damage in lieu of letting a weapon suffer from a destruction effect. This may designate all weapons, specific weapons, or shields based on the transform.

Master - Rank IX

Monstrous Rift Self

Name: Type: Cost: Description:	Monstrous Rift Self Active 20 + 10 User can Rift Out on a 3 count, and then Rift In at any location they have previously been on another 3 count. This is a self-only ability.
--	--

Monstrous Voice Radius Spell

Name: Type: Cost: Description:	Monstrous Voice Radius Spell Active 20 + 10 User can deliver a single spell as Voice Radius Spell <Spell Name: >
--	--

Monstrous Cast <School> Spells Innately

Name: Type: Cost: Description:	Monstrous Cast <School> Spells Innately Passive 30 User gains the ability to deliver all spells from a single school of magic as "Magic <Spell Name: >", the school is chosen upon selecting this ability. This may be purchased up to three times.
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Monstrous Regeneration

Name: Type: Cost: Description:	Monstrous Regeneration Passive 30 (Single Purchase) Regeneration allows the user to spend one minute in concentration to regenerate their health pool to its maximum value. If the concentration is interrupted, no health is restored. While in concentration a character may walk, but may not talk or use game skills.
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Monstrous Voice Control <Entity>

Name: Type: Cost: Description:	Monstrous Voice Control <Entity> Passive 30 (Single Purchase) This ability allows the user to voice control lesser members of their species, type, or specific targets, as specified by plot.
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Monstrous Weapon Mastery

Name: Type: Cost:	Monstrous Weapon Mastery Passive 30 (Single Purchase)
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Description:	This ability allows the user to wield any weapon with remarkable ease. The User may use any weapon type as if they possessed the requisite skill. Furthermore, they may use their highest Weapon Proficiency, along with any critical strikes or devious strikes, with all weapon types.
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Grand - Rank X

Monstrous Aether Spell

Name: Type: Cost: Description:	Monstrous Aether Spell Active 20 + 20 User can deliver a single spell as Aether <Spell Name: >. This cannot be stacked with Voice Radius.
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Monstrous Plot Ability

Name: Type: Cost: Description:	SkillName: Active/Passive (40 for Passive, 20 + 20 for Active) Ability Unique to the specific Transform.
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Monstrous Rift Group

Name: Type: Cost: Description:	Monstrous Rift Group Active 20 + 20 User can Rift Out on a 3 count, and then Rift In at any location they have previously been on another 3 count. The user may choose to allow any other individuals in contact with them to join the Rift.
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10 - Necromancy

Necromancy Update

Definition:

Necromancy is referred to as a branch of Spirit Magic primarily focused on the creation, preservation, and manipulation of undead creatures. This includes any spell where the incant begins with *"Fiends of the Dark Nether..."*, and creates, animates, heals, or controls undead specifically.

Synopsis:

- Animate undead without making yourself vulnerable to Dark Fiends.
- Only works on permanently dead bodies that have also been specially prepared.
- Corpses may be animated repeatedly, by different casters, though they need to be prepared and possibly repaired between animations.

- “Renting” a corpse from the Necromancer’s Guild of Varos requires a Necromancy License.

Historical Necromancy and Its Current Function:

The current understanding of Necromancy and its associated magics is that each invocation of a Necromantic spell leaves the caster’s spirit open and vulnerable to corruption by these Fiends, as the caster is borrowing their power to complete the spell.

Over time, this can lead to the necromancer losing themselves as their Spirit degrades, becoming vulnerable to being completely possessed by a Dark Fiend seeking to escape their imprisonment from within the Dark Nether.

As the caster is relying on powers outside of their own mana to assist in the control, creation, and manipulation of the undead, the only limit to the number of undead that can be raised by a single Necromancer is the magnitude of their magical attunement. Fiendish Necromancy is also potent enough to overtake any remaining connection between a body and its spirit while it is weakened by death, and force the body to act according to the caster’s will. This can prevent a Spirit from undergoing a cycle of Death and Resurrection, which has led to the argument that Necromancy disrupts the natural order of Life and Death.

New Necromancy and Its Function:

The focus of this new research has been to eliminate the need for a necromancer to call upon external forces, such as Fiends of the Nether, when animating a body thus eliminating the risk of corruption. Rather than borrowing the power of a Fiend to possess and animate a target, the caster themselves acts as a puppeteer of a spiritless corpse by infusing the target with their own mana to act as a replacement for the departed Spirit.

This means that “Traditional” (*aka, Fiendish*) Necromantic practices still exist, but this method can allow for a caster to perform some spells of similar function without the risk to their person or others.

Restrictions:

Unfortunately, research into this new branch of Necromancy is still ongoing and an individual caster is not yet able to meet the same level of power as a caster calling upon the Fiends might be able to achieve.

1. This method may ONLY be used on targets who are permanently dead, ie, the body of a person whose spirit has crossed into the Eternal Graveyard and thus cannot return from their final Rest. As the caster is the sole source of magic for the reanimation of a body, this means that the caster cannot contend with external forces acting upon the target body, such as a still tethered Spirit attempting to return to it. This means the animated corpse retains no memories of its previous life, nor does it possess the ability to recall information from previous reanimations.
2. The concentration required to maintain the body’s reanimation means a necromancer can only animate one target at a time for a limited duration before they must rest to cast the spell again. If the spell is disrupted, or the body is damaged to the point of being unable to carry out commands, the caster must rest before attempting to reanimate the body again.
3. The corpse must also undergo a specialized method of preparation prior to being animated via this method. Without this preparation, the necromancer will not be able to anchor upon the corpse the magics that allow for the body to be animated according to the caster’s will. This is the final reason a found corpse, or newly dead body is unable to be raised and reanimated using this method.

Benefits:

While this style of Necromancy may be seen as less powerful on the surface, it does have several benefits that the previous method lacks.

1. This method DOES NOT work on individuals that were not previously willing to allow for their body to be used in such a manner and does not affect the cycle of Life and Death, as it requires the Spirit to have crossed to the Eternal Graveyard.
2. Fiendish Necromancy overwhelmingly leads to the creation of an undead creature that is weaker than the necromancer raising it. , This new method can allow for bodies of varying strength and skill to be preserved to some degree and reanimated by a caster of minimally sufficient skill, regardless of the overall strength of the reanimated body.
3. Undead raised by Fiendish means had little to none of their abilities they possessed while alive, unless raised by significantly powerful necromantic means. This method can allow for some skill and ability previously possessed by the body to be retained, though death does appear to diminish the overall ability the individual once possessed while alive.
4. Undead created by calling upon the Fiends of the Dark Nether seem to have an extremely limited duration that they can function before they are unable to continue acting according to the will of the caster. Bodies reanimated using this newly developed method do not crumble or otherwise become unusable at the conclusion of the spell. Additionally, the duration of their ability to stay animated and under the control of the necromancer is significantly longer than previous known animation spells.
5. Animated Undead are also beholden to the master that raised them, though other powerful undead may also be able to control them. Bodies reanimated using this new method are not rendered unusable upon the conclusion of the spell. When the animation magic expires, or if the undead corpse is reduced to 0 body, the corpse should be brought back to the Necromancer's Guild of Varos, where it will be made ready to be animated again.

Reanimation Process:

In order for a body to be suitable for reanimation, it has been mentioned it must undergo several steps to be suitable for use following an individual's final death:

Preparation:

1. Prior to death, an individual must give their **uncoerced** consent that their body may be utilized following their final death. This process is handled via a signed contract that the individual may cancel at any time should they find they have a change of heart or other circumstances arise. All contracts will be kept on file within the Necromancer's Guild, specifying the duration of time the body will be maintained until its final burial, and any wishes of the individual in regards to their remains following the conclusion of their contract.

Further steps in the process ensure that unwillingness or coercion on behalf of the individual will clash with the magics that allow for reanimation and the body will not animate. This is to ensure that EVERY body employed in this manner were willing volunteers.

2. The living individual is subject to a specialized ritual that creates a unique magic circle that acts as a "signature" or imprint of the individual's Spirit. This imprint contains the sum of their skills and abilities and allows the body and caster to utilize those abilities

even after their death. This circle is sealed and kept on record with their contract, but is unable to be used until the individual endures their final death, as it is only compatible with their body bearing no tethered Spirit.

3. Upon the individual's permanent death, the created magic circle is affixed permanently to the body to act as a conduit for the eventual link between the body and caster during the process or reanimation. The body is treated to ensure the progression of decay is prevented, though it is possible that during the process of imprinting the body may be deemed more suitable to undergo a period of decomposition for one reason or another, prior to its first reanimation.

Reanimation:

Only individuals granted a license to practice Necromancy by the Necromancer's Guild of Varos are allowed access to these prepared bodies, though they are available at any time for members who remain in good standing with the Guild and Kingdom.

Members may select from any available body and will place a deposit on hold with the Guild to be returned when the body is returned at the end of the reanimation period.

Failure to return the body for any reason will result in a forfeiture of the deposit. All funds go toward the continued maintenance of the bodies in the Guild's care, preparation of incoming bodies, and funerary services for the bodies at the conclusion of their contract.

Members will be presented with information relevant to each body to assist in their decision to select one suitable for their current needs. Once a selection is made, the caster must perform a short ritual which includes the phrase, *"Empty Vessel, Arise Once More and Serve Me."*

Should the body be properly prepared, the circle will activate and the body will reanimate and follow the caster's commands. casters will gain an innate knowledge of all of the body's abilities upon the establishment of the link.

Reanimated bodies will follow short, simple commands such as:

- *"Defend me."*
- *"Attack anything wearing a green shirt"*
- *"Guard this spot."*

This is by no means an exhaustive list, but an example of the types of commands that could be given to a reanimated body.

The animation will last for approximately two hours after reanimation or the duration of one adventure module, at which time the body will become unresponsive and unable to be reanimated until it has been returned to the guild. The caster will be unable to animate another corpse until they complete a rest.

Spells and Legality:

ALL forms of Necromancy, undead, and reanimated bodies are still illegal within Varos' city boundaries, regardless of a Necromancer's Guild of Varos license, and will be punished in accordance with Kingdom Law.

All spells with the incantations that include "Fiends of the Dark Nether" are still highly dangerous to the caster and considered ILLEGAL. Any caught using such spells will be punished according to Kingdom Law.

Out of Game Information:

NPCs:

To help alleviate strain on the Plot Team, Players who wish to reanimate a body will need to provide their own NPC. Players will not be given a stat card for their

reanimated body until the NPC is present, and the reanimation timer will “begin” upon the Player and NPC leaving the Necromancer’s Guild. (Time spent waiting to begin a mod will not count toward this timer)

NPCs volunteering for this role are allowed to stop at any time, regardless of the duration left before the repped body becomes unresponsive, though this is discouraged if not for medical reasons or discomfort with the current ongoing plot.

NPCing in this manner may count toward a player’s NPC shift, though this will be determined on a case-by-base basis.

Stat Cards:

Players will be given short descriptions correlating to the “available” bodies and may vary from day-to-day or event-to-event depending on In Game activities. Descriptions could contain information such as the body’s former name, occupation, notable accomplishments, and other relevant details.

No actual stats will be revealed until a body is selected and reanimated, at which time the Player and NPC will be given the relevant stat card to use for the duration of the spell. If the

Player does not find the reanimated body suitable for their needs, they are free to end the reanimation spell early, but must still complete a rest before making another selection.

Combat:

Reanimated bodies are intrinsically linked to the will of their caster. While verbal commands are needed to control a reanimated body, NPCs must follow all given commands to the best of their abilities, until a new command is given or they complete the task given to them. At no time may an NPC deliberately misinterpret a caster’s orders.

Unless otherwise specified by the stat card, all reanimated bodies:

- Cannot run in direct sunlight
- Will not defend themselves unless ordered to, or currently engaged in combat
- Have no metabolism

If a caster is unable to give verbal commands, such as under the effects of a *Silence* spell, the NPC must wait until the caster is again able to command them.

If an NPC reaches 0hp, the spell reanimating them is broken, regardless of any time remaining on the spell. The NPC will give the caster their stat card and must then inform the Plot Team leading the mod (once it is safe/prudent to do so) that they are no longer animated. At which point they may join the mod NPCs or return to town to resume their character’s activities. If the body is destroyed or unable to be retrieved for some reason, the NPC may be required to hand over their stat card to the Plot Team instead.

Once this occurs, it is the responsibility of the caster to decide how to roleplay what is done with the body. For example, if they decide to carry the body with them, they must roleplay carrying the body’s dead weight, picking it up, and setting it down when appropriate.

Returning a Body:

Players using a body maintained by the Necromancer’s Guild are to return the body following the conclusion of the mod, as bringing a reanimated body into Varos may have unintended consequences for the Player.

To return the body, the Player (with or without the NPC) must return the stat card to the Necromancy Guild. They will then be given back their deposit, and be able to utilize the Guild's services again once their rest is complete.

Failure to return a body will result in the forfeiture of the deposit, and may result in the loss of Guild privileges.

11 - Other Skills

Other Skills

Skill	F	T	R	S	PreReqs
Performing	1+1	1+1	1+1	1+1	
Gambling	1+1	1+1	1+1	1+1	
Cooking	1+1	1+1	1+1	1+1	
First Aid	4	4	4	4	
Escape Artist	5+2	5+2	3+1	3+1	
Set/Disarm Trap	10	10	3	6	
Pick Locks	5+5	5+5	3+1	3+3	
Cutpurse	10	10	3	10	
Tracking	3+1	5+1	3+1	5+1	
Return Skill	3+3	3+5	3+3	20+10	Any Weapon Skill
Return Spell	20+10	3+3	3+5	3+3	Any Mana Attunement

Rest-Boosting Skills

Performing

This skill allows other characters to benefit from a short, relaxing performance. Performances can be of a wide variety of entertaining performance arts. These include, but are not limited to, Scene Acting, Poetry Recital, Singing, Dancing, Instrumental Performance, Spoken Word, Dramatic Reading, etc.

Performances speed the recovery time of Rest. For each 5 minutes that a performer performs, the audience's base Rest time of 2 hours is reduced by 15 minutes. Rest time may never be lowered to less than 30 minutes. To benefit from a performance, a character must be present through an entire 5 minute block of the performance. Performers should announce "Now performing!" at the beginning of each 5 minute block. This is not a requirement.

Performances require some concentration, should the performer stop their performance for longer than 1 minute, or should the performer suffer an attack that is NOT part of the performance then the performance is stopped with no benefit for that block of time.

If multiple performers perform at the same time there is no increase in efficacy, however performers may alternate between one another to maintain a performance without interruption. For each rank in Performing that a performer has, the performer may benefit an audience for one block of time per Rest. Use of this skill does not interrupt Resting.

Gambling

This skill allows the character to benefit from playing games of chance.

Games of chance include most gambling games such as Dragon Poker, Varos Hold Em, Black Jack, Roulette, Liar's Dice, etc. Wagers in the games must be of some kind of valuable currency.

Gambling speeds the recovery time of Rest. For each 5 minutes that a gambler plays, the gambler's base Rest time of 2 hours is reduced by 15 minutes. Rest time may never be lowered to less than 30 minutes.

Gambling requires some concentration, should the game stop for longer than 1 minute, or should the gambler suffer an attack, the game is stopped with no benefit for that block of time.

For each rank in Gambling that a gambler has, the gambler may benefit for one block of time per Rest. Use of this skill does not interrupt Resting.

Cooking

This skill allows the character to prepare food and drink that is of higher quality than one would find on the road, or in a less expensive establishment. Using special ingredients and skills taught by Grandma's across Evren, the cook can provide some benefits to those that eat their special dishes and drink their refreshing drinks.

For each rank in Cooking skill, the cook may provide one of the below listed benefits to food or drink, turning it into High Quality Food. The benefits may be spread across multiple items, or concentrated in a single dish. Ex: A cook with 5 ranks in Cooking could make 5 items with 1 buff, an item with 3 and an Item with 2, or a single item with 5, or any other combination. A character partaking of High Quality Food must spend at least 5 minutes either cooking, eating or drinking the food before the effects become active. Use of this skill does not interrupt Resting.

The following benefits are available:

+5 Maximum Health until Rest, can stack with itself only to +10.

+1 Weapon Damage until Rest, can stack with itself only to +2.

Reduce Rest Time by 15 Minutes, maximum reduction of 30 minutes per Rest.

Regain a single expended skill, maximum of 2 skills per Rest.

Physical Restore Body Effect on the character.

Miscellaneous Skills

First Aid

This skill is purchased once. First Aid allows the character to provide emergency aid to a dying character. The character using First Aid will touch the downed character and say "Performing First Aid". While First Aid is being applied, the dying count of the targeted character stops. First Aid takes a base time of 1 minute to apply. Other in-game tools can lessen this time. The character rendering First Aid is under concentration while providing the First Aid. Once the 1 minute is complete for First Aid, the downed character's health pool is restored to 1 health point. #####

Escape Artist This skill is purchased multiple times. Each time this skill is purchased, the character may escape from magical, or non magical bindings by completing a 3 second count of escaping the bonds. "1 I escape binding... 2 I escape binding..." This skill is refreshed each Rest. #####

Trapping This skill is purchased once. Trapping allows the character the chance to set a trap using the in-game trap tag, trap physical representation, and trap trigger. Setting a trap takes as long as it actually takes to set the trap. Trapping also allows the character to attempt to disarm a set trap using out

of game and in-game tools. The character must actually disarm the trigger of the trap, and do so without destroying the trigger. Most disarmed traps can be saved for later use. ##### Pick Locks This skill is purchased multiple times. Each skill rank indicates the proficiency of the character in picking locks. To pick a lock, the character must provide their own draw bag and several beads in each of four colors. One color represents success (one bead). One color represents breaking the lock (one bead). One color represents that the character can continue the attempt (several beads), And one color represents resetting the bag (several beads). The base bag has 1 success, 1 break, 4 continue, 1 reset. The character's skill rank is compared to the rank of the lock. For each rank that the character's skill is under the lock, add 2 continue and 1 reset. If the character's skill is equal to, or above the lock there is no change to the bag. The character may draw from the bag every 30 seconds until success, or the lock is broken. Broken locks are jammed and can no longer be picked. A tinkerer must repair the broken lock before the lock can be picked again. This repair is a Rank III skill requiring 3 tinkering materials. Repairing a broken lock takes 1 minute. ##### Cutpurse This skill is purchased once. Cutpurse skill requires the use of Pick Pocket Tools from Tinkering. The player slips the tool onto the pouch, or pocket, and goes to notify a Game Marshal. The Game Marshal will approach the picked character and retrieve one random game item from the picked character. If there is nothing in the picked pouch, then the larceny has resulted in no reward. The transfer of goods from Game Marshal to thief takes place out of sight from other players. ##### Tracking This skill is purchased multiple times. Using this skill, the character can attempt to track a moving terrestrial target's tracks. The target tracks are assigned a value according to weather, ground, recency, and skill of the target hiding their tracks. With all that taken in, the resulting modified track number is compared to the trackers number. For every in-game hundred yards that the track is followed, the tracker can make a draw from a draw bag. The base bag is 1 success, 1 lost track, 4 continue, and 1 bag reset. For each rank above the track value, the tracker gains a success bead. For every rank below the track rank, the tracker gains 2 continue and a lost track bead. The tracker continues to draw every 30 seconds until success, or lost track is pulled. The tracking player must provide their own bead draw bag with beads or the tracking automatically fails. ##### Return Skill This is a martial skill that allows a character to reclaim a single SP-purchased Physical Strike that was Resisted by their target. If the user successfully strikes an opponent with a Physical Strike, and the Strike is then Resisted, not Reflected, the user may announce "Return", and get the use of that skill back. This skill is expended on use.

Call: "Return"

Requires Any Weapon Skill ##### Return Spell This is a magical skill that allows a character to reclaim a single SP-purchased Spell that was Resisted by their target. If the user successfully strikes an opponent with a Spell, and the Spell is then Resisted, not Reflected, the user may announce "Return", and get the use of that spell back. This skill is expended on use.

Call: "Return"

Requires Any Mana Attunement

Knowledge Skills

Knowledge skills are a way through which characters can gather information about the world around them. These skills are gained automatically as you gain SP, choosing a Profession and Hobby, with your Profession being your "main focus" and scaling faster. Once you have capped a Profession or Hobby at Rank 10, you may select a new one immediately to begin scaling, and it starts with 1 rank. A Profession goes up in rank every 50 SP, and each Hobby goes up in rank every 100 SP. So you will unlock your second Profession at 450 SP, and both your Second Hobby

and Third Profession at 900 SP, and so on. Each knowledge skill represents a specific area of expertise that a character can improve upon. These skills might be utilized when interacting with Plot to help you discover more information about what is happening during a particular scene, or Plot may choose to ask for Knowledge skills leading into an adventure to help flesh out what the characters might have discovered.

Generally, any piece of information that you attempt to discover will be assigned a secret "Difficulty Class" by the Plot member, on a scaling slide of 1 through 10. A Difficulty Class of 1 would represent fairly common knowledge, something that most anyone who cares about the subject would know. A 10 on the other hand would represent particularly unusual or rare information, something that only a true expert in the field would have discovered. If you have enough ranks in the chosen skill to meet the difficulty class, you may learn some useful information. Having less than the set Difficulty may result in incomplete or slightly misleading information, while having more ranks than the required Difficulty may result in getting more detailed or extra information.

Historical Knowledge

Covers recent to far flung historical events. Higher ranks will allow for knowledge of the distant past, or more accurate recollections of events. ##### Geographical Knowledge Covers landmarks, terrain, maps, roads, approximate distances and navigation. Higher ranks will allow for more detailed information or better navigation. ##### Religious Knowledge Covers churches, cults, deities and demigods. Higher ranks will reveal more in-depth information on various groups, or reveal hidden aspects. ##### Arcane Knowledge Covers Arcane Magic in all its forms and uses, constructs and celestial events. Higher ranks will provide greater insight to arcane questions, or provide more detailed information on the target of your inquiry. ##### Spirit Knowledge Covers Spirit Magic in all its forms and uses, undead and nether spirits. Higher ranks will provide greater insight to spirit questions, or provide more detailed information on the target of your inquiry. ##### Nature Knowledge Covers Nature Magic in all its forms and uses, beasts, plants and weather patterns. Higher ranks will provide greater insight to nature questions, or provide more detailed information on the target of your inquiry. ##### Political Knowledge Covers laws (their enforcement and creation), local and foreign political hierarchy, alliances and hostilities, territories and holdings. Higher ranks will reveal well-hidden information, or let you find the truth behind malicious rumors. ##### Criminal Knowledge Covers laws (their avoidance and subversion), various criminal organizations and their structure, cons, and illegal activity. Higher ranks will point you to contacts within some of these organizations, or reveal information you may regret knowing. ##### Economic Knowledge Covers trade routes, values of goods, and merchants of specific items. Higher ranks will reveal more hidden information, or let you sniff out particularly good deals. # 12 - Production Skills ## Crafting

Item production is the process by which characters are able to craft consumable items within the game system. These items make up the backbone of the game economy and help support the various skills in the game. There are four crafting skills with each one being supported by a material harvesting skill.

Crafting Skill Costs

<i>Production Skill</i>	<i>F</i>	<i>T</i>	<i>R</i>	<i>S</i>	<i>Prereqs</i>
<u>Alchemy</u>	3+1	2+1	1+1	1+1	Foraging
	2+1	1+1	3+1	1+1	Logging

Rune Carving

<u>Tinkering</u>	1+1	3+1	1+1	2+1	Scrapping Mining 5 Ranks in each of Alchemy, Rune Carving, Tinkering, Smithing
<u>Smithing</u>	1+1	1+1	2+1	3+1	
<u>Artificing</u>	25	25	25	25	

Harvesting Skill F T R S Prereqs

<u>Foraging</u>	3+1	2+1	1+1	1+1	-
<u>Logging</u>	2+1	1+1	3+1	1+1	-
<u>Scrapping</u>	1+1	3+1	1+1	2+1	-
<u>Mining</u>	2+1	1+1	3+1	1+1	-

Recycling Skill	F	T	R	S	Prereqs
Alchemy Recycling	15	10	5	5	5 Ranks of Alchemy
Rune Recycling	10	5	15	5	5 Ranks of Rune Carving
Smith Recycling	5	5	10	15	5 Ranks of Smithing
Tinker Recycling	5	15	5	10	5 Ranks of Tinkering

Material Harvesting Skills

Foraging

This skill is the prerequisite for the Alchemy Skill and is used to gather the materials for it. Foraging represents the character collecting herbs, making powders, and mixing base ingredients for use in Alchemy.

Mining

This skill is the prerequisite for the Smithing Skill and is used to gather the materials for it. Mining represents the character digging out raw ore, and collecting other sundry items for use with the Smithing skill.

Scrapping

This skill is the prerequisite for the Tinkering Skill and is used to gather the materials for it. Scrapping represents the character collecting scrap metals, bits of debris, and reclaiming materials from junk yards for use with the Tinkering skill.

Logging

This skill is the prerequisite for the Rune Carving Skill and is used to gather the materials for it. Logging represents the character collecting pieces of wood and shaping them into basic shapes for wands and rune marks.

Raw Materials

Production materials are ranked I-V. Characters with a gathering skill will be rewarded one rank of raw material for each rank of gathering skill that they possess, per day of the event. Characters using the gathering tools from Tinkering will receive an additional raw material rank for each skill rank in gathering that they possess. Additional raw materials can be bargained for from NPCs, or other players. Characters can also search

around in-game and gather raw materials from nodes in the game.

Prior to an event starting, you can spend your raw material ranks, along with any raw material tags that you have, to craft in-game items. Once you are done crafting items before the game starts, logistics will give you tags for any unspent raw materials as well as tags for the items that you produced.

When you get your raw material tags, you can request to get them in any rank I-X, as long as the total ranks are equal to the unspent ranks that you have left.

Producing Items

Production items are ranked from I-X. It takes as many raw materials ranks to make a single item equal to the production item's rank. But wait!

Production items are ranked I-X and raw materials are only ranked I-V, and then X; how do I get VI-IX raw materials? The answer to that is to combine the I-V raw materials to equal the rank of the production item that you are making.

Examples:

To make an Alchemy Rank I item, the character needs to have at least one rank in the Alchemy skill, and would use a single Rank I material. For Alchemy, this is Minor Alchemical Catalyst.

To make a Smithing Rank 8 item, the character would need at least 8 Ranks in Smithing, and could use a combination of materials where the Ranks, when added up, equal the rank of the item desired. For Smithing this could be one Iron Ore (Rank V) and three Aluminum Ores (Rank I) added up equal enough ranks to make the item.

Durability

Any item that is non-consumable has a Durability rating. An item's durability is reduced by one at the beginning of every event, and when an item's Durability reaches 0, it is no longer usable, except for Recycling, see below. A player must check in all items they intend to use or have available to use at the beginning of an event. Any item that is not checked in and has its Durability marked down, is not legal for in-game use until it has been marked by Plot.

Consumable items and Materials have an effective Durability of "Until Used", and may not be Recycled.

Recycling Items

An item that has been reduced to 0 Durability, destroyed by a spell or skill, or an item that a player no longer wishes to use, may be Recycled by a player with the correct skill. An item that is Recycled will return 1/3rd of the ranks in materials used to construct it, rounded down. These materials can either be claimed for future use, or utilized immediately in the construction of a new item. Each type of Recycling requires 5 ranks in the chosen Production type.

Artificing

Artificing is the study of the creation of magic items, and only those with at least a moderate command of each base material type can take their steps down the path of an Artificer. The creation of a magic item will vary wildly in its needs based on the item. Magic Items always require materials from multiple disciplines, as few as two, up to all four. They also require spirit gems for the infusion of their impressive powers. Lastly, more powerful

items may require specific unusual or rare materials to be acquired in order to complete. All Artificers have access to a few base recipes that they may craft at will. Other items will require the development or acquisition of a Formula in order to be created. Formulas may also potentially be memorized, or even taught to others, depending on the Formula. Artificing requires 5 ranks in each production type.

Workshops

Characters can purchase a Workshop from Logistics for 10 Credits. Workshops have a durability of 10, and their durability is decreased each time they are used for an event by a given character. Workshops can be used to make large-scale batches of an item, doubling the total output for a single character. Ex: if you attempt to make 10 Heal Wounds potions, this would normally take you 30 Ranks in Alchemical materials. You could either spend 15 ranks, to make 5 potions which will get doubled by the Workshop, or spend the original 30 and get 20 potions instead. The Workshop must have a durability removed by Logistics during check-in in order to receive any batch production. More than one character may use a workshop for a given event, but each person who uses it will cost one durability.

Gathering Skill Products

Foraging Products

<i>Material Rank</i>	<i>Product</i>
I	Minor Alchemical Catalyst
II	Lesser Alchemical Catalyst
III	Moderate Alchemical Catalyst
IV	Major Alchemical Catalyst
V	Greater Alchemical Catalyst
X	Ultimate Alchemical Catalyst

Mining Products

<i>Material Rank</i>	<i>Product</i>
I	Aluminum Ore
II	Copper Ore
III	Tin Ore
IV	Nickel Ore
V	Iron Ore
X	Titanium Ore

Scrapping Products

<i>Material Rank</i>	<i>Product</i>
I	Tiny Scrap Parts
II	Small Scrap Parts
III	Medium Scrap Parts
IV	Large Scrap Parts
V	Huge Scrap Parts
X	Massive Scrap Parts

Logging Products

Material Rank Product

I	Rotten Wood
II	Dried Wood
III	Green Wood
IV	Singed Wood
V	Aged Wood
X	Petrified Wood

Alchemy Products

Weapon Coatings

Weapon coatings are single-use alchemical products that may be applied to weapons. To apply a coating, the user must have the coating in hand, and roleplay pouring or rubbing the coating on the weapon for 5 seconds. Only the character who had possession of the weapon when the coating was applied may use that coating.

For example, Alice applies a Sleep Coating to her long sword then hands the sword to Bob. Bob cannot use that coating.

However, if Charlie presents his sword to Diane, who then applies a Sleep Coating to Charlie's sword, then Charlie (and only Charlie) may use that Sleep Coating.

Once applied, the coating will last until it is used or the wielder rests, whichever comes first.

Rank I

Ingestible Toxin Catalyst

This catalyst will allow the user to convert any Alchemical Toxin to an ingestible form that may be laced into food or drink. The Toxin will be applied to the first person to consume the food or drink, and will take effect after 20 seconds. To apply an Ingestible Toxin, the Toxin Tag, and a Catalyst tag must be attached to the bottom of the container, or the tags can be given to a marshal once the Toxin has been applied. Applying an ingestible toxin takes a minimum of 5 seconds. ##### Poison Damage Dart This is a small dart with a poison laced tip. The character will throw a packet to indicate throwing a dart at the target. The dart may be blocked as if it was a strike from a Ranged Weapon. This dart will instantly do 5 points of poison damage to the target. The attack call for this is "5 Poison". ##### Alchemical Light This recipe creates a bottle of liquid light that provides a soft glow to see by. An Alchemical Light may be passed to another person once activated. There is no activation phrase for an Alchemical Light. An Alchemical Light will last one day once used. ##### Smelling Salts This will create a very strong smelling solution that will wake up characters that are under the effects of Sleep, or Waylay by roleplaying waving it beneath their nose for 10 seconds. Applying this alchemy requires the phrase "Smelling salts". ##### Wounding Coating This coating can be applied to a weapon on a 5 count. Wounding Coating allows the Poisoner to swing for a single weapon blow, for +5 additional damage, and change their damage type to Poison. Ex: a character normally swings for 3, uses their Wounding Coating, and swings "8 Poison." This lasts until used or until you complete a long rest. A weapon can only have one coating applied at a time.

Rank II

Solvent

This alchemy will instantly remove any oils, pastes, or other surface coating alchemy. ##### Toxin Antidote This antidote will instantly remove all lingering alchemical effects from the character. This includes any effects originally sourced from an alchemical substance. ##### Poison Damage Dart This is a small dart with a poison laced tip. The character will throw a packet to indicate throwing a dart at the target. The dart may be blocked as if it was a strike from a Ranged Weapon. This dart will instantly do 10 points of poison damage to the target. The attack call for this is "10 Poison". ##### Sluggish Coating This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Slow" at the end. Ex: "5 Poison Slow" A target afflicted by this may move at a pace no faster than a walk for 20 seconds. This lasts until used or until you complete a long rest. A weapon can only have one coating applied at a time.

Rank III

Thurgood's Rust Remover

This substance will destroy most items after only a minute of constant contact with the item. There is enough in one application to destroy an item of up to 36 inches in length. ##### Strength Sapping Toxin This is a small globe filled with a potent toxin. The character will throw a packet to indicate throwing a globe at the target. This globe causes the target's total weapon damage to be reduced to half for the next 20 seconds. Total weapon damage includes any weapon proficiencies, critical strikes, spell damage bonus', strength bonus', etc. The attack call for this is "Toxin Weakness" This effect may not be stacked or extended. ##### Poisonous Damage Dart This is a small dart with a poison laced tip. The character will throw a packet to indicate throwing a dart at the target. The dart may be blocked as if it was a strike from a Ranged Weapon. This dart will instantly do 15 points of poison damage to the target. The attack call for this is "15 Poison". ##### Snake Oil This substance is consumed as a drink. Once consumed, the character is imbued for +2 bonus weapon damage. This bonus does not stack with any other bonus weapon damage effects. This effect lasts 5 minutes. ##### Heal Wounds Potion This potion will instantly heal a living target for 5 points of health. ##### Bloodletting Coating This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Bleed" at the end. Ex: "5 Poison Bleed" A target affected by this cannot receive healing from any source until the Bleed effect has been removed, or 20 seconds elapses. This lasts until used or until you complete a rest. A weapon can only have one coating applied at a time.

Rank IV

Webbing Toxin

This is a small globe filled with a sticky toxin. The character will throw a packet to indicate throwing a globe at the target. This globe will explode on successful impact, covering the character in a sticky substance that holds the character in place from the neck down for the next 20 seconds. This webbing is able to cut and free the character if 5 seconds are spent doing so. The attack call for this is "Toxin Web". ##### Lock Oil This is a mixture that will weaken a lock once this substance is applied to it. The alchemist applies the substance and says "Lock Oil." to let the marshal know that the substance has been applied to the lock. The lock rating will

be weakened by three ranks. Locks cannot have their rating weakened to below 1. This mixture can only be applied to a lock once. ##### Lock Tar This is a mixture that will make a lock harder to pick once this substance is applied to it. The alchemist applies the substance and notes the application onto the Marshal Notes of the cabin to let the Marshal know that the substance has been applied to the lock. The lock rating will be strengthened by three ranks. This mixture can only be applied to a lock once.

Rank V

Oil of Flame

This substance coats a weapon in a flaming oil for the next 5 minutes. During that time, the weapon will do flame type Damage. Applying the oil takes 5 seconds. Example: "5 normal flame". ##### Oil of Frost This substance coats a weapon in a freezing oil for the next 5 minutes. During that time, the weapon will do frost type Damage. Applying the oil takes 5 seconds. Example: "5 normal frost". ##### Oil of Shock This substance coats a weapon in a static oil for the next 5 minutes. During that time, the weapon will do shock type damage. Applying the oil takes 5 seconds. Example: "5 normal shock". ##### Oil of Stone This substance coats a weapon in a gritty oil for the next 5 minutes. During that time, the weapon will do stone type damage. Applying the oil takes 5 seconds. Example: "5 normal stone". ##### Oil of Silver This substance coats a weapon in a silver infused oil for the next 5 minutes. During that time, the weapon will do silver type damage instead of its usual type. Applying the oil takes 5 seconds. Example: "5 silver". ##### Blinding Toxin This is a small globe with a light-creating toxin. The character will throw a packet to indicate throwing a globe at the target. This globe will explode in a flash, causing the target to suffer from blindness for the next 20 seconds. The attack call for this is "Toxin Blindness". ##### Draining Coating This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Weakness" at the end. Ex: "5 Poison Weakness" A target affected by this has their total weapon damage reduced to half of their normal maximum for 20 seconds. This lasts until used or until you complete a long rest. A weapon can only have one coating applied at a time.

Rank VI

Kneel Toxin

This is a small globe with an itching toxin. The character will throw a packet to indicate throwing a globe at the target. This globe explodes, covering the target in a fine powder that causes severe itching. This itching is so severe that the target must take a knee or crouch and they must cross their dominant arm over their chest for 20 seconds. A kneeling opponent may still otherwise attack or defend normally.. The attack call for this is "Toxin Kneel". ##### Heal Wounds Toxin This is a small globe filled with a healing toxin. The character will throw a packet to indicate throwing a globe at the target. This globe explodes, covering the target with the toxins that immediately begin to heal their wounds. The call for this is "Toxin Heal Wounds 5" ##### Drowsy Coating This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Sleep" at the end. Ex: "5 Poison Sleep" This coating will render the target unconscious, and asleep. The target cannot use skills, or activate items. The target will awaken instantly if damaged. This lasts until used or until you complete a rest. A weapon can only have one coating applied at a time.

Rank VII

Anti-Flame Lotion

This substance will protect the character from one instance of flame damage. This effect cannot stack with similar flame resistant effects. It takes 5 seconds to apply the lotion. The defensive call for this is "Resist". ##### Anti-Frost Lotion This substance will protect the character from one instance of frost damage. This effect cannot stack with similar frost resistant effects. It takes 5 seconds to apply the lotion. The defensive call for this is "Resist". ##### Anti-Shock Lotion This substance will protect the character from one instance of shock damage. This effect cannot stack with similar shock resistant effects. It takes 5 seconds to apply the lotion. The defensive call for this is "Resist". ##### Anti-Stone Lotion This substance will protect the character from one instance of stone damage. This effect cannot stack with similar stone resistant effects. It takes 5 seconds to apply the lotion. The defensive call for this is "Resist". ##### Sleep Toxin This is a small globe with a toxin laced tip. The character will throw a packet to indicate throwing a globe at the target. This globe causes the target to instantly fall asleep for the next 20 seconds. The attack call for this is "Toxin Sleep".

Rank VIII

Incredible Disappearing Ink

This substance is used to pass along short messages through the use of mysterious alchemical processes. The character uses the ink to write a short message, under 25 words, and then signs the recipient's name. The ink instantly vanishes. The message appears before the recipient on a magical parchment that disappears 30 seconds after appearing. This effect is not instantaneous and takes as much time as it does to find the recipient and deliver the message. The writing on the magical parchment is only visible to the recipient. If the recipient is not available, the message is lost. The out of game process is that the player writes the message and gives it to a Plot Team Member to deliver. ##### Well Purification Tablet This tablet will purify a well of all toxins, poisons, and diseases. This requires 60 seconds of roleplay to apply. ##### Quick-grow Plant Food This substance will provide nutrients and strength to plants. All ingredients are completely gluten free, non-gmo, organic and fair-trade! The effect is that 1 acre of farmland will produce a complete crop from the seed in 1 month in-game time. ##### Potent Coating This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Stun" at the end. Ex: "5 Poison Stun" This coating renders the target stunned, and helpless for 20 seconds, unable to take any actions or activate any items. A weapon can only have one coating applied at a time.

Rank IX

Warblade's Armor Polish

This elixir upon being applied to a suit of armor will immediately remove all dents, scratches, tears, breaks, and other mishaps! This elixir will, on a three count, refit an armor to its full value upon use. It has no effect on destroyed armor. This item is consumed on use. ##### Stunning Toxin This is a small globe with a toxin laced tip. The character will throw a packet to indicate throwing a globe at the target. This globe will cause the target to be stunned for the next 20 seconds, unable to take any actions or

activate any items. The attack call for this is "Toxin Stun".

Rank X

Deathly Coating

This coating can be applied to a weapon on a 5 count. This coating allows the Poisoner to swing their normal weapon damage, with the carrier "Poison Death" at the end. This lasts until used, or until you complete a rest. Ex: "5 Poison Death". A weapon can only have one coating applied at a time. ##### Gaseous Concoction This is a potion that when ingested will transform the character into a cloud of mist for the next minute. While in this form, the character is unable to move, communicate, cast spells, or activate magic items. This effect can be broken by the spell Reality Anchor. Once the effect ends, the character is silenced for the next 20 seconds as they recover from the effects of this alchemy. It takes 5 seconds to consume the concoction.

Smithing Products

Rank I

Ranged Ammunition

This creates 20 uses of arrow, or bolts for use with the Ranged Weapon skill. Each use of the ranged weapon consumes a single use of the ammunition, unless otherwise noted in certain skills. ##### Netted Projectile This creates an arrow, bolt, or throwing weapon that prevents the target from moving at a faster movement rate than a walk. This effect does not stack with itself, and further applications on an already slowed target will not renew the duration. Call: "Physical Slow" ##### Chain Bindings These chains can be placed upon a willing or unconscious target, and will prevent the use of their arms, including restricting the use of any weapons or shields, and preventing the casting of any spells with a range greater than touch. These chains must be physically repped, and may be placed around the target's arms with permission, or simply held in their hands. This item is consumed on use.

Rank II

Structural Reinforcement

This recipe creates struts and nails that can be used to reinforce a non-tagged item that would normally be subject to a Destroy spell. This will allow the item to Resist Destruction two times. An item may only be reinforced once. The maximum dimension of the item must be less than 84 inches. ##### Drill-Tip Projectile This creates an arrow, bolt, or throwing weapon that binds the target's right foot to the ground for 20 seconds. This effect can be affected by the Freedom spell. This item is consumed on use. Call: "Physical Entangle Foot" ##### Armor Repair Kit This creates a kit used for refitting armor quicker. This item will cut the time normally needed to refit armor by half. This is not usable with the skill Rapid Refit. This item has 10 uses.

Rank III

Fine Short Weapon

This creates a finely made Short Weapon that has a base damage of 1, with

5 Durability. ##### Bola Projectile This creates an arrow, bolt, or throwing weapon that forces the opponent to take a knee, crouch, and they must cross their dominant arm over their chest for 20 seconds. A kneeling opponent may still otherwise attack or defend normally. The effect of this item may not be stacked or extended. This spell is a KNEEL effect. Call: "Physical Kneel" ##### Weak Hardening This will harden a weapon, shield, armor or magic item to Resist Destruction once. Hardening may only be done once on an item.

Rank IV

Fine Long Weapon

This creates a finely made Long Weapon that has a base damage of 1, with 5 Durability. ##### Fine Shield This creates a finely made Shield, with 5 Durability. ##### Flechette Projectile This creates an arrow, bolt, or throwing weapon that causes the opponent to be unable to be healed for 20 seconds. This effect may be affected by the Transfer Malady or Cure Body spells. The effect of this item may not be stacked or extended. This item is consumed on use. Call: "Physical Bleed" ##### Fine Armor, Cloth This creates a finely made suit of armor that has a Armor rating of 10, with 5 Durability.

Rank V

Fine Two Hand Weapon

This creates a finely made Two Hand Weapon that has a base damage of 1, with 5 Durability. ##### Silver Weapon Forging With this skill the blacksmith can carefully silver plate a weapon in order for the weapon to do to the silver damage type. ##### Whetstone A user can spend one minute of careful sharpening using this tool to improve a single weapon's base damage by 1 until their next rest. This item does not work on Unarmed or Ranged Weapons. This item is consumed on use. ##### Endless Quiver This creates a Quiver with a seemingly endless amount of ammunition for ranged weapons. It requires 5 sets of Ranged Ammunition to make, in addition to the regular materials. Once this quiver is opened for the first time, the user may continue to draw ranged ammunition from it for a full game day before it finally expires. This item is consumed on use.

Rank VI

Fine Ranged Weapon

This creates a finely made Ranged Weapon that has a base damage of 1, with 5 Durability. ##### Fine Armor, Leather This creates a finely made suit of armor that has a Armor rating of 20, with 5 Durability. ##### Tough Hardening This will harden a weapon, shield, armor or magic item to Resist Destruction twice. Hardening may only be done once on an item.

Rank VII

Fine Armor, Hardened Leather

This creates a finely made suit of armor that has a Armor rating of 30, with 5 Durability. ##### Shield Spikes This creates a set of Shield Spikes that can be applied to a Shield that will allow the character to Reflect Physical. Shield spikes have 3 charges. Only one Shield Spikes or Mirror Coating can be on a shield at a time. The call for this is "Reflect" ##### Mirror

Coating This creates a Mirror Coating that can be applied to a Shield that will allow the character to Reflect Spell. Mirror Coatings have 3 charges. Only one Shield Spikes or Mirror Coating can be on a shield at a time. The call for this is "Reflect"

Rank VIII

Fine Armor, Chain Mail

This creates a finely made suit of armor that has a Armor rating of 40, with 5 Durability. ##### Fiery Plating This item will add the ability for armor to redirect damage into healing the character. This item must be installed by a character skilled in Smithing Rank VII. This item grants the armor the ability to transform flame damage into healing. Platings have 3 charges. An item may only have one Plating at a time. ##### Freezing Plating This item will add the ability for armor to redirect damage into healing the character. This item must be installed by a character skilled in Smithing Rank VII. This item grants the armor the ability to transform frost damage into healing. Platings have 3 charges. An item may only have one Plating at a time. ##### Insulating Plating This item will add the ability for armor to redirect damage into healing the character. This item must be installed by a character skilled in Smithing Rank VII. This item grants the armor the ability to transform shock damage into healing. Platings have 3 charges. An item may only have one Plating at a time. ##### Stoneward Plating This item will add the ability for armor to redirect damage into healing the character. This item must be installed by a character skilled in Smithing Rank VII. This item grants the armor the ability to transform stone damage into healing. Platings have 3 charges. An item may only have one Plating at a time.

Rank IX

Fine Armor, Plate Mail

This creates a finely made suit of armor that has a Armor rating of 80, with 5 Durability. ##### Rugged Hardening This will harden a weapon, shield, armor or magic item to Resist Destruction four times. Hardening may only be done once on an item.

Rank X

Master Work Short Weapon

This creates a master work Short Weapon that has a base damage of 2, with 10 Durability. ##### Master Work Long Weapon This creates a master work Long Weapon that has a base damage of 2, with 10 Durability. ##### Work Two Hand Weapon This creates a master work Two Hand Weapon that has a base damage of 2, with 10 Durability. ##### Master Work Ranged Weapon This creates a master work Ranged Weapon that has a base damage of 2, with 10 Durability. ##### Master Work Armor, Cloth This creates a master work suit of armor that has a Armor rating of 10, with 5 Bonus Armor, and with 10 Durability. ##### Master Work Armor, Leather This creates a master work suit of armor that has a Armor rating of 20, with 5 Bonus Armor, and with 10 Durability. ##### Master Work Armor, Hardened Leather This creates a master work suit of armor that has a Armor rating of 30, with 5 Bonus Armor, and with 10 Durability. ##### Master Work Armor, Chain Mail This creates a master work suit of armor that has a Armor rating of 40, with 10 Bonus Armor, and with 10 Durability. ##### Master Work Armor, Plate Mail This creates a master work suit of

armor that has a Armor rating of 80, with 10 Bonus Armor, and with 10 Durability.

Tinkering Products

Rank I

Mining Pickaxe

This is a crafted item for use with the Mining skill. The pickaxe will add an additional raw material rank to the character for each rank of Mining skill that the character has. This item is also required for raw material gathering from a node in-game. Tools effects do not stack. Tools have 10 charges.

Foraging Trowel This is a crafted item for use with the Foraging skill. The trowel will add an additional raw material rank to the character for each rank of Foraging skill that the character has. This item is also required for raw material gathering from a node in-game. Tools effects do not stack. Tools have 10 charges. ##### Salvaging Screwdriver This is a crafted item for use with the Scrapping skill. The screwdriver will add an additional raw material rank to the character for each rank of Tinkering skill that the character has. This item is also required for raw material gathering from a node in-game. Tools effects do not stack. Tools have 10 charges. ##### Carving Knife This is a crafted item for use with the Logging skill. The knife will add an additional raw material rank to the character for each rank of Logging skill that the character has. This item is also required for raw material gathering from a node in-game. Tools effects do not stack. Tools have 10 charges. ##### Cooking Utensils This is a crafted item for use with the Cooking skill. The utensils will add an additional High Quality Food created by the cook for each rank of Cooking skill that the character has. Tools have 10 charges. ##### Lock This recipe allows the Tinkerer to create a lock able to keep out unskilled burglars. Lock physical representations are attached to the main door of a structure. This lock indicates that all portals are locked. The tag for the lock will be attached to the back of the lock presentation, and will note the quality of the lock as well as the lock ID code. To be able to enter a locked structure, a character must have a key tag that is ID associated with the lock. A character with a Key may unlock a Locked door on a 3 count, and may re-lock it on another 3 count. ##### Key This recipe allows the Tinkerer to create a key that is keyed for a particular lock by an ID code that both the key and the lock share. Keys will only work for the lock that they are keyed for.

Rank II

Freeze Trap

This is a trap that will hit all characters in a 5 foot radius from the freezing physical representation with a Physical Entangle Foot. This trap requires a trip wire and either an audible, or visual trigger. Traps must have a physical representation of at least 64 cubic inches with no dimension being less than 2 inches. Once the trap is triggered, it is destroyed. Set traps can be set off by being within the effect radius of another trap, regardless of the trigger being activated. Set traps moved in any direction for more than 1 foot will automatically be set off. ##### Lock Picks This is a basic item for use with the Lock Picking skill. Having Lock Picks lowers the rank of the lock by 1. Lock Picks have 10 charges. ##### Trap Disarming Kit This is a crudely made item for use with the Disarm Trap skill. These tools allow the character to attempt to disarm a set trap. Trap Disarming Kits have 10 charges. ##### Explosive Grenade This is a basic hand grenade that will

do 5 points of physical damage to the target. The character must act out pulling a pin from the grenade before saying "5 Normal Flame", and throwing the grenade. The grenade must strike the target on the body, legs, or arms in order to be a successful attack. Grenades are destroyed once used. ##### First Aid Kit This item allows the character skilled in First Aid to provide emergency aid faster. If the character has a First Aid Kit on them, the time it takes to First Aid is halved. This item has 10 uses before it is destroyed.

Rank III

Repair Lock

The tinkerer is able to fix a previously broken lock. The repair of the lock takes 1 minute of time in addition to the three ranks of raw materials.

Rank IV

Lock Hardening

This recipe will harden a lock so that the lock will resist destroy effects, and be more difficult to pick. Hardening a lock will allow the lock to resist five destroy effects, and will raise the rating of the lock by three. Hardening may only be done once on an item. ##### Explosive Trap This is a trap that will do 20 points of physical flame damage to all characters in a 5 foot radius from the incendiary physical representation. This trap requires a trigger that is either audible, or visual. Traps must have a physical representation of at least 64 cubic inches with no dimension being less than 2 inches. Once the trap is triggered, it is destroyed. Set traps can be set off by being within the effect radius of another trap, regardless of the trigger being activated. Set traps moved in any direction for more than 1 foot will automatically be set off.

Rank V

Range Extender

This recipe allows the Tinkerer to create a range extender that works on traps that have a radius effect. The trap that has been extended will have its radius of effect increased to 8 feet instead of 5 feet. This item is consumed on use. ##### Delayed Timer The Delayed Timer, once in place, will delay the effect of a trap for 10 seconds once the trap has gone off. The Delayed Timer is destroyed once used. ##### Crate of Explosives This is a trap that will do 60 points of physical damage to all characters in a 5 foot radius from the incendiary physical representation. This trap requires a trip wire and either an audible, or visual trigger. Traps must have a physical representation of at least 100 cubic inches with no dimension being less than 4 inches. Once the trap is triggered, it is destroyed. Set traps can be set off by being within the effect radius of another trap, regardless of the trigger being activated. Set traps moved in any direction for more than 1 foot will automatically be set off.

Rank VI

Pick Pocket Tools

These tools require the Cutpurse skill to use. These tools allow the would-be thief to slip a hand into another character pouch or pocket and randomly take a single game item. This item is represented by a clip that has an ID

that corresponds to the character. This ID is issued by Logistics, though a player can request a new ID at any time. The player slips the clip onto the pouch, or pocket, and goes to notify a Game Marshal. The Game Marshal will approach the picked character and retrieve one random game item from the picked character. If there is nothing in the picked pouch, then the larceny has resulted in no reward. The transfer of goods from Game Marshal to thief takes place out of sight from other players. Tools have 10 charges.

Rank VII

Mechanical Lifting Device

This item assists the character with lifting heavy objects. It is also good for providing extra power for those weapon swings. This item will grant the character +2 bonus strength for 5 minutes each rest period. Activating the Mechanical Lifting Device requires the character to say "Activate Mechanical Lifting Device". This does not stack with other +Strength effects. This item is consumed at the end of the game day after use. ##### C-2 Explosive This item is a small block of clay material that will violently explode when set off by a trigger. The design of this item is such that it is exclusively used for destroying larger items. Applying the C-2 Explosive takes one minute by a Rank VII skilled Tinkerer. Once triggered this item will destroy an item less than 64 inches in length. This item is consumed once used.

Rank VIII

Lightning in a Barrel

This item appears to be a strange hand held cannon that shoots a pulse of electricity. When fired, the Stun Gun will temporarily stun a target for 20 seconds. This item is destroyed once used. The player will call "Physical Stun" when this item is used. ##### Portable Wildfire The Portable Wildfire is a strange device that will constantly shoot out balls of fire once activated. The player will call "Activate Flame Thrower" when this item is used. The character may then throw "5 Normal Flame" for as long as the character can maintain concentration, and not move their feet. The packets must strike the target on the body, legs, or arms in order to be a successful attack. This item is consumed once used.

Rank IX

Magitech Eye

This item detects variations in nearby Aether flows. This allows the user to detect magic for 5 minutes as if they were skilled in Arcane Mastery. This item is consumed in use. ##### Unstable Storage Device This item can be applied to a bag or other container to grant it the effect of a Pocket Dimension spell. It lasts longer than the normal spell, lasting up to 5 days, but at the end of those 5 days the item ceases functioning.

Rank X

Unstable Strike Enhancer

This odd device can be applied to a weapon to enhance the damage it does by +2, however, the unstable nature of the device causes damage to the weapon to which it is applied, causing two points of durability damage to it.

The effect only lasts for a single Rest period, at which time the Enhancer crumbles. ##### Unstable Armor Reinforcement This odd device can be applied to a suit of armor, to help protect the wearer. However, the protective properties of this device push the armor past it's breaking point quickly. When putting this item on a suit of Armor, the Armor immediately loses 2 Durability. Furthermore, while this item is in effect, the wearer may expend points of Durability to Resist Physical. Once the Armor reaches 0 Durability, the Armor ceases functioning and the Unstable Armor Reinforcement crumbles. The Unstable Armor Reinforcement also crumbles after a single Rest period.

Rune Carving Products

Rank I

Glowing Wand Stone

This creates a softly glowing stone that can be inset into the end of a carved wand. This stone should not emit more light than a typical physical representation for a Glimmer Light spell. This item is consumed on use.

Alarm Rune This creates a rune that can be placed next to a doorway, or the opening to a box. The rune, once activated, will make a loud alarming sound. The rune must have a trigger and a tripwire, or equivalent that will set off the trigger. Alarm Runes may be disarmed as if they are a rank I trap. Activating an Alarm Rune requires simply placing the rune, the trigger, the trip wire, and the character says "Activate Alarm Rune". This item is consumed on use. ##### Rune of Unmarking This creates a rune that will remove a Rune of Marking. To activate the rune, the character must touch the mark and say "Activate Rune of Unmarking" This item is consumed on use. ##### Minor Wand This Wand may contain a single use of any spell Rank I or II. In order to be used the user must be able to cast the spell on their own. To cast from the wand, the user must declare "Activate", followed by the spell incant. This item is consumed on use.

Rank II

Rune of Marking

This rune, when activated, will leave a mark on an item, or person, which lasts until removed with a Rune of Unmarking, or the body has been regenerated in the case of the mark being placed upon a person. The mark is placed and designed by the person who used the Rune of Marking, with the approval of the Plot Team. To activate the rune, the character must touch the target of the rune and say "Activate Rune of Marking". This item is consumed on use. ##### Moderate Wand This Wand may contain a single use of any spell Rank III or IV. In order to be used the user must be able to cast the spell on their own. To cast from the wand, the user must declare "Activate", followed by the spell incant. This item is consumed on use.

Rank III

Rune of the Beacon

When activated, this rune will place a magical mark upon an item that will act as a beacon for the one that used the rune that lasts for one day. For the duration of the effect, the character may sense the general direction of the location of the marked item. This beacon cannot be affected by Dispel Magic, or even death and body regeneration. To activate this rune the

character must touch the target of the rune and say "Activate Rune of the Beacon". This item is consumed on use. ##### Major Wand This Wand may contain a single use of any spell Rank V or VI. In order to be used the user must be able to cast the spell on their own. To cast from the wand, the user must declare "Activate", followed by the spell incant. This item is consumed on use.

Rank IV

Rune of Hastening

This rune will allow the character to cast a spell quickly by limiting the spell incantation to "Magic <spell name>". The rune stone is consumed once the spell has been cast using this game call. This item is consumed on use. ##### Greater Wand This Wand may contain a single use of any spell Rank VII or VIII. In order to be used the user must be able to cast the spell on their own. To cast from the wand, the user must declare "Activate", followed by the spell incant. This item is consumed on use.

Rank V

Rune of Chambering

This recipe creates a Rune that allows for a character to temporarily store magic within it to be triggered in emergencies. A Rune of Chambering is made with a specific condition for triggering. The valid conditions are: Confine, Death, Disarm, Drain, Dying, Toxin, Unconscious, Undead. The Rune is primed by expending a non self-cast spell from the user's memorized spells, and by writing down the name of spell on the back of the item tag. This item is consumed on use. A Rune of Chambering will last for at most one full day, if it has not triggered by that time the item will crumble. When the chambered spell is triggered, the call is "Chambered <spell name>". ##### Minor Runic Tattoo This Runic Tattoo may contain a single use of any spell Rank I or II. This can only be applied by someone capable of casting the spell chosen. A character need not be able to cast the spell to activate the Tattoo. A character may only have one Runic Tattoo at a time. To use the Tattoo, the user must declare "Activate", followed by the spell incant. Once activated, the Tattoo fades. This item is consumed on use.

Rank VI

Moderate Runic Tattoo

This Runic Tattoo may contain a single use of any spell Rank III or IV. This can only be applied by someone capable of casting the spell chosen. A character need not be able to cast the spell to activate the Tattoo. A character may only have one Runic Tattoo at a time. To use the Tattoo, the user must declare "Activate", followed by the spell incant. Once activated, the Tattoo fades. This item is consumed on use. ##### Thiefbane Rune This rune, once activated, will protect the bearer from being searched once. While under the protection of Thiefbane Rune, the player will respond with "Thiefbane". The searching character will be affected by a spell blast of magic that will instantly reduce their health and armor pools to 0. This Rune is expended once used, and the effect will last no longer than a single Rest. This item is consumed on use.

Rank VII

Major Runic Tattoo

This Runic Tattoo may contain a single use of any spell Rank V or VI. This can only be applied by someone capable of casting the spell chosen. A character need not be able to cast the spell to activate the Tattoo. A character may only have one Runic Tattoo at a time. To use the Tattoo, the user must declare "Activate", followed by the spell incant. Once activated, the Tattoo fades. This item is consumed on use.

Rank VIII

Greater Runic Tattoo

This Runic Tattoo may contain a single use of any spell Rank VII or VIII. This can only be applied by someone capable of casting the spell chosen. A character need not be able to cast the spell to activate the Tattoo. A character may only have one Runic Tattoo at a time. To use the Tattoo, the user must declare "Activate", followed by the spell incant. Once activated, the Tattoo fades. This item is consumed on use.

Rank IX

Rune of Recall

This rune, when activated, will mark a spot to which a character bearing the rune may recall themselves, and their equipment, inside of the next day. Equipment will only travel with the character if those items are on the character at the time of recall. The character must be conscious to recall themselves. This item is expended on recalling. The character says "Active Recall, 1 I recall, 2 I recall, 3 I recall". The character then immediately places on a white headband and proceeds to the location of the rune activation. An individual may only have one Rune of Recall active at a time. If the recall has not been triggered before a day has passed since location designation, it expires.

Rank X

Glyph of Warding

A Glyph of Warding wraps a structure with an intangible field that slows the movement of all who attempt to enter, and prevents projectiles or spells from passing through. Attempting to enter a Warded structure requires a 10 count, during which you are subject to spells or strikes from either side. Any effect that would halt your movement or interrupt your movement or count forces you to return to the originating side. A structure may only be under the effects of a single Glyph at any time, and a Glyph affects an entire structure, as such, they cannot be "nested" inside one another. A structure under the effects of a Glyph must have each door/entry obviously display a W for Warding. A Glyph lasts 5 days. This item is consumed on use. ##### Glyph of Anchoring A structure under the effects of Glyph of Anchoring prevents all dimensional movement effects from occurring within the building. You may not teleport into or out of this structure, including by use of Rune of Recall, nor can you use any effects that would move you temporarily out of phase. If you attempt to teleport into the structure, your spell or effect ends immediately outside the structure. All subjects in building perpetually under the effect of Reality Anchor and Dimensional Lock. A structure may only be under the effects of a single Glyph at any time, and a Glyph affects an entire structure, as such, they cannot be "nested" inside one another. A structure under the effects of a Glyph must have each door/entry obviously display an A for Anchoring. A Glyph lasts 5 days. This item is consumed on use. ##### Rune of Erasure This rune is

specifically designed for the removal of Glyphs. Once activated, the user must spend 5 minutes concentrating on the Glyphed structure, while maintaining contact, at the end of which the Glyph is destroyed. User must announce “Erasing Glyph” at the beginning of the concentration, and “Glyph Down” at the end of the concentration. If the user’s concentration is interrupted, or they lose contact with the structure, the Rune is consumed to no effect. This item is consumed on use. ##### Break Enslavement Rune This rune is designed to cleanse the most powerful of mental magics from the core of another being. The user must touch the target and declare “Break Enslavement.” Any active ENSLAVEMENT effect on the target will immediately end. This item is consumed on use.

Artificing Products

Artificing is a complex and daunting process that only the most dedicated of individuals dedicated to crafting can undertake. Only those with a decent grasp of all four crafting disciplines (*5 Ranks in each Skill*) can walk the path of the Artificer, and it is this experience that will allow them to combine materials into effects that are greater than the sum of their parts, which many refer to as “Magic Items”. Artificers, like regular crafters, utilize recipes for their creations, though the recipe for a magic item is known as a Formula. All Artificers have access to a Standard Library of Formulas, which they may utilize at any time, given they have the appropriate materials to construct the desired item. Other items are known to exist, which are known as “Uncommon Formulas”, and Artificers may even attempt to invent their own, but these Formulas must first be created or discovered to utilize new and different items.

A Magic Item will generally require the following for materials in order to be crafted. A number of materials of various kinds, with a total in material ranks equal to 10 times the Rank of the Magic Item, number of Spirit Gems equal to the Rank of the Item, and Items with Rank 5 and above will require unusual materials, sometimes multiple, that the Artificer or their companions will have to seek out in the greater world to infuse their creations with an extra spark of Magic. All Magic Items have a 10 Durability.

Uncommon Formulas may sometimes be Memorized or even Taught by Artificers. Formulas discovered in the world will have a notation on them indicating if they can be Memorized, and if so, how many times before the Formula is no longer functional. They may also have a notation for how many times a Formula may be Taught after being Memorized, if it may be Memorized at all. If an Uncommon Formula is not capable of being Memorized, or the Artificer does not wish to Memorize it, then when attempting to create the item the Formula must be shown to Logistics before the item tag will be produced.

Presented here are the Standard Library of Items, as well as any items known to the world at large as “Uncommon Formulas”, for which the Formula may be discovered or re-invented,

Standard Library

Rank I

Titan’s Iron Boots

Boots infused with immense weight allow the wearer to resist effects that push them from their chosen course, but in exchange, the boots restrict the wearer’s movement speed. The Wearer may Resist Knockback 2 times per

day, but cannot run while wearing.

Requires: 5 Smithing Materials, 5 Rune Carving Materials, 1 Spirit Gem.

Rank II

Deep Breath Balm

A special balm infused with magically treated herbs designed to clear the airways and enhance the user's breathing. Once per day, the bearer may partake of these benefits to enhance their use of the Second Wind skill, consuming two uses to immediately heal to Full Health instead of Half. If the user has less than two remaining uses, this may not be activated.

15 Alchemy Materials, 5 Rune Carving Materials, 2 Spirit Gems. #####

Blade of Enchanted Striking This specially forged and enhanced blade is designed to help the wearer overcome the defenses of foes who require magical effects to harm. While wielding, the wearer may use a Magic carrier for weapon blows.

10 Smithing Materials, 10 Rune Carving Materials, 2 Spirit Gems

Rank III

Mending Mallet

A special Smithing Hammer built for a Smith on the go, with armor to repair and heads to smash. Three times per day, a user may spend their uses of Rapid Refit to refit the armor of another Individual, instead of themselves, by touching them by doing the usual 5 count and declaring "Rapid Refit".

Only usable by an individual with Ranks in Smithing.

20 Smithing Materials, 10 Rune Carving Materials, 3 Spirit Gems. #####

Boisterous Bells These enchanted Bells are a Performer's best friend, especially when being magically heckled. These Bells will, two times per day, allow the user to spend a rank in Performance to Resist a Silence effect. The user does not regain the spent Performance ranks until after they complete a Rest.

20 Rune Carving Materials, 10 Alchemy Materials, 3 Spirit Gems

Rank IV

Cook's Cleaver

This magically enhanced cleaver allows the bearer to use their Cooking expertise to deadly effect on the field of battle. While wielding, three times a day, the User may spend a rank of Cooking as if it was Critical Strike V. They cannot spend ranks of Cooking that have already been used to prepare a Dish. The user does not regain the spent Cooking ranks until after they complete a Rest.

20 Smithing Materials, 10 Rune Carving Materials, 10 Tinkering Materials, 4 Spirit Gems ##### **Blade of Elemental Striking** This specially forged and enhanced blade is designed to help the wearer overcome the defenses of foes who require Elemental effects to harm. While wielding, the wearer may use a Flame/Frost/Shock/Stone carrier for weapon blows. The damage type is chosen at creation.

20 Smithing Materials, 10 Rune Carving Materials, 10 Alchemy Materials, 4 Spirit Gems

Rank V

Super Special Seasonings

Taking the term “secret ingredient” to new levels, these magically enhanced 11 Herbs and Spices allow a Cook to boost their dishes to previously unimaginable heights, and they even restock themselves too! Three times per day, a Cook may double the benefits of a single Cooking dish they serve, bypassing normal bonus caps, with a maximum of twice the normal limit.
 30 Alchemy Materials, 10 Rune Carving Materials, 4 Spirit Gems #####
 Changeling’s Mask Utilizing the incredible capabilities of a shape-shifter, this Full Face Mask allows the wearer to assume the appearance of a member of the Mask’s race, though they are still recognizable. This cannot be used to emulate other people. If the Mask is removed or is not fully covering the user’s face, the effect fades immediately. This may be used 1/day and the change lasts until the user completes a Rest.
 30 Rune Carving Materials, 20 Tinkering Materials, 5 Spirit Gems, Skin from a Shapechanger. #####
 Accompanying Amulet A boon to Bards of all kinds, the Accompanying Amulet allows the wearer to benefit from their own use of the Performance skill, by replaying their own music, stories or other Performance back to them. This is a Passive effect.
 20 Smithing Materials, 20 Rune Carving Materials, 10 Tinkering Materials, 5 Spirit Gems, Tears of a Siren.

Rank VI

Cards of Collusion

The Player may use this special deck of cards to spread the power of their Gambling skill to multiple participants. For each rank of Gambling the user possesses, a single participant in the game may benefit from the skill, including themselves. All normal Gambling requirements apply, including the need for actual currency or valuable items to be bet. The cards actively prevent any participant from cheating. (This is a good-faith effect, assuming no players are abusing this or metagaming.) This is a Passive effect.
 30 Alchemy Materials, 20 Rune Carving Materials, 10 Tinkering Materials, 6 Spirit Gems, Pixie Dust

Rank VII

Blade of Beginner’s Luck

Enhanced with the Luck of a 5-Leaf Clover, this specially treated blade finds unlikely avenues and helps the wearer strike true where otherwise their blow may have been turned aside. The wielder does +5 Bonus Damage on all uses of any Critical Strike skill while wielding this Blade. But Luck is Fickle, and harder to come by as one grows older, as such, only an individual with 250 total SP or less may benefit from this weapon. This is a Passive effect.
 40 Smithing Materials, 20 Rune Carving Materials, 10 Tinkering Materials, 7 Spirit Gems, 5-Leaf Clover. #####
 Cutting Deck A deck made of specially refined and treated cards, this allows the user to bring their Card-sliding skills onto the battlefield. Three times per day, a user may spend a rank of their Gambling Skill to throw a single packet for 25 Magic. The user does not regain the spent Gambling ranks until after completing a rest.
 30 Rune Carving Materials, 20 Alchemy Materials, 20 Smithing Materials, 7 Spirit Gems, Razorwhip Reeds

Rank VIII

Blade of Mystic Striking

This specially forged and enhanced blade is designed to help the wearer

overcome the defenses of foes who require Elemental OR Magic effects to harm. While wielding, the wearer may deal Flame/Frost/Shock/Stone damage with weapon blows. The damage type is chosen at creation. They may also choose to instead deal Magic damage with their weapon blows. They may only choose to use one of these at a time.

40 Smithing Materials, 20 Rune Carving Materials, 10 Alchemy Materials, 10 Tinkering Materials, 8 Spirit Gems, Elementally Infused Ore

Rank IX

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Rank X

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Uncommon Formulas

Rank I

Bloodhound's Nose Ring

This specially crafted and treated ring is designed to enhance the user's natural sense of smell. Two times a Day, the character can invoke the power of the Bloodhound to gain the benefits of +5 ranks in Tracking as the ring enhances their natural sense of smell. However, this ring would overpower those without a refined sense of scent, and as such it is only usable by Kindred.

5 Smithing Materials, 5 Rune Carving Materials, 1 Spirit Gem.

Rank II

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Rank III

Cat's Eye Dice

These polished gemstone dice are infused with the ability to harness the luck of Gambling to help an unlucky Gambler in their moment of need. Twice per day, when starting a round of Gambling, the user may invoke the power of these dice to bless the upcoming round. The person who wins the round of Gambling gains a single use of the Endurance skill. Should the user win the round, they gain a use of Endurance, and a use of Second Wind. These benefits last until used or a day passes. A single individual may not stack multiple instances of benefits from this item. The item cannot be used unless you possess ranks in Gambling.

10 Smithing Materials, 10 Rune Carving Materials, 10 Alchemy Materials, 3 Spirit Gems

Rank IV

Mama's Cast Iron

Seasoned properly and treated just right, this Cast Iron Skillet is the bane of any ne'er-do-well who thought to pull one over on Mama. In the hands of a Cook, this allows the Cook to bring their Cooking Skills to bear when putting people down and out. While wielding, three times a day, the User may spend a rank of Cooking as if it was Waylay. They cannot spend ranks of Cooking that have already been used to prepare a Dish. The user does not regain the spent Cooking ranks until after they complete a Rest.
30 Smithing Materials, 20 Rune Carving Materials, 10 Tinkering Materials, 6 Spirit Gems, Chunk of Specially Seasoned Iron

Rank V

Globe of Radiance

A ball that sparkles in the dimmest of lights, this item is a specially designed focus for a Mage who can use the spell Blinding Lights. Once per day, the bearer may deliver Blinding Light as Voice Radius by channeling the spell through the Globe, however, the light is so bright that it in turn also affects the user.
20 Tinkering Materials, 20 Rune Carving Materials, 10 Smithing Materials, 5 Spirit Gems, Captured Sunbeam

Rank VI

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Rank VII

Turtle's Torc

Infused with the Protective nature of a Dragon Turtle's Shell, this Torc is designed to enhance and amplify the protective magics of the user, allowing them to spread the effects wider by channeling the magic through their voice and the Torc. Three times a day, after an individual spends a full 5 Minutes Performing, they may Voice Radius deliver a single cast of either Barkskin, Other or Spell Aegis, Other.
30 Smithing Materials, 30 Rune Carving Materials, 10 Alchemy materials, 7 Spirit Gems, a Fragment of a Turtle Dragon's Shell.

Rank VIII

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Rank IX

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Rank X

Mage's Folly

An item of fearsome power and renown, it earned its name for the often fatal after effects of those with the hubris to use this item without proper respect for the consequences. At will, the wearer of Mage's Folly may Voice Radius deliver any spell they are capable of casting. However, upon doing so they are struck by a Non-Resistable, Incurable Silence effect, which is only removed after the wearer benefits from a full 2 Hour Rest. This item may not be used to deliver any Self only spells, any spells that only affect items (ex: Focused Destruction), or Circle of Power.

50 Rune Carving Materials, 30 Smithing Materials, 20 Tinkering Materials, 10 Spirit Gems, the Vocal Cords of a Banshee, the Lungs of a Whale. # 13 - Life And Death ## Life & Death

Body (aka Health Points)

Body is the measurement of a character's state of health, and is often referred to as "Health Points" or "Hit Points" in many RPG systems. All characters start with 10 Body, and gain more via the Toughness skill. Receiving any amount of Damage reduces your Current Body. You can receive healing effects to increase your Body after taking Damage, but healing may never put you above your Maximum Body.

Alive

Any character with 1 or more Current Body is "**Alive**."

Unconscious

A character whose Current Body is exactly 0 is considered **Unconscious**. A character who is Unconscious is unable to take any actions that require active thought or movement, and the character is considered helpless. Being **Unconscious** lasts for 5 minutes, at the end of which time the character is returned to consciousness with 1 Body. If a character takes any additional damage while at 0 and **Unconscious**, they proceed to begin **Bleeding Out**.

Bleeding Out (aka Dying)

A character who has their Current Body reduced to -1 is considered **Bleeding Out**. A character cannot be reduced to below -1 Body, regardless of the amount of damage taken.

Bleeding Out lasts for 60 seconds, during which the character is unconscious and may not make any game actions that require consciousness. Any amount of healing will restore the character's Body by the amount stated by the healing effect, and they will no longer be **Bleeding Out**.

Receiving First Aid will pause the dying count until the First Aid is completed or the character performing the First Aid is interrupted, at which point the **Dying** character will either be at 0 body, **Unconscious**, or their **Bleeding Out** count will resume at its previous count.

After 60 seconds of **Bleeding Out**, the character dies and is now **Dead**.

*(Ex: Bob is **Bleeding Out**. Thirty seconds into **Bleeding Out**, Charlie heals Bob for 10 Health Points. Bob is now conscious, able to act again, and has 9 current Health Points.)*

Dead

A character that goes 60 seconds of **Bleeding Out** without receiving any healing or First Aid, or who is affected by some other Death effect, becomes **Dead**.

Death lasts for 5 minutes, at which point, the character's body dissipates, their spirit departs and travels to a **Shrine of Resurrection**. Any in-game items the character possesses when they dissipate are dropped to the ground, the player puts on a white headband and goes Out-Of-Game, and should seek out a marshal (either the marshal of the mod, or NPC camp) to seek resurrection.

While **Dead**, a character is not aware of their surroundings, and may not make any game actions, move, speak, be affected by any effect that reduces or heals Body Points, or be affected by any effect that does not specifically target **Dead** bodies.

During the 5 minutes the character is **Dead**, if they receive a Life spell or Revivify spell, they become **Alive** as per the spell they receive (*ie, Life will restore the character's Current Body to their Maximum Body, Revivify will restore the character to Alive but Unconscious at 0 body*).

Spirits

The spirit of a character is the essence of that person. Spirits are always Out Of Game, and may not interact with or be aware of the In-Game world, and In Game characters may only interact with spirits within a Shrine of Resurrection or while under an effect that explicitly states that they may do so.

Resurrection

A character who has passed their 5 minute **Death** count dissipates, and their spirit will depart to seek **Resurrection**. If the spirit, as an Out-of-Game decision, believes that an ally may come and attempt to **Resurrect** them using the Rank IX Spirit Spell Resurrection, then they may linger for a time. If they do not, then the spirit will depart it's current location to seek the nearest safe **Shrine of Resurrection**. The knowledge of whether or not a specific Shrine is "Safe" is entirely OOG knowledge, but a Spirit will never **Resurrect** at an unsafe Shrine. When a Spirit **Resurrects**, they will accrue **Strain**, explained below.

Any player may choose to have their character dissipate at any time, for any reason, and then immediately seek resurrection.

Strain

Strain is described as what happens when a spirit is pushed beyond its normal limits. For many, their Spirit will never incur any **Strain**, yet for Adventurers, **Strain** is an all-too-common occurrence. The most common way of acquiring strain is through the process of Resurrection. Whenever a character Resurrects, they gain Two points of **Strain** on their Spirit. While a Spirit has any **Strain**, they are unable to incorporate new experiences, and as such, a character with **Strain** cannot spend any accumulated Skill Points until their **Strain** is reduced to 0. A Spirit recovers from **Strain** by experiencing new things. For every event a Character attends, they reduce any **Strain** on their Spirit by 1, including in an event where they Resurrect. A few points of **Strain** can be carefully managed, but anyone who accrues too many should begin thinking of their own safety first. If at any point a Character should attempt to Resurrect with 10 or more points of **Strain** however, they fail to Resurrect, and are now **Permanently Dead**.

Permanent Death

A character who is **Permanently Dead** may no longer be returned to life by any means. The Player of a **Permanently Dead** character may then roll 50% of the accumulated SP of the **Permanently Dead** character into a new Character, plus the base 100 SP for a new character.

Killing Blow

Killing Blow is a 3-count that can be interrupted. When Killing Blowed, the target becomes **Dead**. *Killing Blow 1, Killing Blow 2, Killing Blow 3 <type>*. The target of a killing blow may refuse it, so long as they are capable of movement. Any killing blow is assumed to automatically be refused by a target capable of movement, unless explicitly accepted by the target.

Dismemberment & Body Smuggling

A character whose body has been dismembered while **Bleeding Out or Dead** may still be healed or revived. The part of the character that can be so affected is represented by and located wherever the player of that character is. The spirit-containing body of a character may be carried by another character, however, the person carrying the body may not run or move faster than the player of the character being carried.

Dismembering a character for the purpose of attempting to use a smaller body part to heal, revive, or even hide the character is not any different than if the character were not dismembered. If a character is **Bleeding Out** or **Dead** and someone wishes to bring that character to a healer, or move the body away from where it fell, they may role-play carrying the body by picking it up on a three count (*ex: "One I pick you up... Two I pick you up... Three I pick you up..."*) and carrying it elsewhere. The carrying player may not run, and both players must roleplay maintaining contact and remain within arm's reach of each other. If any effect would forcibly move the carrier away at a pace faster than a walk, or would otherwise render them unable to hold game items in their hands, the character must drop the body on a One Count (*ex: "One I drop you"*) and may only resume carrying them on a new three count.

14 - Resting

Resetting Skills and Magic Items

Adventurers are powerful individuals who rely on magic and skill to defeat their enemies. This expenditure of endurance both physically and magically takes a toll on even the most mighty of heroes on Evren. Magic items store Aether to power their wondrous magic, even the most powerful of artifacts requires time to recharge its Aether stores.

There are two periods of time on Evren when skills and magic items can be recharged and used again. The first is Rest, the second is Day.

Rest

Rest is a short period of time that the character takes to relax and recharge their personal Aether stores of energy required to use the magical and martial skills that the character has learned. Rest has a maximum duration of two hours, and a minimum duration of 30 minutes. Several items and skills in game can be used by the character to reduce their Rest time. You may also choose to NPC during your character's Rest time for more game rewards!

Resting requires that the character take a break from adventuring for a period of time. During Rest, the character may not use skills, and may not run. If the character does any of these things the Rest ends. The character is focused on letting their body absorb the ambient Aether in the area to restore their energy.

Resting can be stopped by the character at any time. If the character's health pool is damaged, or if the character suffers death, the Rest will also be stopped. Once the

Rest is stopped, the character must restart the Rest from the beginning.

Once the Rest is complete, the character will have all their Magic Spell and Martial Skills returned to them for another use. Any effects that have a duration of Rest become expired on the character.

Per Day

Magic items, production skills, and some effects recharge or expire at the end of the day. This time occurs at 6pm (out of game) each day. This happens automatically, and is not considered a Rest period.

15 - Goblin Points

Goblin Points

Goblin Points - What Are They?

Goblin Point (GP) is a type of Out-Of-Character (OOC) currency in Chronicles. They can be obtained by donation of time, such as event clean-up and NPC shifts or donation of items, such as packets, props, or supplies from the Chronicles Wishlist. GP can be spent on a variety of things such as crafting materials, death forgiveness, and even Skill Point catch up for missed events.

How Do I Get Goblin Points?

Goblin Points are awarded from plot and/or staff for contributions, donations, and assistance given. They have a rough equivalent of 10 GP per \$1 USD of value; however, you may not purchase them with direct cash donations. There are special circumstances where this rate is increased. You should always check with the plot team and/or staff about any special chapter needs!

Getting the Most Out of Goblin Points

From time to time, the chapter may need some things more than others. When this is true, specific listings will be tagged as "Needed" or "Critically Needed." These tags mean that the normal GP awarded for them is increased.

- **"Needed" Items.** These are items that if we do not receive or maintain on a semi-regular basis would impact the game quality significantly. Examples include: Packets, weapons, and tabards.
- **"Critically Needed" Items.** These are items that are in an immediate need in order to continue running the game in the short term sense, we cannot run an event properly without an immediate donation of these items. Examples include: as per Needed, but assuming stock is extremely low, we have run out, all our supplies were lost, or similar.

Have a Little Extra for...

Needed Items	x1.5 Multiplier	15 Goblin Points per \$1 USD Value, Rounded Up
Critically Needed Items	x2 Multiplier	20 Goblin Points per \$1 USD Value, Rounded Up

Donations of Time

1 GP per - Packet Creation during NPC Shift

- Time spent on packet creation during NPC Shifts is also rewarded! For every packet crafted during a NPC shift, you will be rewarded an additional 1 Goblin Point. For direct packet donation, see Packet Donation under Item Donations

50 GP - Event Set-Up and Clean-Up

- Event set-up and clean-up tasks include packet pick-up across the campsite, sweeping and/or mopping (if there is mud), loading or unloading NPC Camp, cleaning or organizing NPC Camp, cleaning dishes, taking trash to the dumpster, returning furniture to its rightful place, and in general, helping ensure that we return the campsite the way we found it or better. If you provide this kind of help, be sure to let plot and/or staff know about it.

50 GP - Post Event Survey

- After each event is attended, you will have the option to subject a post-event survey to let staff and plot know about your experience so that they can use the feedback to improve the game overall or address any concerns.

50-250 GP - Plot Submissions

- Do you have an idea burning a hole into your head that you think would be a fun addition to Chronicles? Did you spend time creating something unique and interesting that brings the world within Chronicles to life? Great! We love to hear about these and submissions of them, used or not, are rewarded. This donation of time can include anything from writing mod card ideas, plotline writeups, creating in game news articles, in game artwork, and more! Please absolutely send these in to plot@larpchronicles.org and be sure to ask how many Goblin Points it's worth!

100-600 GP - NPC Shifts

- Goblin Point rewards gained for NPC Shifts differ depending on if someone is a Part Time NPC or a Full Time NPC. For Part-Time, the option to claim Goblin Points (or a single Skill Point) is dependent on working a full shift of at least 3 hours. Being a NPC has other rewards as well! Be sure to read the NPCs & Benefits document for information on rewards, how often they can be claimed, and how to volunteer your time as a Part or Full Time NPC.
 - Part Time NPCs that work a full three hour shift can choose between 100 Goblin Points OR 1 additional Skill Point. Regardless of the number of completed shifts, this may only be claimed once per event day and only if additional Skill Points are not claimed. Assuming you have worked a full NPC shift for each event day, if an event is two days (six hours worked), you can choose to claim at most 200 GP or for three day events (nine hours worked), 300 GP at most.
 - A Full Time NPC that works the entire event is awarded 400 GP. This does not apply to any player that PCs during the event. For three day events, this is 600 GP.

!?! GP - Physical Representation Creation or Repair

- "Phys-rep" creation can include the creation of claw boffers, swords, shields, and/or props. This donation of time does not require you to also provide the supplies and is rewarded as deemed by Plot and/or staff based on participation. For already completed phys-rep donations, see Physical Representation Donation under Item Donations

!?! GP - Special Event Assistance

- From time to time, plot may ask one or more people for assistance in running mods outside of a NPC Shift. This type of time donation qualifies as special event assistance and the amount of Goblin Points it rewards can vary greatly

depending on the task asked of you!

Item Donations

10 GP - Packet Supplies (per \$1)

- Donations of packet supplies are valued at 10GP to \$1 spent, rounded up. This means if you spend \$9.34 on packet supplies, it will count as \$10 and you will be given 100 GP. Do you have packets already made? Check out [Packet Donation](#) below! Packet supplies should conform to the following:
 - **Fabric** - Cut or uncut white fabric that is a biodegradable natural fiber fabric. (Cotton, abaca, bamboo, lyocell, ramie, jute, hemp, silk.) Please do not donate nylon, fleece, acrylic, polyester, or rayon fabrics for packets.
 - **Rubber bands** - Size ##32-33 is preferred (1/8"). Must be natural rubber.
 - **Birdseed** - Millet bird seed or bird seed that does **not** contain sharp seeds such as sunflower seeds.

10 GP per \$1 - Physical Representation Supplies

- Supplies for phys-reps donations are rewarded with 10 Goblin Points per \$1 USD value, rounded up. This means if you spend \$9.34 on phy-rep supplies, it will count as \$10 and you will be given 100 GP. Not sure what kind of supplies to donate? Here is a short list of preferred supplies:
 - Ultralight Cores of carbon fiber, kitespar tube, fiberglass tube, or wrapped graphite tube. Aluminum cores are only used for polearms. Diameter should be between .414-.610".
 - Closed Cell Foam. This can be pipe foam insulation and pool noodles and is used to pad the "blade" of a boffer. It should have a wall of at least 5/8" thick.
 - Open Cell Foam. Used for boffer tips, this is a less dense foam commonly found in fabric stores as fill for pillows or in hardware stores as pipe foam.
 - Kite Tape or nylon rip stop repair tape. Preferred vendor - [FunWithWind](#)
 - [Dap Weldwood Contact Cement](#)
 - [EVA Foam](#)
 - Duct tape or strapping tape.

10 GP per \$1 - Chronicles Amazon Wishlist Item(s)

- If you make a donation through the chapter's [Amazon Wishlist](#), make sure that plot and/or staff are aware that it is coming from you - also so that they know to watch for the package! Anything purchased from the Wishlist is worth 10 GP per \$1, rounded up. This means if you spend \$9.34 on packet supplies, it will count as \$10 and you will be given 100 GP. If an item you purchased for the Chapter from the Wishlist has a comment of "Needed" or "Critically Needed," then you will be granted extra GP as detailed at the top of this document.

50 GP per 25 - Packet Donation (25 count)

- Each count of 25 packets rewards 50 GP. Do note that packet material must be a biodegradable, natural fiber cloth of approx 6"x6". Any color is acceptable, but there is a strong preference for white fabric, because it can be easier to find with UV flashlights, making post-mod clean up much easier. Packet contents should be seeds and must not contain sharp seeds such as sunflower seeds. Millet is highly suggested for packet contents. For donation of time during an event to create packets with provided supplies, please see Packet Creation in [Donations of Time](#)

!?! GP - Physical Representation

- Completed "phys-rep" donations can include the claw boffers, swords, shields, costumes, costume jewelry, and/or props. Donation of these items is rewarded

per item and starts at 10 GP. Higher quality donations are rewarded with more GP at the discretion of plot and/or staff. Always confirm your reward total at the time of donation!

What Can I Spend Goblin Points On?

Goblin Points can be spent on a variety of options that may change over time to grow and add on new options!

Purchase Options

100 Goblin Point Rewards

- Crafting Materials. You may claim a cumulative 10 Ranks of crafting materials. You may freely pick from among the types: Catalyst, Ore, Scrap Parts, and Wood. Examples include:
 - 10 pieces of Rank 1 Wood
 - 1 piece of Rank 10 Ore
 - 1 piece of Rank 5 Scrap Parts, 2 pieces of Rank 1 Wood, and 2 pieces of Rank 2 Catalyst.
- Rare Craft Material. One Spirit Gem.
- Currency. One credit or five mana. This is limited to one purchase per event.
- Mini-Mod: GREATER IBGA, limit 1 per event. Guidelines to come.

200 Goblin Point Rewards

- Death Forgiveness. On purchase, this reward will remove a single point of Strain from your character's soul. This reward must be used at the time of purchase and may not be purchased again for twelve months.
- Goblin Tag. Did you miss an event? This reward will immediately grant you half of the Skill Points you would have earned. For any two day event, you will receive 3 Skill Points. For any three day event, you will receive 5 Skill Points. These may be purchased for any event you missed since your first event attendance.

750 Goblin Point Rewards

- Free Event. This reward is good for a free two day event or for 2 consecutive days of a 3 day event. This does not include a meal ticket for the tavern. May be purchased and redeemed once per calendar year.

1000 Goblin Point Rewards

- Refreshing Scroll. This reward will allow you to "reset" a single use of a consumed TEACH or MEMORIZE of a Ritual Magic scroll or Crafting recipe. This reward must be redeemed with plot approval, in the case of any scrolls existing that are uniquely limited for plot reasons and should not be reset. This is limited to one purchase per character per calendar year. # 16 - Transfer Policy ## Character Conversion from NERO & Alliance
- You may import your NERO or Alliance character to Chronicles ONCE. This option is available to any player with a NERO or Alliance character.
- Importing your character does not invalidate your NERO LARP/Alliance membership or characters.
- Attending Chronicles events will have no impact on your NERO or Alliance character. After conversion, attending NERO and Alliance events will have no impact on your Chronicles character.
- All NERO & Alliance build points transfer to Chronicles as Skill Points. If this number is below one hundred, you will start with one hundred Skill Points in Chronicles.

- Your former Transform does NOT carry over into Chronicles.

Money, Gems & Items

Coins, gems, and/or bank values from NERO & Alliance do not transfer to Chronicles. Nor will any magic or production items.

Goblin Points

Goblin Points from NERO do not transfer to Chronicles, but we do have our own Goblin Point reward system you can participate in.

17 - Status Effects

##Status Effects

Status Effect Sources

Sources of the effects below include Monster Abilities, Production, Martial Skills, and Magical Spells.

Removing Status Effects

The Life spell will remove any effect with a Magical Source, including buffs and will prevent rebuffing or any new effects for 5 seconds.

Dispel Magic and Nullify Spell work on all effects with a magical source unless otherwise specified.

Visible Status Effects

If a term is denoted as visible, it is something you are permitted to respond with if a player asks "What do I see?"

Curse of Transformation

- Curse of Transformation (COT) makes the target immune to COT, meaning the effect does not stack.
- There are three types of COT: Ones that go away on death, ones that go away on resurrection, and ones that go away only with ritual. All COTs may be removed by ritual. >Examples: > >If you are CoT into a skeleton (think like a Greater version of Create Undead), that'll probably go away on death. > >If you are CoT into a Vampire, that might go away on Resurrection. > >If you are CoT into a Plot device, that might require a ritual.

Skillless Clarification

Skillless refers to any abilities purchased with Skill Points. You do not lose any Armor or Health Points gained from purchased skills.

Status Effects

Term	Description	Encounter Call	Visible?
ACID SPITTLE	Ability user's ranged attacks deal x Acid Damage.	X Acid	No

AETHER	Ability user's attacks cannot be blocked, resisted, reflected, or in any way defended against.	Aether X	No
ANIMATE	Target takes UNDEAD effect and is unable to use skills, communicate, or move faster than walk.	Varies by source.	Yes
AURA	Ability user may swing as their damage type	Varies by source.	No
BERSERK	Ability user gains x damage against one target and becomes immune to fear and charming effects for y time. Ability user may not retreat while Berserking.	Berserk	Yes
BLEED	Target is unable to be healed for x time.	Varies by source.	Yes
BLEED OUT	Target is in BLEED OUT status and has -1 HP/body. Unless the effect is ended, after 60 seconds, target will take DEAD status.	None	No
BLIND	Target is unable to use skills and attacks that require range beyond touch.	Varies by source.	No
BLINK	Ability user teleports to a location specified by the caster. User must have been physically present in the location previously.	Blink	Yes
CONCENTRATION	Ability user is unable to communicate, use skills, items, abilities, hold a shield, or move faster than walk	None	Yes

	for duration of effect.		
CONFINE	Target is bound by the called skill for x time and may not attack, block, or drop held items.	Varies by source.	Yes
CONFUSE	Target is disoriented and cannot tell allies from enemies, but is not forced to attack.	Varies by source.	Yes
CONSCIOUS	Target in this status has at least 1 HP/body.	Varies by source.	Yes
CORROSIVE	Ability user causes all tagged items that make physical contact are destroyed (as per shatter/destroy) at the end of the encounter	OOO	No
CORRUPT	Target's uncorrupted health is lowered by x amount. No effect if target health is below 50%.	Varies by source.	No
CURSE	Target receives double damage.	(Type) Curse	No
CURSE OF TRANSFORMATION	Target becomes X creature and is given stats and directions by Marshal or caster upon. Removal methods vary.	Killing Blow 1, 2, 3, Curse of Transformation X	No
DAMAGE CAP X	Ability user is only hit for maximum of x damage.	Minimal	No
DEAD	Target is in Dead status and target's spirit will dissipate and may seek resurrection after 5 minutes unless effect is ended by REVIVE or LIFE effects.	Varies by source.	Yes
DEATH	Target immediately takes DEAD status.	Varies by source.	No
DEEMATE	Target takes DEAD status upon receiving this		No

DECIMATE	effect. If target dissipates and resurrects, target incurs double Strain. (4 Total)	(Type) Decimate	No
DESTROY	Target is destroyed after x time.	Varies by source.	Yes
DISARM	Target must drop any x item for x time.	Varies by source.	Yes
DOOM	Target is reduced to -1 HP/body.	Varies by source.	No
DOUBLE DAMAGE	Ability user does double damage for x type.	Harm Double	Not Applicable
DRAINED	Target is skillless.	(Type) Drain	No
ENDURE	At 59 seconds of BLEED OUT status, ability user is restored to 1 HP/Body. Requires 60 seconds of CONCENTRATION by ability user.	Endurance	Not Applicable
ENGULF	Target and possessions are eaten and target must stand to side OOC. Target is reduced to -1 HP/body and takes BLEED OUT status. Target is released upon death of creature.	1 I engulf you, 2... 3...	Yes
ENSLAVEMENT	Target is compelled to follow any instructions given by ability user.	Varies by source.	No
ENTANGLE	Target is entangled at the x location for y time.	Entangle X	Yes
EXCEPTIONAL STRENGTH	Ability user gains +1 Damage for each level of Exceptional Strength.	None	No
FEAR	Target is unable to attack and will attempt to leave the area for x time.	Varies by source.	Yes
FOEBANE	Ability user's melee weapon gains x damage against named		No

POISON	target. Item does 0 damage to all other targets until effect ends.		
GASEOUS FORM	Ability user becomes gaseous and cannot be affected by anything except SOLIDIFY.	1 I go gaseous, 2... 3...	Yes
HEALED BY	Ability user is healed by x type/effect.	Appears to Heal Me	Yes
HIVE MIND	Ability user may hear Hive Mind communication.	Hive Mind	No
IMMUNITY	Ability user immune to x effect for y time.	No Effect	Not Applicable
INCORPOREAL	Ability user is immune to non-magical damage.	N/A	Yes
INERT	Target unable to use or cast x for y time.		No
INFECT	Ability user may infect a target and inflict them with x effect.	1 I infect you, 2... 3...	Not Applicable
INVULNERABLE	Ability user is immune to all spells, physical attacks, and toxin for x time.	Varies by source.	Yes
KNEEL	Target must kneel or crouch and cross their dominant hand over their chest. Target may otherwise attack and defend normally.	Varies by source.	Yes
LIFE	Target with DEAD status is healed to full HP/body and all status effects are removed.	Varies by source.	Yes
MAGIC DELIVERANCE	Ability user may cast spells without incants.	Magic X	Not Applicable
MUMMY CURSE	Target immediately dissipates and seeks resurrection. Ability user has armor that does	Killing Blow 1, 2, 3, Mummy Curse	No

NATURAL ARMOR	not have to be physically represented.	N/A	Yes
OVERWHELMING STRENGTH	Ability user swings for Vital damage. Damage from user is always taken unless target makes a defensive call.	N/A	No
POSSESSION	Ability user goes OOC, but may voice control the target. Acts as per ENSLAVEMENT.	1 I possess you, 2... 3...	No
PRESERVE	Target in DEAD status has their Death count halted for x time. May only be done once.	Varies by source.	No
REDUCED DAMAGE	Ability user takes half damage from x effect, rounded up.	Reduced	No
REFLECT	Ability user may reflect x ability. The reflected ability may be resisted, but may not be reflected again.	Varies by source.	Not Applicable
REGENERATE	Ability user with CONSCIOUS status restores full HP/body after 60 seconds of CONCENTRATION effect.	Regenerating / Regenerate Complete	Yes
RESIST	Ability user resists x effect.	Resist	Not Applicable
REVIVE	Unless target was affected by within 20 seconds of becoming Dead, or was Killing Blowed at any time by , then at 4 minutes 59 seconds of Death count, instead of dissipating, the player announces "Revive" and the target is healed to full HP/body and all status effects are removed. Ability user	Revive	No

RIFT	teleports to a location specified by the caster. User must have been physically present in the location previously.	1 I Rift, 2... 3...	Yes
RIP FREE	Ability user may escape ENTANGLE effects.	1 I Rip free, 2.. 3..	Not Applicable
SILENCE	Target is unable to speak in game. May make game system calls.	Varies by source.	Yes
SLEEP	Target must be prone or crouched and cannot communicate or use skills or items.	Varies by source.	No
SLOW	Target is unable to run for x time.	Varies by source.	Yes
SOLIDIFY	Ability user or Target's GASEOUS FORM effect is removed.	Varies by source.	Not Applicable
SPELLSTRIKE	Ability user may deliver a spell with a physical weapon.	Spellstrike (Spell Name)	Not Applicable
SPIRIT BOTTLE	Ability user dissipates at 0 HP/body instead of taking UNCONSCIOUS status and reforms at the location of their spirit bottle. Ability user suffers no Strain. Spirit bottle is destroyed after x uses.	N/A	No
STAGGER	Target must retreat x steps, if able. May attack and defend while retreating.	Varies by source.	Yes
STONE	Target takes DEAD status immediately. Target cannot be moved.	Varies by source.	Yes
STOP THRUST	Target unable to advance into combat for x time.	Varies by source.	Yes
STUN	Target is unable to move for x time. Damage does not remove effect.	Varies by source.	Yes

SUICIDE	Allows creature to die and dissipate at will regardless of other status effects.	1 I suicide, 2... 3...	Not Applicable
TELEPORT BLOCK	Target is prevented from moving by any form of magical travel for x time.	Varies by source.	No
THRESHOLD	Ability user only takes minimum damage for any damage taken equal to or less than x.	Minimal	No
UNCONSCIOUS	Target must be prone or crouched and cannot communicate or use skills or items. Target has 0 HP/body for 5 minutes, after which target will take CONSCIOUS status and restore to 1 HP/body. If target takes damage while in UNCONSCIOUS status, target's health becomes -1 HP/body and target takes BLEED OUT status immediately.	Varies by source.	No
UNDEAD	Target is visibly a lesser undead, may talk, move, and use skills for x time.	Varies by source.	Yes
VOICE CONTROL	Target is compelled to follow any instructions given by ability user	Voice Control X	No
VOICE RADIUS	All targets that hear the call take X effect.	Voice Radius X	No
WARD	Target is protected from the DESTROY effect until x.	Varies by source.	No
WEAKEN	Target damage is lowered by x amount for y time. Ability user is	Varies by source.	No

X TO HIT

immune to all
weapons except x
type.

No Effect

No

999 - Changelog

##Changelog

###v2.4 - [2022-08-07]

Production

Alchemy * Removal of "alcohol" items. Spicy Beverage, Pink Elephant Cocktail, Look Out Rum! * Feeblemind and Charm Darts removed. * All Toxin Darts have become "Toxin", Poisonous Darts are still Darts. * Poisonous Darts are now "Poisonous Damage Darts" * Paralyzing Dart is now "Stunning Toxin" * Itching Powder Toxin is now Kneel Toxin and is a KNEEL effect * Warblade's Armor Polish is now a 3 count. * Well Purification Tablet now takes 60 seconds to apply. * Ingestible Toxin Catalyst added at Rank I. Turns any Toxin into an ingestible version. * Poison Antidote is now Toxin Antidote

Rune Carving * Rune of Chambering can now be set to the DRAINED condition.
Tinkering * Portable Wildfire and Grenade are now "Normal Flame" not "Physical Flame" * Tinkering's gathering skill renamed to Scrapping to match its components of Scrap Parts.

Smithing * Bola Projectile is now a KNEEL effect.

Artificing * Titan's Iron Boots removed. Will be replaced in next version.

Wood Carving * Wood Carving renamed to Logging.

Recycling * All Recycling skills are now a single skill that can be used for all crafting products. The crafting components yielded depends on the production item being broken down.

Magic

- All spells have been alphabetized within their ranks. Because you're a bunch of nerds.
- All defensive "Self/Other" spells are now merged into one spell.
- All defensive Resist spells are now Rank 4.
- All defensive Reflect spells are now Rank 8.

Nature * Treewalk is now based on steps rather than duration. If you cannot reach another tree, you must return to the tree of origin and are immediately set to DEAD and begin your death count. This change is to prevent abuse of the spell, and to bring it in line with other "teleport" style abilities. * Charm is now Command: Stun * Foebane Weapon no longer requires max body loss * Command: Retreat has been replaced with Command: Kneel * Purify Food & Drink now removes ANY active effects.

Arcane * "Elemental Doom" is now properly titled simply "Doom"

- Arcane Knockback updated to use the STOP THRUST effect. [Pending update.]
- Arcane Knockback renamed to Arcane Halt and updated to use the STOP THRUST effect.
- Magic Short Weapon and Magic Long Weapon combined into single Conjure

Weapon spell.

Spirit * Cure/Cause Contagion have both been removed. * Curse now lasts 20 seconds. * Improved Constitution renamed to Toxin Shield. * New spell that will reflect toxins. [Pending name.]

Martial

- Trip - Now KNEEL effect
- Stop Thrust - Updated to 20 second duration. Skill may be purchased with any melee weapon.
- Shield Bash removed.

Ritual Magic

- Spirit Familiar no longer requires you to strictly allocate SP to it, nor does it cap you at 50% of your total build in Monstrous Abilities.
- "Monstrous " renamed to "Transform Ability ".
- Transform Ability: Cast Spells Innately updated to a single scroll that can apply to any school with only one cast. A Transform may only unlock this ability for one school.

General

- Drain - Now it lasts until fixed.
- Retreat - All RETREAT effects have been modified due to safety concerns.