

Chronicles Game Rules

Introduction

Oh hi, welcome to Chronicles! We hope you're ready to make friends that you won't soon be rid of. Before getting too far into this rulebook, take a deep breath. This rulebook is long, it is dense, and there is a lot to absorb. It can be daunting, overwhelming even. Don't forget to exhale.

In this section, there are tips and brief overviews that are aimed to help prepare a new player for their first Chronicles event. Still have questions after reading a bit? No matter a player's LARPing experience or lack thereof, our staff and players alike are very helpful and always seek to help answer questions for anyone and everyone. Most of us can be readily found on our discord: <http://larpchronicles.com/discord>

Game Setting

Chronicles is a sword & sorcery fantasy game set in a pre-industrial world called Evren. Our chapter primarily centers around the port town of Varos within the Kingdom of the Terran Valley. Adventurers from all over this world -- and a former world named Tyra -- meet in Varos for the market faires.

Common Forms

Wondering where to find a particular sheet or form? Check the list below, and if there is something missing, please ask!

Calculators

- Character Calculator, with printable character sheet.
- Skill Point Calculator
- Battle-Board

Forms

- Character Sheets (Printable and PDF Forms)
- Code of Conduct
- Liability Waiver
- Photo Release Form

Pre-Registration and Post-Event Surveys

- [Pre-Registration & Bed Reservation](#)
- [Post-Event Survey](#)

Quick-Start For New Players

If they have not before reaching this section, new players are sure to hear plenty of words or acronyms used that they may be unclear on as to the meaning -- or at least the meaning of them for Chronicles. Below is a short list of those someone will likely hear. A longer glossary is available further in the rulebook.

Term	Meaning	Explanation
Body	Numerical value representative of a character's health.	Also sometimes referred to as health or hit points.
Boffer	A weapon physical representation.	Also referred to as "claws" or "bites" depending on length. These are simple weapon reps.
GP	Goblin Points	The name of points given to players in exchange for volunteering or donating their time and/or money.
IBGA	In Between Game Actions	This is a heads up email sent to plot at least a week prior to the next event that gives them an idea of what a player's character worked on "off board". It is a good option for things that do not need back and forth such as research, sending a letter, or a boring thing a player does not want to do at game.
IC/IG	In Character/In Game	Refers to things that are happening in the game.
Metagaming	Players choosing to use out of character knowledge as their characters.	This is when a character knows things they did not actually learn in game and either communicates it to others or modifies their behavior against their normal behavior or in response to the OOC knowledge.
Mod	Module	This is an event during game where plot will run pieces of storyline for players to interact with.
NPC	Non-Player Character	This is either plot or a player volunteering time and is either going to be a character or a mob.
OOG/OOC	Out of Game/ Out of Character.	Separating a player's knowledge from their character's knowledge is a hard practiced skill. Most players actively avoid engaging in metagaming, but there are good forms of metagaming, such as ensuring others get involved.
PC	Player Character	This is often used to refer to the players, but in general it refers the character a player is portraying.
Phys Rep	Physical representation	Also referred to as "rep". Term for any weapon, shield, armor, or item prop.
Retcon	Revising words or actions.	Retconning is announced on an out of game level and refers to when a player wishes to "take back" character's actions or words. Most often, this is done because of an out of game misunderstanding.
RP	Roleplay	Roleplay refers to actions, emotes, or words that are considered to be performed not by the player, but by a character.
SP	Skill Points	Points that accrue over a number of events a player attend that can be used to purchase or improve skills.

New Player Guide

Welcome to Chronicles. Whether you've been LARPing for years, or have never seen a tabard in your life, Chronicles welcomes you. For the newer players, here are a few tips to get you started!

Creating a Character

All new players start with 100 Skill Points (SP), 10 body, and 5 armor. *Body is the term used for a character's health or hit points.* The 5 armor is considered a free bonus as long as the player is wearing garb or a costume. Skill Points are used to purchase skills like the ability to swing a sword or cast a spell. Players can use the Character Calculator to design their character.

- All characters earn 3 Skill Points per day of an event.
- Characters under 200 Build gain Skill Points at 2x the rate.
- Players can accrue up to 1 extra Skill Point per day by working a NPC shift (See the sections on NPC and Goblin Points for more details).
- All characters under 200 build can be recreated or rewritten without requiring a Spirit Forge. *A Spirit Forge is an advanced ritual that allows a player to change their character's class and skill point purchases.* If done during an event, a member of staff or plot must sign the new or modified character sheet.

Have a character in another LARP system and want to transfer it to Chronicles? Please see our Transfer Policy!

Secondary Characters

Once a player hits 200 Skill Points, they may create a secondary character. This character will always have 75 percent of the primary character's SP. All characters beyond the second character will have 50 percent of the primary character's SP. No matter what character is played, all gained SP will be applied to the primary character. Aside from SP, everything is tracked separately for each character (strain, ritual effects, items, etc).

Example:

Jim has 275 SP. His primary character has 275 SP. His secondary character has 206 SP. His third/fourth/fifth/etc character has 137 SP. Jim attends a 2 day event and gains 6 SP. His primary character now has 281 SP. His secondary character has 75% of this, and now has 210 SP. His third/fourth/fifth/etc character has 140 SP.

Identify Ability

Allows the character to Identify an item, a group of items, or target after 1 minute of concentration and continuous contact. This will make the nature and workings of enchantments on an item/creature known to the character, at the discretion of plot. There may be some properties that still remain hidden to the character.

Status that require Identify:

Identify Needed
Animate
Curse
Curse of Transformation
Infect

Identify Needed
Spirit Bottle

Floating Reset

Some skills or abilities are listed as "Daily". These skills and abilities are renewed between 4:00 PM and 6:00 PM. If a player is on a module (an event during game run by plot) between that time frame, they must attempt the reset immediately after it ends. Daily skills and abilities require 10 minutes of concentration/rest to refresh. *Concentration consists of being silent, not using skills or items, not running, and typically maintaining physical contact with something. Rest refers to a period of time in which a player does not use abilities or run. This is done to reset expended abilities or skills. More information about rest can be found in the Resting section.*

How Does Combat Work

Chronicles is a boffer combat LARP that focuses as much on roleplay and interaction between PCs and NPCs as physical combat. The goal of combat is for all participants and observers to be safe. We emphasize light combat. A general rule is, if a player's swing is enough to hurt, someone, they are probably swinging too hard. While accidents may happen, someone is more likely to twist an ankle on uneven ground than hurt themselves during combat. More details can be found in the Combat section of the rulebook.

Plot Members and Marshals

Plot members and marshals are part of the staff of Chronicles. The plot team serves the same function as a game master does in a tabletop role playing game (RPG). During an event, the plot team works from the building identified as NPC Camp or Logistics. They will give rulings, run a mod, observe a ritual, and other out of game (OOG) tasks that are needed throughout a market faire. If a player has a question on a rule or how something works, they will need to ask the appropriate marshal. Plot Member – A member of the group of people who work together to keep the game moving, adjudicate rules, run mods, and many other roles essential to the game. In tabletop terms, they are essentially the game master or dungeon master.

Mod Marshal – A person who runs a mod for a group for PCs. They will set the stage giving descriptions, locations, etc. Should any rule questions or disputes come up, the marshal has final say. If a player believes the marshal made an incorrect call, they may bring it up with the marshal or a member of plot after the mod, when it does not disrupt the flow of the game.

Ritual Marshal – A person who oversees a player character (PC) perform ritual magic. They will ensure all factors of the ritual are performed by the PCs and determine if the ritual is a success or failure. More complex rituals will require a full plot member.

Rogue Marshal – If a character wishes to steal from someone's cabin, the player must have a rogue marshal present. This marshal ensures that personal property is not taken, and that the would-be thief follows all rules of the game (lockpicking chests, recognizing circles of power, etc.) Entering a cabin with intent to steal without a rogue marshal can have severe consequences including referring the person to the local police for theft or breaking and entering.

How to Become A Ritual Marshal

To become a ritual marshal, a player will need to volunteer with the head of the plot team. The head of plot will ensure that the player knows the ritual rules and have the player marshal some rituals with a plot member. Once the player has proven themselves, they can become a ritual marshal.

What should I bring to my first events?

Chronicles often has spare equipment to loan to newer players. That being said, beyond LARP-specific items, there are several things that any player should bring.

- Plain Clothes
- Comfortable Footwear
- Water Bottle/Canteen
- Notebook and Writing Utensil
- Hand Fan, Sunscreen, Bug spray
- Light

Plain Clothes If a player is new and does not have lots of fancy LARP clothing yet, they do not need to worry! A solid colored shirt and pants work just fine as starter clothes. Cargo pants (or similar) are great for early events due to the extra pockets. For shirts, a simple t-shirt, button up, or sweatshirt work fine. The most important part is that any clothing used does not have large graphics or logos on them.

Comfortable Footwear Chronicles generally involves at least a moderate amount of walking. Therefore, comfortable footwear and socks are highly important. It is always recommended to make sure footwear is comfortable rather than just stylish. Extra socks are just as important. Especially if it is damp or rain is predicted.

Water Bottle Especially important when it is hot out, but always useful. Chronicles generally has drinks, including water, on site, but sometimes a player finds themselves far away from the places they are stored. Having a portable source of liquid is incredibly useful for long mods.

Notebook and Writing Utensil Notes are incredibly useful, both for in and out of game information. Many places sell notepads small enough to fit in a pocket. That plus some pens or pencils is a very cheap way to keep track of information.

Hand Fan, Sunscreen, Bug Spray Chronicles is primarily an outdoors event. That means heat, sun, insects, water, and everything else. Simple things that are taken on any outdoor trip, like a fan, sunscreen, and bug spray, can help make an event significantly more enjoyable.

Allergic to DDT or prefer something more natural? Be sure to test for allergic reactions before utilizing: An effective repellent can be made by diluting rosemary essential oil with water. About 10 drops per 1-2oz of water in a spray bottle.

Light This one is more personal preference. Some people prefer to bring a light source to events. In most cases, this is a low-lumen flashlight or LED lantern. In all cases, the light needs to be dim enough to not blind other players. Usually this is done by covering the light in layers of cloth, commonly held on with rubber bands or hair ties, to dim it down. Red lights and stargazing flashlights also work, although some may still need dimming. If a brighter light is needed or about to be in use, it is generally polite to warn other players before turning it on, so they are prepared.

What should I expect at an event?

Chronicles is a fantasy LARP. This means lots of swords, sorcery, and exotic races. Game takes place from Friday evening through Sunday morning for a two day event and Friday evening through Monday morning for a three day event.

Typical progression for a two day event:

- **Friday:** Game begins on Friday evening. Site opens around 5 pm. Players check in with staff, find their beds, and get into costume. Check in may last until 10-11pm. Following check in, PC Talk is held, typically in a building identified as the tavern. PC Talk is where plot & staff review important information for the event. PC Talk completes with a communicated Lay On time. Lay On is when the game officially starts.
- **Saturday:** Most of the gaming takes place on Saturday, and people can usually find something to do. Breakfast, lunch, and dinner are served on Saturday too. Any players with dietary restrictions or allergies should alert staff during pre-registration or check in.
- **Sunday:** Gaming typically goes into early Sunday morning and usually wraps up between 2-4am. Sunday is also when people pack up, complete checkout, clean up the site, and depart. Generally, people try to have everything done by noon.

Important Locations The exact physical locations of these vary by campsite, although they are usually pointed out during PC Talk.

- **Cabins (In Game):** Where players sleep and store in game and out of game items not currently in use. If possible, out of game items are best stored under the beds or in a marked container to avoid confusion.
- **Tavern (In Game):** The main in-game building. This is where most people gather between activities/mods and where both friendly and hostile Non-Player Characters (NPCs) tend to gather. It is also where meals are served and where snacks and drinks can be bought.
- **NPC Camp/Logistics (Out Of Game):** NPC Camp or Logistics is where the plot team is located when they are not out running mods or playing NPCs. The building is considered out of game (OOG), although it may occasionally be used to run non-combat mods. It also usually has a whiteboard that players may add their name and a small note to in order to request a mod. This allows the plot team to know what specific activities to run. As this is a building used by plot and staff and there may be on-going discussions concerning a storyline, please make sure to knock before entering.
- **Plot Cabin (Out Of Game):** Where plot, full time NPCs (volunteers that assist plot for the full event), and sometimes staff sleep and store their personal belongings. This building is considered OOG. Like NPC Camp, it may occasionally be used to run non-combat mods.

General Advice Do not be afraid to ask questions. Even in the middle of combat or intense role playing, do not be afraid to ask what something does or means. There are also many people with a decent grasp on the rules who can answer questions. In game, asking questions is just as useful, although it may not always yield answers.

Remember, it is a game. We are all here to have fun and in general, people do not want to be rude or mean to others. Try not to let any in-game interactions affect personal OOG opinions of the person behind the character. In roleplay, many people act in ways they never would in real life! That is one of the joys of the event. It is not personal. They do not hate the player, just the character.

However, sometimes, a player may find themselves with the perception that something negative occurred due to an OOG reason, may feel themselves becoming frustrated, or experienced something that they find disruptively upsetting. In these situations and all like it, please never hesitate to approach staff about it or go out of game for a while.

Game Atmosphere

Chronicles science, medicine, and technology is roughly in the 14th century (middle ages). For roleplay, players are encouraged to act, speak, and behave as if they exist in that time frame. We do of course allow players to use modern medicine but if possible, it should be done away from a large crowd to promote the in game atmosphere.

Religion There are beings known as gods in Chronicles, but how a character views or engages with them is up to the individual player. No character is required to worship a god.

We strive to be inclusive and respectful at Chronicles and do not want anyone to be in the situation of giving offense to others. Players are disallowed from using real world religious symbols or iconography with their costuming, garb, or props. Similarly, in roleplay, players should also avoid use of or invocations of gods, demons, or other recognizable figures of real world religious or spiritual importance.

Politics In game politics are part of life. Whether a character wishes to serve the king loyally, ignore his command, or attempt a rebellion is up to them! Just know that there may be in-game consequences for a character's actions. As with religion, it is best to not use any recognizable OOG political symbols, since politics can be an anachronistic and fiery topic. It is also best to not talk about OOG politics during game.

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 \$7.00 with water. Soda is usually available for an additional \$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 Illinek

- Vehicles are restricted to paved or gravel roads and may not be left unattended unless in a parking lot. Do not drive on the grass or into campsite areas unless instructed to do so by a Camp Caretaker.
- During checkout, after packing up, please help clean and sanitize surfaces, bathrooms, and common areas. Please take all trash to the dumpsters.

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 Illinek

- CampMaster Lodge has eight twin beds. One half of this building is for Plot Team and Full-Time NPCs only, the other half is for player sleeping.
- The Sailing Center has sixteen bunk beds and four twin beds.
- There is space to set up a cot, air mattress, or sleeping mat. As the number of beds is limited, if you have a cot, mattress, or mat available, it is suggested to bring it.

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 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. Do NOT return these to the packet bucket, as this encourages the growth of mold.

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.

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 2023-03-01)

We are not requiring the submission of negative COVID tests. Testing remains encouraged in order to protect yourself and the members of our community that are immunocompromised or high-risk.

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

Disciplinary Rules

While we never hope this to be the case, if anyone is breaking Chronicles rules, the Code of Conduct, violating the rules of the rental site, or causing problems and/or disruptions to the event, they will be subject to an escalating response from Plot and Staff. This is outlined with more detail in the [Code of Conduct](#).

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 dual claws that deal a base of 1 Physical each. Brood cannot wield any weapons other than shields and ranged weapons. To use a shield or ranged weapons, they must purchase the proper weapon skill.

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 1 minute in concentration to destroy an item. This functions as per the Destroy spell.

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:

Body of Stone: Hardy and strong, Dwarves have a natural ability to overcome certain effects. Once per rest, a Dwarf may MINIMIZE a single 20 second Physical effect with a 3 second count by incanting, "Minimize Physical."

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:

Will of Ages: Their long lives and vibrant life force makes them particularly resistant to negative spell effects. Once per rest, an Elf may reduce a Spell Effect upon themselves to three seconds by incanting, "Minimize Spell"

Ritual Expertise: The longevity of the Elves means that they often are able to find improvements in otherwise flawed Rituals. Once per day, an Elf may reduce the Spirit Gem cost of a single ritual, to a minimum of one Spirit Gem. A single Ritual may not benefit from this ability more than once.

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 is witnessed.

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.

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:

Make Myself At Home: Halflings are exceptionally light-fingered, and have little concept for such mundane things as "personal space." Once per Rest, a Halfling may spend 60 seconds of Roleplay to pick a single lock of any difficulty.

Community Outreach: All Halflings have a strong sense of community, and may use that connection to provide protection to their friends and loved ones. Once per Day, a Halfling may spend a minute of roleplay telling stories, singing a song, or sharing a meal, to deliver a single, "Voice Radius Magic Barrier" of a type of their choosing.

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 1 minute 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.

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:

Increased Metabolism: Kindred's physiology is impressively streamlined, allowing them sometimes shake off Toxins that might often incapacitate them. Once per Rest a Kindred may reduce a 20 second Toxin Effect upon themselves to 3 seconds by incanting, "Minimize Toxin".

Invoke Instinct: All Kindred possess a powerful connection to their primal pasts, and can invoke the prey instincts of a target. Once per day, a Kindred may invoke the fear of the hunt in a target by incanting, "Aether Stop Thrust", preventing their target from advancing.

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

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 line 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 the character. Ie: 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.

Harvest Essence: Unforgiven have a stronger connection to the spiritual essence of other creatures than most, and use that connection to help them collect Spirit Gems. Once per day, an Unforgiven may deliver a single, "Magic Entrap Spirit".

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.

Combat Rules

Appropriate Strike Zones

Pending.

Armor: Immunities

In the event that the player are hit by an ability that they are immune to, their armor does not take the damage.

Armor: Receiving Damage

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.

Bows: Blocking

Bows may be used to block attacks. Bows may also be used to block attacks while wielding a One-Handed Weapon the skills One-Handed Weapons, Ranged Weapons, and Dual Wield are purchased. If used to block an attack, the player must spend a 3 second count to restring the bow before they can use it again.

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 magic.

When casting a spell, first a player must have a spell packet in a free hand. Then, they 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 the spell packet strikes a target successfully, they are affected as per the spell's description, unless they are capable of resisting the magic.

A "Free Hand" in this instance means that the hand holding the spell packet may not be holding any other in-game or tagged items. I.E., no swords, shields, potions, and such. A player may hold multiple spell packets in the same hand and still cast, as they are not considered in-game items.

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

If a player fails to correctly incant the spell, do not worry, though the spell doesn't work, they do not consume any mana, and must simply start the spell over.

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.

Charging

Charging refers to a player's proximity to another player in melee combat. In combat, combatants should never be inside the physical reach another combatant. Combatants should not be able to make skin to skin contact.

- Charging unfairly prevents one combatant from attacking their combat partner.
- Charging can prevent a combatant from being able to attack safely and can result in players being struck in illegal strike zones or injuries to areas such as the eyes.
- Charging forces one combatant to backpedal or retreat. We often play on uneven ground and this could result in a player tripping and sustaining injuries.

Damage Calls, Types, Flavors, & Carriers

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

Damage Call Structure

```
# <Type> [Flavor/Carrier(optional)]
```

Examples:

- 5 Normal
- 2 Magic Flame
- 23 Silver Death

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

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

- 5 Normal Frost

Damage Types	Damage Flavors	Damage Carriers
Magic	Flame	Curse
Normal	Frost	Death
Poison	Shock	Drain
Silver	Stone	Vital

Unless explicitly stated, a player is always able to drop their carrier. They may have many carriers, but they must always choose to swing one or fewer.

Example: Bob the Lich has Monstrous Carrier: Drain and Monstrous Carrier: Death. Bob can choose to swing 5 Magic, OR 5 Magic Drain, OR 5 Magic Death. Bob cannot swing 5 Magic Death Drain.

This is not necessarily true with auras (ie, damage types). So, if a player has a sword with Magic Aura, they cannot choose to swing Normal or Silver with it. EXCEPT if they have another effect, such as Monstrous Silver Aura, they may then choose to swing Silver regardless of weapon. Examples include:

Alice the Adventurer has a silvered long sword. She may only swing 5 Silver with it. If she wishes to swing 5 Normal, she must use a different weapon.

Gary the Golem has the transform ability Monstrous Silver Aura. While wielding a normal Long Sword, he may choose to swing 5 Normal OR 5 Silver.

Barrack the Brood has the ability Monstrous Poison Aura and a Magic Long Sword. He may only choose to swing 5 Poison OR 5 Magic with that sword.

Archibald the Artificer has a silvered short sword. He decides to use his artificing skill to enchant the sword with a Magic Aura. The resulting weapon is no longer silvered, and will only have Magic Aura on the item tag.

Abilities that cause damage (Such as Mana Bolt, Doom, etc.) can never function as Damage Carriers.

Defensive Ability Slots

Using any skill, ability, or effect that grants a Resist, Reflect, or Dodge requires a Defense Slot to be prepared. All characters have one Defense Slot by default and may purchase additional slots with Skill Points. Each Defense Slot a character may prepare and consider active. A character may only have as many Active Defenses as they have Defense Slots. Once prepared, any Active Defense may be used to defend against the appropriate type of attack, allowing them to call Resist, Reflect, or Dodge respectively.

Healed By [Effect]

When you have an ability or active effect that makes you take Healed By an effect (For example, Shock, Stone, Flame, or Frost). Creatures with this ability cannot be healed by weapon attacks (except Spellstrikes), but can be healed by packet attacks.

Examples:

You are healed by Frost.

- If you are hit with a spell "I conjure a Frost Bolt 10." Or "Spellstrike I conjure a Frost Bolt 10" you would say "Got it, appears to heal me" and restore up to 10 body (if you are below your maximum body).
- If you are hit with an "Aether Frost Bolt 10" you would call "Got it, appears to heal me".
- If you are hit with a sword and someone says "10 Magic Frost" the call would be "Got it" and you would take the damage as normally.

Headbands: Non-Combatants & Pages

People wearing orange headbands are referred to as 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.

A player may not ever physically strike a Page. Pages may not use combat skills, weapons, or throw packets. If they engage in combat with a page, they may point their weapon or packet and say, "Page, I kill you." They are treated as if they have 1 body.

Immunities

When you have an inherent ability or active effect that makes you explicitly immune to an effect you call "No Effect" if you are hit by a spell or weapon carrier using that effect. If you are immune to part of the weapon damage call then you are immune to all of it. The exception to this would Stasis or other abilities that explicitly state the things to which you become immune (and that call should always be, "No effect; Visibly in Stasis").

Examples:

- If you have Immune to Toxin, and you are hit by a Sleep dart, you would call "No Effect".
- If you are Immune to Curse and got hit with a weapon swinging 10 Magic Curse, you would call "No Effect".
- If you are Immune to Shock and got hit with an "Aether Shock Bolt 10" you would call "No Effect".
- If you are not immune to Stun, and you get hit by a Stun spell, you would call "Got it". If you are then hit by another Stun effect, you would call "Got it" again.
- If you are a PC with no non-standard effects, are not dead, and get hit by a Create Undead, you would call "Got it".
- If you do not have Immune to Life on your stat card, are alive, and get hit by a Life spell, you would call "Got it".
- If you are dead and get hit by a Death spell, you call "Got it".
- If you are Dead, and you get hit by a Heal Wounds, Confine, etc., you would call "Got it"

Killing Blows

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 .

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.

Light Touch

Pending.

Magic Deliverance, Voice Radius, and Aether

Rarely, one 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. This ability does not require the caster to have a Spell Packet in hand.

Finally, powerful creatures can sometimes deliver a spell as an Aether spell. If a player is struck by an Aether spell, no resistances can prevent the effect, and they are affected by it immediately.

Shields

The maximum surface area of a shield is 531 square inches. The longest dimension a shield may have is 36".

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.

Limitations:

- A shield may never be used for striking in combat.
- Shields may not be used with two-handed weapons, bows, or crossbows.
- A character may not dual wield shields.
- Shields are not capable of blocking spell packets or toxins without the use of an ability.

Speed of Combat

Pending.

Spell Packets

Anything in a player's possession being struck by a spell causes them to take the effect of the spell, even if it is an illegal strike zone. If illegal strike zones are being targeted repeatedly, inform Plot or a member of Staff immediately.

Spellstrikes

Spellstrikes are spells cast upon a target via a physically represented weapon. 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 a player physically parries a Spellstrike, they take the effect of the spell. An individual capable of using Spellstrike may treat a wielded weapon as a spell packet for the purposes of touch-casting. Packets may not be used to Spellstrike.

Touch-Casting

If a player is touching the target directly with a spell packet, the target has the ability to "refuse your touch-cast", causing the player to expend the magic to no effect. 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.

Turtling

Pending.

Weapons Safety Check

Pending.

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 Points up to their Armor Cap determined by what skills they have purchased. If the character is not using Dexterity Armor, they must also properly phys-rep their armor, with the type of armor required depending on the total amount of Armor Points. Phys-repped armor grants an equivalent based on the armor type and location. Finally, in order to benefit from Phys-repped armor, the character must possess the appropriate armor item tag. A player can only benefit from one armor item tag at a time.

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 two methods:

1. The Rapid Refit Stamina Ability, 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. The time required may be lowered by specific items, skills, or abilities.

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 Coverage Zones

Armor Types

There are 3 armor types: Light, Medium, and Heavy. An armor rep will be assigned a type when it is evaluated by a marshal. The type assigned to a rep will be determined by the material's rigidity, strength, and ability to resist punctures.

Light Armor: Flexible materials that are easily pierced, such as cloth or leather.

Medium Armor: Materials that can resist mild pressure, but could still be pierced by eg. a foil or a crossbow bolt. Chainmail, hardened leather.

Heavy Armor: Rigid materials that resist flexing and are resistant to being pierced, eg. platemail, scalemail.

Armor Type	Arm Armor Points	Leg Armor Points	Torso Armor Points	Max Armor Points
Light Armor	6	6	8	20
Medium Armor	12	12	16	40
Heavy Armor	24	24	32	80

Light Armor

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, Suede, supple leather, faux leather, or leather appearing fabric.

Medium Armor

Hardened 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.

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.

Heavy Armor

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.

Armor Locations

While a player may wear armor wherever and however they choose as is thematically appropriate for their character, there are only 3 locations that will count toward a character's final Armor Point total: **Arms**, **Legs**, and **Torso**.

Each location has "zones" of coverage. For an armor rep to contribute to a character's armor total, it must cover at least half of the zones for its location.

Armor Type	Zones
Arms	Forearms, Upper Arms, Shoulders
Legs	Shins, Calves, Thighs
Torso	Front, Back

Helmets

A helmet can be substituted for either leg or arm armor. A character that is already wearing arm armor and leg armor will receive no benefit from wearing a helmet.

To qualify, helmets must be at least semi-rigid and otherwise conform to the rules for Medium Armor. The helmet must cover the top and back of the head, as well as the temples/ears. _(ie, the same areas a baseball batter's helmet covers, or an old timey leather football helmet).

Head coverings that will NOT qualify: Sombreros, baseball caps, cavalier's hats (ie 3 Musketeers-style hats), cloth hats.

Armor Threshold

Any character with valid, repped physical may attain a Threshold above certain armor values. This means that any time the character is hit by physical damage that does not exceed the Threshold value, the damage is reduced to 1.

To benefit from the Threshold, the character must possess an armor tag of sufficient value, character armor cap, and physical armor rep value, and must *not* be benefiting from any other source of armor (ex: Dexterity Armor).

The character can continue to benefit from the Threshold even if their current armor is reduced to 0 or breached, so long as all other conditions are still met.

Armor Point Range	Threshold
< 20	N/A
20-39	Threshold 2
40-59	Threshold 3
60-79	Threshold 4
80+	Threshold 5

Example: Yngvar the Giant is repping 50 points of physical armor, and as the armor cap to match. Yngvar is struck for 3 Normal. They announce `Threshold` in response, and take 1 damage instead of 3.

Yngvar is then attacked for 4 Normal. Yngvar calls `Got it!` and takes 4 damage.

ARMOR LOCATION REFERENCE

Example: Spurt the Kobold has purchased enough Armor Training to raise their total Armor Cap to 40 points.

- They have not purchased any ranks in Dexterity Armor, and so they must wear a phys rep of all their armor.
- Spurt is wearing a chain shirt (16 points), hard leather greaves (12 points), and hard leather pauldrons (12 points)
- Spurt possesses an Armor Tag for 40 points of Armor.

Altogether, Spurt is wearing a total of 40 Armor Points, and has an Armor Cap of 40, which means they are able to use all of their Armor Points during combat.

Weapon Rules

Weapon Requirements

- 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 must be made to normal weapon specs, including approved core materials and must have more than a 4" striking surface.
- Real archery reps are disallowed. Packet Bows are allowed on a case-by-case basis.

WEAPON	STRIKING SURFACE	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	18" - 36"	5" - 14"	>36" - 48"	No

WEAPON	STRIKING SURFACE	HANDLE LENGTH	TOTAL LENGTH	HEAD REQUIRED
* Long Blunt / Axe	18" - 36"	5" - 14"	>36" - 48"	Yes
Two-Handed Sword	40" - 48"	5" - 30"	>48" - 60"	No
Two-Handed Blunt	40" - 48"	5" - 30"	>48" - 60"	Yes
** Spear (One-Handed)	30" - 45"	5" - 30"	48" - 60"	No
* Polearm	40" - 48"	5" - 30"	60" - 72"	Yes
Parrying Dagger	7" - 13"	5" - 6"	12" - 18"	No

* You can only swing (Cannot stab) with a Polearm or a blunt weapon.

** You can only stab (cannot swing) with a spear.

Striking Surface

The striking surface specifies the minimum and maximum amount of padded striking surface the weapon *must* have. *Any weapon that has less padding than the specified minimums will not pass inspection, even if it falls within the Total Length requirements!*

Handle Length

The handle length specifies the minimum and maximum length of the handle by which the weapon can be wielded or held.

Example: A Short Sword with a 14" handle will have to be at least 32" long overall, to accommodate the minimum striking surface length of 18" (14" handle + 18" striking surface = 32" total length). It is not possible to make a 24" long Short Sword that has a 14" handle; the blade would be only 10" long, which is less than the minimum (18") for the striking surface of a short sword.

Weapon Heads

Axes, blunt weapons, and polearms are required to have an open cell foam "head" that clearly conveys what the weapon represents. The minimum size of a weapon head is 4"x2"x2".

Weapon Construction

All weapons must have at least 5/8" of closed cell foam (ie, pipe foam, crosslinked EVA foam, etc.) completely covering the striking surface.

Thrusting tips must be at least 2" of open cell foam, and the core of the weapon must not be able to be felt through the thrusting tip. *Weapons that do not have an open cell foam thrusting cannot be used to thrust or jab!*

All weapons must have a closed cell foam pommel that completely envelopes the pommel end of the weapon core. This can be pipe foam, EVA foam, a foam fishing butt cap, or similar.

Weapon Crafting Materials

- Ultralight Cores of carbon fiber, kitespar tube, fiberglass tube, or wrapped graphite tube. Aluminum cores may only be 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

Bows

A Bow must be curved and formed in the shape of a bow. Overall length in a straight line from tip to tip must be between 34 and 58 inches and the curve of the bow can be a maximum of 12 inches. A bow must pass all standard safety checks.

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). The maximum dimensions of a crossbow can be 24" x 24".

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.

Quivers

The physical representation for a quiver must be at least 13" long with an opening at least 4" in diameter. This is roughly equivalent to the size of a standard Pringles can.

Quivers may be worn anywhere on the person, so long as they are in view when you are using a Ranged Weapon that requires ammunition.

Each tagged quiver you bring into game should have its own phy rep. A phys rep is not required for a quiver that is stored in a Pocket Dimension.

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

A shield cannot be longer than 36" in any dimension (including diagonally), shorter than 12" in any direction, and must encompass an area less than 531 sq. in. (So, a perfectly circular shield could have a diameter of 26in). Everything that is part of the shield counts as the shield. The surface area of the shield is calculated as if the shield were a flattened surface, and counts concavities in the shield's silhouette. If the shield is curved or the face of the shield has three dimensions (ex: A partial cylinder, a dome shield, etc.), then the area is calculated including that space. If you cover the face of your shield with tape, then the area of the shield would be (at minimum) equal to the area of tape. If you took a string and wrapped it around the shield edge, the shape enclosed by that string is (at minimum) the area of the shield.

Shield Crafting Materials

Pending.

Stamina Skills

Weapon Skills

Skill Point Cost	F	T	R	M	Prereqs
One-Handed Weapon	3	3	5	8	-
Two-Hand Weapon	3	3	5	8	-

Skill Point Cost	F	T	R	M	Prereqs
Ranged Weapon	3	5	3	8	-
Shield	3	3	5	8	-
Dual Wield	3	3	5	8	One-Handed Weapon
Parrying Dagger	2	2	2	2	-

One-Handed Weapon

This skill allows the character to use one hand weapon between 24" long and less than 48" long in melee combat. One-Handed weapons include short swords, short axes, short hammer, short club, long swords, 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 One-Handed Weapon in both hands at once.

Two-Handed Weapon

The character may use a two-handed weapon between 48" long and 72" long in melee combat. Two-Handed weapons include two-handed swords, polearms, staves, and two-handed clubs. Two-handed 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. Bows and crossbows may be used to block attacks, but must be restrung prior to continued use.

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-handed weapons, bows, or crossbows. A character may not dual wield shields.

Parrying Dagger

This skill allows the user to wield a parrying dagger used to block attacks. The parrying dagger may never be used for striking in combat. As long as the character is wielding the parrying dagger in one hand, any physical type attack that comes into contact with the parrying dagger is considered effectively blocked. The parrying dagger meet safety requirements of any other weapon. The parrying dagger must be between 12"-18" in length, the handle is a maximum of 6", and the tips of the weapon must be red for easy identification.

Dual Wield

This skill allows the character to wield two One-Handed Weapons, one in each hand, while in combat. At least one weapon must be of Short Length or lower. This skill does not apply other skills or abilities to both weapon hands. Requires the One-Handed 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.

Stamina Points

Stamina Points are purchased with Skill Points and may then be used to toward uses of Stamina Pool Abilities. Each purchase of Stamina Points grants 10 Stamina Points. Using an ability will remove a number of Stamina Points from their pool equal to the ability's level.

Characters may alternatively choose to explicitly memorize their ability list. Doing so grants a bonus 10% total Stamina Points to be distributed. The character must mark down how many of which abilities they have chosen to memorize, and they may then only use those abilities (until their next Rest).

Stamina Pool	F	T	R	M
Cost Per 10 Stamina	5+3	5+5	5+5	20+10

Stamina Point Skills

Level	Abilities
1	Blind Critical Strike Disarm Slow
2	Stop Thrust
3	Rapid Refit
4	Disable Limb Kneel Parry Spell Parry
5	Silence Vital Blow
6	Fear Intercept
7	Curse Destroy
8	Endurance Stun
9	Regenerate

Level	Abilities
10	Slay Weapon Proficiency

Level 1 Stamina Abilities

Critical Strike

Ability	Critical Strike
Type	Stamina
Level	1
Duration	Instant
Call	I Invoke Critical Strike
Description	Critical Strikes are purchased with Stamina Points and allow the user to add +1 damage against a single target. This damage may be stacked up to +5 damage. The effect ends at rest or when invoking Critical Strike against a different target.

Disarm

Ability	Disarm
Type	Stamina
Level	1
Duration	5 Seconds
Call	"Physical Disarm [Weapon]"
Description	This skill causes the target to lose control of a handheld item for 5 seconds. The disarmed item is not to be thrown or tossed aside. The caster may name the sword, shield, claw or any other combat-capable item that they wish the target to disarm, but if no item is named, the target may choose which handheld item to be disarmed. This is a DISARM effect.

Blind

Ability	Blind
Type	Stamina
Level	1
Duration	20 Seconds
Call	"Physical Blind"
Description	This skill is a 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 is a BLIND effect.

Slow

Ability	Slow
Type	Stamina
Level	1
Duration	20 Seconds
Call	"Physical Slow"
Description	This is a strike that 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 and can be removed by healing the affected character. The effect of this skill may not be stacked or extended. This is a SLOW effect.

Level 2 Stamina Abilities

Stop Thrust

Ability	Stop Thrust
Type	Stamina
Level	2
Duration	20 Seconds
Call	"Physical Stop Thrust"
Description	This is a strike that prevents the target from advancing for 5 seconds. The effect of this skill may not be stacked or extended. This is a STOP THRUST effect.

Level 3 Stamina Abilities

Rapid Refit

Ability	Rapid Refit
Type	Stamina
Level	3
Duration	5 Seconds
Call	"Refitting Armor 1...2...3...4...5"
Description	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. Does not apply to Dexterity Armor.

Level 4 Stamina Abilities

Disable Limb

Ability	Disable Limb
Type	Stamina

Ability	Disable Limb
Level	4
Duration	20 Seconds
Call	"Physical Disable [Limb]"
Description	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.

Kneel

Ability	Kneel
Type	Stamina
Level	4
Duration	20 Seconds
Call	"Physical Kneel"
Description	This skill that forces the opponent to take a knee or crouch, and 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 is a KNEEL effect.

Parry

Ability	Parry
Type	Stamina
Level	4
Duration	20 Seconds
Call	"I focus my defenses against weapons."
Description	This skill allows the character to Resist Physical once. This is a RESIST effect.

Spell Parry

Ability	Spell Parry
Type	Stamina
Level	4
Duration	20 Seconds
Call	"I focus my defenses against magic."
Description	This skill allows the character to Resist Spell once. This is a RESIST effect.

Level 5 Stamina Abilities

Silence

Ability	Silence
Type	Stamina
Level	5
Duration	20 Seconds
Call	"Physical Silence"
Description	This is a 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 is a SILENCE effect.

Vital Blow

Ability	Vital Blow
Type	Stamina
Level	5
Duration	Instant
Call	"Your Defenses Shall Do You No Good...X [Type] Vital"
Description	This allows the user to swing their base weapon damage and proficiencies as Vital against a single target. The damage may not be increased by any other skills, abilities, or effects. The effect ends at rest or when invoking Critical Strike against a different target.
Requirements	Melee Weapon

Level 6 Stamina Abilities

Fear

Ability	Fear
Type	Stamina
Level	6
Duration	20 Seconds
Call	"Physical Fear"
Description	This is a strike that leaves the opponent cowering in fear, unable to attack, and attempting to leave the area for 20 seconds. The fear effect 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 is a FEAR effect.

Intercept

Ability	Intercept
Type	Stamina

Ability	Intercept
Level	6
Duration	Instant
Call	"Intercept"
Description	This skill allows the character to accept a weapon or spell attack that struck a nearby target upon themselves instead. The intercepted target must be within weapon striking range of the character when the attack landed 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. If no defense is available, or they choose to not use a defense, they take the effect or damage instead of the target.

Level 7 Stamina Abilities

Curse

Ability	Curse
Type	Stamina
Level	7
Duration	20 Seconds
Call	"Physical Curse"
Description	This strike renders the opponent especially vulnerable to all damage for 20 Seconds, taking double damage from all sources. The effect of this skill may not be stacked or extended. This is a CURSE effect.

Destroy

Ability	Destroy
Type	Stamina
Level	7
Duration	Instant
Call	"Physical Destroy "
Description	This is strike that instantly destroys the target's armor, weapon, or shield. In the event a target has multiple items matching the declared type, this ability will first target a matching item type that is being actively wielded. If no matching item types are currently being wielded, the target may choose which of their matching items is effected. This is a DESTROY effect.
Requirement	-

Level 8 Stamina Abilities

Endurance

Ability	Endurance
Type	Stamina

Ability	Endurance
Level	8
Duration	Instant
Call	"Endurance"
Description	This skill prevents the user from becoming Dead when they otherwise might. The user must prepare themselves by spending 1 minute 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 is an ENDURE effect. An individual cannot have more than one primed ENDURE effect at once.

Ability	Stun
Type	Stamina
Level	8
Duration	20 Seconds
Call	"Physical Stun"
Description	This skill is a strike that renders the target stunned for 20 seconds. Stunned target may not move, communicate in any manner, activate or use items, or use in-game skills. This effect may be affected by the Transfer Malady or Cure Body. The effect of this skill may not be stacked or extended. This is a STUN effect.

Level 9 Stamina Abilities

Regenerate

Ability	Regenerate
Type	Stamina
Level	9
Duration	1 Minute
Call	"Begin Regenerate...Regenerate Complete"
Description	This skill allows the user to Concentrate for 1 Minute and restore to their maximum body. During Concentration, the user may not do anything else including communicate, use abilities, use or activate items, etc.

Level 10 Stamina Abilities

Slay

Ability	Slay
Type	Stamina
Level	10
Duration	Instant

Ability	Slay
Call	"Prepare to Die...100 [Type] Slay"
Description	This is a strike that deals damage equal to amount of Stamina spent times 10. It deals a minimum of 100 damage. Slay may not be stacked with any carriers or Flame/Frost/Shock/Stone.

Weapon Proficiencies

Ability	Proficiency
Type	Stamina
Level	10
Duration	Rest
Call	"I Hone My Fighting Skill"
Description	Proficiencies are purchased with Stamina Points, are declared for a specific weapon and a specific hand, or both hands in the case of Two-Handed Weapons, and last until the character next rests. When invoking this skill, the user may activate as many as they wish, up to their maximum, with a single Call. This may not be used for Ranged Weapons. Stamina Points spent on Weapon Proficiencies may not be restored by any means, other than Rest.

Fighters may use any melee proficiency for any melee weapon, for either hand.

Example: Atilla the Fighter spends 20 Stamina Points for two "One-handed Proficiencies". Atilla may use their +2 damage with any longsword, claw, two-handed sword, polearm, etc. (Everything but a bow or thrown.)

Two-Handed Weapons receive 1.5x (rounded down) benefit from Proficiencies.

Example: Branuk spends 20 Stamina Points for 2x Two-handed Weapon Proficiencies. He can now swing his Two-handed Sword for +3 damage.

Two-handed Weapon Profs	Damage Increase
1	+1 Damage
2	+3 Damage
3	+3 Damage
4	+6 Damage
5	+6 Damage
6	+9 Damage
7	+9 Damage
8	+12 Damage
9	+12 Damage
10	+15 Damage

Agility Skills

Agility Points

Agility Points are purchased with Skill Points and may then be used to toward uses of Agility Pool Abilities. Each purchase of Agility Points grants 10 Agility Points. Using an ability will remove a number of Agility Points from their pool equal to the ability's level.

Characters may alternatively choose to explicitly memorize their ability list. Doing so grants a bonus 10% total Agility Points to be distributed. The character must mark down how many of which abilities they have chosen to memorize, and they may then only use those abilities (until their next Rest).

Agility Pool	F	T	R	M
Cost Per 10 Agility	10+10	20+10	5+5	20+10

Mimicry

This skill allows the user to use any single Spell or Stamina ability once per purchase of Mimicry. The user must additionally expend a number of Agility Points equal to double the mimicked ability's Mana or Stamina cost, as appropriate. Mimicry cannot be used on level 10 Spells. Use requires the verbal: My turn! <ability verbal/incant>

Mimicry Point Costs	F	T	R	M
Mimicry	5+10	20+10	3+5	20+10

Agility Point Skills

The Agility Point cost of each ability is equal to its level. Characters may "memorize" their Agility Abilities at Rest for a 10% bonus to their Agility Pool (same as spells, and stamina).

Level	Abilities
1	Backstab
2	Entangling Shot Poison Shot
3	Shake It Off
4	Kneeling Shot Resourceful
5	Breaching Shot Warbow Training
6	Waylay
7	Ballista Cursing Shot

Level	Abilities
8	Surprising Proficiency
9	Dodge
10	Agile Proficiency
10	Murder

Level 1 Agility Abilities

Backstab

Ability	Backstab
Type	Agility
Level	1
Duration	Instant
Call	"Surprise"
Description	This skill allows user to add +2 damage against a single target, but is only usable while behind the target. May be stacked up to +10 damage (2 Backstab uses). May be combined with Critical Strike. Effect ends at rest or when invoking Backstab against a different target.

Level 2 Agility Abilities

Entangling Shot

Ability	Entangling Shot
Type	Agility
Level	2
Duration	20 Seconds
Call	"Physical Entangle Foot"
Description	This skill allows the user to throw a single Physical Entangle Foot.
Requirements	Ranged Weapon

Poison Shot

Ability	Poison Shot
Type	Agility
Level	2
Duration	Rest
Call	"I hope this gets infected"

Ability	Poison Shot
Description	Allows the user to throw "Poison" as their damage type with a bow or crossbow against a single target. Ends at Rest or upon invoking Poisoned Quiver against a new target.
Requirements	Ranged Weapon

Level 3 Agility Abilities

Shake It Off

Ability	Shake It Off
Type	Agility
Level	3
Duration	3 Seconds
Call	"I steel my mind against stuns. 1 I shake it off...2 I shake it off... 3 I shake it off"
Description	This skill allows the user a reduce a 20 second STUN to a 3 second count and end the Stun effect. During the 3 count, the user is still considered stunned until the completion of the count and may not make any other calls. This is a MINIMIZE effect.

Level 4 Agility Abilities

Kneeling Shot

Ability	Kneeling Shot
Type	Agility
Level	4
Duration	20 Seconds
Call	"Physical Kneel"
Description	Allows the user to throw a single Physical Kneel.
Requirements	Ranged Weapon

Resourceful

Ability	Resourceful
Type	Agility
Level	4
Duration	Instant
Call	"I've got it here somewhere!"
Description	This skill allows the user to produce and immediately consume a standard consumable from Alchemy, Smithing, or Tinkering at the cost of 4 Agility Points + Agility Points equal to the tier of the consumable. User announces, "I've got it here somewhere!" and must spend 10 seconds roleplaying patting themselves

Ability	Resourceful
	down and searching their pockets. The consumable may be given to another person, but still must be immediately consumed.

Level 5 Agility Abilities

Breaching Shot

Ability	Breaching Shot
Type	Agility
Level	5
Duration	Instant
Call	"Toxin Breach Armor"
Description	Allows the user to throw a single Toxin Breach Armor, which immediately reduces the target's armor value to 0.
Requirements	Ranged Weapon

Warbow Training

Ability	Warbow Training
Type	Agility
Level	5
Duration	Rest
Call	"My Bow is Ready"
Description	This skill allows the user to block with their bow or crossbow without requiring it to be restrung. This lasts until rest. User must spend 1 minute roleplaying inspecting their bow and recalling their training.
Requirements	Ranged Weapon

Level 6 Agility Abilities

Waylay

Ability	Waylay
Type	Agility
Level	6
Duration	20 Seconds
Call	"Physical Waylay"
Description	This skill is a 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

Ability	Waylay
	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 is a SLEEP effect.

Level 7 Agility Abilities

Ballista

Ability	Ballista
Type	Agility
Level	7
Duration	Rest
Call	"Your Defenses Shall Do You No Good...X [Type] Vital"
Description	This allows the user to swing their base weapon damage and proficiencies as Vital against a single target. The damage may not be increased by any other skills, abilities, or effects. The effect ends at rest or when invoking Critical Strike against a different target.
Requirements	Ranged Weapon

Cursing Shot

Ability	Cursing Shot
Type	Agility
Level	7
Duration	Instant
Call	"Physical Curse"
Description	This skill allows the user to throw a single Physical Curse.
Requirements	Ranged Weapon

Level 8 Agility Abilities

Surprising Proficiency

Ability	Surprising Proficiency
Type	Agility
Level	8
Duration	Instant
Call	"I am not left-handed."
Description	This skill allows the user to use Ranged Weapon proficiencies with a One-Handed Weapon against a single target and for Rogues, without needing to be behind the target. May not be used with Backstab,

Ability	Surprising Proficiency
	Waylay, or Murder.
Requirements	Ranged Weapon, Stamina Points (Ranged Proficiency), One-Handed Weapon.

Level 9 Agility Abilities

Dodge

Ability	Dodge
Type	Agility
Level	9
Duration	Instant
Call	"I'm untouchable! Dodge"
Description	This skill allows the character to Dodge a Physical, Spell, or Toxin attack. Use of the skill requires 2 Defensive Slots to be Active. Regardless of the number of Defensive Slots a character has, they may not have more than one active Dodge. The character may choose which type of resist to use at the time of use. This is a DODGE effect.

Level 10 Agility Abilities

Agile Proficiency

Ability	** Agile Proficiency**
Type	Agility
Level	10
Duration	Rest
Call	"I Hone My Agile Skill"
Description	Agile Proficiencies are purchased with Agility Points, and last until the character next rests. Agile Proficiencies increase the damage dealt with Ranged Weapons, and the damage dealt with Short Weapons when attacking from Behind. When invoking this skill, the user may activate as many as they wish, up to their maximum, with a single Call. Agility Points spent on Agile Proficiency cannot be restored by any means, other than Rest.

Murder

Ability	Murder
Type	Agility
Level	10
Duration	Instant
Call	"Physical Murder"

Ability	Murder
Description	This is a strike that immediately reduces the target to -1 body. It may only be performed with a melee weapon from behind the target. It requires preparation of a verbal and a 3 second count. May only have 1 prepared at a time. Preparation resets at Rest.

Defense Skills

Additional Defense Slot

This skill grants an additional Defense Slot which may be used to activate additional defenses. A character may only have as many Active Defenses as they have Defensive Slots. Any skill, ability, or effect that grants a Resist, Reflect, or Dodge requires a Defensive Slot to be prepared. This includes Transforms. All characters automatically have 1 Defense Slot for free and additional slots may be purchased with Skill Points.

Defense Slots	Skill Point Cost	F	T	R	M
Additional Defense Slot	10+30	10+30	10+30	10+30	

Total Defense Slots	Cumulative Skill Point Cost
1	0
2	10
3	50
4	120
5	350
6	510

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. Armor stacks with the 5 points of Armor every character gets by default.

Armor Skill Point Costs	F	T	R	M
+5 Armor Cap	3+1	3+3	3+3	3+3

Dexterity Armor

This skill adds 5 points of armor to the character for each time that this skill is purchased. Dexterity armor does not need to be represented by a physical representation. Dexterity armor does not stack with any other source of armor except the 5 points of Armor every character gets by default. This skill is not blocked by resting. Dexterity armor take 1 minute of stretching (Concentration) to refit in which the player must roleplay stretching, yoga, etc. Dexterity armor cannot exceed the character's Armor Training Cap.

With Dexterity Armor active, a character may not benefit from any physical armor (including enchantments or armor threshold).

Dexterity Armor Skill Point Costs	F	T	R	M
+5 Dexterity Armor	5+5	5+5	5+5	5+5

Toughness

This skill adds 5 points of maximum health to the character for each time that this skill is purchased. Toughness stacks with the 10 points of Health every character gets by default. This skill is not blocked by resting.

Toughness Skill Point Costs	F	T	R	M
+5 Body	3+3	3+5	3+5	3+5

Magic Skills

Initiation, Specialization, and Attunement

Magic Skill Costs	F	T	R	M
School Initiation	5+5	3+4	5+5	3+1
School Specialization	20	15	20	10
Mana Attunement	10+10	3+4	10+8	3+1

School Initiation

This skill allows a character to be initiated into a school of magic, allowing them to allocate mana points to that school or memorize spells from that school each Rest. This skill may be purchased once for each school of magic (Arcane, Nature, Spirit).

School Specialization

When purchased, the character must specify which school they have mastery over. This skill allows that character to use their Mana Points to cast Level 10 spells of the chosen school. This skill may be purchased only once.

Mana Attunement

In order to cast a spell, a character must possess the appropriate School Initiation skill, and purchase ranks of Mana Attunement. Each purchase of Mana Attunement adds 10 Mana Points to the character's Mana Pool. Casting a spell will remove a number of Mana Points from their pool equal to the spell's level.

At each Rest (and before first coming into game), the character may distribute their Mana Points across each school for which they possess the School Initiation skill. Their allocation can only be changed once their Rest is completed. Once distributed, the character may cast the spells in that school on the fly, deducting the Mana Point cost of the spell from their points allocated to that school.

Characters may alternatively choose to explicitly memorize their spell list. Doing so grants a bonus 10% total Mana Points to be distributed. The character must mark down how many of which spells they have chosen to memorize, and they may then only cast those spells (until their next Rest).

Spells By Level and School

Tier	Universal	Arcane	Spirit	Nature
1	Glowing Light	Blinding Light Mana Bolt	Control: Minor Undead Transfer Malady Heal Wounds	Command: Disarm Grasping Grasses Purify Food and Drink
2		Disrupt Aether Stop Mana Bolt	Harm Undead Heal Wounds Healing Touch Preserve Corpse	Boon of Nature Entangle Foot Plant Spike
3		Limited Time Stop Mana Bolt	Cause Weakness Heal Wounds	Boon of the Armadillo Boon of the Tiger Freedom
4	Barrier	Conjure Weapon Mana Bolt Temporal Shift†	Heal Wounds Rot Limb	Entangle Arms Command: Kneel
5	Entrap Spirit	Conjure Shield Enchanted Blade Mana Bolt	Cleanse Field Resurrection Heal Wounds Revivify	Command: Silence Strengthen Resolve Treehomet
6		Limited Teleport† Mana Bolt Nullify Spell Stasis†	Dull Pain Fear Heal Wounds Solidify	Command: Sleep Entangle Body
7		Destroy Haste Mana Bolt Rift Lock	Curse Heal Wounds Vampiric Touch	Command: Confuse Confine
8	Reflect	Bag of Holding Mana Bolt	Destroy Undead Heal Wounds Limited Phylactery† Repair Undead	Boon of the Cat Command: Stun
9	Dispel Magic	Circle of Power Mana Bolt	Create Undead Enervate Heal Wounds	Treewalk† Regenerate Wrath of Nature, Other
10		Arcane Torrent Doom	Storm of Curses Life	Sanctuary Spider Web

Universal

Universal Level 1

Glowing Light

Spell	Glowing Light
School	Universal
Level	1
Duration	12 hours
Incant	"I conjure a glowing light."
Description	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.

Universal Level IV

Spell	Barrier
School	Universal
Level	4
Duration	Rest
Incant	"By my will, I conjure a <type> barrier."
Description	This spell grants the target a single use of ONE of Resist Toxin, Resist Physical, or Resist Spell. This is an ACTIVE RESIST effect.

Universal Level 5

Entrap Spirit

Spell	Entrap Spirit
School	Universal
Level	5
Duration	Rest
Incant	"By my will, I entrap your spirit."
Description	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. This spell may be cast on a target up to 20 seconds after it dissipates. This spell only generates a Spirit Gem if the target does dissipate. The Caster should interact with the target if possible to collect their Spirit Gem. If this isn't possible, the Caster should Roleplay the

Spell	Entrap Spirit
	moment as if cast normally, but must see Plot to collect their gems. A caster may only receive a single spirit gem from a target, regardless of how many Entrap Spirits are cast upon it.

Universal Level 8

Spell	Reflect
School	Universal
Level	8
Duration	Rest
Incant	"By my will, I conjure a <type> reflect."
Description	This spell grants the target a single use of ONE of Reflect Toxin, Reflect Physical, or Reflect Spell. This is an ACTIVE REFLECT effect.

Universal Level 9

Dispel Magic

Spell	Dispel Magic
School	Universal
Level	9
Duration	Instant
Incant	"By my will, 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. Dispel Magic does not effect Glyphs or similar items.

Arcane

Arcane Level 1

Blinding Light

Spell	Blinding Light
School	Arcane
Level	1
Duration	20 seconds
Incant	"I conjure a blinding light."

Spell	Blinding Light
Description	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.

Mana Bolt

Spell	Mana Bolt
School	Arcane
Level	1
Duration	Instant
Incant	"I conjure a Mana Bolt #."
Description	This spell creates a bolt of magic that does 5x the mana used to deliver magic damage to the target. If the caster has an active Elemental Shift, they may choose to throw either Magic or their element. This spell may be used at all Levels.

Arcane Level 2

Disrupt Aether

Spell	Disrupt Aether
School	Arcane
Level	2
Duration	20 seconds
Incant	"With arcane forces I disrupt your aether."
Description	This spell will prevent the target from activating spells from wands, tattoos, the effects of Runes, or using the active effects of any possessed magic items. This is an INERT effect.

Stop

Spell	Stop
School	Arcane
Level	2
Duration	Instant
Incant	"With arcane forces, I stop you."
Description	This spell prevents the target from advancing into combat until the spell has ended or is removed. This is a STOP THRUST effect.

Arcane Level 3

Limited Time Stop

Spell	Limited Time Stop
School	Arcane
Level	3
Duration	1 minute
Incant	"With arcane forces, I stop time on <spell name>"
Description	This spell will target a specific spell in 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.

Arcane Level 4

Conjure Weapon

Spell	Conjure Weapon
School	Arcane
Level	4
Duration	Rest
Incant	"I conjure a magical ."
Description	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.

Temporal Shift

Spell	Temporal Shift†
School	Arcane
Level	4
Duration	Instant
Incant	"With arcane forces, I create a temporal shift. "
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 Level 5

Enchanted Blade

Spell	Enchanted Blade
School	Arcane

Spell	Enchanted Blade
Level	5
Duration	Rest
Incant	"I conjure an Enchanted Blade."
Description	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.

Conjure Shield

Spell	Conjure Shield
School	Arcane
Level	5
Duration	Rest
Incant	"I conjure a magic shield."
Description	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 Level 6

Limited Teleport†

Spell	Limited Teleport†
School	Arcane
Level	5
Duration	20 Seconds
Incant	"With arcane forces, I move across time and space."
Description	This spell will teleport the caster up to 10 steps in any direction. The teleport may not be impeded by walls or other physical barriers. Once this spell is cast, the caster will complete a three second count rifting out, move to a location with 10 steps, and then three count Rift In. While in transit, the caster is OOG, and cannot see, be seen, interact with, or have knowledge of the In Game world. The caster must immediately move upon completion of the Rift Out three count. The caster must begin their Rift In three count within 20 seconds of Rifting Out. Failure to begin their Rift In count within this time results in the character dissipating and their spirit seeking Resurrection. The caster may not cast this spell again within 5 seconds of its completion.

Nullify Spell

Spell	Nullify Spell
School	Arcane
Level	6
Duration	Instant
Incant	"With arcane forces, I nullify this spell. <named spell>."
Description	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.

Stasis†

Spell	Stasis†
School	Arcane
Level	6
Duration	1 minute
Incant	"With arcane forces, I enter stasis"
Description	This spell pulls briefly pull the caster out of time. While the character is in stasis, they are immune to all game effects except Dispel Magic and Solidify. While the spell is active, the character may not move, communicate with others, use any skills, or activate any items. The effect may be ended by the caster at any point. When this spell ends, the character must immediately announce, "Stasis Down", the caster may not cast this spell again for 5 seconds. This is a STASIS effect.

Arcane Level 7

Destroy

Spell	Destroy
School	Arcane
Level	7
Duration	Instant
Incant	"With arcane forces, I destroy ."
Description	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. In the event a target has multiple items matching the declared type, this ability will first target a matching item type that is being actively wielded. If no matching item types are currently being wielded, the target may choose which of their matching items is effected. This is a DESTROY effect. This is a DESTROY effect.

Haste

Spell	Haste
School	Arcane
Level	7
Duration	Instant
Incant	"With arcane forces, I hasten your time."
Description	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.

Rift Lock

Spell	Rift Lock
School	Arcane
Level	7
Duration	20 Seconds
Incant	"I conjure a rift lock."
Description	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, Treewalk, Rift, and Rune of Recall. If this spell hits a target who has begun a Rift Out or similar count, this spell interrupts it. This is a RIFT LOCK effect.

Arcane Level 8

Bag of Holding

Spell	Bag of Holding
School	Arcane
Level	8
Duration	Rest
Incant	"I conjure a bag of holding."
Description	<p>This spell, when cast on a container of up to 64 cubic inches, allows item tags to be stored within the container without the need for also carrying the physical representation. Removing any item from a Bag of Holding requires 60 seconds of concentration. Once an item tag is removed from the container, the player must provide a physical representation as required by the item tag. Once the Bag of Holding ends, all item tags are ejected from the container. The item tags must then be taken to a game storage location if no suitable physical representations are available. A Bag of Holding container is not protected from destruction by the Bag of Holding spell; should a Bag of Holding container be destroyed, all items within the container are also destroyed. Bag of Holding does not protect any items within from being targeted. A Bag of Holding 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 Bag of Holding without express permission from the Plot Team. In the event a Bag of Holding is Spirit Locked, only the Bag is brought along through Resurrection, nothing inside it.</p>

Arcane Level 9

Circle of Power

Spell	Circle of Power
School	Arcane
Level	9
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 20 feet in diameter. The Circle of Power will become a cylinder shaped container 20 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, no effects, including Aether or Voice Radius, may cross the barrier of the circle. Any effects or attacks from outside the circle may not pass in, and any effects or attacks from inside the circle may not pass out. Creatures may not pass into the circle except through Rift effects. Creatures inside the circle may exit on a 10 second count, but during this count they may be effected by effects from either side of the circle.

Arcane Level 10

Spell	Arcane Torrent
School	Arcane
Level	10
Duration	Concentration
Incant	"I rain destruction about you all! ... Magic mana bolt 5, Magic mana bolt 5, ..."
Description	The caster plants their feet and is able to throw "Magic Mana Bolt 5" until their concentration is broken (body damage or any status effect that would prevent spellcasting), they move their feet, or they activate a game skill other than calling a defense.

Spell	Doom
School	Arcane
Level	10
Duration	Instant
Incant	"I set your doom upon you, X"
Description	The caster hurls a bolt of Arcane energy at their target that deals 50 damage. This damage can be increased by +5 points for each additional mana point expended at time of cast, up to the character's current available mana.

Spirit

Spirit Level 1

Control: Minor Undead

Spell	Control: Minor Undead
School	Spirit
Level	1
Duration	5 minutes
Incant	"By the spirits I command you, reward me with your service."
Description	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.

Heal Wounds

Spell	Heal Wounds
School	Spirit
Level	1
Duration	Instant
Incant	"By the spirits, I heal these wounds #."
Description	This spell will heal a target with a metabolism 5x the mana used. Undead can be healed by this spell. Unless specifically noted as a monster or transform ability PCs and NPCs cannot be hurt by this spell. Creatures without a metabolism take no effect.

Transfer Malady

Spell	Transfer Malady
School	Spirit
Level	1
Duration	Instant
Incant	"By the spirits, I transfer this malady. <effect name>"
Description	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.

Spirit Level 2

Harm Undead

Spell	Harm Undead
School	Spirit
Level	2
Duration	Instant
Incant	"By the spirits, I harm this undead 20."
Description	This spell will cause 20 points of body damage to an undead target.

Healing Touch

Spell	Healing Touch
School	Spirit
Level	2
Duration	Concentration
Incant	"By the spirits, I provide a healing touch."
Description	This spell will continuously heal the target for 1 body every 3 seconds as long as the caster is within arm's reach of the target 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.

Preserve Corpse

Spell	Preserve Corpse
School	Spirit
Level	2
Duration	5 minutes
Incant	"By the spirits, I preserve your corpse."
Description	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.

Spirit Level 3

Cause Weakness

Spell	Cause Weakness
School	Spirit
Level	3
Duration	20 seconds
Incant	"By the spirits, I weaken your form."

Spell	Cause Weakness
Description	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.

Spirit Level 4

Rot Limb

Spell	Rot Limb
School	Spirit
Level	4
Duration	20 seconds
Incant	"By the spirits I rot this ."
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.

Spirit Level 5

Cleanse

Spell	Cleanse
School	Spirit
Level	5
Duration	Instant
Incant	"By the spirits, I cleanse this body."
Description	This spell removes a single lingering effect of the target's choice. This may not remove DRAIN, DEAD, UNCONSCIOUS or INFECT.

Field Resurrection

Spell	Field Resurrection
School	Spirit
Level	5
Duration	1 Minute
Incant	"By the spirits, I grant you a resurrection."
Description	This spell causes the caster to enter concentration, which must be maintained for 1 minute for the spell the succeed. The caster must maintain contact with the target for the duration of concentration. 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 broken, the target does not incur strain. Once the spell is cast, the target spirit must clearly indicate acknowledgement of the spell to the caster. The target may refuse this spell, for any

Spell	Field Resurrection
	<p>IG or OOG reason, by responding with "Refused" to the caster of the spell. The target does not need to justify their refusal of the spell.</p> <p>Once the 1 minute concentration is complete the target's body begins to reform, on a 3 count, next to the caster, and the target incurs strain as per a normal resurrection. Unlike a normal Resurrection, the target does not gain any refresh of their abilities. While reforming, the target is In-Game, and can be affected by effects normally.</p>

Revivify

Spell	Revivify
School	Spirit
Level	5
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 Level 6

Enhanced Focus

Spell	Enhanced Focus
School	Spirit
Level	6
Duration	20 seconds
Incant	"By the spirits, I enhance your Focus."
Description	This spell causes the target's focus to reach truly superhuman levels, allowing them to maintain Concentration on spells or abilities, even while taking damage. Any effect that would render them unable to act, such as STUN or SLEEP will still break their concentration.

Fear

Spell	Fear
School	Spirit
Level	6
Duration	20 seconds
Incant	"By the spirits, I cause fear."
Description	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.

Solidify

Spell	Solidify
School	Spirit
Level	6
Duration	Instant
Incant	"By the spirits, I solidify your form."
Description	This spell will cause a gaseous, incorporeal, or phased-out target to reform physically on a 3-count, removing the gaseous or incorporeal effect. This is a SOLIDIFY effect.

Spirit Level 7

Curse

Spell	Curse
School	Spirit
Level	7
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.

Vampiric Touch

Spell	Vampiric Touch
School	Spirit
Level	7
Duration	20 seconds
Incant	"By the spirits, I claim your vitae."
Description	This spell allows the caster to touch a living or dead creature whose spirit is still tethered to drain the creature's body. The caster must cast the spell, then maintain concentration while touching the creature for 20 seconds. At the end of the duration of this spell, the caster's body is fully recovered. This spell will heal either a living or an undead caster.

Spirit Level 8

Destroy Undead

Spell	Destroy Undead
School	Spirit
Level	8

Spell	Destroy Undead
Duration	Instant
Incant	"By the spirits, I destroy undead 80."
Description	This spell will instantly cause any undead to suffer 80 points of damage, bypassing armor.

Limited Phylactery†

Spell	Limited Phylactery†
School	Spirit
Level	8
Duration	Rest
Incant	"By the spirits, I create a phylactery for my spirit."
Description	<p>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, Claws, Level 9+ Spells, Stamina abilities, Agility abilities. 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 Undead. Should the body be reduced to 0, the caster 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 dies and the spirit must seek resurrection normally, including accruing strain. This is a SPIRIT BOTTLE effect.</p>

Spirit Level 9

Create Undead

Spell	Create Undead
School	Spirit
Level	9
Duration	5 minutes
Incant	"By the spirits, I force this minion to rise and serve; Magic Curse of Transformation Zombie"
Description	<p>This spell will allow the caster to immediately deliver a single Curse of Transformation: Zombie as a Magic effect. The target shall have 30 body, swing 2 Normal with any melee weapons it possesses, and throw 1 Normal packets as though they were using a Bow (following all Bow use rules). (The stats may vary per plot instruction. Stat cards are available at NPC camp to be given to targets should the caster desire.)</p> <p>Upon the ending of this effect, the target shall begin a new death count from 0.</p> <p>The target will remember its actions and the events it observes during the duration of this effect. The target is considered a Minor Undead, and is obviously recognizable as <i>Undead</i> , or <i>Undead <Character Race></i>.</p> <p>The target will follow simple commands given by the caster, including speaking a phrase, moving, and using skills. If commanded to speak, the target may only repeat phrases given to it by the caster. The target</p>

Spell	Create Undead
	cannot be compelled to reveal secret information, and it cannot be compelled to take action requiring secret information. (<i>Ex: the target cannot be commanded to speak the combination to its secret safe, nor can it be commanded to unlock its secret safe.</i>) By default, if the target is not given any commands, the target will not speak and simply follow the caster and attack anything that attacks the caster. This is a CURSE OF TRANSFORMATION effect.

Spell	Enervate
School	Spirit
Level	9
Duration	20 Seconds
Incant	"I afflict you with Enervation"
Description	The caster saps the vital force of the target, weakening their connection to life. For the duration of this effect, if any damage causes the target's Body to drop to 0 or Lower, the target immediately dies and enters the Dead state, and they become immune to REVIVIFY effects for their current DEAD count. This is an ENERVATE effect.

Spirit Level 10

Death

Spell	Storm of Curses
School	Spirit
Level	10
Duration	Concentration
Incant	"I afflict you all with curse!... Magic Curse, Magic Curse, Magic Curse... "
Description	The caster plants their feet and is able to throw "Magic Curse" until their concentration is broken (body damage or any status effect that would prevent spellcasting), they move their feet, or they activate a game skill other than calling a defense.

Life

Spell	Life
School	Spirit
Level	10
Duration	5 seconds
Incant	"I grant you the gift of Life."
Description	This spell will restore a living or dead target to full maximum body, and remove all ongoing effects of the target's choice. This is a LIFE effect.

Nature

Nature Level 1

Command: Disarm

Spell	Command: Disarm
School	Nature
Level	1
Duration	5 seconds
Incant	"By nature, I command you to disarm <named item, item>."
Description	This spell causes the target to lose control of a handheld item for 5 seconds. The disarmed item is not to be thrown or tossed aside. The caster may name the sword, shield, claw or any other combat-capable item that they wish the target to disarm, but if no item is named, the target may choose which handheld item to be disarmed. This spell is a DISARM effect.

Grasping Grasses

Spell	Grasping Grasses
School	Nature
Level	1
Description	Duration: 20 seconds
Description	Incant: "By the flora, I slow your steps."
Description	This spell causes the local flora to reach 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	Purify Food and Drink
School	Nature
Level	1
Duration	Instant
Incant	"By nature, I purify this nourishment."
Description	This spell will remove any active effects from one serving of food and one serving of potable fluid.

Nature Level 2

Boon of Nature

Spell	Boon of Nature
School	Nature
Level	2
Duration	1 minute
Incant	"By nature, I bless this nourishment."
Description	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 body.

Entangle Foot

Spell	Entangle Foot
School	Nature
Level	2
Duration	20 seconds
Incant	"By the flora, I entangle your foot."
Description	This spell entangles the target's right foot to the ground. The character is unable to move their foot, except for pivoting on the 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.

Plant Spike

Spell	Plant Spike
School	Nature
Level	2
Duration	Instant
Incant	"By the flora, I throw a plant spike, 10 Normal."
Description	This spell allows the caster conjure a throwable plant spike for 10 Normal damage. The Spike does not need to be thrown immediately, and lasts until Rest. A caster may not have more than 1 Plant Spike active at a time.

Nature Level 3

Boon of the Armadillo

Spell	Boon of the Armadillo
School	Nature
Level	3
Duration	20 seconds

Spell	Boon of the Armadillo
Incant	"By the fauna, I grant you an armadillo's boon."
Description	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.

Boon of the Tiger

Spell	Boon of the Tiger
School	Nature
Level	3
Duration	Rest
Incant	"By the fauna, I grant you a tiger's boon."
Description	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.

Freedom

Spell	Freedom
School	Nature
Level	3
Duration	Instant
Incant	"By nature, I grant you freedom."
Description	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.

Nature Level 4

Command: Kneel

Spell	Command: Kneel
School	Nature
Level	4
Duration	Instant
Incant	"By nature, I command you to kneel."
Description	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.

Entangle Arms

Spell	Entangle Arms
School	Nature
Level	4
Duration	20 seconds
Incant	"By the flora, I entangle your arms."
Description	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.

Nature Level 5

Command: Silence

Spell	Command: Silence
School	Nature
Level	5
Duration	20 seconds
Incant	"By nature, I command you to be silent."
Description	This spell renders the target unable 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.

Treehome†

Spell	Treehome†
School	Nature
Level	5
Duration	1 minute
Incant	"By the flora, I enter a treehome."
Description	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 Solidify. 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 seconds. This is an INVULNERABLE effect.

Nature Level 6

Command: Sleep

Spell	Command: Sleep
School	Nature
Level	6
Duration	20 seconds
Incant	"By nature, I command you to sleep."
Description	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	Entangle Body
School	Nature
Level	6
Duration	20 seconds
Incant	"By the flora, I entangle your body."
Description	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 Level 7

Command: Confuse

Description	Command: Confuse
School	Nature
Level	7
<i>Duration*</i> :	20 seconds
Incant	"By nature, I command you to be confused."
Description	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

Confine

Spell	Confine
School	Nature
Level	7
Duration	20 seconds
Incant	"By nature, I confine you."

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

Nature Level 8

Boon of the Cat

Spell	Boon of the Cat
School	Nature
Level	8
Duration	Rest
Incant	"By the fauna, I grant you a cat's boon."
Description	This spell prevents the target from becoming Dead when they otherwise might. The caster must prepare the spell by spending 1 minute 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.

Command: Stun

Spell	Command: Stun
School	Nature
Level	8
Duration	20 seconds
Incant	"By nature, I command you to be stunned."
Description	This spell causes the target to be unable to take action (move, attack, defend, speak). This spell is a STUN effect.

Nature Level 9

Treewalk†

Spell	Treewalk†
School	Nature
Level	9
Duration	1 Minute
Incant	"By the flora, grant me your stride."
Description	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 Rift Out 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

Spell	Treewalk†
	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 Rift In. During both Rift counts, the character is immobile and cannot attack or defend themselves. The caster must begin their Rift In three count within 1 Minute of Rifting Out. Failure to begin their Rift In count within this time results in the character dissipating and their spirit seeking Resurrection. The caster may not cast this spell again within 5 seconds of its completion.

Regenerate

Spell	Regenerate
School	Nature
Level	9
Duration	1 minute
Incant	"By nature, I regenerate you."
Description	This spell allows the target to spend 1 minute in concentration to regenerate their maximum body. If the concentration is interrupted, no body is restored. While in concentration a character may walk, but may not talk or use game skills. This is a REGENERATE effect.

Wrath of Nature, Other

Spell	Wrath of Nature, Other
School	Nature
Level	9
Duration	Concentration, up to 1 Minute
Incant	"By nature, I grant you a vengeful wrath."
Description	This spell must be touch-cast upon the target. During the entirety of the spell, the target's body 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.

Nature Level 10

Spell	Sanctuary
School	Nature
Level	10
Duration	5 Minutes
Incant	"By Nature, I grant myself Sanctuary"
Description	The caster crosses their arms with their arms pointing down. The caster becomes immune to all weapon blows and physical effects, but may only self-cast spells. This effect lasts 5 minutes, or until the caster suffers body damage, uncrosses their arms, or suffers any effect that would normally prevent spellcasting.

Spell	Spider Web
School	Nature
Level	10
Duration	Concentration
Incant	"By Nature, I set the webs upon you all! ... Physical Entangle Body, Physical Entangle Body, ..."
Description	The caster plants their feet and is able to throw "Physical Entangle Body" until their concentration is broken (body damage or any status effect that would prevent spellcasting), they move their feet, or they activate a game skill other than calling a defense.

Other Skills

Skill	F	T	R	M	Prereqs
Cutpurse	10	10	3	10	
Escape Artist	5+2	5+2	3+1	3+1	
First Aid	4	4	4	4	
Lockpicking	5+5	5+5	3+1	3+3	
Performing	1+1	1+1	1+1	1+1	
Tracking	20	20	20	20	
Trapping	10	10	3	6	

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 concentration. If the performer stops their performance for longer than 1 minute, or the performer suffers 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.

Ranks	Performance Time	Time Reduction	Audience Rest Time
1	5min	15min	1hr 45min
2	10min	30min	1hr 30min
3	15min	45min	1hr 15min
4	20min	60min	1hr
5	25min	75min	45min
6	30min	90min	30min

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 body is restored to 1.

This skill also allows a character to touch a downed or seemingly disabled character and ask, "First Aid, what do I see?" If the character is under an effect that can be diagnosed by first aid, or is a visible effect, the player may reply with the specific effect ("Are you Dead", "Are you Bleeding Out", "Are you reviving", etc). The character may also ask how long a countdown remains on first aid or visible effects ("How long until you dissipate", "How long until you're dead", etc). The character cannot ask how long the timer was, just its current time left).

The following statuses can be determined with first aid. First aid can determine the count down timer on statuses that are diagnosed with physical effects or first aid.

First Aid
Bleed Out/Dying
Blinded
Conscious
Dead
Drained
Inert
Preserved
Reviving
Silence
Sleep
Unconscious

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.

Lockpicking

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 tier 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 tier 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 once. Using this skill, the character can attempt to track a 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.

Tracking can be combined with the survivalist knowledge skill to gain greater bonuses and be considered master tracker.

When a player asks to track something/someone a marshal will determine if the tracking succeeds and how much information a player gets. PCs cannot track other PCs.

Knowledge Skills

Knowledge skills are a way through which characters can gather information about the world around them. These skills are gained automatically as a character gains SP, choosing a Profession and Hobby, with their Profession being your "main focus" and scaling faster. Once they have capped a Profession or Hobby at Rank 10, they 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 they will unlock their second Profession at 450 SP, and both their 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 tje, 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 a player will 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 they have enough ranks in the chosen skill to meet the difficulty class, they 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.

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 an inquiry.

Criminal Knowledge

Covers laws (their avoidance and subversion), various criminal organizations and their structure, cons, and illegal activity. Higher ranks will point one to contacts within some of these organizations, or reveal information some 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 someone sniff out particularly good deals.

Geographical Knowledge

Covers landmarks, terrain, maps, roads, approximate distances and navigation. Higher ranks will allow for more detailed information or better navigation.

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.

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 an 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 one find the truth behind malicious rumors.

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 an inquiry.

Survivalist Knowledge

Covers skills needed for living in the wild, such as hunting, fishing, and identifying plants and animals. A survivalist may be able to recognize the mark left by a creature but to truly track them they will need the tracking skill.

Theology Knowledge

Covers churches, cults, religious beliefs, deities, and demigods. Higher ranks will reveal more in-depth information on various groups, or reveal hidden aspects.

Production Skills

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 three material harvesting skills (Foraging, Logging, and Mining) and four crafting skills (Alchemy, Rune Carving, Smithing, and Artificing).

Crafting Skill Costs

<i>Production Skill</i>	<i>F</i>	<i>T</i>	<i>R</i>	<i>M</i>	<i>Prereqs</i>
Primary Crafting Skill	1+1	1+1	1+1	1+1	-
Secondary Crafting Skill	2+1	2+1	2+1	2+1	-
Tertiary Crafting Skill	3+1	3+1	3+1	3+1	-
Artificing	20	20	20	20	5 Ranks in each of Alchemy, Rune Carving, Smithing

<i>Recycling Skill</i>	<i>F</i>	<i>T</i>	<i>R</i>	<i>M</i>	<i>Prereqs</i>
Recycling	8	8	8	8	-

Producing Items

Production items are set in Tiers from I-X. It takes as many raw materials ranks to make a single item equal to the production item's tier. 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 tier of the production item that you are making.

Examples:

To make an Alchemy Tier 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 Rank V and three 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 skill. Items that are in use or activated, such as locks, may not be Recycled. An item that is Recycled will return 1/3rd of the ranks in materials used to construct it, rounded down to a minimum of one. These materials can either be claimed for future use, or utilized immediately in the construction of a new item. This may *not* be used on Consumed items.

Weapon Auras

By default, a base weapon will use Normal as its **Damage Type**.

A weapon that has been silvered may only use Silver as its **Damage Type** (ie: it can no longer swing for Normal).

A weapon that has been enchanted with a Magic Aura may only swing Magic as its **Damage Type**, and cannot be silvered. If a weapon is silvered then enchanted, it also becomes a magic sword and may only swing Magic (ie, a weapon with a Magic Aura must always use Magic **Damage Type**[†])

A weapon may have only a single flavor or carrier enchantment (ie: a weapon cannot have both Flame Aura and Shock Aura).

TL;DR: A weapon can only swing for Normal, Silver, Magic or Poison **Damage Type**, and can only be changed by a craftsman. Additionally, a weapon may also have up to one flavor/carrier aura, which is optional in the damage call.

Enchantments	Damage Type	Flavor/Carrier	Attack Calls
None	Normal	None	1 Normal
Flame Aura	Normal	Flame	1 Normal, 1 Normal Flame
Silvered	Silver	None	1 Silver
Silvered, Shock Aura	Silver	Shock	1 Silver, 1 Silver Shock
Magic Aura	Magic	None	1 Magic
Magic Aura, Stone Aura	Magic	Stone	1 Magic, 1 Magic Stone

[†] *Weapon Coatings and Monstrous Auras can still be used with a weapon that has a Magic Aura.*

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.

Example: 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.

Workshops cannot be used to duplicate Artificing items.

Production Item Reference Table

† indicates an item that can scale to higher tiers.

Tier	Alchemy	Smithing	Rune Carving
1	Blinding Toxin† Poison Dart 5 Slowing Toxin†	Alarm Trap Key Lock Rusty Weapon	Glowing Wand Stone Rune of Trap Compression Wand of Agility† Wand of Stamina† Wand of Magic†
2	Explosive Grenade Poison Dart 10 Solvent Toxin Antidote	Armor Resizing Kit Lockpicks Suit of Armor 10†	Rune of Imbuing Rune of Marking/Unmarking Runic Rebreather
3	C-1 Explosive Heal Wounds Potion Poison Dart 15 Weakness Toxin†	Hardening† Knight-Night Helmet Repair Lock	Environmental Adaptation Rune Rune of Beacon Rune of Obscuring
4	Alchemical Adhesive Kneel Toxin† Silver Dart	One-Handed Weapon Lock Hardening Shield	Lock Corroding Rune Lock Enhancing Rune Rune of Hastening
5	Oil of Silver Silencing Toxin† Suppressing Oil	Silver Weapon Forging Two-Handed Weapon Whetstone	Elemental Blade Rune Rune of Chambering Rune of Limited Elemental Shift
6	Cleansing Draught Heal Wounds Toxin Sleep Toxin†	Golem Repair Kit Pick Pocket Tools Ranged Weapon	Rune of Spellstrike Rune of True Death Thiefbane Rune
7	C-2 Explosive Cursing Toxin† Entangling Dart	Reinforcement Kit Resistant Plating Weighted Ammunition	Rune of Elemental Barrier Rune of Mirror Shield Rune of Shield Spikes Rune
8	Incredible Disappearing Ink Minimize Potion	Expandable Weapon Recycling Kit	Elemental Channeling Rune Glyph of Haven

Tier	Alchemy	Smithing	Rune Carving
	Stunning Toxin†	Trickleblade Modification	Rune of Mystic Lock
9	Confining Dart Gaseous Concoction Reviving Draught	Armor Repair Kit Forgemaster's Hammer Risky Smithing	Rune of Endless Storage Rune of Recall Vengeance Rune
10	Elixir of Energy Elixir of Invulnerability Elixir of Venom Spitting	Masterwork Armor Masterwork Shield Masterwork Weapon	Break Enslavement Rune Glyph of Anchoring Glyph of Warding Rune of Erasure

Gathering Skills

<i>Harvesting Skill</i>	<i>F</i>	<i>T</i>	<i>R</i>	<i>M</i>	<i>Prereqs</i>
Primary Gathering Skill	1+1	1+1	1+1	1+1	-
Secondary Gathering Skill	2+1	2+1	2+1	2+1	-
Tertiary Gathering Skill	3+1	3+1	3+1	3+1	-

Material Harvesting Skills

Foraging

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

Logging

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

Mining

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

Raw Materials

Production materials are ranked I-V, and X. Characters with a gathering skill will be rewarded two ranks of raw material for each rank of gathering skill that they possess, per day of the event. Additional raw materials can be bargained for from NPCs, or other players. Characters will also rarely get the opportunity to gather additional materials during mods.

Ex: Verse has 7 ranks in Logging, and 2 ranks in Mining. He is attending a 2 Day event. He will receive 28 Ranks of Logging Materials (7 x 2 Ranks, 14 Ranks Per Day, for 2 days.) and 8 Ranks of Mining Materials (2 x 2 Ranks, 4 Ranks Per Day, for 2 Days).

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.

Alchemy

Toxins

Effect	Ingestible Tier	Coating Tier	Dart/Trap Tier
Blind Toxin	1	2	3
Slow Toxin	1	2	3
Weakness Toxin	3	4	5
Kneel Toxin	4	5	6
Silence Toxin	5	6	7
Sleep Toxin	6	7	8
Curse Toxin	7	8	9
Stun Toxin	8	9	10

Alchemy is capable of creating a variety of Ingestible Toxins. Each type in turn is capable of being turned into a Weapon Coating, a Dart for Throwing, or a Trap. Above is an easy reference table to show the tier at which a specific Toxin can be made in each of its forms. As a rule of thumb, the base Tier of an item +1 is a Coating, +2 for a Dart or Trap.

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 a 5-second count. 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.

Toxin Darts

Toxin Darts function similarly to their Ingestible Counterparts, except they have been processed into an aerosolized gas instead of a powder that must be consumed to take effect. When using a Toxin Dart, the user must throw a packet while declaring "Toxin (Effect)" of the type indicated on the item tag. This cannot be blocked by weapons or shields, much like a Spell Packet.

Traps

Traps are pre-placed objects designed to deliver an effect to a small area when their trigger is set off. Trap Reps must be a minimum of 12"x6"x6", to a maximum of 36" in any dimension, and all Trap designs must be approved by a Rules Marshal prior to use.

Setting a trap requires a minimum of 1 minute, but the trap is not active until the trigger has been fully set.

All traps must have a real, physical trigger that is attached to the trap. Setting off the trap must produce a noise or light that is detectable by an impartial observer. It must always be possible to see how to disarm a trap, although it may require light and a small mirror.

When Toxin traps are activated, it delivers the effects of the Toxin, centered on the trap as "Voice Radius Toxin [Effect]", at a casual speaking volume, such that someone 10 feet away could hear.

Alchemy Products

Tier I

Blinding Toxin

This toxin will inflict the consumer with "Toxin Blind". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

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".

Slowing Toxin

This toxin will inflict the consumer with "Toxin Slow". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Tier II

Explosive Grenade

This is a basic hand grenade that will do 10 points of physical damage to the target. The character must act out pulling a pin from the grenade before saying "10 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.

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".

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.

Tier III

C-1 Explosive

This item is a tiny 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 smaller items. Applying the C-1 Explosive takes one minute. Once triggered this item will destroy an item less than 36 inches in length. This functions as per the Destroy spell.

Heal Wounds Potion

This potion will instantly heal a living target for 5 points of health.

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 15 points of poison damage to the target. The attack call for this is "15 Poison".

Weakness Toxin

This toxin will inflict the consumer with "Toxin Weakness". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Tier IV

Alchemical Adhesive

This small tube of incredibly thick paste rapidly becomes extremely adhesive when exposed to air. The user may apply this to an object they are holding with 3 seconds of roleplay, after which the item becomes stuck to their hand. Allows the wielder to Resist Disarm, and until the Resist is used it also prevents the wielder from letting go of the item for any reason, including being rendered Unconscious. This effect lasts until Rest unless removed by Solvent. This does not take a Defense Slot.

Kneel Toxin

This toxin will inflict the consumer with "Toxin Kneel". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Silver Dart

This hollow dart, filled with silver shavings in a suspension, is a tool for the adventurer who absolutely must be able to inflict silver damage in a pinch. 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 silver damage to the target. The attack call for this is "10 Silver".

Tier V

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".

Silencing Toxin

This toxin will inflict the consumer with "Toxin Silence". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Suppressing Oil

This oil is made with unique reagents designed to neutralize the passive magic emitted by both magical weapons and the abilities of some creatures. When applied to a weapon, which takes three seconds of roleplay, this oil suppresses any Aura or Carrier effects that might be present, and sets the weapon's damage type to Normal. This lasts for 5 minutes. This functions as per Suppress Magic and may only work on Items.

Tier VI

Cleansing Draught

A specially prepared brew meant to cleanse and detoxify the body of almost any lingering malady. Drinking this potion will remove a single lingering effect of the target's choice. Functions as per the Cleanse spell.

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"

Sleep Toxin

This toxin will inflict the consumer with "Toxin Sleep". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Tier VII

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. Once triggered this item will destroy an item less than 64 inches in length. This item is consumed once used. At Plot's discretion, multiple C-2 used together may destroy larger objects.

Cursing Toxin

This toxin will inflict the consumer with "Toxin Curse". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Entangling Dart

This dart is filled with a viscous substance. When the dart strikes a target, the substances rapidly expands and becomes sticky, wrapping around the target to Entangle them. 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. The attack call for this is "Physical Entangle Body".

Tier 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. The sender must have met the intended recipient or have concrete knowledge of the person's existence, and recipients can choose to refuse any message, which will cause the message to fail to no effect. 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.

Minimize Potion

This potion is designed to quicken the metabolism of a creature when their adrenaline is high. Upon consumption, the user gains a single use of Minimize. They may choose to save this effect until they are hit with an effect, but they may only have a single use of this potion active at a time. This lasts until Rest or until it is used. This may not be used to Minimize DEAD, UNCONSCIOUS, DYING, or any effect that lasts Until Removed.

Stunning Toxin

This toxin will inflict the consumer with "Toxin Stun". 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 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. This recipe can be made 1 Tier higher and be made a Weapon Coating, or 2 Tiers higher to be made a Toxin Dart or Trap.

Tier IX

Confining Dart

This dart is filled with a strange gray sludge held in suspension. When it strikes a target, it rapidly expands outwards, engulfing the target and rapidly hardening. 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. The attack call for this is "Physical Confine".

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 communicate, cast spells, or activate magic items. This effect can be broken by the spell Solidify. 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.

Reviving Draught

Smelling salts strong enough to wake even the dead are laced into this liquid suspension. This potion, when fed to a Dead target, functions as per the Revivify spell. The call for this is "Revivify".

Tier X

Elixir of Energy

This potent elixir has been specially mixed with materials, that when brewed correctly are capable of drawing ambient Aether from the air and infusing it into the imbiber, restoring their resource pool. At time of creation, Mana, Stamina, or Agility is chosen. This will create an item tag for Elixir of Mana, Elixir of Stamina, or Elixir of Agility. Upon consumption, which takes a three count, the drinker restores 5 points to the chosen resource pool. This cannot be used to bring the user's resource pool above their maximum.

Elixir of Invulnerability

This incredible feat of Alchemical creation, this golden elixir represents the pinnacle of mortal achievement. Upon imbibing, which takes a three count, the drinker is made INVULNERABLE for 20 seconds. However, the overwhelming power of the elixir renders them incapable of doing much else. For the duration, the drinker cannot speak, use any in-game skills, may not run, and must keep both hands linked with arms pointed down towards their feet. After the effect ends, the drinker may not benefit from another Elixir of Invulnerability until they complete a rest. This Elixir does not provide any protection from Aether abilities. This item is consumed on use.

Elixir of Venom Spitting

This strange elixir was created to mimic the abilities of foul monstrosities who can spit toxins like rain upon their enemies. The next time the drinker would suffer from a Toxin, they instead declare "Resist Absorb", and the drinker can then throw 5 instances of "Activate Toxin " with no longer than 3 seconds between each throw, otherwise the effect ends. At the end of this period, the Elixir of Venom Spitting fades, and they may not benefit from an Elixir of Venom Spitting until they complete a rest. If the defense is not used prior to resting, the defense is lost. This takes a defense slot. This item is consumed on use.

Smithing

Smithing Products

Tier I

Alarm Trap

This creates a trap 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 trap must have a trigger and a tripwire, or equivalent that will set off the trigger. Alarm Traps may be disarmed as they are a tier I trap. Activating an Alarm Trap requires simply placing the trap rep, the trigger, the trip wire, and the character says "Activate Alarm Trap". This item is consumed on use.

Key

This recipe allows the Smith 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. To make a Key for a lock, you must bring the lock to Logistics.

Lock

This recipe allows the Smith 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. The rating of this lock is 1. This has 5 Durability.

Rusty Weapon

The sign of a poor smith, or a genius, depending on who you ask. This process intentionally rusts the weapon to make it inflict foul wounds upon those it strikes. This process changes the base damage type of the weapon to Poison, at the cost of reducing its Durability by 2. A Rusty Weapon cannot be Silvered.

Tier II

Armor Resizing Kit

This kit has everything a blacksmith needs to adjust suits of armor to better suit their needs. A Smith using this kit may increase an existing suit of armor's value rating by spending additional resources equal to the difference between the current value and the desired value, as if you were making a new Suit of Armor. This does not change the durability of the armor. This has 5 charges.

Lockpicks

This is a basic item for use with the Lockpicking skill. Having lockpicks lowers the rating of the lock by 1. Lockpicks have 10 charges.

Suit of Armor

This creates a finely made suit of armor that has an Armor rating of 10, with 5 Durability. You can increase the Tier of the recipe and the cost in materials by 1 to increase the Armor Rating by 10, up to a max of 80.

Tier III

Hardening

This will harden a weapon, shield, armor or magic item to Resist Destruction once. An item may only be Hardened up to three times (For a maximum of Three Resist Destructions) May be applied to untagged items. (Such as Doors).

Knight-Night Helmet

This specially designed helmet for knights who have too often fell victim to physically-induced-narcolepsy. This helmet will let the wearer Minimize any Waylay effect they receive. This has 5 charges, and must be repped.

Repair Lock

The smith 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. This is not a tagged item.

Tier 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 lockpicking rating of the lock by three. Hardening may only be done once on an item.

One-Handed Weapon

This creates a finely made One-Handed Weapon that has a base damage of 1, with 5 Durability.

Shield

This creates a finely made Shield, with 5 Durability.

Tier V

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. This can be done at time of creation or to an already existing weapon.

Two-Handed Weapon

This creates a finely made Two-Handed Weapon that has a base damage of 1, with 5 Durability.

Whetstone

A user can spend 1 minute of careful sharpening using this tool to improve a single weapon's base damage by 1 for 5 days. This process however shortens the item's lifespan, reducing its durability by 1. If this would reduce the durability to 0, the item is destroyed. This item cannot stack with similar effects. This item does not work on Unarmed or Claws. This item is consumed on use.

Tier VI

Golem Repair Kit

The kit that has everything a Golemancer needs to keep their mechanical servants going. The user may expend a charge from this kit and spends 1 Minute of Roleplay to fully restore the body of a Golem they are in contact with. Acts as per Regenerate on a Golem. This is consumed on use.

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.

Ranged Weapon

This creates a finely made Ranged Weapon that has a base damage of 1, with 5 Durability.

Tier VII

Resistant Plating

This armor plating is specially designed to help absorb an otherwise direct blow, shrugging off the effects at the cost of the brittle material. This plating can be applied to a suit of armor with 1 minute of roleplay. Depending on how the user chooses to configure it upon application, it can grant them a single use of Resist Physical or Spell. A suit of armor can only have one Resistant Plating applied at a time. This takes a defense slot. This item is consumed on use.

Reinforcement Kit

This kit helps prepare the user for imminent destruction by providing them with several small tools that when quickly applied can help prevent an item from being destroyed. This can be prepared with 1 Minute of roleplay. It grants the user a single use of Resist Destruction, that lasts until Rest. An individual may only have one Reinforcement Kit active on it at time. This item is consumed on use. This does not take a defense slot.

Weighted Ammunition

This specially designed item is made from very dense materials, and is made to blow past enemy defenses to really hit them where it hurts. This ammunition can either be fired from a Ranged Weapon or used as a Thrown Weapon. While it carries a heavy impact, the design means that its unwieldy nature makes it difficult to use with precision. Using this ammunition will deal 5 Normal Vital damage, this damage cannot be modified any means. This item is consumed on use.

Tier VIII

Expandable Weapon

A marvel of intricate crafting, this weapon modification is designed to allow the wielder the ultimate flexibility in controlling their reach. With 1 minute of roleplay, the wielder may change the length of this weapon, from up to a Two-Handed weapon down to a Short length one-handed weapon. This allows the wielder to use this item with a Short, Long, or Two-Handed weapon rep interchangeably. This cannot be applied to Unarmed or Claws.

Recycling Kit

This kit is designed to assist in helping a Recycler be more efficient with their reclamation of materials. When a kit is made, a single Crafting Type is chosen from Alchemy, Smithing or Rune Carving. When the user recycles an item from that type, they may expend a charge from this kit to recover 1/2 of the ranks in materials used to construct it, rounded down to a minimum of one, instead of the usual 1/3. In the case of Recycling an Artificing item, the user only benefits from this increase for the materials of the chosen type, though multiple kits may be used in tandem. Ex: If an item required all three material types, and you use an Alchemy Recycling Kit and a Smithing Recycling Kit, you'd get 1/2 of those materials, but only 1/3 of the Rune Carving materials. This item has 3 charges.

Trickleblade Modification

This modification can be applied to any weapon, adding a reservoir and specially treated channels to the weapon that allow Toxins to flow along the edge of the blade. The wielder of this blade may apply Ingestible Toxins to this as if they were Weapon Coatings.

Tier IX

Armor Repair Kit

This small kit has everything an individual needs to help fix all dents, scratches, tears, breaks, and other mishaps! This kit will let the user, on a 3 second count, refit an armor to its full value upon use. It has no effect on destroyed armor. This functions as per Rapid Refit. This item is consumed on use.

Forgemaster's Hammer

An item that indicates the creator is nearing true Mastery, this marvel of smithing ingenuity is the key tool in the ongoing battle against wear and tear. The user may restore a Destroyed Item within 5 minutes of its destruction by declaring "Reforge". This process is not without consequence, and the item loses 2 Durability. An Item with 2 or less Durability cannot benefit from this effect. This item is consumed on use.

Risky Smithing

Daring to push the boundaries of their craft, this technique is reserved for those with more skill than sense. By pushing their skill to the limit, this technique can grant a weapon, shield or armor of any quality an Enchantment slot. This will give a slot to a non-Masterwork item, or increase the maximum for a Masterwork item by one. However, this does not come without cost, and cuts the item's maximum durability in half, rounded down. This can be applied to the same item multiple times, but if it would reduce the durability to 0, or below the item's remaining durability, the item is destroyed. This cannot be applied to Destroyed items.

Tier X

Masterwork Armor

This armor represents the peak of a Smith's skill. A suit of Masterwork Armor can be of any value, and has 10 Durability. Furthermore, this Armor is capable of possessing two Enchantments, created by an Artificer. Once Enchanted, the Enchantments cannot be removed.

Masterwork Shield

This Shield represents the peak of a Smith's skill. A Masterwork Shield has 10 Durability. Furthermore, this Shield is capable of possessing two Enchantments, created by an Artificer. Once Enchanted, the Enchantments cannot be removed.

Masterwork Weapon

This weapon represents the peak of a Smith's skill. A Masterwork Weapon can be of any type, and has 10 Durability. Furthermore, this Weapon is capable of possessing two Enchantments, created by an Artificer. Once Enchanted, the Enchantments cannot be removed.

Rune Carving

Rune Carving Products

Tier 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 Glowing Light spell. This item is consumed on use. Acts as per the Glowing Light Spell.

Rune of Trap Compression

This rune is designed to help a would-be trap user to conceal their traps more effectively. To use this rune, the user must declare "Activate Trap Compression", and attach this tag to the Trap, along with the regular Trap tag. This effect allows the rep to be half the normal minimum size requirement, shrinking the minimum to 6"x3"x3". This item is consumed on use.

Wand of Agility

These Wands are specially crafted items that empower the user to more efficiently use an ability, allowing them to repeat the same ability without expending additional Agility. At creation, a Wand of Agility is attuned to a specific ability of up to 8th tier. The Tier of this recipe and materials required, are equal to the level of the ability. Immediately after using an Ability from their Agility Pool, the user may activate a Wand of the same ability by declaring "Activate " and using a second instance of this ability at no cost. You may not chain Wands off each other. This item is consumed on use.

Wand of Magic

These Wands are specially crafted items that empower the user to more efficiently cast a spell, allowing them to repeat the same spell without expending additional mana. At creation, a Wand of Magic is attuned to a specific spell of up to 8th tier. The Tier of this recipe and materials required, are equal to the level of the spell. Immediately after casting a spell from their Mana Pool, the user may activate a Wand of the same spell by declaring "Activate " and casting a second instance of this spell at no cost. You may not chain Wands off each other. This item is consumed on use.

Wand of Stamina

These Wands are specially crafted items that empower the user to more efficiently use an ability, allowing them to repeat the same ability without expending additional Stamina. At creation, a Wand of Stamina is attuned to a specific ability of up to 8th tier. The Tier of this recipe and materials required, are equal to the level of the ability. Immediately after using an Ability from their Stamina Pool, the user may activate a Wand of the same ability by declaring "Activate " and using a second instance of this ability at no cost. You may not chain Wands off each other. This item is consumed on use.

Tier II

Rune of Imbuing

This rune is designed to transfer the crafted mana of the user into a designated target, so that the target might cast a spell of their own. Upon activating this item, the user casts a spell of their choice from their Mana Pool and declares "Imbue (Spell Name)", Imbuing the spell into the Target for the Target to cast before their next rest. If the target has a mana pool of their own, casting the Imbued spell does not consume any mana. A target does not need to have the Initiation for the chosen spell in order to cast the Imbued spell. Only spells of 8th level or lower may be Imbued. A target may only have one Imbue active at a time, and if the spell is not used before the target rests, it is lost. This item is consumed on use.

Rune of Marking/Unmarking

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 apply it with a three count "Activate Rune of Marking, 1 I Mark You..." etc. This can be used to remove a Mark by instead touching the target and saying "Activate Rune of Unmarking". This item is consumed on use.

Runic Rebreather

This specially treated wooden disk, inspired by someone with an impossible to spell name, has been carved with runes that allow the bearer to breathe clean air in environments where they might otherwise suffocate. It takes 3 seconds of roleplay to apply a Runic Rebreather, after which its effects last for 1 hour. This does not provide any protection against Toxin effects. This item is consumed on use. After use, the user cannot benefit from the effects of a Runic Rebreather until they complete a Rest.

Tier III

Environmental Adaptation Rune

This Rune was created to help protect explorers who wished to seek out the far flung places of the world, without worrying that they might succumb to something as simple as the environment itself. Upon application, which takes three seconds, the bearer becomes immune to any environmental effects, finding themselves moving with ease. This Rune does have limits, and environments that are so hazardous that they may actually inflict damage will bypass this rune's protections. This lasts for 1 Hour. This item is consumed on Use. After use, the user cannot benefit from the effects of a Environmental Adaptation Rune until they complete a Rest.

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 includes beacon objects another character is carrying. 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.

Rune of Obscuring

When activated, this rune will mask the presence of the user, making it harder for them to be located. This will dispel any active Runes of Beacon on the user upon activation. In addition, for the next hour, it will also make it more difficult to Track the user. This item is consumed on use.

Tier IV

Lock Corroding Rune

This is a Rune that will weaken a lock once this substance is applied to it. The user applies the substance and says "Lock Corroding." to let the marshal know that the Rune 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 Rune can only be applied to a lock once.

Lock Enhancing Rune

This is a Rune that will make a lock harder to pick once this Rune is applied to it. The user applies the Rune and notes the application on the Marshal Notes of the cabin to let the Marshal know that the Rune has been applied to the lock. The lock rating will be strengthened by three ranks. This Rune can only be applied to a lock once.

Rune of Magic Deliverance

This rune will allow the character to cast a spell from their Mana Pool 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.

Tier V

Elemental Blade Rune

This rune coats a weapon in a sheath of elemental energy chosen from Flame/Frost/Shock/Stone upon Application. During that time, the user may declare "Activate Elemental Blade" and select a single target, while attacking that target the weapon will do [Element] type Damage until rest or until a new Elemental Blade is used. This can be applied to Ranged Weapons. Applying the Rune takes 3 seconds. Example: "5 Normal Flame". This functions similarly to Critical Strike. This item is consumed on use.

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: Confined, Dead, Drain, Dying, Stunned, Unconscious. 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. When the chambered spell is triggered, the call is "Chambered <spell name>". If multiple Runes of Chambering with the same trigger are active, they will all activate simultaneously. A Rune of Chambering inside a Bag of Holding effect will not activate. A Rune of Chambering will last for at most one full day, if it has not triggered by that time the item will crumble. This item is consumed on use.

Rune of Limited Elemental Shift

This rune is attuned to a specific element of Flame/Frost/Shock/Stone, chosen upon application, which takes three seconds of roleplay. This enables the bearer to select a single target, and against that target they may cast Mana Bolts as Bolts of the chosen element until rest or until a new Limited Elemental Shift is used. If the Bearer already possesses an Elemental Shift on their spirit, they may instead shift their usual Elemental Bolt to one of the Rune's type. This lasts until used or until Rest. This functions similarly to Critical Strike. This item is consumed on use.

Tier VI

Rune of Spellstrike

A rune designed for the caster with a martial bent, helping them focus their magical energies into a powerful strike. User may deliver a single spell from their Mana Pool as "Spellstrike [Spellname]". This item is consumed on use.

Rune of True Death

This rune is designed to inhibit the regenerative capabilities of creatures with the ability to Revive, ushering them unto their eternal rest. This Rune is activated as part of a Killing Blow. "Killing Blow 1, Killing Blow 2, Killing Blow 3, [Weapon Damage Type] Nullify Revive". A creature that has been subject to this rune may not be effected by any Revive abilities during their current Death count. 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, if the player is searched, the player will respond with "Aether Thiefbane 500". The searching character will be affected by an irresistible blast of magic that will instantly take 500 points of unavoidable damage. This Rune is expended once used, and the effect will last no longer than a single Rest. You may only have a single active Thiefbane at a time. This item is consumed on use.

Tier VII

Rune of Elemental Barrier

This rune will protect the character from one instance of Elemental damage, of a type chosen upon application. Only one Elemental Barrier Rune can be applied to an individual at a time. This takes up a defense slot. It takes 5 seconds to apply the Rune. The defensive call for this is "Resist".

Rune of Mirror Shield

This creates a temporary Rune that can be applied to a Shield with 1 Minute of Roleplay that will allow the character to Reflect Spell. Only one Shield Spikes or Mirror Shield Rune can be on a shield at a time. The call for this is "Reflect". This does take up a defense slot. This item is consumed on use.

Rune of Shield Spikes

This creates a temporary Rune that can be applied to a Shield with 1 Minute of Roleplay that will allow the character to Reflect Physical. Only one Shield Spikes or Mirror Shield Rune can be on a shield at a time. The call for this is "Reflect". This does take up a defense slot. This item is consumed on use.

Tier VIII

Elemental Channeling Rune

This Rune is a potent conduit for Elemental forces, that will allow the user to shoot out balls of condensed elemental energy once activated. The player will call "Activate Elemental Channeling" when this item is used. The character may then throw "5 Magic ", chosen from Flame/Frost/Shock/Stone at activation, for as long as the character can maintain concentration, and not move their feet. These packets are physical attacks. This item is consumed once used.

Glyph of Haven

A Glyph of Haven wraps a structure with an intangible field that prevents creatures without a Metabolism from entering the structure. Creatures with Undead or No Metabolism may step into the Haven, though they may still attempt to strike creatures across the threshold, or cast spells into the structure. Creatures in the structure with Undead or No Metabolism at time of placement are not forced out, but if they exit they may not re-enter. 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 clearly and obviously display an H for Haven and the Glyph of Haven tag must be attached to the outside of the container with the date and time of activation. Glyphs are not affected by Dispel Magic or Nullify Magic and may not be destroyed via a Destroy effect. A Glyph lasts 5 days. This item is consumed on use.

Rune of Mystic Lock

A Rune of Mystic Lock wraps a container with an intangible field that locks it in place. A Rune of Mystic Lock locks the target with an effective Lock Rating of 8, which cannot be increased by any means. The item may only be unlocked by speaking the password, which is chosen at time of placement, loudly enough such that it could be heard at a distance of five feet. Once activated, the Mystic Locked container cannot be moved by any means until the Rune of Mystic Lock ends or is removed. A container may only be under the effects of a single Mystic Lock at any time, and the Mystic Lock affects an entire container, as such, they cannot be "nested" inside one another. A container under the effects of a Mystic Lock must clearly and obviously display an M for Mystic Lock and the Rune of Mystic Lock tag must be attached to the outside of the container with the date and time of activation. This may not be used on an object larger than 36" in any dimension. Mystic Locks are not affected by Dispel Magic or Nullify Magic and may not be destroyed via a Destroy effect. A Mystic Lock lasts 5 days. This item is consumed on use.

Tier IX

Rune of Greater Bag of Holding

This item can be applied to a bag or other container to grant it the effect of a Bag of Holding 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.

Rune of Recall

This rune, when activated, will mark a spot to which a character bearing the rune may recall themselves, and their equipment, within 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 immediately proceeds to the location of the rune activation. Once the character arrives at the location, they must immediately Rift In on a 3 count. 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.

Vengeance Rune

This rune, once activated, will harm those who attempt to Killing Blow the holder. While under the effect of a Vengeance Rune, if the player receives a Killing Blow, the player will respond with "Aether Vengeance 500". The offending character will be affected by an irresistible blast of magic that will instantly take 500 points of unavoidable damage. This effect ends on Rest if not used. A character may only be affected by a single Rune of Vengeance at a time. This item is consumed on use.

Tier X

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. If an Enslavement effect was present on the target, the target will declare "Enslavement Broken". This is the only known way to confirm if a target was suffering from ENSLAVEMENT. This item is consumed on use.

Glyph of Anchoring

A structure under the effects of Glyph of Anchoring prevents all Rift-like effects from occurring within the building. Nothing may Rift into or out of this structure, including by use of Rune of Recall. When something attempts to Rift into the structure, their spell or effect ends immediately outside the closest available threshold. 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 clearly and obviously display an A for Anchoring and the Glyph of Anchoring tag must be attached to the outside of the container with the date and time of activation. Glyphs are not affected by Dispel Magic or Nullify Magic and may not be destroyed via a Destroy effect. A Glyph lasts 5 days. This item is consumed on use.

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 second 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 clearly and obviously display a W for Warding and the Glyph of Warding tag must be attached to the outside of the container with the date and time of activation. Glyphs are not affected by Dispel Magic or Nullify Magic and may not be destroyed via a Destroy effect. A Glyph lasts 5 days. This item is consumed on use.

Rune of Glyph Removal

This rune is specifically designed for the removal of Glyphs. Once activated, the user must spend 5 minutes concentrating on the Glyphed structure or object, while maintaining contact, at the end of which the Glyph is destroyed. User must announce "Removing 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.

Artificing

Artificing

Artificing is the study of the creation of magic items. Only those with at least a moderate command of each base craft can take 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. They also require spirit gems for the infusion of their impressive powers. 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.

Attuning Enchanted Items

For a character to be able to utilize the effects of an enchanted or magical item, they must first attune that item.

Attuning requires the player to complete an entire rest while possessing an item, or come into game with the item attuned. A character may attune multiple items at a time, however, an item may be attuned to only one character at a time. The magic properties and enchantments of an item may only be used by a character that has attuned the item.

Certain enchantments **do not** require attuning to be used:

- Elemental Aura

- Sticky Handle
- Destruction Magnet
- Magic Aura
- Sure Striking
- Elemental Resilience
- Omni-Elemental Aura
- Blade of Beginner's Luck
- Staunching Enchantment

Example:

A character picks up a sword with a Magic Aura enchantment. The character will still swing the Magic damage type despite having not attuned the sword.

Example:

A character picks up a shield with a Manaward Enchantment, and does not attune it. They may use the shield as a standard shield to block weapon attacks (assuming they meet all other requirements for doing so), but may not utilize the Manaward Enchantment.

Artificing Products

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 Tier of the Magic Item, number of Spirit Gems equal to the Tier of the Item. 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

Tier I

Elemental Aura Enchantment

This Enchantment may be placed upon a Weapon, and will allow the wielder to strike with an Elemental carrier, chosen from Flame/Frost/Shock/Stone at time of creation.

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

Hearthstone

This is a warm stone that when held during Rest, the user regains 1 Body per minute. This is a passive effect. This item cannot heal the holder if the holder is Dying or Dead.

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

Sticky Handle Enchantment

This Enchantment may be placed upon a Weapon or Shield, and will prevent the item from being Disarmed. The response to the item being attempting to be disarmed is "No Effect". The Sticking force also forces the user to do a 3 count in order to release the item from their grip.

5 Smithing Materials, 5 Alchemy Materials, 1 Spirit Gem.

Wand-in-the-Box Trap

This Trap, designed by an expert in two disciplines, combines the efficacy of a Trap with the Magical ability of a Wand of Magic. Upon creating this Trap, the user must include a single Wand of Magic as crafting materials. When the Trap is activated, it delivers the effects of the wand, centered on the trap as "Voice Radius Magic [Spell Name]", at a casual speaking volume, such that someone 10 feet away could hear. This may not be used with Wands that have self-cast only spells, or the Destroy spell. This item is consumed on use.

5 Smithing Materials, 5 Rune Carving Materials, 1 Spirit Gem. 1 Wand of Magic

Tier 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 rest, the bearer may partake of these benefits to enhance their use of the Stamina ability Regeneration, reducing the concentration time from a minute to 30 seconds.

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

Destruction Magnet Enchantment

This Enchantment may be placed upon a Shield, and while held will allow the user to re-direct any Destroy effect targeted at a different piece of equipment the bearer possesses to the Shield instead. The call for this is "Got it, Redirect, Resist".

This Enchantment also gives the Shield 2x Ever Resist Destruction that stacks with any Hardening it may possess. After this enchantment has been applied, the shield may not be further Hardened. This enchantment may only be applied once.

10 Alchemy Materials, 10 Smithing Materials, 2 Spirit Gems.

Magic Aura Enchantment

This Enchantment may be placed upon a Weapon, and will change the weapon's base damage type to Magic.

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

Tier III

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

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 Stamina on 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.

Sure Striking Enchantment

This Enchantment may be placed upon a Weapon, and will increase the base damage of the Weapon by 1. This does not stack with any similar damage increasing effects. This may only be applied to a weapon once and takes two Enchantment slots.
15 Rune Carving Materials, 15 Smithing Materials, 3 Spirit Gems.

Tier IV

Bracers of the Seasons

These gauntlets will allow the wearer to change their Mana Bolts to cast with Flame/Frost/Magic/Shock/Stone without the wearer needing an active Elemental Shift.
20 Smithing Materials, 10 Rune Carving Materials, 10 Alchemy Materials, 4 Spirit Gems.

Tier V

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 Alchemy Materials, 5 Spirit Gems.

Elemental Resilience Enchantment

This Enchantment may be placed upon a set of Armor or Shield, and will cause the wearer to take Reduced damage from Flame/Frost/Shock/Stone, of a single type chosen at creation. This does not stack with other reductions to the same element.
20 Rune Carving Materials, 10 Smithing Materials, 20 Alchemy Materials, 5 Spirit Gems.

Tier VI

Manaward Enchantment

This Enchantment may be placed upon a Shield, and will allow the wielder to expend uses of Spell Parry or Barrier to instead grant them Cap 10 to Spell Damage for 20 Seconds. The call for this is "Activate Manaward", and declaring "Cap 10" when taking spell damage.
30 Rune Carving Materials, 20 Smithing Materials, 10 Alchemy Materials, 6 Spirit Gems

Omni-Elemental Aura Enchantment

This Enchantment may be placed upon a Weapon, and will allow the wielder to strike with an Elemental carrier, chosen from Flame/Frost/Shock/Stone. They may swap the element with 1 minute of concentration.
20 Rune Carving Materials, 20 Smithing Materials, 20 Alchemy Materials, 6 Spirit Gems.

Tier 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 double the bonus damage while using Critical Strike ability while wielding this Blade, so if they spend 5 stamina, they would deal 10 bonus damage. 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 Alchemy Materials, 7 Spirit Gems.

Staunching Enchantment

This Enchantment may be placed upon a set of Armor. While worn, this enchantment will add 1 Minute to the duration of the wearer's Bleed Out timer. Any effects that would normally trigger at 59 seconds of the Bleed Out time instead trigger at 1 Minute 59 Seconds.

30 Smithing Materials, 30 Rune Carving Materials, 10 Alchemy Materials, 7 Spirit Gems

Tier VIII

Adaptive Armor Enchantment

This Enchantment may be placed on a set of Armor, and takes 2 Enchantment Slots. While this is worn and while the character is repping a suit of armor worth at least 20 Armor, the value of the Repped Armor becomes equal to the Wearer's Armor Cap.

50 Rune Carving Materials, 20 Alchemy Materials, 10 Smithing Materials, 8 Spirit Gems

Warding Shield Enchantment

This Enchantment may be placed on a Shield. While this shield is held, the bearer may, three times per rest, prepare a Parry, Spell Parry, or Barrier Spell as 2 Resists of the chosen type instead of a single Resist. These take up Defense Slots as normal.

30 Rune Carving Materials, 30 Smithing Materials, 20 Alchemy Materials, 8 Spirit Gems

Tier IX

Energy Efficiency Enchantment

This enchantment may be placed on a set of Armor, or on a Weapon. This enchantment is attuned to a specific Stamina Ability, Agility Ability or Spell at time of creation. While the item is worn or wielded, the bearer may activate the chosen ability or spell for 1 Point less than its base cost, to a minimum of 1. This Enchantment may be placed on the same item twice to utilize 2 slots, reducing the cost by an additional point for the same skill (still minimum 1), or applying to a different skill. An ability or Spell may not benefit from more than a single item with this Enchantment. A character may not benefit from more than a single Energy Efficiency item per rest. This may not be used for Mana Bolt, Heal Wounds or any Tier X effects.

30 Rune Carving Materials, 30 Alchemy Materials, 30 Smithing Materials, 9 Spirit Gems.

The Librarian

This dusty old book grants the user a 1/daily use of Voice Radius Silence. It is activated by the verbal "Shhhhhh! Voice Radius Silence." When used, the effect goes to the user as well.

50 Rune Carving Materials, 40 Alchemy Materials, 9 Spirit Gems.

Tier X

Sacrificial Shield

This specially crafted shield is designed with the safety of the bearer's companions in mind, above and beyond their own well-being. While wielding the Sacrificial Shield, the cost of Intercept is reduced to 0 when using Intercept for Melee Weapon Blows, not for Physical Strikes, Toxins, Spells, Spellstrike or any other effect.
60 Smithing Materials, 30 Rune Carving Materials, 10 Alchemy Materials, 10 Spirit Gems

Vessel of Salvation

This item allows a character who possesses it to add 5 minutes to their Death Timer. It must be used prior to the target beginning their Death count. This item is ineffective on characters that crumble at 0 body, have a spirit bottle, or otherwise do not possess a Death Timer. This effect may not be stacked, modified, or removed from the target. This functions as per Preserve Corpse.
50 Rune Carving Materials, 30 Alchemy Materials, 20 Smithing Materials, 10 Spirit Gems.

Uncommon Formulas

Tier 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 increase their likelihood of succeeding in attempting to Track someone 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.

Tier II

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Tier III

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Tier IV

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Tier 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 Light. 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 Alchemy Materials, 20 Rune Carving Materials, 10 Smithing Materials, 5 Spirit Gems.

Tier VI

Sharpened Wit

A seemingly mundane weapon, this bladed weapon is forged from magically treated metals designed with the ability to channel mana directly, though it doesn't come without some resistance. At will, the wielder may deliver any spell they possess as "Spellstrike [Spell Name]".

30 Smithing Materials, 20 Rune Carving Materials, 10 Alchemy Materials, 6 Spirit Gems

Tier 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 Barrier.

30 Smithing Materials, 30 Rune Carving Materials, 10 Alchemy materials, 7 Spirit Gems.

Tier VIII

Alphastrike Potion

This potion overflows with the power of ambient Aether, practically crying out to be used. Upon Imbibing, the drinker is granted Unlimited Mana, Stamina and Agility and for 20 seconds. The drinker does not need to possess Mana, Stamina or Agility to be granted these powers, and for the duration they may use any abilities (other than Proficiencies) from any school at will. No more than 10 of any resource may be spent on a single ability or spell. In the event that the user Memorized any of these pools, their Memorization ends and they may Cast on the Fly. owever, at the end of those 20 seconds, the raging power takes its toll, dropping all pools to 0, any active Proficiencies end, and they are unable to restore these pools by any means, including another Alphastrike Potion, other than completing a full Rest. This is consumed on use.

50 Alchemy Materials, 20 Rune Carving Materials, 10 Smithing Materials, 8 Spirit Gems

Tier IX

Shield of the Last Stand

This incredible shield is imbued with the fortitude and resolve to shrug off even the most heinous blows in the face of overwhelming odds, knowing that it may be only your act that spares your allies from death. The bearer of this shield may invoke its power by planting their feet and declaring "I Make My Last Stand". Once activated, the Shield may not be dropped, and the bearer becomes immune to all effects of their choice other than Aether for 5 minutes. However, this power comes at a cost. After the 5 minutes is up, their body immediately dissipates and their spirit departs to seek resurrection.

50 Smithing Materials, 30 Rune Carving Materials, 10 Alchemy Materials, 9 Spirit Gems

Tier 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 Rest. This item may not be used to deliver any Self only spells, any spells that only affect items (ex: Destroy), or Circle of Power.

50 Rune Carving Materials, 30 Smithing Materials, 20 Alchemy Materials, 10 Spirit Gems.

Production Item Reference Table

† indicates an item that can scale to higher tiers.

Rank	Alchemy	Smithing	Rune Carving
1	Poison Dart 5 Blinding Toxin† Slowing Toxin†	Rusty Weapon Lock Key Alarm Trap	Glowing Wand Stone Rune of Trap Compression Wand of Magic† Wand of Stamina† Wand of Agility†
2	Solvent Toxin Antidote Poison Dart 10 Explosive Grenade	Suit of Armor 10† Armor Resizing Kit Lockpicks	Rune of Marking/Unmarking Rune of Imbuing Runic Rebreather
3	C-1 Explosive Poison Dart 15 Heal Wounds Potion Weakness Toxin†	Knight-Night Helmet Hardening† Repair Lock	Rune of Beacon Rune of Obscuring Environmental Adaptation Rune
4	Kneel Toxin† Alchemical Adhesive Silver Dart	One-Handed Weapon Shield Lock Hardening	Rune of Hastening Lock Corroding Rune Lock Enhancing Rune
5	Oil of Silver Silencing Toxin† Suppressing Oil	Two-Handed Weapon Silver Weapon Forging Whetstone	Rune of Chambering Elemental Blade Rune Rune of Limited Elemental Shift
6	Heal Wounds Toxin Sleep Toxin† Cleansing Draught	Ranged Weapon Golem Repair Kit Pick Pocket Tools	Thiefbane Rune Spellstrike Rune Rune of True Death
7	C-2 Explosive Cursing Toxin† Entangling Dart	Weighted Ammunition Resistant Plating Reinforcement Kit	Rune of Shield Spikes Rune Rune of Mirror Shield Elementbane Rune
8	Incredible Disappearing Ink Stunning Toxin† Minimize Potion	Expandable Weapon Trickleblade Modification Recycling Kit	Elemental Channeling Rune Glyph of Haven Glyph of Locking
9	Gaseous Concotion Reviving Draught Confining Dart	Armor Repair Kit Forgemaster's Hammer Risky Smithing	Rune of Recall Rune of Endless Storage Vengeance Rune
10	Elixir of Invulnerability Elixir of Venom Spitting	Masterwork Weapon Masterwork Armor	Glyph of Warding Glyph of Anchoring

Rank	Alchemy	Smithing	Rune Carving
	Elixir of Energy	Masterwork Shield	Rune of Erasure Break Enslavement Rune

Ritual Magic

Skill Point Cost	F	T	R	M	Prereqs
Ritual Magic	20	20	20	20	-

About 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. Purchasing the Ritual Magic Skill enables the user to perform Rituals.

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 Level 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 using only the Fundamental Four Elements, they have at best a 60% chance of success. 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

Ritual Level I

Elemental Shift

This ritual augments "Mana Bolt" for an arcane magic user at every level 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>."
- Stone 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 may be selected.

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

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 Transform Ability Rituals, based on the transformation of the Spirit Familiar. These empowering rituals allow the character to invest skill points on Transform 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 Transform 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.

Ritual Level 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.

Ritual Level 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.

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.

Ritual Level IV

Spirit Journey

This ritual allows the target to seek out information or ask a question of the spirit realm. They will experience a vision quest related to that topic. The source of the vision may be their own subconsciousness, tribal ancestors, spirit guides, or other metaphysical sources as appropriate for the performance of the ritual. The events of the journey are not guaranteed to be truthful; The spirits may be fickle, capricious, or even simply out of touch with the physical reality of Evren.

Spirit Link

This ritual allows an individual to bond with an item. The ritual is cast upon the item. Bonding with an item requires completing a full Rest with possession of the item, which will link the item to the person who rested with it, and break any other links the item may have had.

The Spirit Linked item may be passed off to another individual if both individuals complete a rest together. Other than via changing the bond with a Rest, the Spirit Linked item cannot be removed from the individual, and will stay with the individual even through death and resurrection.

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. If the individual somehow becomes incapable of possessing the item (ex: permanent death), the item is destroyed immediately.

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. This defensive is subject to an available Defensive Slot.

Ritual Level 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.

Ritual Level VI

?

Ritual Level 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.

Ritual Level IX

?

Ritual Level 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

Ritual Level I

?

Ritual Level II

?

Ritual Level III

?

Ritual Level IV

?

Ritual Level 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 Transform Abilities that they can pursue the relevant Transform 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 Transform 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 Transform 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.

Ritual Level 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 min's = 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.

Ritual Level VII

?

?

Ritual Level 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.

Ritual Level IX

?

Ritual Level X

Variable Level

Curse of Transformation: <Creature>

Applies a Curse of Transformation to the target, transforming them into the named creature. The Curse of Transformation will last until the target dies and dissipates (seeks resurrection or reforms at their Spirit Bottle) or is affected by a Destroy Ritual Magic, unless otherwise stated by the stat card provided.

The effects of Transformation are entirely at Plot discretion, upon receiving a Curse of Transformation, the target will be given a Stat Card for the effects and abilities they will receive. Curse of Transformations are often more powerful than a newly-acquired Spirit Familiar Transform, but carry significantly more risk due to their impermanence and increased chance of death.

Transform Ability Rituals

Ritual Tiers

Tiers Correspond to the following Ritual Levels

Ritual Level	Active Costs	Passive Costs
Basic: Tier I	2 + 3	5
Advanced: Tier III	3 + 5	10
Expert: Tier V	5 + 10	15
Master: Tier VII	10 + 10	20
Grandmaster: Tier IX	20 + 10	30
Mythical: Tier X	20 + 20	40

Transform Abilities

Unlocking Transform Abilities

Before a character may purchase a monstrous ability on their transform, that ability must be "unlocked". Some abilities are unlocked by default (per transform).

Unlocking an ability requires consuming a number of Spirit Gems dependent on the level of the ability:

- Basic - 1 Spirit Gem
- Advanced - 2 Spirit Gems
- Expert - 3 Spirit Gems
- Master - 4 Spirit Gems
- Grandmaster - 5 Spirit Gems

Mythical Abilities and any ability that specifies a specific component required to unlock, will require casting the Unlock Transform Abilities ritual.

Unlock Transform Abilities is part of the standard ritual library and thus always available to any character that has at least 1 rank of Ritual Magic.

Alternatively, a character may still perform the Unlock Transform Abilities ritual. Doing so reduces the Spirit Gem cost of each ability unlocked by 1 (0 for Basic, 5 for Grandmaster).

Unlock Transform Abilities Ritual Scroll

- Each participant in the ritual may benefit from its effect.
- Participants must meaningfully contribute to the roleplay of the ritual, only the caster(s) require ranks of Ritual Magic.
- Ritual is 1st level and requires 1 Spirit Gem to cast plus 1 Spirit Gem for each character to be affected by the ritual.
- Unlocks an arbitrary number of transform abilities for each participant.
- Each ability unlocked requires a number of spirit gems based on the tier of the ability, to be paid by the affected character:
 - Basic - 0 Spirit Gems
 - Advanced - 1 Spirit Gems
 - Expert - 2 Spirit Gems
 - Master - 3 Spirit Gems
 - Grandmaster - 4 Spirit Gems
 - Mythical - 5 Spirit Gems

Multi-Tier

Magic <Effect>

Name:	Magic <Effect>
Type:	Active
Cost:	Variable
Description:	User gains 1/Rest use of a packet-delivered magic effect, as dictated by the monstrous ability.

Physical <Effect>

Name:	Physical <Effect>
Type:	Active
Cost:	Variable
Description:	User gains 1/Rest use of a packet-delivered physical effect, as dictated by the monstrous ability.

Physical Strike <Effect>

Name:	Physical Strike <Effect>
Type:	Active
Cost:	Variable
Description:	User gains 1/Rest use of a physical strike, as dictated by the monstrous ability.

Spellstrike

Name:	Spellstrike
Type:	Active
Cost:	Variable
Description:	User gains 1/Rest use of a spellstrike, as dictated by the monstrous ability.

Toxin <Effect>

Name:	Toxin <Effect>
Type:	Active
Cost:	Variable
Description:	User gains 1/Rest use of a packet-delivered toxin effect, as dictated by the monstrous ability.

Basic - Tier I

Claws

Name:	Claws
Type:	Passive
Cost:	5 (Single Purchase)
Tier:	1
Description:	Claws function as One-Handed Weapons and may be used to qualify for any abilities that require One-Handed Weapon as a prerequisite. Additionally, the character may wield two claws as though they possessed the Dual Wield ability.

Advanced - Tier III

Body

Name:	Body
Type:	Passive
Cost:	10
Tier:	3
Description:	Purchases of Toughness grant +2 extra body (+7 instead of +5)

Backstab Expert

Name:	Backstab Expert
Type:	Passive
Cost:	10
Tier:	3
Description:	Increases the cap on backstab from +10 to +20

Critical Strike Expert

Name:	Critical Strike Expert
Type:	Passive
Cost:	10
Tier:	3
Description:	Increases the cap on critical strike from +5 to +10

Gaseous Form

Name:	Gaseous Form
Type:	Active
Cost:	3 + 5
Tier:	3
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..." While the effect is active, the user must hold their arms crossed over their chest in a X.

Parry/Spell Parry

Name:	Parry/Spell Parry
Type:	Active
Cost:	3 + 5

Name:	Parry/Spell Parry
Tier:	3
Description:	Allows the use of a single Parry or Spell Parry once per rest. Use of this defensive falls under the same rules as all defensives and must be prepared ahead of time and uses a defensive slot.

Resist Magic

Name:	Resist Magic
Type:	Active
Cost:	3 + 5
Tier:	3
Description:	User may Resist Magic once per rest. Use of this defensive falls under the same rules as all defensives and must be prepared ahead of time and uses a defensive slot.

Resist Physical

Name:	Resist Physical
Type:	Active
Cost:	3 + 5
Tier:	3
Description:	User may Resist Physical once per rest. Use of this defensive falls under the same rules as all defensives and must be prepared ahead of time and uses a defensive slot.

Resist Toxin

Name:	Resist Toxin
Type:	Active
Cost:	3 + 5
Tier:	3
Description:	User may Resist Toxin once per rest. Use of this defensive falls under the same rules as all defensives and must be prepared ahead of time and uses a defensive slot.

Resist <Effect>

Name:	Resist <Effect>
Type:	Active
Cost:	3 + 5
Tier:	3
Description:	User may Resist a specific effect once per rest. Effect is dictated by the transform and scroll. Use of this defensive falls under the same rules as all defensives and must be prepared ahead of time and uses a

Name:	Resist <Effect>
	defensive slot.

Expert - Tier V

Ambidexterity

Name:	Ambidexterity
Type:	Passive
Cost:	15
Tier:	5
Description:	Allows using one-handed melee proficiencies in both hands

Dexterity Armor Expert

Name:	Dexterity Armor Expert
Type:	Passive
Cost:	15
Tier:	5
Description:	Purchases of Dexterity Armor grant +2 extra Dexterity Armor points (+7 instead of +5)

<Elemental> Striker

Name:	<Elemental> Striker
Type:	Passive
Cost:	15 (Single Purchase)
Tier:	5
Description:	Frost/Flame/Shock/Stone Striker carrier, applies to any weapon, or unarmed, that is wielded.

Magic Striker

Name:	Magic Striker
Type:	Passive
Cost:	15 (Single Purchase)
Tier:	5
Description:	Magic carrier, applies to any weapon, or unarmed, that is wielded.

Proficiency Expert

Name:	Proficiency Expert
Type:	Passive
Cost:	15
Tier:	5
Description:	Reduces the Stamina cost of Proficiency by 2 (10->8).

Spirit Bottle

Name:	Spirit Bottle
Type:	Active
Cost:	15 (Single Purchase)
Tier:	5
Description:	The character places the majority of their spirit within the confines of a specially prepared Spirit Bottle. This process helps protect the spirit from the strain of leaving their mortal coil. The next time the character 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. 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. If the Spirit Bottle runs out of charges, the etual must be recast to restore it. Spirit Bottles may be carried by their owner. The rep must be approved by plot and the description must be on the character sheet.

Master - Tier VIII

Bane the Dead

Name:	Bane the Dead
Type:	Active
Cost:	10 + 10
Tier:	8
Description:	User may plan their feet, establish Concentration, and throw Harm Undead an unlimited number of times. Effect ends after 5 minutes or after the user moves or disrupts their Concentration.

Body Weaponry

Name:	Body Weaponry
Type:	Passive
Cost:	20 (Single Purchase)
Tier:	8
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

Name:	Body Weaponry
	weapons, specific weapons, or shields based on the transform.

Destroy Ritual Magic

Name:	Destroy Ritual Magic
Type:	Active
Cost:	20 (Single Purchase)
Tier:	8
Description:	Allows the user to destroy specific effects or products of ritual magic. <i>Pending list. Please see Plot to use this ability.</i>

Dodge Expert

Name:	Dodge Expert
Type:	Passive
Cost:	20
Tier:	8
Description:	Reduces Defense Slot cost of Dodge by 1 (But cannot stack dodges)

Dull Pain

Name:	Dull Pain
Type:	Passive
Cost:	20 (Single Purchase)
Tier:	8
Description:	User is not subject to spellcasting disruption upon taking damage.

<Effect> Carrier

Name:	<Effect> Carrier
Type:	Passive
Cost:	20 (Single Purchase)
Tier:	8
Description:	User is able to deliver a specific effect with their weapons or unarmed claws/fists. Effect type is dictated by the transform.

Healed by <Element>

Name:	Healed by <Element>
Type:	Passive
Cost:	20 (Single Purchase)
Tier:	8
Description:	When the User would be subject to damage by designated element, they are instead healed. User must announce "Appears to heal me."

Reduced Damage

Name:	Reduced Damage From <Type>
Type:	Passive
Cost:	20 (Single Purchase)
Description:	User only takes half damage from a specific damage type (Magic, Normal, Silver, etc) or flavor (Flame, Frost, Shock, Stone), as dictated by the monstrous ability.

Slay Expert

Name:	Slay Expert
Type:	Passive
Cost:	20
Tier:	8
Description:	Doubles the damage of Slay.

Grandmaster - Tier IX

Magic Deliverance

Name:	Magic Deliverance
Type:	Passive
Cost:	30
Tier:	9
Description:	User gains the ability to deliver all mana pool spells as "Magic <Spell Name: >"

<Effect> Carrier

Name:	<Effect> Carrier
Type:	Passive
Cost:	30 (Single Purchase)
Tier:	9

Name:	<Effect> Carrier
Description:	User is able to deliver a specific effect with their weapons or unarmed claws/fists. Effect type is dictated by the transform.

Immunity to <Type>

Name:	Immunity to <Type>
Type:	Passive
Cost:	30 (Single Purchase)
Tier:	9
Description:	When the user would be subject to damage by designated damage type, they are unaffected. User announces, "No effect."

Regeneration

Name:	Regeneration
Type:	Passive
Cost:	30 (Single Purchase)
Tier:	9
Description:	Regeneration allows the user to spend one minute in concentration to regenerate their maximum body. If the concentration is interrupted, no body is restored. While in concentration a character may walk, but may not talk or use game skills.

Rift Self

Name:	Rift Self
Type:	Active
Cost:	20 + 10
Tier:	9
Description:	User can Rift Out on a 3 count, and then Rift In at any location they have previously been on another 3 count. User must proceed directly to the location and Rift In immediately upon arrival. This is a self-only ability.

Voice Control <Entity>

Name:	Voice Control <Entity>
Type:	Passive
Cost:	30 (Single Purchase)
Tier:	9

Name:	Voice Control <Entity>
Description:	This ability allows the user to voice control lesser members of their species, type, or specific targets, as specified by plot.

Voice Radius Spell

Name:	Voice Radius Spell
Type:	Active
Cost:	20 + 10
Tier:	9
Description:	User can deliver a single spell as Voice Radius Spell <Spell Name: >

Weapon Mastery

Name:	Weapon Mastery
Type:	Passive
Cost:	30 (Single Purchase)
Tier:	9
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 with all weapon types.

Mythical - Tier X

Aether <Effect>

Name:	Aether <Effect>
Type:	Active
Cost:	20 + 20
Tier:	10
Description:	User can deliver a single effect as Aether <Effect>. This cannot be stacked with Voice Radius.

<Effect> Carrier

Name:	<Effect> Carrier
Type:	Passive
Cost:	40 (Single Purchase)
Tier:	10
Description:	User is able to deliver a specific effect with their weapons or unarmed claws/fists. Effect type is dictated by the transform.

Plot Ability (Active)

Name:	SkillName:
Type:	Active
Cost:	20 + 20
Tier:	10
Description:	Ability Unique to the specific Transform.

Plot Ability (Passive)

Name:	SkillName:
Type:	Passive
Cost:	40
Tier:	10
Description:	Ability Unique to the specific Transform.

Rift Group

Name:	Rift Group
Type:	Active
Cost:	20 + 20
Tier:	10
Description:	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. User and any others must proceed directly to the location and Rift In immediately upon arrival.

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 0 body, 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.

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 the character's Current Body. They can receive healing effects to increase their Body after taking Damage, but healing may never put them above their 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 1 minute, 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 1 minute, 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 1 minute 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 body. Bob is now conscious, able to act again, and has 9 body.)*

Dead

A character that goes 1 minute 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*).

Any effects that were present on the character when they became DEAD remain in effect, unless an effect specifies otherwise.

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.

When a player resurrects all Non-Ritual effects are removed unless otherwise told by Plot.

Any player may choose to have their character dissipate at any time, for any reason, and then immediately seek resurrection unless they are hit with a decimate effect. This can be used to refuse effects including those delivered by a killing blow (except decimate). This is an OOG decision and the player does not need to explain their decisions.

SP Debt

When a character resurrects, they incur **SP Debt**, which results in a portion of the character's SP becoming temporarily unavailable to be used.

Total Debt: SP that is held "in debt", unable to be use by the character.

Total SP: The total amount of SP the character has. This number is **not** affected by SP Debt in any way, and continues to increase normally as the player attends events.

Effective SP: The amount of SP available to the character to spend on skills. Equal to $\text{Total SP} - \text{Total Debt}$

The character does not permanently lose SP, and having an SP Debt does not affect how the character gains Total SP. SP Debt is not calculated until **after** an event; **a player will not need to rewrite their character or drop skills in the middle of an event because of SP Debt.**

After every event a player attends, any SP Debt they have is reduced by 25% (minimum 3) of their Total Debt. Then, if that character died during the event, their debt is increased by 5% (rounded down) of their Effective SP for every death they incurred. After this, if the character's Total Debt is greater than 25% of their Total SP, the character permanently dies.

Post-Event SP Calculation

- 1) Pay off old debt: New Total Debt = 75% of Total Debt [rounded down] (aka, reduce Total Debt by 25%)
- 2) Calculate New Debt Incurred: Add 5% of Effective SP to Total Debt for each Death during the event
- 3) Gain SP for the event: Add SP gained to Total SP
- 4) Calculate New Effective SP (Total SP - Total Debt)

SP Debt Example

Octoro the Orc begins a 2-day weekend event with 300 SP. They resurrect once during the event. After the event, they will incur a debt of 15 SP ($300 * .05$). They will gain 6 SP for the event. Octoro now has: Total SP: 306 Total Debt: 15 Effective SP: 291 So, at the beginning of the next event Octoro the Orc attends, they will only be able to utilize up to 291 SP to purchase skills.

At the next event Octoro the Orc attends, they do not resurrect. After the event, their debt will be reduced by 4. (15 Total Debt $.25$, rounded up). Octoro the Orc now has: Total SP: 312 Total Debt: 11 Effective SP: 301

At their third event, Octoro the Orc ressurects again. After the event, their debt is first reduced by 3. Then, they incur 15 addition debt ($312 \text{ Total SP} - 8 \text{ Debt}$) $* .05 = 15$, bringing their Total Debt to 23. Octoro now has: Total SP: 318 Total Debt: 23 Effective SP: 295

See larpchronicles.com/spdebtcalculator for an interactive SP Debt calculator.

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.

Metabolisms

Most people and creatures have a regular metabolism. Characters with "no metabolism" or "undead metabolism" are affected by some game effects differently:

No Metabolism

- **Crumble at 0 Body** (*When the character reaches 0 or fewer Body Points, they immediately dissipate and seek resurrection.*)
- Immune to Toxin
- Immune to Berserk, Command: Confuse, Death, Boon of Nature, Drain, First Aid, Heal Wounds, Hearthstone, Infect, Life, Regenerate, Revive, Revivify, Sleep, Stun, Vampiric Touch, Waylay

Generally, a creature that has no metabolism cannot be healed by typical means, but will have an alternate method of being healed. For instance, a Fire Elemental would be immune to standard healing effects, but could be healed by Flame.

Undead Metabolism

Creatures with Undead Metabolism follow the same rules as "No Metabolism," with the exceptions that they are affected by Heal Wounds (and other standard healing effects) normally, as well as being affected by effects and abilities that specifically target undead (such as Harm Undead).

Spirit Bottle

A character with a Spirit Bottle has stored their spirit for safe keeping in an item. Doing so protects the character from incurring Strain, however, it causes the character's body to become brittle. All characters with a Spirit Bottle must crumble at 0 body, and unless otherwise specified, have No Metabolism.

Instead of resurrecting normally, a character with a Spirit Bottle may choose to reform at their Spirit Bottle. Doing so follows the rules for normal resurrection, with these exceptions:

- Instead of incurring Strain, the number of charges on the character's Spirit Bottle is reduced by 1.
- The character may only reform wherever their Spirit Bottle is located

When initially created, a Spirit Bottle has 10 charges. If, at any time, the Spirit Bottle is reduced to 0 charges, it can no longer be used to reform. A character with a Spirit Bottle that has 0 charges still crumbles at 0 body, but must resurrect (and incur Strain) normally.

Spirit Bottles may have their charges replenished. Doing so requires the casting of the Spirit Bottle ritual. A Spirit Bottle cannot have more than 10 charges.

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. A player may also choose to NPC during their 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.

NPCs & Benefits

What is a NPC?

A NPC is a Non-Player Character. In most game systems, this is a fictional character that cannot be played or controlled by a real-world person. In LARP, every character is controlled by a real-world person, but for us, NPC means that this person is an extension of the plot team. They are playing a character, a monster, serving as a Ritual Marshal, Game Marshal, or directing a mod for characters. NPCs might be as simple as a town guard, a wild wolf, a giant beetle, a merchant with exclusive wares, or even a rich noble!

At Chronicles, we LOVE when people volunteer to NPC, because those volunteers help us bring stories to life! NPCing is also a great way to get a crash course through game systems like combat and magic and explore putting on a new personality.

What does a NPC do?

Most often, a NPC will be asked to assist a Plot member with a mod or story event. Some of the tasks they might have include dressing up, putting on creature make-up, and serving as a mob or monster meant to challenge the player characters (PCs) on a particular mob. A NPC might also be what is commonly called a "crunchie". These are monsters that are often minor or weaker and will directly invade the town or pick off PCs that have wandered off unsafely alone.

Some other tasks may be helping to organize and clean NPC camp, making spell packets, running small mods on their own as a particular kind of NPC such as a merchant, a thief, or a gambler. NPCs may also be asked to act as a mod-runner for a small group. This last option is usually only asked of NPCs that have shown they have interest in doing so and have the trust of the plot team to make it a fun experience for the PCs.

NPC Shifts

First, let's start by identifying the two kinds of NPCs:

A **Part Time NPC** is someone that volunteers for a full shift at least one day of the event. Part Time NPCs also play their characters during the event. For a Part Time NPC, a full shift is **three hours**. A Part-Time NPC may work as many hours in a single day as they like. Each three hour shift is counted as a completed shift. Rewards can be claimed on a "one shift per single event day" basis.

For example, in a three day event, a three hour shift on Friday, six hour shift on Saturday, and a three hour shift on Sunday only counts as three full shifts for the Skill Point or Goblin Point reward. Because it's a three day event, that particular reward can only be claimed three times. Mystery Sacks may be claimed for EVERY completed three hour shift.

A **Full Time NPC** is someone that serves as a NPC for the entire event. They do not play their character at all during the event. For a Full Time NPC, a full shift is the number of days in an event, which may be two or three. To be a Full Time NPC, a player must coordinate with Plot ahead of an event.

Double-Hooking, the Plot Queue, and NPC Shifts

Double-hooking is a term used for when two groups of PCs are waiting on Plot for a particular mod and are either asked by Plot or agree Out Of Character (OOC) for each group to serve as NPCs for the other group's mod. When it comes to the plot team's queue, these groups are very likely to be taken ahead of others because less preparation for handling NPC logistics for a given mod may become much easier when players have two groups ready.

In general, participating in a double-hook does not count towards a Part-Time NPC shift; however, in rare circumstances, such as double-hooking in a mod that runs for the length of a normal Part-Time NPC shift or more, Plot has full discretion to credit a player with a completed shift. If a player has already completed a shift that day, be sure to clarify what rewards they are gaining, because they might be limited to partial or they may get everything.

NPC Rewards

Aside from the shiny feel-good emotions of having helped out their chapter, Chronicles also gives those that volunteer as NPCs rewards in several forms! *(Please note that while Plot and Staff are likely to have water and snacks at NPC camp, meals at the Tavern are not free to NPCs unless specifically stated by the player running the tavern.)*

Part-Time NPC Rewards

- The player's pick of either 1 Skill Point OR 100 Goblin Points. This reward may be claimed only once for each completed shift per event day. If the event is two days, they may claim this twice for six hours or two completed NPC shifts. If the event is three days, they may claim this three times for nine hours or three completed NPC shifts.
- Mystery Sack. This is a grab bag reward that will contain one of the following:
 - A bundle of five Tier 1 crafting materials.
 - A single Tier 5 crafting material.
 - A bundle of seven Tier 1 crafting materials.
 - One gold coin.

Full-Time NPC Rewards

- 400 Goblin Points for a two day event.
- 600 Goblin Points for a three day event.
- Full Skill Point accrual, plus an additional reward of 1 Skill Point per day.
- 1 point removal of Strain from their character per day of the event.
- Free Event Fee.
- Three Mystery Sacks per event day. These are a grab bag reward that each contain one of the following:
 - A bundle of five Tier 1 crafting materials.
 - A single Tier 5 crafting material.
 - A bundle of seven Tier 1 crafting materials.
 - One gold coin.

Guest Plot Rewards

- 600 Goblin Points for a two day event.
- 900 Goblin Points for a three day event.
- Full Skill Point accrual, plus an additional reward of 1 Skill Point per day.
- 2 point removal of Strain from their character per day of the event.
- Free Event Fee & Meal Ticket.
- Five Mystery Sacks per event day. These are a grab bag reward that each contain one of the following:
 - A bundle of five Tier 1 crafting materials.
 - A single Tier 5 crafting material.
 - A bundle of seven Tier 1 crafting materials.
 - One gold coin.

How Do I Claim Mystery Sacks?

Mystery Sacks can be claimed at the end of an NPC Shift with any staff or plot person or by emailing plot@larpchronicles.com and requesting it as part of a Production Request for the next game.

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, a player may not purchase them with direct cash donations. There are special circumstances where this rate is increased. One 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, the player 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 a player provides 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, the player will have the option to subject a post-event survey to let staff and plot know about their 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 some 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 they have worked a full NPC shift for each event day, if an event is two days (six hours worked), they 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 anyone 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!

Item Donations

10 GP - Packet Supplies (per \$1)

- Donations of packet supplies are valued at 10GP to \$1 spent, rounded up. This means if a player spends \$9.34 on packet supplies, it will count as \$10 and they will be given 100 GP. Do they 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 a player spends \$9.34 on phy-rep supplies, it will count as \$10 and they 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 a player makes a donation through the chapter's [Amazon Wishlist](#), make sure that plot and/or staff are aware that it is coming from them – 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 they spend \$9.34 on packet supplies, it will count as \$10 and they will be given 100 GP. If an item the player purchased for the Chapter from the Wishlist has a comment of “Needed” or “Critically Needed,” then they 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 the 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. A player may claim a cumulative 10 Tiers of crafting materials. They may freely pick from among the types: Catalyst, Ore, Scrap Parts, and Wood. Examples include:
 - 10 pieces of Tier 1 Wood
 - 1 piece of Tier 10 Ore

- 1 piece of Tier 5 Scrap Parts, 2 pieces of Tier 1 Wood, and 2 pieces of Tier 2 Catalyst.
- Rare Craft Material. One Spirit Gem. This is limited to one purchase per event.
- Currency. One credit or five mana. This is limited to one purchase per event.
- Mini-Mod: GREATER IBGA, limit 1 per event.

200 Goblin Point Rewards

- Death Forgiveness. On purchase, this reward will remove a single point of Strain from the 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 a player miss an event? This reward will immediately grant them half of the Skill Points they would have earned. For any two day event, they will receive 3 Skill Points. For any three day event, they will receive 5 Skill Points. These may be purchased for any event they missed since their first event attendance. If they have under 200 Skill Points, they will receive 6 Skill Points for a two day event and 9 for a three day event.

400 Goblin Point Rewards

- I Got a Hot Pocket. This reward is good for a free meal ticket at any event and covers breakfast, lunch, dinner, and three drinks. Limited to two players per event. May be purchased and redeemed once per calendar year.

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 a player 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.

Transfer Policy

Character Conversion from Other LARP Systems

- You may import your LARP character to Chronicles ONCE. This is available to players from LARP Systems such as NERO or Alliance LARP, or similarly recognized systems.
- You may choose to have your character transported to Evren from another world (keeping your character's memories and history), OR you may choose to use your skill points to create an entirely new, Evren-based character.
- Importing your character does not invalidate your membership with other LARP organizations or your characters.
- Attending Chronicles events will have no impact on your character in other LARP Systems.
- After conversion, attending non-Chronicles LARP events will have no impact on your Chronicles character.
- All 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.
- Transforms *may* transfer into Chronicles, at the discretion of the plot team, on a per-case basis.

Money, Gems & Items

- Coins, gems, and/or bank values from other LARP Systems do not transfer to Chronicles.
- Magic items and/or production items from other LARP Systems do not transfer to Chronicles.

Goblin Points

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

Effects

Effect Sources

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

Removing Effects

The Life spell will remove any ongoing effects of the target's choice.

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

Visible Effects

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

If a player is in an unconscious state (Bleeding Out, Sleep, Dead, etc.) and they are asked "What do I see?" the proper response is "Properly Phys-repped", "Recognizable as [Individual]", "[Race] as I appear" etc. The response should not include what state the player is in.

Effect Clarifications

Curse of Transformation

- Curse of Transformation (CoT) makes the target immune to CoT, meaning the effect does not stack.
- Any character or NPC created by CoT is not capable of inflicting CoT on another character. The only time this is not true is for very specific and limited plot reasons.
- 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.
- If the character is CoT into a skeleton (think like a Greater version of Create Undead), that'll probably go away on death.
- If the character is CoT into a Vampire, that might go away on Resurrection.
- If the character is CoT into a Plot device, that might require a ritual.

Entrapment Clarification

The Entrapment spell allows a caster the chance to capture the spirit of a target. Entrapment works on ANY creature that matches the following:

- Must have human-like intelligence.
- Must be alive.
- Must have a spirit that is **NOT** protected by a SPIRIT BOTTLE effect.
- Must not crumble at 0 body.

Shattering & Destroying

Shattering or destroying containers that contain things does NOT affect the items within it.

Skillless Clarification

Skillless refers to any abilities purchased with Skill Points. A character does not lose any armor or body gained from purchased skills.

Ability

Term	Description	Encounter Call
AETHER	Ability user's attacks cannot be blocked, resisted, reflected, or in any way defended against.	Aether X
AURA	Ability user may swing as their damage type	Varies by source.
BREACH ARMOR	Ability user reduces target's armor pool to 0.	<Type> Breach Armor
CORROSIVE	Ability user causes all tagged items that make physical contact are destroyed (as per shatter/destroy) at the end of the encounter	OOC
DAMAGE CAP X	Ability user is only hit for maximum of x damage.	Damage Cap or Cap X
DESTROY	Target is destroyed after x time.	Varies by source.
DOUBLE DAMAGE	Ability user does double damage for x type.	Harm Double
ENDURE	At 59 seconds of BLEED OUT status, ability user is restored to 1 Body. Requires 1 minute of CONCENTRATION by ability user.	Endurance
EXCEPTIONAL STRENGTH	Ability user gains +1 Damage for each level of Exceptional Strength.	None
GASEOUS	Ability user becomes gaseous and cannot be affected by anything except SOLIDIFY & Dispel Magic.	1 I go gaseous, 2... 3...
HEALED BY	Ability user is healed by x type/effect.	Appears to Heal Me
HIVE MIND	Ability user may hear Hive Mind communication.	Hive Mind

Term	Description	Encounter Call
IMMUNITY	Ability user immune to x effect for y time.	No Effect
INCORPOREAL	Ability user is immune to non-magical damage.	N/A
INFECT	Ability user may infect a target and inflict them with x effect.	1 I infect you, 2... 3...
MAGIC DELIVERANCE	Ability user may cast spells without incants.	Magic X
MINIMIZE	Ability user may reduce the duration of an effect to a 3 second count.	Varies.
NATURAL ARMOR	Ability user has armor that does not have to be physically represented.	N/A
OVERWHELMING STRENGTH	Ability user swings for Vital damage. Damage from user is always taken unless target makes a defensive call.	N/A
POSSESSION	Ability user goes OOC, but may voice control the target. Acts as per ENSLAVEMENT.	1 I possess you, 2... 3...
REDUCE	Ability user takes half damage from x effect, rounded up.	Reduced
REGENERATE	Ability user with CONSCIOUS status restores full body after 1 minute of CONCENTRATION effect.	Regenerating / Regenerate Complete
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 is affected as per a Life spell.	Revive
RIFT	Ability user teleports to a location specified by the caster. User must have been physically present in the location previously. User must move directly to their destination and Rift In immediately upon arrival.	1 I Rift, 2... 3...
RIP FREE	Ability user may escape ENTANGLE effects.	1 I Rip free, 2.. 3..
SPIRIT BOTTLE	Ability user dissipates at 0 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
SUICIDE	Allows creature to die and dissipate at will regardless of other status effects.	1 I suicide, 2... 3...
THRESHOLD	Ability user only takes minimum damage for any damage taken equal to or less than x.	Threshold or Got It
VOICE CONTROL	Target is compelled to follow any instructions given by ability user	Voice Control X
X TO HIT	Ability user is immune to all weapons except x type.	No Effect

Effects

Term	Description	Encounter Call
DECIMATE	Target takes DEAD status upon receiving this effect. If target dissipates and resurrects, target incurs double Strain. (4 Total)	(Type) Decimate
DODGE	Ability user may resist more than one type of effect, and so dodges it.	Dodge
DOOM	Target takes X damage, some creatures may be weak or resistant to this.	Varies by source.
ENERVATE	If the target would be reduced the target to 0 or less body for the duration, target immediately takes DEAD status.	Varies by source.
LIFE	Target is healed to full body and all status effects of target's choice are removed. This works on DEAD targets.	Varies by source.
MUMMY CURSE	Target immediately dissipates and seeks resurrection.	Killing Blow 1, 2, 3, Mummy Curse
REFLECT	Ability user may reflect x ability. The reflected ability may be resisted, but may not be reflected again.	Varies by source.
RESIST	Ability user resists x effect.	Resist
SOLIDIFY	Ability user or Target's GASEOUS effect is removed.	Varies by source.
SPELLSTRIKE	Ability user may deliver a spell with a physical weapon.	Spellstrike (Spell Name)
VOICE RADIUS	All targets that hear the call take X effect.	Voice Radius X

Status

Term	Description	Encounter Call
ANIMATE	Target takes UNDEAD effect and is unable to use skills, communicate, or move faster than walk.	Varies by source.
BERSERK	Target will mindlessly attack the closest visible target for the duration. Ability user may not retreat while Berserking.	Berserk
BLEED OUT	Target is in BLEED OUT status and has -1 body. Unless the effect is ended, after 1 minute, target will take DEAD status.	None
BLIND	Target is unable to use skills and attacks that require range beyond touch.	Varies by source.
CONCENTRATION	Ability user is unable to communicate, use skills, items, abilities, hold a shield, or move faster than walk for duration of effect. Concentration breaks upon taking damage.	None
CONFINE	Target is bound by the called skill for x time and may not attack, block, or drop held items. They also may not activate any in-game skills other than Escape Artist.	Varies by source.
CONFUSE	Target is disoriented and cannot tell allies from enemies, but is not forced to attack.	Varies by source.

Term	Description	Encounter Call
CONSCIOUS	Target in this status has at least 1 body.	Varies by source.
CURSE	Target receives double damage.	(Type) Curse
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
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.
DISARM	Target is unable to wield x item for x time.	Varies by source.
DRAIN	Target is skillless. Target may not make active use of skills, granted or purchased. All instances of Drain last 5 minutes.	(Type) Drain
ENGULF	Target and possessions are eaten and target must stand to side OOC. Target is reduced to -1 body and takes BLEED OUT status. Target is released upon death of creature.	1 I engulf you, 2... 3...
ENSLAVEMENT	Target is compelled to follow any instructions given by ability user. Target is not Aware they are Enslaved.	Varies by source.
ENTANGLE	Target is entangled at the x location for y time.	Entangle X
FEAR	Target is unable to attack and will attempt to leave the area for x time.	Varies by source.
INERT	Target unable to use or cast x for y time.	Varies by source.
INFECT	Target has an active Infect ability with x effect.	Varies by source.
INVULNERABLE	Ability user is immune to all spells, physical attacks, and toxin for x time.	Varies by source.
KNEEL	Target must kneel or crouch and cross their dominant hand over their chest. Target may otherwise attack and defend normally.	Varies by source.
PRESERVE	Target in DEAD status has their Death count halted for x time. May only be done once.	Varies by source.
REGENERATE	Actively concentrating and using Regenerate ability.	Regenerating / Regenerate Complete
REVIVE	User is Dead with Revive ability and waiting for death count to reach 4 minutes and 59 seconds.	Revive
RIFT LOCK	Target is prevented from moving by any form of magical travel for x time.	N/A
SILENCE	Target is unable to speak in game, and is unable to cast spells. May make game system calls.	Varies by source.
SLEEP	Target must be prone or crouched and cannot communicate or use skills or items.	Varies by source.
SLOW	Target is unable to run for x time.	Varies by source.

Term	Description	Encounter Call
SPIRIT BOTTLE	User has used the Spirit Bottle ability and has an active Spirit Bottle.	N/A
STASIS	Target may not move, communicate in any manner, activate items, or use any game skills for duration. Target does not take damage and cannot be moved. Target may choose to end the effect early.	Varies by source.
STOP THRUST	Target unable to advance into combat for x time.	Varies by source.
STUN	Target may not move, communicate in any manner, activate items, or use game skills for x time. Damage does not remove effect.	Varies by source.
UNCONSCIOUS	Target must be prone or crouched and cannot communicate or use skills or items. Target has 0 body for 5 minutes, after which target will take CONSCIOUS status and restore to 1 body. If target takes damage while in UNCONSCIOUS status, target's body becomes -1 body and target takes BLEED OUT status immediately.	Varies by source.
UNDEAD	Target is visibly a lesser undead, may talk, move, and use skills for x time.	Varies by source.
WEAKEN	Target damage is lowered by x amount for y time.	Varies by source.

How to Diagnose

Visible Effect	First Aid	Identify	Exception
Berserk	Bleed Out/Dying	Animate	***Enslavement
Concentration	Blind	Curse	**Transform
Confine	Conscious	**Curse of Transformation	
Confuse	Dead	Infect	
Disarm	Draine	Spirit Bottle	
Engulf	Inert		
Entangle	Preserve		
Fear	Revive		
Invulnerable	Silence		
Kneel	Sleep		
Regenerate	Unconscious		
Rift Lock			
Slow			
Stasis			
Stop Thrust			
Stun			
Undead			

Visible Effect	First Aid	Identify	Exception
Weaken			

**Physical description characteristics of Curse of Transformations and Transforms are not always uniquely identifiable, and cannot be used to reliably ascertain the presence of a Curse of Transformation. For instance, there are many creatures that have fangs, so a "fanged humanoid" is not necessarily a vampire

***Enslavement can be identified by using a Break Enslavement Rune.

Glossary

Term	Meaning	Explanation
Aether	Unblockable.	Anything delivered with "aether" in the call cannot be blocked, resisted, reflected, or defended against.
Boffer	A weapon physical representation.	Also referred to as "claws" or "bites" depending on length. These are simple weapon reps.
Charging	Refers to when a player is physically too close to another player during combat.	Combatants should never be inside the physical reach another combatant or be able to make skin to skin contact.
Concentration	A state where a character is focused on a specific action or spell.	
CoT	Curse of Transformation	An effect that changes the appearance of a character and may modify their body and abilities. Typically removed on death.
Down	Refers to when a character has been reduced to 0 body and has begun their death timer.	Physically represented by kneeling, being prone, or collapsed.
GP	Goblin Points	The name of points given to players in exchange for volunteering or donating their time and/or money.
Healing Arts	Hold over term referencing First Aid.	May be heard when someone is using First Aid to check on a target for visible effects.
Hold	This is an emergency call.	During a Hold, all gameplay and movement is immediately suspended in order to assist someone in need of medical attention.
IBGA	In Between Game Actions	This is a heads up email sent to plot at least a week prior to the next event that gives them an idea of what your character worked on "off board". It's a good option for things that do not need back and forth such as research, sending a letter, or a boring thing you don't want to do at game.
IC	In Character	Refers to things that are happening in the game.

Term	Meaning	Explanation
Magic Deliverance	Magically delivered effects without incants.	A rare ability, but may be used by NPCs.
Metagaming	Players choosing to use OOC knowledge as their characters.	This is when a character knows things they did not actually learn in game and either communicates it to others or modifies their behavior against their normal behavior or in response to the OOC knowledge.
Mod	Module	This is an event during game where plot will run pieces of storyline for players to interact with.
NPC	Non-Player Character	This is either plot or a player volunteering time and is either going to be a character or a mob.
OOG/OOC	Out of Game/ Out of Character.	Separating your knowledge from your character's knowledge is a hard practiced skill. Most of us actively avoid engaging in metagaming, but there are good forms of metagaming, such as ensuring others get involved.
Magic Essence	An IC term for packets.	
Packet	An OOC term for the physical representations of ranged attacks.	Packets are small pieces of cloth wrapped around birdseed and held with a rubber band. They are used for throwing magic spells and for ranged physical attacks such as toxins and arrows.
Page	A non-combatant player marked by an orange headband.	Children under the age of 13 or individuals that cannot participate in physical combat for medical reasons. Pages must wear orange headbands.
PC	Player Character	This is often used to refer to the players, but in general it refers the character a player is portraying.
Phys Rep	Physical representation	Term for any weapon, shield, armor, or item prop.
Retcon	Revising words or actions.	Retconning is announced on an OOC level and refers to when a player wishes to "take back" character's actions or words. Most often, this is done because of an OOC misunderstanding.
RP	Roleplay	Roleplay refers to actions, emotes, or words that are performed not by the player, but by a character.
SP	Skill Points	Points that accrue over a number of events you attend that can be used to purchase or improve skills.
Spellstrike	Melee spell casting delivered with a weapon.	Typically performed by Templars.
Touch-Cast	Casting a spell while touching the target with a held packet.	Touch-casts may be refused.
Turtling	Hiding all viable strike zones of the body behind a shield.	Not presenting a viable target to opponents in combat is disallowed.

Changelog

3.1.2 [2023-07-14]

Armor

- Reduced cost of Dexterity Armor for all classes from 5+10 to 5+5
- Reduced cost of Armor Training for Mages from 3+5 to 3+3
 - *(Note: This is a mid-season "band-aid" fix. A larger update is needed, however, this should help mitigate the problem for Mages until the off season.)*
- Added Threshold to physical armor
- Clarified only 1 armor tag can be used at one time
- Removed reference to Masterwork Armor Bonus
- Changed armor to have only 3 types and 3 locations
- Added Helmet armor
- Added clarification that Dex Armor precludes a character from benefiting from physical armor, armor threshold, and armor enchantments

Artificing

- Added attuning section.

Combat

- Added response calls for Damage Cap, Threshold, and Reduced to effects chapter

Magic

- Changed Create Undead into a Curse of Transformation effect

Rituals and Effects

- Added Spirit Link ritual and effect. Clarified with Spirit Lock

3.1.1 [2023-05-21]

- Changed Ritual Magic to a single purchase 20 SP skill
- Removed shield req from Intercept
- Added Nature level 10 spell Sanctuary
- Added SP Debt

3.1.0 [2023-05-18]

Combat

- Added clarification to how Carriers & Auras work
- Clarified Damage Abilities cannot be carriers.

Combat

- Added clarification to how Carriers & Auras work
- Added clarification and rules on how Immunities Work
- Added clarification and rules on how Healed by [Effect] Work
- Casting a Spell section updated to specify you need a Free Hand to cast.
- Spellstrike updated to clarify you can touch-cast with it.
- Voice Radius clarified that you do not need a spell packet to use.

Effects

- DRAIN lasts 5 minutes.
- ENSLAVEMENT specifies that the target is unaware.
- Added note to GASEOUS
- DOOM effect updated.
- DEATH effect removed
- BERSERK now reflects its actual function.
- CONCENTRATION now properly noted to break on taking damage.
- CONFINE now properly restricts skill usage.
- ENERVATE status added.
- SILENCE now properly restricts spellcasting.
- STAGGER removed, old effect not in use.
- TELEPORT BLOCK removed, redundant.
- RIFT LOCK effect updated.
- MINIMIZE updated, now works on effects longer than 20 seconds.
- REVIVE updated, clarified to act as per Life.
- Added proper response to what do I see with "unconscious" characters "An unresponsive body"
- Moved Suicide from effect to Ability
- Animate Visible? To No
- Conscious Visible? To No
- Dead Visible? To No
- Silence Visible? To No
- Weaken Visible? To Yes
- Added Added "How to Diagnose" Table with below
- ANIMATE - Identify
- BERSERK - Visible
- BLEED OUT - First Aid
- BLIND - First Aid
- CONCENTRATION - Visible
- CONFINE - Visible
- CONFUSE - Visible
- CONSCIOUS - First Aid
- CURSE - Identify
- CURSE OF TRANSFORMATION - ** Identify
- DEAD - First Aid
- DISARM - Visible

- DRAINED - First Aid
- ENGULF - Visible
- ENSLAVEMENT - Break Enslavement Rune
- ENTANGLE - Visible
- FEAR - Visible
- INERT - First Aid
- INVULNERABLE - Visible
- KNEEL - Visible
- PRESERVE - First Aid
- RIFT LOCK - Visible
- SILENCE - First Aid
- SLEEP - First Aid
- SLOW - Visible
- STASIS - Visible
- STOP THRUST - Visible
- STUN - Visible
- UNCONSCIOUS - First Aid
- UNDEAD - Visible
- WEAKEN - Visible
- INFECT - Identify
- REGENERATE - Visible
- REVIVE - First Aid
- SPIRIT BOTTLE – Identify
- TRANSFORMS – Can not be Identified
- Added note Some Curse of Transformations and transforms will have a physical description that a player can see but cannot confirm be confirmed as a visible effect.
- Moved Effect table before Status table so it was alphabetical.
- Reformatted the How to diagnose table.
- Added Spirit Bottled, Regenerating, Reviving, and Infected to Status table for consistency with how to diagnose.
- Removed Viability? form Ability, Effect, and Status Tables.
- Removed Blink From Ability Table

Introduction

- Added Creating a Character
- Added Secondary Characters
- Added Skill Points accrued per day
- Added Skill Point bonus from NPCing
- Added Section on Plot Members and Marshals
- Added How to Become A Ritual Marshal
- Added How Does Combat Work
- Added Game Atmosphere Entry
- Added Religion Entry
- Added Politics Entry

- Added Identify Ability and table
- Added Floating Reset
- Added additional terms in new player guide.
- Rewrote 2nd person wording.
- Added some clarifications and examples.

Life & Death

- Added rules descriptions for No Metabolism, Undead Metabolism, and Spirit Bottle
- DEATH does not remove any effects unless effect specifies otherwise.
- Codified that someone can dissipate and resurrect to refuse effects except for decimate.
- Codified when a player resurrects all Non-Ritual effects are removed unless otherwise told by Plot.

Magic Skills

- Dull Pain is now Enhanced Focus, effect updated.
- Preserve Corpse is now Level 2
- Field Rez does not provide a Renew
- Dispel Magic doesn't work on Glyphs
- Halt is now Stop, incant updated.
- Mastery abilities removed (Prior ruling, just cleaning)
- All Fiendish Spells have had their incants updated.
- Entrap Spirit clarified to not give more than 1 gem per target.
- Death spell removed.
- Enervate spell added at Spirit Rank IX
- Storm of Curses added at Spirit Rank X
- Bag of Holding updated, requires 60 seconds of concentration to retrieve items.
- Create Undead now properly only works on a target once per DEAD status.
- Circle of Power updated
- New Tier X Nature Spell: Sanctuary

Stamina Skills

- Weapon Proficiency can no longer be used on Ranged Weapons
- Clarified Memorization
- Intercept no longer requires shield

Agility Skills

- Warbow Training, incant updated.
- New Agile Proficiency: usable with Ranged Weapons and for Short Weapons from behind.
- Clarified Memorization
- Mimicry cannot be used on level 10 Spells.

Other Skills

- First Aid description updated with some examples and clarification that you can ask for timers.

- Added a table to show what skills need First Aid
- A marshal determines tracking success (no bead draw) and that a PC cannot be tracked by another PC and removed the word terrestrial.

Production Skills

- Production Overhaul: Production has had a significant update.
- Dispel Magic doesn't work on Glyphs
- Weapon Coatings clarified to only give 1 swing.

Races

- Specified Brood's Acid Secretion works as per the Destroy spell

Ritual Magic

- Spirit Bottle removed
- Now Single-Purchase Skill

Stamina Skills

- Weapon Proficiency can no longer be used on Ranged Weapons
- Destroy ability updated

Transform Rituals

- Added indicator to Gaseous Form.
- Formatting cleanup.
- Spirit Bottle updated.
- Dexterity Armor Expert now gives +2 points for purchases of Dexterity Armor

3.0.6 [2023-04-18]

Transform Rituals

- Corrected ability names for Dodge Expert, Magic <Effect>, Physical <Effect>, Physical Strike <Effect>, Aether <Effect>, Immunity to <Type>
- Added missing abilities: Toxin <Effect>, Reduced Damage from <Type>
- Corrected description for Resist Toxin to reference Toxin, not Physical.
- Updated descriptions for Magic <Effect>, Physical <Effect>, Physical Strike <Effect>, and Spellstrike <Effect>.
- Fixed double capital in Slay description.
- Replaced smartquotes.

3.0.5 [2023-03-26]

Introduction

- Formatting fixes.
- Link Updates

Check-In

- Link Update.
- Updated use of health points/hp/health pool to body.
- Replaced smartquotes.

Weapon

- Updated Two-Handed Sword and Two-Handed Blunt to 60 inches.
- Added Bow Construction Rules.
- Clarified Shield Construction Rules.
- Added Note that spears cannot swing.
- Added Note that blunt weapons and polearms cannot stab.
- Clarified maximum size of a crossbow to be 24" x 24".

Combat

- Clarified that Dual-Wield requires at least one weapon be Short length.
- Updated use of health points/hp/health pool to body.
- Replaced smartquotes.

Armor

- Formatting fixes.

Defense Skills

- Added Armor Cap table.
- Added clarification to Dexterity Armor.
- Added Toughness Table
- Updated tables to show Mages instead of Scholars

Stamina

- Disarm updated.
- Slay updated.
- Stun is now Level 8.
- Incants updated for: Slay, Critical Strike, Vital Blow, Weapon Proficiency.
- Updated use of health points/hp/health pool to body.
- Replaced smartquotes.
- Updated table to show Mages instead of Scholars
- Minor Formatting on skill titles

Agility

- Incants updated for: Backstab, Poison Shot, Ballista, Murder

- Ballista effect updated.
- Replaced smartquotes.
- Updated table to show Mages instead of Scholars
- Fixed Disarm Table

Magic

- Entrap Spirit updated. Now lasts until rest, requires dissipation, may hit target up to 20 seconds after dissipating.
- Command: Drop is now Command: Disarm, description updated.
- Cure Body is now Cleanse, updated. Removes single effect of target's choice, except DRAIN, DEAD, UNCONSCIOUS, or INFECT.
- Close Wounds, Remove Fear, Cure Blindness, Cure Weakness, Restore Body removed.
- Destroy Undead now only does 80 damage, no instant-kill.
- Life updated (No longer provides immunity)
- Death updated, now does flat 50 damage, no healing, but if it reduces target to 0 or less, renders them Dead
- Command: Stun is now Level 8
- Petrify removed.
- Plant Spike updated. 10 Normal, may be held until Rest.
- Fixed Dull Pain level to 6.
- Added damage to Destroy Undead incant.
- Removed Blood Sacrifice. BLEED no longer an effect.
- Limited Teleport now lasts 20 Seconds
- Treewalk now lasts 1 Minute
- Rift Lock cannot hit a target mid-rift.
- Updated use of health points/hp/health pool to body.
- Replaced smartquotes.
- Updated one use of rank to level for referencing spell levels.
- Updated table to show Mages instead of Scholars
- Minor Formatting on Spell titles

Other Skills

- Updated table to show Mages instead of Scholars

Production

- Flechette Projectile removed (No More Bleeds)
- Mirror Shield and Shield Spikes now have 1 charge, require 1 minute to apply, and take a Defense Slot.
- Elemental Oils cannot be used on Claws or Unarmed
- Anti-Element Lotions take a defense slot.
- C2 updated to not require a tinker.
- Magitech Eye updated, no more Arcane Mastery reference.
- Turtle's Torc updated, Barrier spell
- Bloodhound's Nose Ring updated, adds success beads.
- Blade of Beginner's Luck updated to match new Critical Strike ability.
- Deep Breath balm now halves Stamina's Regeneration ability time.

- Formatting Fixes.
- Removed Bloodletting Coating. BLEED no longer an effect.
- Production skills no longer require a Gathering skill to purchase.
- Rune of Recall now specifies you must immediately go to and rift in to your target location.
- Updated mentions of health points/hp/health pool to body.
- Replaced smartquotes.
- Updated use of ranks to tiers when referring to crafting and material tiers.
- Updated use of ranks to levels when referring to spell levels.
- Updated use of health points/hp/health pool to body.
- Corrected catalyst to reagent for alchemy materials.
- Removed descriptors from ore and wood. These will be randomized going forward.
- Corrected triggers for Rune of Chambering
- Updated Unstable Strik Enhancer to not stack.
- Fixed Formatting on Tables

Ritual Magic

- Formatting Fixes.
- Updated Ranks to Levels when referencing spell levels.

Transform Abilities

- Body is now a Passive
- Proficiency Expert added.
- Formatting fixes.
- Rift Self/Group now specify you must immediately go to and rift in to your target location

Necromancy

- Formatting Fixes.
- Updated use of health points/hp/health pool to body.

Life and Death

- Updated UNCONSCIOUS.
- Updated use of health points/hp/health pool to body.
- Formatting fixes.

Resting

- Replaced smartquotes.

NPC

- Replaced smartquotes.
- Updated use of ranks to tiers when referencing crafting tiers.

Goblin Points

- Updated use of ranks to tiers when referencing crafting tiers.
- Formatting fixes.

Effects

- BLEED removed.
- LIFE updated (no longer provides immunity).
- UNCONSCIOUS now lasts 1 minute instead of 5.
- Updated mentions of health points/hp/health pool to body.
- Replaced smartquotes.

Glossary

- Updated use of health points/hp/health pool to body.

README

- Updated version

v3.0.4 [2023-03-26]

Armor

- Updated language, terms, and examples.

3.0.3 [2023-03-13]

Check-In

- Updated COVID Testing
- Updated Beds at Camp Illinek

Combat

- Added writeup for Defensive Slots.
- Updated writeup for Bows and Blocking.

Effects

- New MINIMIZE effect.
- New BREACH ARMOR effect.
- Effect doc cleanup and organized.

Introduction

- Updated Link for Battle-boards and printable character sheets. Removed PDF Character sheet link until new one can be created.

Magic

- Heal Wounds updated to a variable cast and now heals undead as well.
- Necrotic Tissue removed.

Martial

- Removed Bow and Short Weapon Skill. Using a melee weapon to block while using a bow now requires Ranged Weapon, One-Handed Weapon, and Dual Wield.
- Dual Wield may now be used for any One-Handed melee weapon and up to short sword length weapon in the other.
- Unarmed Combat, Short Weapon and Long Weapons combined into One-Handed Weapons.
- New Dexterity Armor skill.
- New Additional Defense Slot skill.
- All Martial skills reworked to Agility Pool and Stamina Pool systems.
- Agility:
 - Focus on ranged combat, backstabs, and utility.
 - New ability: Mimicry
 - New ability: Resourceful
- Stamina:
 - Focus on melee weaponry and utility.
 - Skills no longer require specific weapon types, all skills may be used with any melee weapon.
 - Proficiencies are declared for a weapon type and hand. Two-Handed and Ranged benefit from proficiencies invoked for both hands.
 - Two-Handed Weapons gain 1.5x rounded down benefit from Proficiencies.
 - Fighters: May use any melee proficiency for any melee weapon, for either hand.
 - Rogue: May use any Ranged proficiency for bows, crossbows, or thrown weapons. Rogues may also use Ranged proficiencies for One-Handed Weapons, but only from behind their target.
 - Parry and Spell Parry do not require a held weapon, but must be prepared in advance of use.
- Reworked the skills sections for the new breakdowns.

Production

- Costs of Gathering and Crafting skills adjusted for all classes.
- Cooking and gambling related items removed.
- Removed Death Coating.

Other Skills

- Cooking Removed
- Gambling Removed

Races

- Brood now have natural dual-claws and may use bows if they purchase the Ranged Weapons skill.
- Dwarf racial Resist Toxin replaced.
- Elven racials replaced.
- Halfling racials replaced.

- Human Connected racial removed.
- Kindred racials replaced.
- Unforgiven racial Guileless Contract replaced.

Ritual Magic

- New ritual: Spirit Journey
- Updated wording for Elemental Shift.
- Updated wording of Curse of Transformation.

Transform Rituals

- Updated wording of Resist abilities.

3.0.2 [2023-03-05]

Introduction

- Removed versioning from title.
- Updated Calculator link.

Magic

- Boon of the Forest renamed to Regenerate and moved to Level 9.
- Resurrection spell renamed to Field Resurrection.

Martial

- New Weapon Skill of Parrying Dagger.

Other Skills

- New Knowledge: Survivalist
- Tracking skill costs increased to 20 for all classes and changed to a one time purchase.

Weapons

- Added physical representation dimensions.
- Added additional clarification for shield dimensions.

README

- Updated version.

3.0.1 [2023-03-04]

Magic

- Typo fixes for Dispel Magic incant and Reflect.

3.0.0 [2023-03-04]

Magic

- Overview of magic rework added under proposals.
- Updated magic rules for attunement.
- School Masteries renamed to School Initiations.
- New skill: School Specialization.
- Added universal spells:
 - Barrier - Combined Blur Image, Toxin Shield, Boon of the Rabbit, Blur Image, and Spell Aegis.
 - Reflect - Combined Spell Mirror and Toxin Reflect.
 - Glowing Light
 - Entrap Spirit - Renamed from Entrapment.
 - Dispel Magic.
- Removed Entrapment, Glowing Light, Dispel Magic, Boon of the Rabbit, Blur Image, Toxin Shield, Spell Aegis, Spell Mirror, Barkskin, Stoneskin.
- Doom spell reworked and moved to Level 10 of Arcane.
- Death spell reworked and moved to Level 10 of Spirit.
- Life spell moved to Level 10 of Spirit.
- New Arcane spell: Arcane Torrent.
- New Nature spell: Spider Web.
- New Spirit spell: Resurrection.
- Return Spell skill removed.
- Updated spell list chart.

v2.7.5 [2023-03-03]

- Formatted new player guide written by AHCampbell.

v2.7.4 [2023-03-03]

- Added new assets directory for storing images.
- Added steps for how to edit rules docs.
- Removed listings for staff, plot, & rules committee members.

v2.7.3 [2022-01-05]

Introduction

- Added several write ups and sections for new players.

Glossary

- New section.

v2.7.2 [2022-11-16]

Production

- Unstable Storage Device reference corrected to Bag of Holding.
- Glowing Wand Stone spell reference corrected to Glowing Light.
- Globe of Radiance spell reference corrected to Blinding Light.

Transform Rituals

- Updated Dexterity Armor description.

v2.7.1 [2022-11-13]

Introduction

- Updated link for Character Calculator.
- Added link to Pre-Registration & Bed Reservation Form

Martial

- Updated description for Nerve Strike's effect.
- Updated prerequisites for abilities that listed prereqs with additional prereqs.
- Moved Return Skill to Martial Skill from Other Skills.

Magic

- Moved Return Spell to Magic Skills from Other Skills.

Nature

- Petrify Spell updated to use STUN effect.

Spirit

- Removed Corrupt Body spell. Was previously removed but document not updated.
- Removed mention of CORRUPT effect from Cure Body.

Other Skills

- Removed Return Skill and Return Spell.

Transform Rituals

- Added missing abilities and updated ability names.

README

- Fixed formatting issue.

Status Effects

- Removed CORRUPT. Was previously removed, but document was not updated.
- Removed PETRIFY.
- Corrected STUN description.

v2.7.0 - [2022-11-06]

Goblin Points

- New Reward: I Got a Hot Pocket. Good for a free meal ticket.
- Clarification to Goblin Tags for players with under 200 SP.

Magic

- Elemental Shift - Target with effect may choose to deal Magic/Normal or Element.

Arcane

- Arcane Mastery - Will now detect and identify magic.
- Channeled Destruction - Removed.
- Destruction Ward - Removed.
- Dimensional Lock - Renamed to Rift Lock.
- Focused Destruction - Renamed to Destroy.
- Identify Magic - Removed. Identify effect moved to Arcane Mastery.
- Magic Missile 10, 20, 30, 40 - Removed.
- Mana Bolt - May now be cast at any rank as Magic or Element (Elemental Shift) where damage = 5x mana spent.
- Personal Dimension - Renamed to Stasis. Removed "hidden" effects.
- Pocket Dimension - Renamed to Bag of Holding.
- Reality Anchor - Removed.
- Spell Ward - Removed.

Nature

- Command: Confused - Renamed to Command: Confuse
- Flesh to Stone - Replaced with Petrify.
- Hold: Enemy - Renamed to Confine.
- Petrify - NEW. Acts as Stasis, but can be cast on others. Target can still take damage and can be moved.
- Stone to Flesh - Removed.

Spirit

- Absolution - Removed.
- Animate Dead - Removed.
- Create Undead - Clarifications in description.
- Cure Body - Will remove PETRIFY effect.
- Destroy Undead - Clarified damage to Greater and Master undead as 80. Crumbles all Lesser and Minor undead. Moved from Rank 6 to Rank 8
- Solidify Undead - Renamed to Solidify. Now works on any gaseous or incorporeal target. Moved to Rank 6.
- Toxin Shield - Updated to Rank 4.
- Turn Undead - Removed.

Martial

- Destroy - NEW. Destroy effect on target item. Replaced Sunder abilities. Requires Two-Handed Weapon or Ranged Weapon, and Critical Strike 3.
- Sunder Armor - Replaced by Destroy.
- Sunder Shield - Removed.
- Sunder Weapon - Removed.

Production

Artificing

- Formulas above Rank 5 no longer require unique crafting materials.
- Four new formulas available in the Standard Library.
 - Rank 1 - The Hearthstone
 - Rank 4 - Bracers of the Seasons
 - Rank 9 - The Librarian
 - Rank 10 - Vessel of Salvation

Recycling

- Clarification added to prevent unintended use of Recycling on items that are activated or in use.

Races

- Updated wording for Kindred ability Ferocity to remove mention of charming effects and clarify the retreat limitation.

Status Effects

- PETRIFY - Target may not move, communicate in any manner, activate items, or use any game skills for duration. Target receives damage normally and can be moved.
- RIFT LOCK - Target may not use any teleportation abilities or items.
- STASIS - Target may not move, communicate in any manner, activate items, or use any game skills for duration. Target does not take damage and cannot be moved. Target may choose to end the effect early.
- WARD - Removed.

Weapon Rules

- Clarified weapon sizes.
- Added information about courtesy and shaft padding under Striking Surface.
- Added dimensional information for weapon heads.

v2.6 - [2022-09-25]

Life & Death

- Updated three uses of "60 seconds" to the standard of "1 minute."

Magic

- Updated a single use of "60 seconds" to the standard of "1 minute."

Spirit

- Dull Pain updated to allow the target to use defenses during a -count ability (such as rifting) without breaking concentration or interrupting the ability. The defense may be called either during or after the count. This applies to all of the following: Limited Teleport, Treewalk, Rift, Killing Blow, Restraining, unlocking or locking a lock with a matching key, Mending Mallet, Weapon Coatings, Warblade's Armor Polish.

Martial

- Updated wording of Split Projectile to remove the number of ammunition it consumes as this no longer applies.
- Updated a single use of "60 seconds" to the standard of "1 minute."

Production

Recycling

- The formula for returns on Recycling is now updated to ensure the Recycler always receives at least 1 Rank of material for anything recycled.

Smithing

- Quivers may now be crafted or have the following properties applied to them: Silvered, Flame Aura, Frost Aura, Stone Aura, Shock Aura, Magic Aura. Like other weapons, quivers may only have one elemental aura at a time.

- Quivers now require a physical representation.
- Weapon Coatings may be used on quivers. As with any other weapon, it allows for a single use.
- Weapon Oils may be used on quivers.
- Clarification added about weapon aura limitations.

Races

- Updated a single use of "60 seconds" to the standard of "1 minute."

Status Effects

- Updated three uses of "60 seconds" to the standard of "1 minute."

Weapons

- Added Quiver physical representation requirements.

v2.5 - [2022-08-28]

Class: Templar

- New playtest of Spellstrike Templars.

Combat

- For any Resist that can be used for more than one type, the call is now Dodge. This affects the following:
 - Blur Image
 - Boon of the Rabbit
 - Dodge

Magic

Arcane

- Focused Destruction moved to Rank 7 from Rank 9.

Nature

- Deathbane removed.
- Foebane removed.
- Boon of Nature moved to Rank 2.
- New spell: Plant Spike

Production

Alchemy

- Webbing Dart/Toxin removed.
- Changed Draining Coating to Weakness Coating.

Artificing

- Endless Quiver removed.

Smithing

- Bola Projectile changed to Bola, which is a packet-delivered item that may be used by anyone. Smithing
- Ranged Ammunition removed.
- New Rank I recipe added: Quiver.

Tinkering

- Explosive Grenades damage increased from 5 to 10.

Status Effects

- Clarification added for what it means to have a metabolism or not and what can affect a being without a metabolism.
- Clarification added for Curse of Transformation beings being able to also apply Curse of Transformation.
- Clarification added for shattering/destroying containers.
- Clarification added for the basic requirements for Entrapment to result in a Spirit Gem.
- Added DODGE effect with a call of "Dodge". Used for any ability that allows the user to resist more than one type.

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.
- Ranged Ammunition removed.
- New Rank I recipe added: Quiver.

Artificing

- Titan's Iron Boots removed. Will be replaced in next version.
- Endless Quiver removed.

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.
- 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 renamed to 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.

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.