



UNITY

Edition 5.2.Rainbow

Written by
James Ellis & Elliot McGonigle

Edited by
Timothy Smith

Original Concept by
Josh Green

Previous Editions
Tom Armstrong, Alex Milne & Ben De Ivey, Naomi Meakin

Unity is a spiritual successor to Warwick Larps' *Scarred Lands*, which contained material by:

Chris Knowles
Alex Nicholson
David Williams

Jake Dowzell
Daniel Waldron
Luke Southwell

Jonathan Harding
Claire Bowden
Jon Hocker
Jacob Barlow

Matthew Lougher
Will Mitchell
Lizzie Jones

Issy Cattes
Pete Steffe
Kiwi Wiltshire

Contents

Introduction.....	3	Equipment.....	51
Larping safely	3	Downtime	52
Basic Rules	3	Learning Lores	52
Hit Points and Dying	4	Working.....	54
Combat Calls	4	Enchanting.....	55
Adventuring	5	Advanced	56
Character	6	Nature	56
Alignment	6	Factions	56
Faction	6	The Arbiters	56
Martial Skills.....	7	The Nameless	57
Weapons	7	The Vitalists	57
Shields.....	7	Luscan	58
Armour and Repairs.....	7	The Wardens.....	58
Expertise	8	The Wayfarers.....	59
Combat.....	9	Southlander	59
Survival.....	9	Cult of Ashen	60
Martial styles.....	10	Cult of Hellen.....	60
Archer	10	Cult of Skoi	61
Assassin	11	Characters Beyond Week 1	62
Berserker.....	12	List of Calls.....	63
Warrior.....	13		
Mundane Healing.....	15		
Alchemy & Pistols	16		
Alchemical Skills.....	16		
Alchemical Preparations	18		
Alchemical Perks	19		
Pistol Skills	20		
Priests	22		
Seer – Void Priest	22		
Felken – Surface Priest	23		
Cultist – Deep Priest	24		
The Domain of Destruction	25		
The Domain of Divination.....	27		
The Domain of Healing	28		
The Domain of Protection	30		
The Domain of Synergy.....	32		
Magic	35		
Arcane.....	36		
Death.....	37		
Deeps	38		
Fire	39		
Life.....	40		
Mind.....	41		
Motion.....	43		
Shadow	45		
Wilds.....	46		
Void	47		
Trinkets (TR).....	50		

Introduction

Welcome to Larp. The basic idea is to play out what you'd expect to happen in a typical role-playing game, be that tabletop or videogame, but with the players dressed up as the characters in vaguely fantasy esque costume, and using padded weapons for the combat. We then split into two teams, the players and the monsters. The players are the heroes (of the story at least, they need not be terribly heroic) who play characters they create and group together in pursuit of some goal. The monsters each play many roles, both as opponents and literal monsters for the players to fight against, and other people they may encounter on their travels. There's a heavy emphasis on role-playing, and the players making decisions, both in the kind of characters they create and how they play them, but also in how they approach the problems they are faced with. The whole affair is organised by the ref, who writes the plot and the rules, and controls what's going to happen each adventure. Everybody has a character that they play, and everyone takes a turn at being a monster, so you get to experience both sides throughout your adventures.

There's always a risk of your character dying on the course of their adventures. If this happens then you can start playing a new character and try something different for the remainder of the year. In Larp dying is just part of the experience.

You don't need any of your own equipment, or any previous experience to participate. The society has a range of weapons, armour and costume for the use of all members.

Larping safely

As we'll be fighting, there are some important rules to keep everyone safe:

- Pull your blows, don't hit too hard. There will be safety training provided for all new players to demonstrate this, but remember that you only need to hit hard enough to make the other person aware that they've been struck.
- Never stab with a weapon unless it's been specifically designated as stab safe. The weapons we use contain rigid cores cushioned with foam. While they're perfectly safe when striking with the edges, stabbing could cause the core to break through the foam, which will completely ruin the weapon as well as creating a potentially sharp edge. In addition, don't do anything that might damage the tips of weapons, such as pressing the tip against the ground or standing a weapon on the tip.
- Do not hit the head or other sensitive areas. This ought to go without saying, really.
- Do not throw weapons unless they have been specifically designated as safe to throw.
- Do not attempt to parry arrows with your weapon. The arrows we use have padded tips, but other areas could still injure if the arrow is knocked off course.
- **If you or anyone else is actually injured then call “man down”. If you hear this call then stop fighting immediately and find a first aider if necessary. Do not use the words “man down” under any circumstances unless there is a real injury.**

Basic Rules

These rules will be explained and demonstrated to new players when you first arrive, so don't worry too much about trying to memorise every detail if you've never larped before.

Hit Points and Dying

Unity uses a global hit points system for combat, there are three main types of hit points: body, karma and armour. You must remember how many of each you have at any one time. When being struck by normal blows hits are removed in a certain order; Armour then Karma then Body. Special rules or calls may deal damage straight to one kind of hit, ignoring this order.

Armour hits usually come from the armour you are wearing and how experienced you are with it. The more armour, the more armour hits you will normally get. They are lost first, before karma and body.

Karma hits represent your spiritual strength and protection. They are lost after armour but before body.

Body hits are how physically tough and resistant to damage you are. They are lost only when you have no other type of hits remaining.

Being hit by a weapon under normal circumstances deals one point of damage, no matter where you are hit and whether the blow strikes your armour or clothing. If it hits any part of your body, armour or clothing (excluding cloaks), then it counts as a hit. However, unless there are special circumstances only one hit per weapon counts per second. If you are hit more frequently with the same weapon then you only take one point of damage per weapon per second.

If at any point you have no body hits remaining then you immediately fall to your deathcount. You must immediately fall to the ground, and may not move or use skills (except those which specifically state they may be used while on your deathcount). For the first 5 seconds you are conscious as normal and may call for help, but after that you must remain quiet. Your deathcount lasts for 30 seconds in total, at the end of which you die if you have not been saved. Do not count your deathcount time out loud. This time pauses while any skill that could revive you is being used, and the time resumes if it fails. You are revived and may continue as normal if you regain any body hits.

Combat Calls

Certain skills grant access to *Combat Calls*, such as spells or special weapon strikes. A weapon call, such as “*Cleaving Blow*” must be clearly spoken out loud to be used and is considered to be out of character, not your actual character speaking, but rather you as a player informing your opponent of the effect. Your character is not considered to have spoken, and anything that stops you from speaking does not stop you from using combat calls. Only one combat call may be used per weapon swing. If you would have some means of using two calls at the same time, you must pick only one.

Certain skills or effects may allow you to *Resist* or be *Immune* to other effects. Resisting is used to indicate that at least part of the effect the opponent has called will not take place, such as the *Agility* skill allowing you to resist being knocked over. You must call “*Resist*” out loud, possibly followed by the name of the effect you are resisting in confusing circumstances. Resisting is a conscious effort, and resisting an effect interrupts anything that requires concentration, such as a spell you may be part way through casting.

Being *Immune* is similar, in that it stops the effect from taking place, but it does not require any effort or interrupt whatever you are doing. For example, certain mindless creatures are *Immune* to mind effects, as they have no mind to influence.

Anybody who has a hand raised in the air is either invisible, or not actually present and should be ignored.

Adventuring

Each weekly larp is referred to as an Adventure. Adventures are made up of Encounters, with each encounter representing a particular interaction with the monster party. Some encounters may consist of multiple combats or interactions, but it should be fairly clear when an encounter is complete, as this normally, but not necessarily, means moving to a different location. Unless you have been informed that the area you are in is highly dangerous, when you are between encounters you may shorten any resting you need to do to 1 minute of roleplaying. After this assume the time has passed for you to have recovered as much as possible.

Everyone present for an adventure normally earns 1XP to spend on their character whether they played on the party or as a monster, and players may receive other rewards as well.

The space in between each week of LARPs is called downtimes for your character. During your downtimes you may teach or learn lores, work or do a variety of other things. There is also the opportunity to role-play on the society forums with your character if you so choose. Sometimes plot related actions may also take place over downtimes. When role-playing on the forums remember that you may only direct the actions of your own character. As in a regular adventure the ref has the final say in matters relating to forum role-play.

As well as regular adventures a party may choose to undertake a Quest. This is a special adventure in search of some important item, person or piece of knowledge. Quests are the main way of acquiring the Specialised lore skills that are required to advance your abilities in certain fields, and certain other actions require quests, for example fully devoting yourself to a magical dedication. Quests may relate to the plot, as dictated by the ref, but players are encouraged to suggest their own ideas for the quests relating to their own characters. Quests require an entire party, as usual, and all players participating may gain the benefit of the quest as long as they can justify why the goal is relevant for their character. If the target of the quest is a certain piece of lore, however, then this may not be of use to anybody except the character who initiated the quest. For a quest to count as an ascension quest which is listed under certain skills then the character wishing to ascend must achieve a specific goal important to them or their faction. Think carefully about the type of quest your character would undertake, and which quests it is appropriate for them to take part in. Certain sections of the rules and lore list sample quests to bear in mind.

Another thing to note about quests is that they tend to be far more hazardous than a typical adventure. If you wish your character to initiate a quest, or accompany others on one then be prepared for a difficult time ahead. It is also entirely possible to fail a quest and not gain the results you were after even if the party survives.

Character

The following rules allow you to create a character to use in Unity, as well as providing a list of the skills you may purchase and which might be used against you. There are 2 main forms of currency in character creation – TR and XP. XP is earned when you turn up to a LARPing session, and TR can be given as a reward when your character completes an adventure. TR can be used to buy physical items, lore and are sometimes a requirement for skills. XP is used to buy skills. If your character dies then you lose all the XP you had spent on them, but keep any unspent XP you have earned after character creation for your next character.

Characters start off with 2 body hits, 1 karma, 1 basic lore and 10 starting XP to spend on any skill they meet the requirements for, as well as certain free starting skills and the ability to use a basic one handed weapon in their main hand. If you are generating a character beyond week 1, refer to the end of this document for additional bonuses. While Unity is very flexible, characters will fall into one of the “classes” of Martial, Alchemist, Priest or Mage.

Tend: 0XP

You pause a dying character's deathcount for as long as you remain in contact with them, tending to their wounds and not fighting.

Subdue: 0XP

You may use the combat call *Subdue* when striking with any weapon. If a hit from *Subdue* would start a target's deathcount then they instead fall to the ground unconscious, and awaken after 10 minutes. They are considered to have a single hit remaining during this time, so any further damage will still cause their deathcount to start as normal.

Alignment

Alignment represents where a character grew up, or where they have made their home. All characters must choose one of the following alignments.

-Deep. You feel most at home in the world's deep places, and may gain maximum karma while in the Deeps and lose maximum karma when close to the Void.

-Surface. As a Surface dweller you are most familiar with the Surface itself. Most ordinary people live on the Surface and suffer minor ill effects when traveling to extremes of high or deep.

-Void. You feel most at home when close to the Void, in the world's high places. You may gain maximum karma while close to the Void, and lose maximum karma if you stray too deep.

Faction

If you wish then your character may be a member of one of the following factions at character creation. Though there are benefits to joining a faction, there are also responsibilities you will be expected to uphold, or face the consequences. Each of the listed factions contains many sub groups, or is spread out over a large area, so you have a reasonable amount of freedom to decide where you are from, and how you fit into the faction in question. If you are new to the system then talking to other players may help you to get a feel for your chosen faction. You may be a member of one of the following at character creation:

Void:	The Arbiters	The Nameless	The Vitalists	
Surface:	The Wardens	The Wayfarers	Southlander	Luscun
Deeps:	Cult of Ashen	Cult of Hellen	Cult of Skoi	

More detailed rules for each of these factions can be found in the Advanced section.

Martial Skills

You may buy martial skills with XP. Some things require you to have spent a certain amount of XP in the martial skills section.

Weapons

Offhand Weapon Use: 1XP

You may dual wield a dagger in your offhand in addition to your main hand weapon.

Dual Weapon Use: 1XP

Requires: Offhand Weapon Use.

You may dual wield single handed weapons.

Great Weapon Use: 2XP

You may use a two handed weapon.

Bow Use: 2XP

You may use a bow or crossbow, which requires additional safety training and briefing. On a hit you may call *Double*, dealing 2 points of damage.

Shields

Shield Use: 2XP

You may use a shield and may scavenge shields from defeated foes and use them.

Shield Repair: 1XP

You can repair a broken shield with a minute of role-play.

Armour and Repairs

You may only wear one set of armour and gain its benefits at a time, and this must be represented physically, or 'physrepped'.

Light Armour Use: 2XP

You may wear a set of light armour, with appropriate physrep, gaining 2 armour hits.

Light Armour Training: 2XP

Requires: Light Armour Use

Light armour now gives you 3 armour hits instead of 2.

Light Armour Mastery: 3XP and 2TR

Requires: Light Armour Training.

Light armour now gives you 5 armour hits, instead of 3.

Heavy Armour Use: 3XP

You may wear a set of heavy armour, with appropriate physrep, gaining 3 armour hits.

Heavy Armour Training: 3XP

Requires: Heavy Armour Use,

Heavy armour gives you 5 armour hits instead of 3.

Heavy Armour Mastery: 3XP and 2TR

Requires: Heavy Armour Training.

Heavy armour now gives you 8 armour hits instead of 5.

Armoured to the Teeth: 3XP and 2TR

Requires: Light or Heavy Armour Training.

Your armour now provides one and a half times as many maximum armour hit points (rounded up).

Apprentice Smith: 1XP

You may repair your armour to restore your armour hits up to 3. Repairing 1 armour hit takes 30 seconds of role play.

Smith: 1XP

Requires: Apprentice Smith.

You may fully repair armour. It takes you 20 seconds of appropriate role-play to repair 1 armour hit.

Master Smith: 2XP

Requires: Smith.

You may repair 1 armour hit in 10 seconds. You are aware of the lore skill Arcane Smith. Speak to the ref for more details about this skill.

Tailor: 2XP

You can strengthen the clothing of those who do not wear armour, granting them a single armour point for the duration of the adventure. You can repair this with 15 seconds of role-play

Expertise

The cooldowns on expertise calls are independent from each other.

Cleaving Blow: 2XP

Grants the *Cleaving Blow* call, which can only be called on a dramatic swing of the weapon. Deals 2 points of damage if it strikes a target, and staggers them back 3 paces. If the blow is parried or blocked by a shield then the stagger must still be taken. Once called cannot be used again for 3 seconds.

Sweeping Strike: 2XP

Grants the *Sweeping Strike* call, which can only be called on a dramatic swing of the weapon. If the target is struck then they are knocked to the ground, or must crouch with their main hand on the ground for 3 seconds if they do not wish to fall. If the attack is parried or blocked then there is no effect. Once called cannot be used again for 3 seconds.

Shield Smash: 2XP

Grants the Shield Smash call, which can only be called on a dramatic swing of the weapon. If it is blocked by a shield then the shield is destroyed. Deals 3 paces of stagger. Once called cannot be used again for 3 seconds.

Combat

Agility: 1XP

May not be purchased by characters with *Tenacious*. (See below)

You may resist the knockdown from the *Sweeping* effect.

Slice: 1XP

Requires: Agility, Basic Physiological Lore.

Grants the use of the *Slice* call on all attacks with a dagger. *Slice* deals 2 points of damage, unless it is damaging armour, in which case it deals 1 point.

Tenacious: 1XP

May not be purchased by characters with *Agility*.

You resist stagger on attacks you parry, and only ever stagger a single pace at most from any other source.

Survival

Sturdy: 1XP

+1 Body hit.

Tough: 2XP

Requires: Sturdy.

+1 Body hit.

Hardened: 3XP

Requires: Tough.

+1 Body hit.

You may resist the effects of *Searing*.

Hopeful: 1XP

+ 15 seconds deathcount (45 seconds total).

Wilful: 2XP

Requires: Hopeful.

+15 seconds deathcount (60 seconds total).

Wakeful: 2XP

You remain conscious for the first 15 seconds of your deathcount, instead of 5. When revived from your deathcount you regain a single karma in addition to any other hits you would start with.

Death Defying: 2XP

Requires: Wilful, Wakeful.

+20 seconds deathcount. (80 seconds total).

+1 Karma

Martial styles

Martial styles represent the combat specialisation of your character. You may only buy skills from a single martial style, and mages and priests may not buy skills from them at all. Buying a skill from a martial style gives access to a number of Will points equal to your maximum karma. These Will points may be spent to use skills as detailed below. If you are somehow interrupted while using a skill that costs Will, or the target does not take the effect (unless they call resist/immune), then that use of the skill does not cost you any Will. You may only recover Will points by resting; this constitutes one minute of time spent out of combat recovering your strength. This returns you to your maximum Will points.

Archer

Prerequisites: Bow Use, 10xp spent in martial skills (**including** mundane healing, but not alchemy or pistols).

Bow Expert: 3XP

Requires: Archer.

You may call *Quad* on a hit, dealing 4 points of damage.

+1 Karma

Snaring Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Snare* on arrows to snare a target's limb for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

Smashing Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Shield Smash* on an arrow. If it is blocked by a shield then the shield is destroyed.

Deals 3 paces of stagger.

Sundering Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Sundering* on an arrow. This deals 4 points of damage and 6 paces of stagger.

Alchemical Shot: 1XP

Requires: Archer, Poison or Venom Preparation (see Alchemy & Pistols).

You may apply either the Poison or Venom preparation to your arrow to call either *Searing* or *Chill* respectively on a hit.

Natural Awareness: 2XP

Requires: Archer, Basic Geographical Lore - Any.

You may call resist to any *Bolt* call, taking only the effect and avoiding the additional point of damage caused by *Bolt*.

Patient: 1XP

Requires: Archer.

You may call *Immune* to *Hatred*.

Master Archer: 0XP

Requires: Bow Expert, 20XP spent in Martial Skills (**including** mundane healing, but not alchemy or pistols).

+1 Karma

Confusing Shot: 3XP

Requires: Master Archer.

Cost: 2 Will.

This is a mind effect.

You may use the call *Confusion* on shots with your bow. The target is dazed for 30 seconds. During this time they not move, speak or fight, only parrying lightly. This effect ends if the target takes damage from any source.

Unerring Shot: 2XP

Requires: Master Archer.

Once per encounter, you may use a bow call you have against a target, without actually firing an arrow. Specify a location to hit, such as *Snare Right Leg*.

Legendary Hunter: 3XP

Requires: Master Archer, Advanced Physiological Lore, Advanced Geographical Lore – Any.

Speak to the ref for more information.

Assassin

Prerequisites: Agility, no Heavy Armour Use, 10xp spent in Martial skills (**not** including mundane healing, alchemy or pistols).

Backstab: 2XP

Requires: Assassin, Slice.

Cost: 1 Will.

Grants the *Backstab* call, which can only be used by lightly tapping a target with a dagger (the call need only be loud enough for the target to hear you). This deals 5 damage directly to body as long as the target was not aware of the attack. If they were aware, then it deals only 1 damage, as normal. Characters who lose their last body hit to a surprise backstab fall to a silent death count.

Brother in Arms: 1XP

Requires: Assassin.

You pick one weapon with which you may call *immune* to aversion. This skill may be purchased multiple times, choosing a new weapon each time.

Obfuscate: 1XP

Requires: Assassin.

Cost: 1 Will.

You may cast *Obfuscate* conversationally on yourself. You are compelled to lie for the next 30 seconds. *Obfuscate* cancels out the call *Enlighten*. You are aware when the call *Enlighten* has been used, even if it was cast conversationally.

Searing: 2XP

Requires: Assassin.

Cost: 1 Will.

You may gain a use of Searing. This causes the target to be disabled by crippling agony for 3 seconds, during which time they may not fight or move.

Sharpened Blade: 2XP

Requires: Assassin, Slice

Cost: 1 Will.

You may call slice on your next 3 melee strikes you make with any weapon, ignoring usual weapon type restrictions.

Strength of my Enemy: 3XP

Requires: Assassin, Basic Physiological Lore.

Downing a foe causes you to recover 1 will, up to your maximum.

+1 Karma

Feared Assassin: 0XP

Requires: Assassin, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Karma

Wound: 3XP

Requires: Slice, Feared Assassin, Advanced Physiological Lore.

Cost: 2 Will.

You may use the Wound call on an attack with a dagger. If this attack strikes a limb then that limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate role-play to apply first aid. Mending and Invigorate removes wounds instantly.

Evasion: 1XP

Requires: Feared Assassin.

You may call Resist to any type of burst, taking a single point of damage but avoiding the additional effect.

Ninja of the Night: 3XP

Requires: Feared Assassin, Specialised Physiological Lore – Mortals.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Berserker

Prerequisites: One expertise call, 10xp spent in Martial skills (not including mundane healing, alchemy or pistols). Berserkers may not purchase (or have purchased) armour skills.

Durable: 2XP

Requires: Berserker, Tough.

+1 body hit.

+1 Karma.

Rend: 2XP

Requires: Berserker, Great Weapon Use

Cost: 1 Will.

You gather up momentum to hit an enemy's weapon out of their hands with the call *Rend* and a dramatic swing on a 2 handed weapon.

Merely a flesh wound: 3XP

Requirements: Berserker, Advanced Geographical Lore (matching your alignment).

Your body hits take half damage, rounded up. You may resist any additional damage, from calls such as *Cleaving*.

Rugged: 3XP

Requires: Berserker, Hardened

+2 body hits.

Second Wind: 2XP

Requires: Berserker.

Cost: 1 Will.

With 5 seconds of roleplay of recovering your strength you may recover up to 3 Body hits. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.

Of the People: 0XP

Requires: Berserker, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Karma

I Have Fury: 3XP

Requires: Of the People, a Quest.

Cost: All remaining Will (at least one).

When you are conscious on your death count you may get off of your death count with full body hits. You are then under the effects of Enrage and must attack the target nearest to you until all targets are dead. If you want to stop being under the effect of Enrage you need to fall to your death count starting from 1 again, with your normal amount of conscious time.

Thick Skinned: 2XP

Requires: Berserker, Of the People.

Cost: 1 Will.

You may call *Resist* to *Aversion*, *Doubt*, *Fear* and *Refute*.

Barbarian of the Land: 3XP

Requires: Of the People, Any Two Advanced Geographical Lores.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Warrior

Prerequisites: Tenacious, 10xp spent in martial skills (not including mundane healing, alchemy or pistols).

Armoured to the Bones: 3XP and 2TR

Requires: Warrior, Heavy Armour Training.

You take half damage on your armour hits, rounded up. You may resist any additional damage, from calls such as *Cleaving*.

+1 Karma

Equipment Mastery: 2XP

Requires: Warrior.

If a spell or effect targets a piece of your equipment you may choose to have another piece of your equipment be affected instead, as long as it is a valid target.

Snare: 2XP

Requires: Warrior.

Cost: 1 Will.

Strike an opponent's limb with the Snare call to root that limb to the ground for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

Shield Mastery: 2XP

Requires: Shield Use.

Cost: 1 Will.

You may call *Resist* to the effects of *Shield Smash*.

Wall of Iron: 2XP and 3TR

Requires: Warrior, Shield Mastery.

Your shield is Immune to *Aversion*. In addition, the arm holding the shield cannot be Wounded.

Honoured Combatant: 0XP

Requires: Warrior, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Karma

Hatred: 3XP

Requires: Honoured Combatant.

Cost: 2 Will.

Grants the call Hatred with a 4 second verbal goading the target into attacking you. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.

Sundering Blow: 2XP

Requires: Cleaving Blow or Shield Smash, Honoured Combatant

Cost: 1 Will.

Grants the use of the Sundering Blow call on exaggerated swings to deal 4 points of damage and stagger the target backwards 6 paces. Even if the attack is blocked or parried the stagger takes place.

Champion Warrior: 3XP and 6TR

Requires: Honoured Combatant.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Mundane Healing

Surgery: 1XP

You've either studied surgery in a city, or have plenty of practice at fixing up wounds from a life spent in hard places. By spending 20 seconds tending someone, you may use the call Mend to stabilise them, getting them up from their deathcount on a single body hit unless otherwise specified. Their deathcount is paused during this time.

Barber Surgeon: 2XP

Requires: Surgery, Basic Physiological Lore.

You may use Surgery (or alternatively repair a wounded limb) in 10 seconds.

Back into the Fray: 1XP

Requires: Surgery.

When you stabilise, you may choose to apply an alchemical preparation, with no increase in time.

Not on my Watch: 2XP

Requires: Barber Surgeon, Advanced Physiological Lore.

You may use Surgery on a target up to 30 seconds after their deathcount has finished.

Aftercare: 2XP

Requires: Barber Surgeon.

When you use Surgery on a target, they also regain a karma hit.

+1 Karma

Looking Better Already: 2XP

Requires: Not on my Watch, Specialised Physiological Lore – Mortals.

This is a hidden skill. You will find out more after you buy it.

Speak to the Ref for more information.

Alchemy & Pistols

An alchemist uses their knowledge of the world around them to achieve a variety of effects. Alchemists learn preparations, which represent recipes they can easily replicate with the correct ingredients. Alchemists may store a number of *slapdash supplies*, which represent easy to recover ingredients. 1 supply may be used to create 1 preparation, unless specified otherwise. While a *slapdash supply* is still active, for example as *Venom* on your blade, you may not regain them.

Alchemical Skills

Apprentice Alchemist: 3XP

Requires: Basic Alchemical Lore.

You may carry up to 2 slapdash supplies.

Harvest: 0XP

Requires: Apprentice Alchemist.

By spending 1 minute of uninterrupted roleplay finding and storing supplies, you may recover all your slapdash supplies.

Basic Preparation: 2XP

Requires: Apprentice Alchemist.

Gain a basic alchemical preparation (see below). This skill may be purchased multiple times.

Emergency Supplies: 1XP

Requires: Apprentice Alchemist.

You may start each adventure with 5 Emergency Supplies. These act in the same capacity as Slapdash Supplies, except they are consumed on use.

Capable Alchemist: 2XP

Requires: Apprentice Alchemist.

Gain a slapdash supply.

+1 Karma

Botany: 1XP

Requires: Capable Alchemist.

If you have a matching Basic Geographical Lore to your location, you gain an additional Slapdash Supply.

Augmentation: 1XP

Requires: Emergency Supplies.

You may start each adventure with an additional 5 Emergency Supplies.

Idiot Proof: 2XP

Requires: Emergency Supplies.

Your Emergency Supplies are useable by anyone, rather than requiring Basic Alchemical Lore.

Perks of the Trade: 2XP

Requires: Capable Alchemist.

Gain a perk (see below).

Subtle Dosage: 2XP

Requires: Capable Alchemist.

If you are not actively fighting you may attempt to poison someone either by contacting their skin, or poisoning something you give to them. This allows you to conversationally use a toxin call on them at range once within the next minute, as if the poison had a small delay. The target will not notice this was you unless you make them aware.

Expert Alchemist: 3XP

Requires: Capable Alchemist, Advanced Alchemical Lore.

Gain 2 slapdash supplies.

+1 Karma

Advanced Preparation: 2XP

Requires: Expert Alchemist.

Gain an advanced alchemical preparation (see below). This skill may be purchased multiple times.

Additional Perks: 2XP

Requires: Expert Alchemist.

Gain a perk (see below).

Improved Augmentation: 1XP

Requires: Augmentation, Expert Alchemist.

You may start each adventure with an additional 5 Emergency Supplies.

Magical Essence: 2XP

Requires: Expert Alchemist.

You may start each adventure with up to 5 potions that are capable of holding magical essence. If a spell is cast at the potion during its brewing then the potion retains the spell effects. When it is drunk the spell is instantly cast on the drinker. You may agree with another player for them to cast a spell on your potion beforehand, attempt to gain spells through interactions on the forums, or capture a spell during an adventure by taking an effect targeted at you while roleplaying mixing the potion for at least 5 seconds.

Skin Absorption 2XP

Requires: Expert Alchemist, Subtle Dosage.

You may prepare a preparation for use, which takes 5 seconds. After this it can be delivered instantly to a target, either friend or foe, at touch range. This has the same effect as if the preparation was drunk or applied normally.

Ingenious Alchemist: 3XP

Requires: Expert Alchemist, Specialised Alchemical Lore – Medicines/Toxins/Black powder.

Gain 2 slapdash supplies.

+1 Karma

All My Own: 2XP

Requires: Ingenious Alchemist.

Gain a perk (see below). Alternatively, you may create your own perk, to be discussed with the ref before use.

Slapdash Haberdashery: 2XP

Requires: Ingenious Alchemist.

Gain an additional Slapdash Supply.

Excessive Augmentation: 1XP

Requires: Improved Augmentation, Ingenious Alchemist.

You may start each adventure with an additional 5 Emergency Supplies.

Deadly Brew: 2XP

Requires: Ingenious Alchemist, Specialised Alchemical Lore – Toxins.

You may not purchase this skill and Remedial Help.

You are aware of a deadly Toxin that could further your killing potential. Speak to the ref for more information.

Remedial Help: 2XP

Requires: Ingenious Alchemist, Specialised Alchemical Lore – Medicines.

You may not purchase this skill and Deadly Brew.

You are aware of some improvements that could be made to your Medicines. Speak to the ref for more information.

Alchemical Preparations

There are several kinds of useful concoctions an alchemist can prepare before an adventure.

Alchemical preparations require Basic Alchemical Lore to administer and Specialist preparations require Advanced Alchemical Lore to use by someone other than the creator, as the creations are often made of multiple parts that must be mixed together in the heat of the moment to take effect.

Other party members with the appropriate lore may be given preparations to administer, or may take them from an unconscious alchemist to use. All preparations cost 1 slapdash supply to use, unless otherwise specified.

Basic Preparations

Black powder – May be used with Pistol Use to call *Pistol Double*, which deals 2 points of damage and causes the target to stagger backwards 3 paces.

Oil – Takes 3 seconds to apply, restoring up to 3 body hits using the call *Mending Triple*. May only be used on conscious targets.

Incense – Instantly restores a single karma hit, if drunk, using the call *Invigorate*.

Salt – When drunk, instantly grants a single body hit. After 30 seconds this body hit dissipates (treat as taking 1 damage directly to body) if it has not already been removed. May be used on unconscious targets.

Poison – May be applied to a weapon, which takes 3 seconds. The next time this weapon deals damage to a target, the wielder may call *Chill*, causing the target to move and fight at half speed for 5 seconds, and for 30 seconds afterwards all cooldowns on combat calls are doubled and all verbals take twice as long as normal.

Venom – May be applied to a weapon, which takes 3 seconds. The next strike of this weapon on a target may call *Searing*, causing the target to be disabled by agony and unable to move or fight. If drunk it inflicts *Searing* on the drinker.

Traitor's Kiss – May be applied to a weapon, which takes 3 seconds. The next 3 strikes of this weapon on a target may call *Mortal Bane*. If drunk, a Mortal target takes 3 body damage.

Advanced Preparations

You may also create your own advanced preparations with the permission of the ref.

Elixir – When drunk the target is affected by *Chill* for 30 seconds. Once this ends they are *Immune* to the next mind effect they would suffer. This effect lasts until used, or the adventure ends. When drunk any previously existing mind effects the target is suffering from end. This effect cannot be stacked.

Hand Cannon – Requires: Black powder. When loaded into a single pistol, allows a single use of the call *Pistol Quad*. The pistol will then require 1 minute of roleplaying repairs before it can be used again.

Poultice – Requires: one of Oil, Incense. Costs 2 slapdash supplies. Restores 1 body or karma hit per 5 seconds (at the end of each interval) as long as they are held in place on the target, who may not fight during this time. Body hits will always be healed first. May only be used on conscious targets.

Quick Hardener – Takes 3 seconds to apply, restores up to 2 armour hits.

Smokebomb – Allows use of the *Windways* call. In a puff of smoke, the user disappears for 5 seconds.

Truth Serum – When drunk, causes the drinker to be under the effect of *enlighten*.

Vapour – When drank, instantly gives the target a will point. If the target does not have access to will points, this does nothing.

Alchemical Perks

Aqua Vitae: Your Oils can heal to 1 body hit above a character's maximum, granting them a temporary hit point that lasts until it is removed by damage. You may use this feature on as many characters at a time as you have Slapdash Supplies.

Careful Application: You may coat 2 daggers using a single Toxin.

Explosive Application: You may combine a preparation you know with a small explosive device, which you may activate using the call *[call of preparation] burst*. This costs the same number of slapdash supplies as the preparation would usually. You also take the full effects of the call.

Unusual Specimen: You may be able to gather and safely transport interesting items that would be valuable to the right people. These may come from the surroundings or creatures you kill, as long as you have the appropriate lore skills (normally physiological and a geographical to match the location you are in.) You may be rewarded in *trinkets* at the end of the adventure for each specimen that you have collected and some clients may be far more grateful with their rewards. There may be further role-play effects.

Prototype Mixture: Gain a prototype preparation, which should be agreed upon with the ref beforehand. This has lots of flexibility, the cost to use this preparation will depend on the power of the preparation.

Pistol Skills

Pistol Use: 2XP

Requires: Basic Alchemical Lore.

You may fire a pistol in your main hand at a target with the call *Pistol Double*, which deals 2 points of damage and causes the target to stagger backwards 3 paces. Each use costs 1 black powder.

Reloading a pistol takes 20 seconds. Any shot that is not fired with your main hand is considered to miss and do no damage.

Additional Shots: 1XP

Requires: Pistol Use.

Gain 5 black powder emergency supplies. If you have the preparation *black powder* and the skill *Emergency Supplies*, this skill becomes: Gain 5 emergency supplies.

Dual Pistol Use: 1XP

Requires: Offhand Weapon Use.

You may use 2 pistols and may fire them simultaneously with the call *Pistol Quad*, dealing 4 damage and 6 paces of stagger.

Pistol Training: 1XP

Requires: Pistol Use.

You may reload a pistol in 10 seconds.

Deadly Shot: 2XP

Requires: Pistol Training, Poison or Venom Preparation.

You may combine your powder and other preparations to call either *Chilling Bolt* or *Searing Bolt*. Costs 1 Slapdash Supply.

Pistol Mastery: 2XP

Requires: Pistol Training, Advanced Alchemical Lore.

You may reload a pistol in 5 seconds.

Called Shot: 2XP

Requires: Pistol Mastery, Additional Shots or Emergency Supplies.

You may fire a pistol to call *Wound* on a named limb instead of dealing damage. You must use a black powder emergency supply to do this.

Quick Loading Mechanism: 2XP

Requires: Pistol Mastery, Expert Alchemist.

After firing a pistol shot, you may reload in 1 second. You may not do this again until you have taken 5 seconds to reload a shot.

Black Powder Knowledge: 2XP

Requires: Called Shot, Ingenious Alchemist, Specialised Alchemical Lore – Black powder.

Twice per encounter you may use a Slapdash Supply to call Wound, bypassing the emergency supply restriction.

Fan the Hammer: 3XP

Requires: Quick Loading Mechanism, Specialised Alchemical Lore – Black powder.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Renowned Pistolier: 0XP

Requires: 8XP spent in Pistol Skills.

This is a hidden skill. You will find out more after you buy it.

You are aware of the lore skill *Arcane Smith*. Speak to the ref for more details about this skill.

Priests

If a character is a mage, then they cannot buy skills from the priest section.

Priests can cast rites and chants by channelling a particular power source for a period of time. Most will require a verbal, which is a period of time during which the priest must speak clearly and audibly. The exact contents of a verbal are up to the player. Priests may cast rites and chants while in combat and are not interrupted by damage, but will still be interrupted by other effects (any call except Arcane, Bane, Defy, Slice, Subdue). They must however move at a walking pace. You may choose to end your verbal and give up on casting at any time. Once you have completed your verbal you immediately lose the specified amount of karma (if you no longer meet this requirement, you may not continue casting) and you must name the target of the rite and any effects that they suffer as an OC call: e.g. "*Hatred* (name of target)". Chants are defined by having an ongoing effect as you continue to talk and do not count as rites.

Seer – Void Priest

The cost for a Seer to invest into any of the domains will depend on their faction. This initial XP cost is detailed here.

The Arbiters – Destruction: 2XP, Divination: 3XP, Healing: 4XP, Protection: 3XP, Synergy: 2XP.

The Nameless – Destruction: 3XP, Divination: 2XP, Healing: 2XP, Protection: 4XP, Synergy: 3XP.

The Vitalists – Destruction: 4XP, Divination: 3XP, Healing: 2XP, Protection: 2XP, Synergy: 3XP.

Initiation of the Void: 3XP

Requires: Alignment – Void, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) cost 1XP more.

May not be purchased after your first adventure without permission from the ref.

+2 Karma

Meditate: 0XP

Requires: Initiation of the Void.

You may fully restore your own karma with 1 minute of quiet meditation during which you may not move or perform any other action. Taking damage interrupts this.

Unbreakable: 1XP

Requires: Initiation of the Void.

You do not fall to your deathcount when you lose all your body hits as long as you have hits of another kind remaining. Your deathcount starts as usual if you have no hits of any kind.

Lightning Rod: 1XP

Requires: Initiation of the Void.

You may spend 1 karma to resist the full effects of *Inspired* as though you had parried it.

Hardened Karma: 3XP

Requires: Initiation of the Void, Any Advanced Priestly Lore.

Your karma takes half damage rounded up, except *Inspired*, which still deals normal damage. You may resist any additional damage from calls such as *Cleaving*.

Refute: 2XP

Requires: Initiation of the Void, Any Advanced Priestly Lore.

Cost: 2 Karma

Verbal Length: 6 Seconds

Uses the *Refute* call. *Refute* lasts for 30 seconds, during which time the affected target must call *Zero* with all attacks. If you or any of your allies do anything that acknowledges that the refuted target exists, such as speaking to them, attacking or making an effort to parry them then the refute immediately ends. If a refuted target casts a spell or priestly rite then the effect immediately ends, though the target must spend all of their remaining karma or mana to do so.

Felken – Surface Priest

The cost for a Felken to invest into any of the domains will depend on their belief system. This initial XP cost is detailed here. People who live in and around Aestas believe in Ancestors, while those that live in villages or the wilds believe in spirits.

Ancestors – Destruction: 2XP, Divination: 3XP, Healing: 3XP, Protection: 2XP, Synergy: 4XP.

Spirits – Destruction: 3XP, Divination: 4XP, Healing: 2XP, Protection: 2XP, Synergy: 3XP.

Spiritualism: 3XP

Requires: Alignment – Surface, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) cost 1XP more.

May not be purchased after character creation without permission from the ref. Additional requirements may be attached.

+2 Karma

Commune: 0XP

Requires: Spiritualism.

You restore all of your karma with a commune to the local spirits, consisting of a 1 minute verbal and an appropriately role-played ritual of some kind. Damage or spells interrupt it, and you may not move any significant distance from your starting point during this time, though communes that contain movement are encouraged.

Artifact: 2XP

Requires: Spiritualism.

You carry a totem or charm dedicated to this purpose, which can be discharged with a 6 second verbal to restore 2 of your karma. The artifact regains its charge at the end of your next commune.

Guidance: 1XP

Requires: Spiritualism.

You may ask for spiritual guidance. You may or may not receive it (ask the ref to find out more about this skill). For example, you could ask a local spirit of the path for the location of a nearby bandit camp, or if the forest keeps any secrets.

Spiritual Manifestation: 3XP

Requires: Spiritualism, Any Advanced Priestly Lore.

Cost: 2 Karma

Verbal: 10 seconds

Once per adventure you may call upon a powerful local spirit or ancestor to inhabit your body. When you complete the verbal for this rite, immediately regain all your hits. You will then gain abilities based on nearby spirits and your priestly domains. Speak to the ref for more information.

Gone but Not Forgotten: 1XP

Requires; Spiritualism, Guidance, Any Advanced Priestly Lore.

You may call up a spirit to impart upon you useful information. It may or may not be relevant.

Cultist – Deep Priest

The cost for a Cultist to invest into any of the domains will depend on the God they worship. This initial XP cost is detailed here.

Ashen – Destruction: 2XP, Divination: 3XP, Healing: 3XP, Protection: 4XP, Synergy: 2XP.

Hellen – Destruction: 3XP, Divination: 2XP, Healing: 3XP, Protection: 2XP, Synergy: 4XP.

Skoi – Destruction: 3XP, Divination: 2XP, Healing: 4XP, Protection: 3XP, Synergy: 2XP.

Cult Ritual: 3XP

Requires: Alignment – Deeps, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) cost 1XP more.

May not be purchased after first adventure without permission from the ref.

+2 Karma

Prayer: 0XP

Requires: Cult Ritual.

You restore all of your karma with a prayer to your god consisting of a 1 minute verbal. You may walk slowly during this, but not fight.

Eternal Foe: 1XP

Requires: Cult Ritual.

You gain the call *Void Bane*, which may be used once every 3 seconds.

Welcoming Gesture: 1XP

Requires: Cult Ritual.

Cost: 1 Karma.

You may start each encounter with a call specific to your God:

Ashen – Inspired,

Hellen – Immolate,

Skoi – Any of the 3 Expertise Calls (Sweeping Strike, Cleaving Blow, Shield Smash).

Avatar of the Gods: 3XP

Requires: Cult Ritual, Any Advanced Priestly Lore.

Cost: 2 Karma

Verbal Length: 1 Minute

Once per adventure you may name an ally as an Avatar of your god with a (suitably impressive) rite. The Avatar must share your alignment, and should follow the same god as you if possible, though you may name any character an avatar if nobody more suitable is available. The Avatar gains a combat call specific to your God, is immune to mind effects, and only takes a single point of damage from any source. This ends when either you or the Avatar fall to their deathcount.

Occasional Foe: 1XP

Requires: Cult Ritual, Any Advanced Priestly Lore.

You gain the call *Surface Bane*, which may be used once every 3 seconds.

The Domain of Destruction

Requires: Basic Priestly Lore – Destruction.

You fight against the heretics who claim other Gods, Spirits or Philosophies. You have likely trained with the more militant aspect of your faction, learning to cut down the Priests of other faiths and defy their influence. You bring new inspiration to the battlefield and ensure your allies have the tools to cut down your foe. Enemies charge you in hatred, or flee you in terror. The initial cost for this skill depends on your faction.

+1 Karma

Defy: 2XP

Requires: The Domain of Destruction.

Grants the *Defy* call on weapon swings. *Defy* deals a point of damage to karma, if the target has any remaining, in addition to the damage dealt by the weapon. Once called may only be used again after 3 seconds.

Symbolic Weapon: 2XP

Requires: The Domain of Destruction.

Cost: 1 Karma

Verbal length: 6 seconds

Imbue up to 2 weapons with the *Searing* call the next time they strike, disabling the target with 3 seconds of crippling agony.

Proclamation of Hatred: 2XP

Requires: The Domain of Destruction.

Cost: 2 Karma

Verbal length: 6 seconds

This is a mind effect.

The target is subject to the *Hatred* call and must try as quickly as possible to engage you in melee combat by the shortest route. The target must ignore everyone else and may not try to move around them, but may attempt to cut their way through to you. They may only use melee combat calls or weapon abilities.

The Path of War: 1XP

Requires: 8XP spent in the Domain of Destruction (including initial buy-in).

+1 Karma

Vessel of Destruction: 3XP

Requires: The Domain of Destruction, Advanced Priestly Lore - Destruction.

+1 Karma

Inspired: 2XP

Requires: Vessel of Destruction.

Cost: 2 Karma

Grants use of the call *Inspired*, dealing 5 damage. Parrying *Inspired* with a weapon requires that the target spend a point of karma, if they are unable to do this then they take the effects as though they were struck. *Inspired* will always leave its target with a single hit remaining unless they only had a single hit when they were struck, in which case they will be downed by the attack.

Renewed Inspiration: 2XP

Requires: Vessel of Destruction, Inspired.

After downing an enemy, your next use of *Inspired* is free.

Defying Bolt: 2XP

Requires: The Domain of Destruction.

Grants use of the *Defying Bolt* call, which deals a point of damage and an additional point of damage to karma, if the target has any remaining.

2 uses after Meditation/Ritual/Prayer. No karma cost.

Terraclasm: 2XP

Requires: Vessel of Destruction.

Cost: 1 Karma

You may use the call *Terraclasm* to cause all who hear it to fall to the floor.

Haunting Visage: 2XP

Requires: Vessel of Destruction.

Cost: 2 Karma

Verbal Length: 6 seconds

This is a mind effect.

The target is afflicted by the *Fear* call, and must flee from you to remain at least 10 meters away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.

Defying Chant: 2XP

Requires: Vessel of Destruction, Defy.

Cost: 2 Karma.

Continuous chant, starting with "All allies of mine defy their foes..." Beginning after 3 seconds of chanting and lasting as long as you continue to chant, each of your allies may call Defy once every 3 seconds.

Symbolic Chant: 2XP

Requires: Vessel of Destruction, Symbolic Weapon.

Cost: 2 Karma.

Continuous chant, starting with "Words infused with venom lace the weapons of my allies..."

Beginning after 6 seconds of chanting and lasting as long as you continue to chant, each of your allies may call *Searing* once every 6 seconds.

Enrage: 3XP

Requires: Vessel of Destruction.

Cost: 3 Karma.

This is a mind effect.

Continuous chant. After 6 seconds, use the *Enrage* call. The target must attack the nearest visible creature while you continue the chant.

Aspect of War: 1XP

Requires: 15XP spent in the Domain of Destruction (including initial buy-in).

+1 Karma

The Domain of Divination

Requires: Basic Priestly Lore – Divination.

You have adopted techniques to allow you to study the world around you. After careful consideration, you may determine the nature of creatures and how best to approach them. You may be collecting information about the world in aid of your faction, or simply for your own curiosity. Perhaps you will even decide to share this information with others, freely or with some cost attached. Whatever you decide to do with it, you know that knowledge is power and you have the power to turn that knowledge against your foes. The initial cost for this skill depends on your faction.

+1 Karma

Knowledgeable: 2XP

Requires: The Domain of Divination.

Choose a Basic Lore at the start of an adventure to have for the duration of the adventure.

A Vision of Knowledge: 2XP

Requires: The Domain of Divination.

You gain Specialised Lores (for yourself and the party) through mysterious circumstances (the ref will let you know how).

Divine Alignment: 2XP (1XP if Divine Nature is already known)

Requires: The Domain of Divination.

You may use the call *Divine Alignment* with appropriate role-play of at least 6 seconds. The target of *Divine Alignment* calls their alignment.

Divine Nature: 2XP (1XP if Divine Alignment is already known)

Requires: The Domain of Divination.

You may use the call *Divine Nature* with appropriate role-play of at least 6 seconds. The target of *Divine Nature* calls their nature.

An Inherent Weakness: 2XP

Requires: The Domain of Divination, Divine Alignment or Divine Nature.

Grants the use of the appropriate *Bane* call on any creature that you have just divined, on the normal 3 second cooldown. If you already know the alignment or nature of a target, you can spend one karma to call *Bane* against it on cooldown, without re-divining it.

The Dead Tell Tales: 1XP

Requires: The Domain of Divination.

You may speak to a dead person provided they have died recently, speak your language and you have their body. They are under the *Enlighten* effect when talking in this way. The effect lasts 30 seconds or 3 questions, whichever is expended sooner.

Enlighten: 1XP

Requires: The Domain of Divination.

Cost: 1 Karma

Verbal Length: 6 seconds

This is a mind effect.

Conversational rite. The target of *Enlighten* may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.

The Path of Knowledge: 1XP

Requires: 8XP spent in the Domain of Divination (including initial buy-in).
+1 Karma

Preordained Diviner: 3XP

Requires: The Domain of Divination, Advanced Priestly Lore – Divination.
+1 Karma

For Any Eventuality: 2XP

Requires: Preordained Diviner, Knowledgeable.

Choose 2 Basic Lores or an Advanced Lore at the start of an adventure to have for the duration of the adventure. This skill replaces Knowledgeable.

Teacher: 2XP

Requires: Preordained Diviner.

Can teach and learn Basic and Advanced Lores in half the usual downtimes. The student being taught must still spend the normal amount of downtimes, unless they also have this skill.

Sermon of Existentialism: 2XP

Requires: Preordained Diviner. Cost: 2 Karma.

This is a mind effect.

Continuous chant. After 6 seconds use the Doubt call and for as long as you continue the chant, the target is stricken by crippling existential horror and can only cower without defending themselves in any way.

Mass Enlighten: 1XP

Requires: Preordained Diviner, Enlighten.

Cost: 1 Karma

Verbal Length: 6 Seconds

This is a mind effect.

Conversational rite. You may cast *Mass Enlighten*, targeting all creatures in the area.

An Obvious Weakness: 2XP

Requires: Preordained Diviner, An Inherent Weakness.

Cost: 2 Karma.

Continuous chant, starting with "I expose to my allies an Obvious Weakness..." and indicating the target. Every 3 seconds starting from 3 seconds in, grants all allies use of a *Bane* call on a divined target.

Aspect of Knowledge: 1XP

Requires: 15XP spent in the Domain of Divination (including initial buy-in).

+1 Karma

The Domain of Healing

Requires: Basic Priestly Lore – Healing.

You have spent significant time tending to the wounded, possibly in battle or simply healing the sick. You have taken your healing talents to places where you believe they will be most needed.

You will likely be able to improve your talents, granting additional healing or healing to multiple people. In fact, you may even have the ability to imbue allies with a vitality they never even knew they had. The initial cost for this skill depends on your faction.

+1 Karma

Invigorate: 2XP

Requires: The Domain of Healing.

Cost: 1 Karma

Verbal Length: 6 Seconds

Using the call *Invigorating Double*, restore 2 karma hits to a target at touch range. You may not restore your own karma using this skill.

Mending: 2XP

Requires: Invigorate.

Cost: 1 Karma

Verbal Length: 6 Seconds

Using the *Mending Double* call, restore 2 body hits to a target at touch range.

Fully Restored: 1XP

Requires: The Domain of Healing.

Your Meditation/Commune/Prayer restores all of your hit points.

Battlefield Healer: 2XP

Requires: The Domain of Healing, Invigorate.

Cost: 1 Karma

While casting Mending/Invigorate, if you are hit by a melee attack you may immediately call *Rend* against the attacker, causing them to drop their weapon. This interrupts the casting of Mending/Invigorate.

The Path of Recovery: 1XP

Requires: 8XP spent in the Domain of Healing (including initial buy-in).

+1 Karma

Faithful Healer: 3XP

Requires: The Domain of Healing, Advanced Priestly Lore – Healing.

+1 Karma

Responsive Action: 2XP

Requires: Faithful Healer, Mending.

You may instantly call *Mending Double* on each dying ally once per encounter at touch range, without expending karma.

Miracle: 1XP

Requires: Faithful Healer, Mending.

When you Mend dying allies, you may use *Mending Triple* instead of *Mending Double*.

Veteran Medic: 1XP

Requires: Faithful Healer, Battlefield Healer.

Battlefield Healer no longer costs 1 Karma to use.

Mass Mending/Invigorate: 3XP

Requires: Faithful Healer, Invigorate.

Cost: 2 Karma.

Verbal Length: 6 seconds.

You may call *Mass Mending Double* or *Mass Invigorating Double*, restoring 2 body/karma hits to all your allies.

Aspect of Recovery: 1XP

Requires: 15XP spent in the Domain of Healing (including initial buy-in).

+1 Karma

The Domain of Protection

Requires: Basic Priestly Lore – Protection.

You understand that preparation is key to the art of battle. Using Shields, you can ensure that your allies are protected from various effects that they may encounter. You may also be able to prevent harm from befalling yourself entirely and can learn to apply this to others. Participating heavily in battle may even teach you to counter your enemies as soon as they attack, or grant you a defiance that they will not see in other Priests. The initial cost for this skill depends on your faction.

+1 Karma

Shield Rites – Shield rites are a type of magical protection that will prevent an effect against you. A single target may only have 1 shield on them and lasts until another shield is cast on them. Casting a shield on a target replaces any shields they previously had. Shielding rites are touch ranged and you may only have an active number of shields equal to the number of shield rites you have purchased. Having a shield does not prevent damage from weapon strikes, or bolts/bursts, however it will prevent additional damage associated with a call, such as *Cleaving*.

Momentum Shield: 2XP

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Cleaving*, *Sweeping* or *Rend*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Binding Shield: 1XP

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Enlighten* or *Snare*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Chaos Shield: 1XP

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Suggestion* or *Spite*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Pain Shield: 2XP

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Immolate* or *Searing*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Shield Affinity: 2XP

Requires: Shield Use, The Domain of Protection.

You may spend 1 karma to resist the call *Shield Smash* on a physical shield (as opposed to a Shield Rite).

The Path of Sanctuary: 1XP

Requires: 8XP spent in the Domain of Protection (including initial buy-in).

+1 Karma

Stalwart Protector: 3XP

Requires: The Domain of Protection, Advanced Priestly Lore – Protection.

+1 Karma

Binding Shield: 2XP

Requires: Stalwart Protector, Weak Binding Shield.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Chill* or *Order*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Chaos Shield: 2XP

Requires: Stalwart Protector, Weak Chaos Shield.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Confusion* or *Hatred*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Pain Shield: 2XP

Requires: Stalwart Protector, Weak Pain Shield.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Brand* or *Wound*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Shadow Shield: 2XP

Requires: Stalwart Protector.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Aversion*, *Fear* or *Doubt*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Voidic Shield: 2XP

Requires: Stalwart Protector.

Cost: 1 Karma.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Nullify*, *Refute*, *Mute* or *Detach*. The target must call *immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Mass Shield: 3XP

Requires: Stalwart Protector, 3 shield rites.

Cost: 2 Karma.

Verbal Length: 6 seconds.

You may cast any shield you know onto every ally close by, with the call *Mass Shield [effect]*.

True Defiance: 1XP

Requires: Stalwart Protector.

You may freely parry *Inspired*, calling *Defy* when you parry to deal 1 damage to the karma of the attacker.

Aspect of Sanctuary: 1XP

Requires: 15XP spent in the Domain of Protection (including initial buy-in).

+1 Karma

Overlapping Defence: 2XP

Requires: Aspect of Sanctuary, Specialised Priestly Lore – Protection.

You may have 2 shields active on a target at any time. Each shield counts towards your maximum limit of active shields individually. If you cast a third shield on them, the target chooses which existing shield it replaces.

The Domain of Synergy

Requires: Basic Priestly Lore – Synergy.

You take an unusual approach to your Priestly studies, dabbling in a little of this and a bit of that. Cohesion makes for a more effective team and you stand out as a capable leader. You may even have some interesting skills derived from your use of multiple Priestly domains. Dashing around the battlefield, you may protect your allies, aid them in their fight or become a hindrance to your foes. The initial cost for this skill depends on your faction.

+1 Karma

Rapid Recitation: 1XP

Requires: The Domain of Synergy.

You may move at full speed during your rites and chants.

Martyr: 2XP

Requires: The Domain of Synergy.

When an ally is affected by a spell, you may call *Redirection* and have the spell hit you instead.

Leading by Example: 1XP

Requires: The Domain of Synergy, An Expertise Call or *Defy*.

Once per encounter, your allies may use an Expertise Call you know (including *Defy*).

Vivification: 2XP

Cost: 1 Karma

Verbal Length: 6 seconds

Grants a Will point to the target, with the call *Vivify*. If the target does not have access to will points, this does nothing.

Strength in Unity: 2XP

Requires: The Domain of Synergy.

Choose from Impunity, Community or Opportunity. This skill can only be taken once.

Impunity- Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) become immune to stagger when parrying attacks that would normally stagger. You gain 5 seconds of deathcount for each follower you have.

Community - Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) regain 1 body hit after being tended for 20 seconds. You gain 5 seconds of deathcount for each follower you have.

Opportunity - Party members who are not priests may elect to follow you as their spiritual leader for the adventure. You and your followers may spend 3 seconds to dedicate slain foes to your god to regain a karma. You may only do this once per foe. Multiple players may dedicate the same foe, but not more than once each. You gain 5 seconds of deathcount for each follower you have.

Priestly Synergy: 1XP each

Requires: The Domain of Synergy, the respective domains.

Destruction/Divination: After divining an enemy, gain 3 uses of an Expertise Call.

Destruction/Healing: Whenever you down an enemy, regain one Karma.

Destruction/Protection: *Shield Cleaving* gives immunity to all calls with stagger.

Divination/Healing: Gain 20 seconds deathcount. Your entire deathcount is now conscious.

Divination/Protection: You may cast a shield on yourself that protects you from the next call you are hit by that you have a rite against. The shield stays until recast or used. Costs 1 karma.

Healing/Protection: When you use a shield on a target, the target may also recover 1 body hit.

The Path of Leadership: 1XP

Requires: 8XP spent in the Domain of Synergy (including initial buy-in).

+1 Karma

Strategic Synergist: 3XP

Requires: The Domain of Synergy, Advanced Priestly Lore - Synergy.

+1 Karma

Allies in Unity: 1XP

Requires: Strategic Synergist, Strength in Unity.

Choose a second option from Strength in Unity.

Order: 2XP

Requires: Strategic Synergist.

Cost: 2 Karma

You issue an order to a target with the call *Order* appearing as part of a command you give (“I Order you to [action]”). The target must carry out the order, no matter what it is, for 15 seconds, or until they take damage. If a target is ordered to harm or kill themselves then they must do so, but will only take a single point of damage, and the effect ends. The order may not be longer than a single sentence, and may only contain a single main action that must be attempted.

Transference: 2XP

Requires: Strategic Synergist, Leading by Example.

You may reduce your maximum karma by one to allow a single ally use of any Expertise Calls you know on normal cooldown (including *Defy*). This can be used on multiple allies but may not be activated or deactivated in combat.

Devotion: 1XP

Requires: Strategic Synergist.

You may use any type of hit, not just karma, to fuel rites and chants.

Spiritual Conservation: 2XP

Requires: Strategic Synergist.

All karma costs for rites are reduced to 1 karma.

Chant of Expertise: 2XP

Requires: Strategic Synergist.

Cost: 2 Karma

Continuous chant, starting with "Improve upon your Expertise..." While chanting, the cooldowns on all Expertise Calls are reduced by 1 second and all spell and rite verbals are reduced by 2 seconds for your allies.

Synergistic Proficiencies: 1XP each

Requires: Strategic Synergist, the respective titles, the respective Priestly Synergy.

Vessel of Destruction/Preordained Diviner: After divining an enemy, gain unlimited uses of the expertise calls against them.

Vessel of Destruction/Faithful Healer: After Mending/Invigorating, you may call *Inspired* once for 1 Karma.

Vessel of Destruction/Stalwart Protector: May cast a Shield that protects against one of: *Inspired* or *Obliterate*. The target becomes immune to your choice of effect.

Preordained Diviner/Stalwart Protector: May cast a Shield on anyone and protects the target against next call used against it. The shield stays until recast or used. Costs 1 karma.

Preordained Diviner/Faithful Healer: You may Mend someone up to 30 seconds after their deathcount has finished.

Faithful Healer/Stalwart Protector: With a 6 second verbal you may call Regenerate at touch range. You may do this a number of times equal to half your maximum karma, rounded down, per adventure.

Aspect of Leadership: 1XP

Requires: 15XP spent in the Domain of Synergy (including initial buy-in).

+1 Karma

Magic

If a character is a priest, then they cannot buy skills from the magic section.

Mages are people who have trained in the arts of magic. They differ from priests slightly, as the priest's power has been with them since birth, whereas the power of a mage is gained from dedicating themselves to an area of magic.

Mana: Mana represents your capacity to hold magic and is used to cast spells. Purchasing arcane training will give you 2 maximum mana. When you finish casting a spell, even if it is countered or otherwise resisted, but not if it is interrupted, then you immediately expend the amount of mana listed in the spell. The main way to recover your mana is by completing an invocation, which immediately restores your mana to its maximum amount. You may not attempt to cast a spell that you do not have enough mana to cast.

Spell verbals: Most spells require a verbal to cast. Verbals are listed in seconds, which is the amount of time that the verbal must last for. A verbal consists of a number of seconds of speech, consisting of words appropriate to the spell, which must be different from the caster's normal voice or mode of speech to make it clear that a spell is being cast. You may not fight during a verbal, and taking damage, an effect or parrying an attack will interrupt the verbal and require that it be started again.

Spell range: Spells are either specified as touch ranged or may be used at any reasonable range, provided the target can hear you.

Conversational magic: Certain spells can be cast conversationally. This means that they are cast in a subtle fashion to avoid attracting the attention of others, and it can be difficult to tell magic has even taken place. Conversational spells do not require that the verbal be obvious in any way, and will not be noticed by their target unless they cause some obvious effect such as searing or fear. However, in these cases only the effect will be noticed, it will not be immediately clear that magic was responsible. (Specify that the spell is conversational before using the effect.)

Ritual Casting: With further knowledge of magic you may be able to create a variety of effects using rituals. These require longer periods of roleplay, during which you may not fight or move significantly, although rituals that contain movement are encouraged. Common rituals include identifying magic items, deducing a mage's dedications and dispelling an area of magic. You may learn rituals by learning Lore associated with them. Speak to the Ref for more information.

Arcane Training: 3XP

Requires: Any basic arcane lore.

Allows the casting of arcane magic. Grants 2 maximum mana. All non-mage skills (except factional abilities) cost 1XP more. May not be purchased after first adventure without permission from the ref.

Invocation: 0XP

Requires: Arcane Training.

Regain all of your mana with 1 minute of role-play, during which time you may not move any significant distance or fight. Taking any damage, casting a spell, engaging in combat or being affected by a spell interrupts this effect and you must restart. If you have any dedications they must be mentioned appropriately during your invocation.

+1 Karma

Arcane Bolt: 2XP

Requires: Arcane Training.

Cost: 1 mana

Verbal length: 4 Seconds

You may call *Arcane Bolt*, which deals 2 points of damage.

A Peculiar Sort: 1XP

Requires: Arcane Training.

You develop a peculiarity, impacting your role-playing. This could be something as simple as calling everyone by the same name, or as debilitating as only talking aloud to yourself in conversations. You gain 1 maximum mana.

Focus: 2XP

Requires: Any Heightened Dedication. (See below)

You acquire some unusual trait that must somehow inconvenience you when casting spells (to be discussed with the ref) such as being unable to move while casting or having to read your spells aloud from a book. You gain 2 maximum mana.

Arcane

Dedication of the Arcane: 3XP

Requires: Arcane Training, Any basic arcane lore.

Allows further studies into the knowledge of the Arcane. Grants 2 additional maximum mana.

Quickened Casting: 2XP

Requires: Dedication of the Arcane.

All of your spell verbals are reduced by 1 second.

Arcane Volley: 2XP

Requires: Dedication of the Arcane, Arcane Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Arcane Bolt* 3 times. Each may have a different target.

Heightened Dedication of the Arcane: 3XP

Requires: Dedication of the Arcane, any advanced arcane lore.

Grants 2 additional maximum mana.

+1 Karma

Arcane Mind: 2XP

Requires: Heightened Dedication of the Arcane.

You lose the ability to use all weapons and may not buy further weapon use skills without losing this skill. You gain 2 maximum mana.

Rapid Cast: 2XP

Requires: Heightened Dedication of the Arcane.

All of your spell verbals are reduced by 1 second.

True Dedication of the Arcane: 3XP

Requires: Heightened Dedication of the Arcane, Specialised Arcane Lore – Magic. Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Death

Dedication of the South: 2XP

Requires: Arcane Training, Advanced Geographical Lore – Southern Surface.

Grants 1 additional maximum mana.

Fuelled by Death: 2XP

Requires: Dedication of the South.

You remain conscious for your entire deathcount. You may cast spells while on your deathcount, but you are *Immune* to anything that would restore your hits during the verbals of spells that are cast in this way, and your deathcount continues as normal while casting even if it would otherwise be paused. You may only cast spells that target others while on your deathcount and your verbals can't be interrupted while doing this.

Heightened Dedication of the South: 3XP

Requires: Fuelled by Death, Dedication of the South, Specialised Geographical Lore – Southern Surface.

Grants 1 additional maximum mana.

+1 Karma

Life for Power: 2XP

Requires: Heightened Dedication of the South.

While casting spells on your deathcount you may reduce your deathcount to power spells. For each 5 seconds by which you immediately reduce your deathcount you gain 1 point of mana towards a spell you are currently in the process of casting. You may use this to cast spells when you have no mana.

Death's Embrace: 1XP

Requires: Heightened Dedication of the South.

If your deathcount is reduced to zero and you die then you may get up and continue fighting. You are considered to be a construct with 25 armour hits and you move and fight at half speed. Your mana is restored to maximum and you may still cast spells. This lasts for 10 seconds per maximum karma you have, after which you fall to the ground dead.

True Dedication of the South: 3XP

Requires: Heightened Dedication of the South, Specialised Arcane Lore – Death, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Deeps

Dedication of the Deeps: 2XP

Requires: Arcane Training, Basic Arcane Lore – Deeps.

Grants 1 additional maximum mana.

Spite: 2XP

Requires: Dedication of the Deeps.

You may cast the spell "*Spite*". The verbal for spite is a short insult directed at the target, followed by the call "I *Spite* you". Spite deals a single point of damage, but does no damage against body hits. Spite has no cost, but may only be cast twice. You regain both uses of spite when you next complete your invocation.

Echo: 2XP

Requires: Dedication of the Deeps.

Cost: 2 mana.

When you hear a spell of any kind being cast in an encounter by another person you may choose to echo it, using the verbal "echo [spell name]" to immediately cast the same spell.

Searing: 2XP

Requires: Dedication of the Deeps.

Cost: 1 mana

You may call Searing, which causes the target to suffer debilitating agony for 3 seconds, during which time they may not move, speak or fight.

Vicious: 2XP

Requires: Dedication of the Deeps.

Whenever you cause a target to take the Searing effect, regain a body hit.

Heightened Dedication of the Deeps: 3XP

Requires: Dedication of the Deeps, Advanced Arcane Lore – Deeps.

This experience of the deeps commonly damages sanity to some extent.

Grants 1 additional maximum mana.

+1 Karma

Searing Bolt: 2XP

Requires: Heightened Dedication of the Deeps.

Cost: 1 mana

Verbal length: 4 Seconds

You may call *Searing Bolt*, which deals a point of damage and causes the target to suffer debilitating agony for 3 seconds, during which time they may not move, speak or fight.

Arcane Blows: 1XP

Requires: Heightened Dedication of the Deeps.

Cost: 1 mana

You may call *Arcane* on your next 2 melee strikes, for the cost of 1 mana. This deals 2 damage and requires no other verbal.

Aversion: 2XP

Requires: Heightened Dedication of the Deeps.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect.

A target is averted to a specified object with the call *Aversion*. They become terrified of this object for the next 30 seconds, and must try to the best of their ability to remain at least 10 meters away from it until the effect ends. You may only avert a target to something that they are able to drop, such as a weapon or shield.

True Dedication of the Deeps: 3XP

Requires: Heightened Dedication of the Deeps, Specialised Arcane Lore – Deeps, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Fire

Dedication of Fire: 2XP

Requires: Arcane Training, Basic Arcane Lore – Fire.

Grants 1 additional maximum mana.

Fires of forging: 1XP

Requires: Dedication of Fire.

Cost: 1 mana

Verbal length: 4 Seconds

You repair a single damaged armour hit of a target at touch range. This can also be used to fully repair a damaged shield. This can affect constructs.

Rally: 1XP

Requires: Dedication of Fire.

Cost: 1 mana

This is a mind effect

The target has all active mind effects currently on them ended. This uses the call *Rally*.

Cauterise: 2XP

Requires: Dedication of Fire.

Cost: 1 mana

Verbal length: 6 Seconds

You heal a target for 1 point of body at touch range. The target is then under the effects of *searing* for 3 seconds. The caster may not move at all during the verbal.

Heightened Dedication of Fire: 3XP

Requires: Dedication of Fire, Advanced Arcane Lore – Fire.

Grants 1 additional maximum mana

+1 Karma

Brand: 2XP

Requires: Heightened Dedication of Fire.

Cost: 2 mana

Verbal length: 6 Seconds

Name a target and a weapon/shield, causing it to glow with heat. The item deals a point of damage to anyone who touches it, and then again every 5 seconds. This also causes the *searing* effect on anyone who holds it or is struck by it. The weapon returns to normal after 15 seconds.

Immolate: 2XP

Requires: Heightened Dedication of Fire.

Cost: 1 mana

You may call *Immolate* on a melee strike. Immolate deals 1 point of damage every 5 seconds and ends when the target drops to the ground and rolls to put out the fire. Immolate also ends if the target has only a single hit remaining.

Metal Body: 3XP

Requires: Heightened Dedication of Fire.

Cost: 2 mana

Verbal length: 6 Seconds

Your body becomes metallic and is able to shrug off most damage. This effect lasts 30 seconds, during which time you are *Immune* to damage from ordinary melee strikes (though you are still affected by combat calls as normal), do not stagger, and take only a single point of damage from any single attack, spell or arrow.

True Dedication of Fire: 3XP

Requires: Heightened Dedication of Fire, Specialised Arcane Lore – Fire, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Life

Dedication of Life: 2XP

Requires: Arcane Training, Basic Arcane Lore – Surface.

Grants 1 additional maximum mana.

Mending: 2XP

Requires: Dedication of Life.

Cost: 1 mana

Verbal length: 6 Seconds

You may call Mending to heal a target for 1 point of body at touch range. The caster may not move at all during the verbal.

Invigorate: 2XP

Requires: Mending, Dedication of Life.

Cost: 1 mana

Verbal length: 6 Seconds

You may call Invigorate to heal a target for 1 point of karma at touch range. The caster may not move at all during the verbal.

Lifeward: 1XP

Requires: Dedication of Life.

Cost: 1 mana

Verbal length: 4 Seconds

Place a lifeward on another or yourself at touch range, the first time they take damage to body they immediately regain a body hit. The lifeward lasts until it is expended, but you may not cast another until this happens.

Channelled Mending: 2XP

Requires: Mending, Dedication of Life.

Your Mending spell verbal can be maintained without spending additional mana, calling Mending at the same target every 4 seconds. If either you or the target takes damage or parries a blow then the spell is interrupted and immediately ends.

Heightened Dedication of Life: 3XP

Requires: Dedication of Life, Advanced Arcane Lore – Life.

Grants 1 additional maximum mana.

+1 Karma

Life Prevails: 2XP

Requires: Heightened Dedication of Life.

Verbal length: 2 Seconds

Your entire body and anything you are wearing or carrying turns into sand and crumbles. During this time you are merely a handful of sand, so must immediately vanish (hand up). This change lasts until a certain word or verbal that you specify when you buy this skill is spoken over any part of the sand. At this point all the sand vanishes and you return as before. This spell can be used on a willing ally rather than yourself for the cost of 1 mana, but the spell can never affect more than 1 person at a time per caster of the spell. This spell fails if used on an unwilling target.

Healing Flow: 2XP

Requires: Mending, Heightened Dedication of Life.

Your *Mending/Invigorate* spell may now be cast at range and you may move during the verbal. The verbal will be interrupted if you take damage, but not if the target takes damage.

Willing Sacrifice: 2XP

Requires: Heightened Dedication of Life.

Cost: 1 mana.

Instantly call *Regenerate* on a target, restoring all their hits. The mana you expend may not be recovered for the remainder of the adventure.

True Dedication of Life: 3XP

Requires: Heightened Dedication of Life, Specialised Arcane Lore – Life, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Mind

Dedication of the Mind: 2XP

Requires: Arcane Training, Basic Arcane Lore - Mind.

Grants 1 additional maximum mana.

Suggestion: 1XP

Requires: Dedication of the Mind.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast suggestion conversationally. The spell uses the *Suggest* call and an action to be carried out (“I *Suggest* you [action]”). The target then feels compelled to carry out the action that has been suggested. If the target would prefer to injure themselves for a point of damage then they overcome the spell and are *Immune*, otherwise they must carry out the action. Note that they do not actually take any damage, it is only a matter of whether the action is repulsive enough to the target that injury is preferable.

Enlighten: 1XP

Requires: Dedication of the Mind.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast enlighten conversationally. The target of the spell may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.

Rally: 1XP

Requires: Dedication of the Mind.

Cost: 1 mana

This is a mind effect

The target has all active mind effects currently on them ended. This uses the call *Rally*.

Heightened Dedication of the Mind: 3XP

Requires: Dedication of the Mind, Advanced Arcane Lore – Mind.

Grants 1 additional maximum mana.

+1 Karma

Confusion: 2XP

Requires: Heightened Dedication of the Mind.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect.

The target is dazed by the *Confusion* effect for 30 seconds. During this time they not move, speak or fight, only parrying lightly. This effect ends if the target takes damage from any source.

Aversion: 2XP

Requires: Heightened Dedication of the Mind.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect.

The target is averted to a specified object with the call *Aversion*. They become terrified of this object for the next 30 seconds, and must try to the best of their ability to remain at least 10 meters away from it until the effect ends. You may only avert a target to something that they are able to drop, such as a weapon or shield.

Fear: 2XP

Requires: Heightened Dedication of the Mind.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect

The target is afflicted by the *Fear* effect and must flee from you to remain at least 10 meters away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.

Hatred: 2XP

Requires: Heightened Dedication of the Mind.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect

The target is affected by the *Hatred* call and must try as quickly as possible to engage you in melee combat by the shortest route. The target must ignore everyone else and may not try to move around them, but may attempt to cut their way through to you. They may only use melee combat calls or weapon abilities. This lasts for 30 seconds, or until the caster of Hatred falls to their deathcount.

Doubt: 2XP

Requires: Heightened Dedication of the Mind.

Cost: 2 mana.

Verbal length: 6 Seconds

This is a mind effect

For as long as you channel the spell by continuously speaking, starting with the *doubt* call, if the target can hear you, they become stricken with crippling doubt and may only cower without defending themselves in any way. You may not fight while channelling this spell, and taking damage interrupts it.

Subterfuge: 2XP

Requires: Heightened Dedication of the Mind, At least 1 spell also requiring Heightened Dedication of the Mind.

You may cast any spell you know conversationally.

True Dedication of the Mind: 3XP

Requires: Heightened Dedication of the Mind, Specialised Arcane Lore – Mind, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Motion

Dedication of Motion: 2XP

Requires: Arcane Training, Basic Arcane Lore - Motion.

Grants 1 additional maximum mana.

Cleaving Bolt: 1XP

Requires: Dedication of Motion, Arcane Bolt.

Cost: 1 mana

Verbal length: 4 Seconds

Project a *Cleaving Bolt* at a target, inflicting 2 damage and 3 paces of stagger.

Sweeping Bolt: 1XP

Requires: Dedication of Motion, Arcane Bolt.

Cost: 1 mana

Verbal length: 4 Seconds

Project a *Sweeping Bolt* at a target, inflicting 1 damage and knocking them to the ground.

Rend: 2XP

Requires: Dedication of Motion.

Cost: 1 mana

Verbal length: 4 seconds

Cause a target to drop their weapon with the call *rend*.

Heightened Dedication of Motion: 3XP

Requires: Dedication of Motion, Advanced Arcane Lore – Motion.

Grants 1 additional maximum mana.

+1 Karma

Cleaving Burst: 1XP

Requires: Heightened Dedication of Motion, Cleaving Bolt.

Cost: 1 mana

Verbal length: 4 Seconds

Project a *Cleaving Bolt* at everyone within 5 meters of you, using the call *Cleaving Burst*.

Sweeping Burst: 1XP

Requires: Heightened Dedication of Motion, Sweeping Bolt.

Cost: 1 mana

Verbal length: 4 Seconds

Project a *Sweeping Bolt* at everyone within 5 meters of you, using the call *Sweeping Burst*.

Rending Burst: 1XP

Requires: Heightened Dedication of Motion, Rend.

Cost: 1 mana

Verbal length: 4 Seconds

Project *Rend* and a point of damage at everyone within 5 meters of you, using the call *Rending Burst*.

Cleaving Volley: 2XP

Requires: Heightened Dedication of Motion, Cleaving Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Cleaving Bolt* 3 times. Each may have a different target.

Sweeping Volley: 2XP

Requires: Heightened Dedication of Motion, Sweeping Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Sweeping Bolt* 3 times. Each may have a different target.

Mixing it Up 1XP

Requires: Heightened Dedication of Motion, At least 3 Bolt spells and 2 Volley spells.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast 3 Bolts of any type you are able to cast, but each bolt must be of a different type. Each may have a different target.

True Dedication of Motion: 3XP

Requires: Heightened Dedication of Motion, Specialised Arcane Lore – Motion, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Shadow

Dedication of Shadow: 2XP

Requires: Arcane Training, Basic Arcane Lore – Shadow.

Grants 1 additional maximum mana.

You are aware when the call *Enlighten* has been used, even if it was cast conversationally.

Obfuscate: 1XP

Requires: Dedication of Shadow.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast obfuscate conversationally. The target of the spell is compelled to lie for the next 30 seconds, and will not realise that they are doing so unless it is pointed out to them. Obfuscate cancels out the call *Enlighten*.

Windways: 2XP

Requires: Dedication of Shadow. Cost: 1 mana

Verbal length: 1 second

You become an insubstantial gust of wind for 5 seconds with the call Windways. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished.) During this time, you may not cast spells.

Chill: 2XP

Requires: Dedication of Shadow.

Cost: 1 mana

Verbal length: 2 Seconds

You may cause the Chill effect on a target at touch range. Damage and parrying does not interrupt the verbal for this spell, although other effects will. This forces the target to move and fight at half speed for 5 seconds, and for 30 seconds afterwards all cooldowns on combat calls are doubled and all verbals take twice as long as normal.

Heightened Dedication of Shadow: 3XP

Requires: Dedication of Shadow, Advanced Arcane Lore – Shadow.

Grants 1 additional maximum mana.

+1 Karma

Fear: 2XP

Requires: Heightened Dedication of Shadow.

Cost: 2 mana

Verbal length: 2 Seconds

This is a mind effect.

You may cause the Fear effect on a target at touch range. Damage and parrying does not interrupt the verbal for this spell, although other effects will. The target must flee from you to remain at least 10 meters away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.

Slippery Mind 2XP

Requires: Heightened Dedication of Shadow. Cost: 1 mana

When you are targeted by a mind effect, by expending 1 mana and calling Resist, you may act instead as if the caster of the mind effect had cast Fear on you.

Whisper on the Wind 2XP

Requires: Heightened Dedication of Shadow.

Your spell verbals may be spoken quietly rather than being clearly audible. Additionally, by being clearly audible you may begin a spell verbal while under the effects of Windways, although you must exit windways before you finish casting the spell.

True Dedication of Shadow: 3XP

Requires: Heightened Dedication of Shadow, Specialised Arcane Lore – Shadow, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Wilds

Dedication of the Wilds: 2XP

Requires: Arcane Training, Basic Arcane Lore – Wilds.

Grants 1 additional maximum mana.

Snaring Bolt: 2XP

Requires: Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You name the target and one of their limbs. The target takes a point of damage, and that limb must be rooted to the spot for 15 seconds, as brambles sprout from the surface to hold it in place. The target may pivot, but otherwise must keep the named limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

Claws of the Wolf: 2XP

Requires: Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You imbue yourself with the ferocity of a hungry wolf. You may call slice on your next 3 melee strikes you make with any weapon, ignoring usual weapon type restrictions.

Hide of Scales: 2XP

Requires: Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You gain 2 temporary armour points that cannot be repaired and last until destroyed. Repeated use of this spell may not bring you above 2 temporary armour points. Invocation removes this armour.

Heightened Dedication of the Wilds: 3XP

Requires: Dedication of The Wilds, Advanced Arcane Lore – Wilds.

Grants 1 additional maximum mana.

+1 Karma

Charge of the Boar: 2XP

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You imbue yourself with the strength of a charging boar. The next melee strike you make with any weapon may call *Sundering Blow*.

Windways: 2XP

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

Verbal length: 1 Second

You become an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished). During this time, you may not cast spells.

Pack Hunting: 2XP

Requires: Heightened Dedication of the Wilds.

You may cast spells that normally affect yourself on others at touch range. Gain a temporary armour hit for each spell you cast this way. Mana spent this way may not be recovered while the spells are active. You may not gain more temporary armour hits this way than you have mana spent.

True Dedication of the Wilds: 3XP

Requires: Heightened Dedication of the Wilds, Specialised Arcane Lore – Wilds, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Void

Dedication of the Void: 2XP

Requires: Arcane Training, Basic Arcane Lore – Void.

Grants 1 additional maximum mana.

Nullify: 2XP

Requires: Dedication of the Void.

Cost: 2 mana

You may cancel a spell of any type as soon as it is cast with the call "*Nullify* [spell name]".

Nullifying a spell cannot be interrupted or nullified.

Mute: 2XP

Requires: Dedication of the Void.

Cost: 1 mana

Verbal length: 6 Seconds

Uses the *Mute* call. One target is muted for 15 seconds, making them incapable of in character speech. This prevents verbals for spells of any kind, though combat calls may still be used as long as they do not require a verbal.

Enlighten: 1XP

Requires: Dedication of the Void.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast enlighten conversationally. The target of the spell may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.

Heightened Dedication of the Void: 3XP

Requires: Dedication of the Void, Advanced Arcane Lore – Void.

Grants 1 additional maximum mana

+1 Karma

Silence: 2XP

Requires: Heightened Dedication of the Void.

Cost: 1 mana

Verbal length: 6 Seconds

You mute yourself, becoming incapable of speech. You may voluntarily end the spell at any time, though this causes you to lose half your remaining mana (rounded up). You may use any spell you know for a single mana per cast of each, providing you don't have to speak to cast the spell.

Refute: 2XP

Requires: Heightened Dedication of the Void.

Cost: 2 mana

Verbal length: 6 Seconds

Uses the *Refute* call. *Refute* lasts for 30 seconds, during which time the affected target must call Zero with all attacks. If you or any of your allies do anything that acknowledges that the refuted target exists, such as speaking to them, attacking or making an effort to parry them then the refute immediately ends. If a refuted target casts a spell or priestly rite then the effect immediately ends, though the target must spend all of their remaining karma or mana to do so.

Detach 2XP

Requires: Heightened Dedication of the Void.

Cost: 2 mana

Verbal length: 2 Seconds

This is a touch range spell. Damage and parrying does not interrupt the verbal for this spell, although other effects will. Both you and a target are forcibly removed from their physical body for a time with the *Detach* call. This causes you both to collapse to the ground as though dead for 15 seconds, during which time you are immune to all damage and spells, and appear to be dead. Once this effect ends you wake up and may continue as normal.

True Dedication of the Void: 3XP

Requires: Heightened Dedication of the Void, Specialised Arcane Lore – Void, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Trinkets (TR)

Trinkets represent objects of some kind of value that may be acquired while adventuring, or offered as payment. They may not necessarily be currency, but function similarly to one. Trinkets can be spent as part of the cost of purchasing certain skills or lore (a cost in TR will be specifically noted) or used for role-play purposes during adventures. Trinkets may also be traded between players during downtime in exchange for goods or services.

Sell-out: 1XP

Gain 2TR. May be purchased multiple times.

Training: 2TR

Gain 1XP. Training may be purchased multiple times, but the cost increases by 1TR each time it is purchased, up to a maximum cost of 6TR.

Additional Powder: 2TR

You gain 2 additional shots worth of powder for pistols that are refreshed at the beginning of an adventure. This skill may be purchased multiple times.

The Papers to Prove it: 4TR

You may only purchase this skill for a faction you are part of, with that faction's permission. You carry some sort of proof that you are a part of the group you claim to be.

Rank: 10TR

You have gained the resources to gain a rank or title of some form, to be discussed with the ref. This may give you advantages in certain situations. For example, your rank may be all that is needed to pass through a certain area, and your foes may prefer to take you alive in the hope of receiving a ransom if they are aware of who you are. However, there may be those who refuse to acknowledge your rank or situations in which possessing a certain rank may be detrimental. You gain an additional ½ TR when you work (see below).

This skill may be purchased at character creation for **5XP** if discussed with the Ref, though the effects may differ slightly.

Climbing the Ranks: 10TR

Requires: Rank

Your rank and standing increases still further. You gain an additional ½ TR when you work (see below). Exact benefits are to be discussed with the ref.

Alchemical Salts: 1/2TR

You gain a single alchemical salt, which will restore a target on their deathcount to 1 body hit. Unlike most alchemical products, it is long lasting and endures between adventures.

Anything Reasonably Buyable

Ask the ref for costs on an item you want.

Equipment

All characters may carry a single handed melee weapon with them on adventures by default. You may start each adventure wearing a single set of armour that you have the appropriate skill to use. If you have the skills to use bows or pistols then you may start with a single such weapon that does not count towards your weapon selection. Equipment that is dropped by foes is assumed to be damaged and may not be used without an appropriate skill. Equipment dropped by fallen allies may be used for the duration of the adventure.

If you wish to take any weapons other than the default then you must have the appropriate skills to use them. Characters with a dual wielding skill may select two weapons to take with them, everyone else may select a single weapon. You may choose freely from among any weapons you are able to use to make this selection. Additional weapons may be selected by purchasing one of the following skills.

Additional Dagger: 1TR

You may carry a dagger in addition to your normal weapon selection. This may be purchased multiple times.

Additional Armaments: 2TR

You may select an additional weapon to take with you on each adventure. This may be purchased multiple times, but increases in cost by 1TR each time.

Shields

Characters with the skills to use a shield may start with a shield they are able to use that does not count towards their weapon selection. If this shield is broken during the adventure then it must be fixed before it can be used again.

Downtime

Downtime is the time between adventures, where characters can learn new skills, work and enchant items, among other things. For each week you attend Larps, your character gains a week of downtime (referred to as downtimes). These activities often take up multiple downtimes and adventuring does not interrupt a downtime activity. If an activity requires multiple downtimes, they do not have to be consecutive. As with XP, you do not need to decide what you do with your downtime each week as long as you are up to date before your next adventure, although you must have spent all your downtimes by your next adventure.

The following are common downtime activities:

Learning Lore

Lore represents a character's knowledge beyond what might be considered normal in specific areas. There are several categories of lore, and several different levels of expertise. It takes a number of downtimes to learn any lore that you gain after character creation as it takes time to properly acquire such knowledge. Lores also have an associated trinket cost, generally they will be purchased from your faction. Whenever you acquire lore skills check with the ref to get a brief, containing your newfound knowledge. You may also be informed of any lore skills you are eligible to purchase.

You may teach lore skills you know to another player as a downtime action. This takes one downtime for basic lores and two downtimes for advanced lores. Teaching a specialised lore does not consume a downtime. Taught lores do not cost TR for the tutee, but the normal amount of downtime required must still be spent by them.

The different available types of lore are as follows:

Geographical – (Void/Northern Surface/Southern Surface/Eastern Surface/Western Surface/Deeps) *Geographical lore is knowledge of locations, hazards and terrain features typical to environments with different associations. Geographical lore is all but essential for finding your way around during adventures.*

Alchemical – *Alchemical lore is knowledge of plants, minerals and their alchemical properties, and the ability to combine them into something useful.*

Enchanting – *Enchanting lore is knowledge of how to create items which can contain magical power.*

Physiological – *Physiological lore is an understanding of the workings of the creatures of the world.*

Priestly – (Destruction/Divination/Healing/Protection/Synergy) *Related to priests and their associated phenomena.*

Arcane – (Void/Surface/Deeps/Fire/Mind/Motion/Shadow/Wilds) *Arcane lore is related to magic and its associated rituals and practices of various types, as well as the different forms it comes in.*

Basic lore: 2TR (Available for each of the above categories)

Take two downtimes to learn.

Characters may start with a basic lore skill for free that is appropriate for the character's background. Basic lore is more than the average person will know about a particular subject, but nothing completely exceptional.

Advanced lore: 4TR (Available for each of the above categories)

Take four downtimes to learn.

Requires: Equivalent basic lore

Advanced lore represents information that's significantly rarer or harder to obtain and a greater level of expertise. Each advanced lore allows you to learn about a hidden skill, speak to the Ref for more information.

Specialised lore: 6TR (Not necessarily tied to the categories of basic and advanced lores)

Take one downtime to learn.

This kind of lore represents a specific piece of knowledge that is needed for some purpose, or a particular subject that a character wishes to research. This may be a particular magical ritual, or the exact location of a hidden treasure. Specialised lores are often the prerequisite for certain skills or required for a quest or upgrade and are often acquired in play. While Specialised lore skills can be bought for TR, they can also be the target of quests, which allows you to gain the lore without spending TR. Indeed, not every faction has access to every specialised lore and you may be forced to quest for the information.

Every set of basic/advanced lore has an equivalent specialised lore. There are also the following additional specialised lores mentioned elsewhere in the rulebook, and more out in the world of Unity.

Alchemical – (Medicines, Toxins, Black Powder)

Physiological – (Mortals, Constructs, Fragments, Immortals)

Arcane – (Magic, Death)

Working

The skills of adventurers are always needed, but some jobs are more dangerous than others. High risk jobs are usually represented by adventures, while low risk jobs can be completed by spending downtimes. These jobs are more mundane, but give a consistent form of income if your character has nothing better to be doing (or really needs the trinkets). Some factions provide additional work.

All working skills consume one downtime.

Unskilled Work

Gain $\frac{1}{4}$ TR.

Mercenary

Requires: 10XP spent.

Gain $\frac{1}{2}$ TR.

Alchemist

Requires: Capable Alchemist.

Gain $\frac{3}{4}$ TR.

Healer

Requires: ability to restore body/karma hits.

Gain $\frac{3}{4}$ TR

Smith

Requires: ability to repair armour hits.

Gain $\frac{1}{2}$ TR.

Enchanter

Requires: Basic Enchanting Lore.

Gain $\frac{1}{2}$ TR per Enchanting Lore (basic/advanced/specialised) known.

Seer/Felken/Cultist

Requires: Meditate/Commune/Prayer.

Gain $\frac{3}{4}$ TR.

Mage

Requires: Arcane Training.

Gain $\frac{3}{4}$ TR.

Shady Dealings

Choose in addition to another form of work. Gain an additional $\frac{1}{2}$ TR. You might get away with a few questionable jobs, but sooner or later someone will notice. Note on your character sheet the number of shady dealings you have been a part of. There may be further role-play effects.

Investigating

By spending the week talking to people in the know, as well as tracking down obscure sources of information, you manage to find something you've been looking for (or at least know how to get it). Choose a topic to investigate. Discuss with the ref what you will find. For example, you could ask "I want to investigate the location of Eric Valkia" or "I want to learn more about enchanting".

Enchanting

Enchanting is the act of creating magic items. An enchanter spends time creating items of magical power using alchemy. They cannot be a mage or priest. Once an item has been prepared by an enchanter, to gain magical power it must have a fragment bound into it by a mage or priest. This process is generally quite dangerous, and should be performed during an adventure.

For mages, the binding of a fragment requires knowledge of the rituals given through Arcane Lore – Deeps, and unbinding requires knowledge of the rituals given through Arcane Lore – Void. For priests, binding of a fragment requires the guidance found in Priestly Lore – Synergy. Priests are unable to easily unbind a fragment from a magic item. Fragments disappear when they die, so only a live fragment can be bound to magic items; it will disappear inside the item when the ritual is complete.

Fragments vary in magical power. To bind a stable magic item, the enchanted object must be able to hold the fragment. Enchanters describe the capacity of their items by the number of weeks they have spent perfecting them, for example a 4th level enchantment is an item that has had 4 downtimes spent on it. To further enchant an existing item, it must first be unbound.

All enchanting skills consume one downtime.

Basic Enchanting

Requires: Basic Enchanting Lore.

Cost: ½ TR

You may create a 1st level enchantment on an item. Alternatively you may increase the level of enchantment of an item, up to 2nd level.

Advanced Enchanting

Requires: Advanced Enchanting Lore.

Cost: 1 TR

You may increase the level of enchantment of an item, up to 4th level.

Specialised Enchanting

Requires: Specialised Enchanting or Specialised Physiological Lore – Fragments

Cost: 2 TR

You may increase the level of enchantment of an item, up to 6th level. By having both the Enchanting and Physiological lore, you may increase the level of enchantment of an item, up to 8th level.

Advanced

Nature

Every creature in the world has a *Nature* that gives some information about what manner of being it is. Natures also have gameplay effects, as follows.

Mortal: Mortals range from everyday people to strange and exotic wildlife. They are the closest thing in this world to normal and are affected by the rules as normal.

Construct: A construct is an object that has had life or motion forced into it artificially, such as a golem. Constructs are immune to *Searing*, *Chill* and *Wound* and are usually mindless, making them immune to mind effects. In addition, constructs lose their hit points in the order karma, body, armour. They die when they have no armour hits remaining, and losing all body hits has no effect. Constructs have no deathcount and may not be healed or repaired unless otherwise specified. Constructs are unaffected by *Inspired* and take 10 points of damage if targeted by *Brand* instead of the normal effects.

Fragment: Often considered to be a piece of magic manifested, there is much debate into the nature of fragments. Fragments react in interesting ways to magic. They lose their hit points in the order armour, body, karma and they die when they have no karma remaining, rather than body. They have no deathcount. Fragments disappear when they die.

Immortal: An immortal is a creature not subject to the same flow that governs the rest of the world. The rules for immortals vary.

Factions

The Arbiters

Requires: Alignment –Void

The Arbiters primarily uphold justice and law above all else, acting as part military, part police and part judicial system. Arbiters are expected to act fairly, and in the best interests of the common folk. They normally wear uniform to identify themselves, and to impersonate an arbiter is a serious crime.

Sample Quests: Capturing or killing a major lawbreaker or rogue.

Perks:

Rule of Law

The arbiters are centred in Occamel and in their bastions in Dimbernel. Whilst in these locations you have authority and will easily be able to go past guards and may even receive aid.

Steadfast Justice

Discuss with the ref the guiding principle of your Arbiter chapter. You may call *immune* to any mind effect that would cause you to break this guiding principle, however if you break this principle willingly you lose this skill until you atone for your actions. This usually involves performing a quest for the Arbiters.

No Escape: 1XP

You gain a single use of *Snare* per encounter, at touch range.

Arbiter (Optional Work)

Gain $\frac{3}{4}$ TR per 10XP spent. You may not choose this option if you have ever used Shady Dealings.

The Nameless

Requires: Alignment – Void

Followers of the Nameless seek to secure the future by manipulating the present. For them every event has significance, as everything sends ripples into the future, and even something that seems insignificant now may make the difference between the rise and fall of kingdoms in a generation's time. Even failure and death may just have been part of the plan all along, if that's what was required by the order's leaders.

Though most follow the "Nameless Void", a splinter group worship "The Nameless" as an actual entity, similar to the gods of the cultists. This group are tolerated by the rest, despite their difference of opinions, as it is believed that they too have their own part to play.

Sample Quests: Influence an event to occur in the way your masters wish.

Perks:

Followers of the Nameless

Nameless characters may become cultists, despite not having the correct alignment, and may possess Philosophical lore equivalents in place of Theological as prerequisites for skills that require them.

Certitude

You may normally safely travel to extreme depths without losing karma for doing so.

Precognition

Before the start of an adventure, you may ask the Ref for insight about the adventure. Additionally, you may spend a downtime to see much further into the future. This skill works similarly to *Investigating*, although you are likely to get very different results.

The Vitalists

Requires: Alignment – Void

The Vitalists have dedicated themselves to healing the common folk of the world. Formed of doctors and scholars from around Dimbernel, they travel the plains and forests of the mainland offering their services to villages and travellers alike. They carry with them all they need, not wishing to burden villages with their presence. They prefer to set their tents in the treetops, so as to be closer to the Void.

Not all of the Vitalists are healers, some choose instead to research technology, while others choose to protect healers doing their work. There are many ways to improve lives.

Brain over Braun

You start with 1XP less than normal, but with 2 additional Basic Lores. You may purchase advanced lores for 1TR cheaper than normal.

Knowledge for Knowledge

If you have completed a quest for The Vitalists, you may purchase specialised Lores for 1TR cheaper than normal.

Luscan

Requires: Alignment – Surface

A Luscan is one who has graduated from the Luscus Academy for Mercenaries, founded by the legendary One Eyed Bandit Bob to educate his many children. Graduates from the academy tend to be motivated primarily by trinkets and don't have any loyalty towards a single faction or group.

Sample Quest: Escort a high ranking official.

Perks:

Your Money or Your Life

You know how to lie low after participating in questionable activities. When you choose the shady dealings work option you are less likely to be noticed.

Academy Graduate

You start with Offhand Weapon use without paying the XP cost, and may purchase Great Weapon Use for 1XP.

Versatile Fighting Style

You may buy one of the following skills for their usual cost, despite not having the correct martial style: *sharpened blade*, *jarring strike*, *shield mastery*. You must meet all the other prerequisites for the skills, including not being a mage or priest.

The Wardens

Requires: Alignment – Surface

The Wardens have functioned as rulers and law enforcement within the city of Aestas for many generations, and this sheltered existence has led to an emphasis on honour, fairness in combat and duels. The citizens of Aestas revere their ancestors, believing that they can provide guidance to those Felken gifted enough to speak with them. A group outside of Aestas uses similar techniques, though on a smaller scale and to different ends. They call themselves the Tree of Barmen. (If playing a Barman then *By my Authority* functions differently, please speak to the ref for an additional brief.)

Sample Quests: Defeat a powerful foe of your order, preferably in an honourable duel.

Perks:

Ward: 1XP

Ward functions as a priestly rite, even if the user is not a priest. After a 6 second verbal and 1 karma expended the caster wards themselves for as long as they continue to speak and do not move.

Nobody else may come within 2 meters of the warded caster, if somehow compelled to then they must cower at the edge of this range. The warded caster may not be struck with melee weapons, even if they are long enough to reach across the boundary, but is affected by arrows, spells and thrown weapons as normal. Other targets may be included in the ward if the caster touches them during the verbal and continues to maintain contact. Any effect which would end a priestly rite ends the ward.

You may ward a location in which you intend to spend time, such as a campsite, which will make it harder for hostile opponents to enter. The exact benefits will vary with how the skill is used.

By my Authority

As the law-keeping force of Aestas the Wardens have a great deal of power while within its walls, and while among those who respect the authority of Aestas.

Hub of Civilisation

You may purchase pistol use for 1XP. You may ignore the increased cost of martial skills imposed by *Arcane Training* and *Spiritualism* when buying pistol skills (but not alchemy skills).

Warden (Optional Work)

Gain ¾ TR per 10XP spent. You may not choose this option if you have ever used Shady Dealings.

The Wayfarers

Requires: Alignment – Surface

The Wayfarers travel the world's wild places, keeping them maintained and free from dangers. They travel widely, often familiar with every inch of large expanses of the world, and place a particular emphasis on preserving safe paths for travelers. Almost all wandering Felken are Wayfarers, believing that the spirits of the land will guide and aid travelers if help is needed.

Sample Quests: Remove a threat from a certain area or path.

Perks:

Play Dead: 1XP

Allows you to fall to the ground as though dying whenever you wish. You may then get back up at an opportune moment, and may act as normal on the ground, including healing others if you are close enough, though attempting to use skills may attract attention if you are observed and creatures capable of thought won't fall for the same trick twice.

Like the Back of Your Hand

You receive Basic Geographical Lore –Northern Surface and may buy Advanced Geographical Lores for 2TR.

Wayfarer Neutrality

The Wayfarers usually prefer to remain neutral in disputes, their focus being on the paths rather than the travelers, and this can come in useful. Most people will be perfectly willing to believe that a Wayfarer is a neutral party, and was only with a particular group because they happened to be going the same way. This can backfire if misused, however.

Southlander

Requires: Alignment – Surface,

You live in the southern lands of Dimbernel, separated from the rest of the land by a mountainous region. Southlanders belong to one of the major cities or towns, or the area immediately surrounding them. The city of Lutamas holds the traditions of the Southlands as sacred, while Mortonias follows the traditions of Aestas. Smaller towns include Vernas, Arboras and Nivalas. The southlands are plagued by The Mists, mysterious fog patterns that ebb and flow, bringing death in their wake.

Southlanders believe that spirits of the land protect them from the mists, and regularly pay homage to the local spirits.

Southlanders use descriptive names depending on their roles in the community (e.g. He Who Tends the Fields).

Perks:

Prior Experience

You start with an additional Basic Lore, gained from education in the southlands.

Close to Home

You may purchase each Geographical Lore - Southern Surface (basic/advanced/specialised) for 1TR cheaper than normal.

Cult of Ashen

Requires: Alignment – Deeps

The cult of Ashen believe that their god is a physical manifestation of the Deeps, who will one day rise up and spread the Deeps to cover the entire world. Individual cults vary in their aims and beliefs, some seek to raise the Deeps to the Surface, while others simply wish to convert those who live outside the Deeps to save them from being washed away in the eventual great rising. The most hostile cults of Ashen sometimes refer to themselves as the “Rising Filth”. Ashen is often associated with the sea, as its waters reach all the way down to the deepest places, and many claim that the great rising will begin with the sea covering the land.

There is a small offshoot called the Flow Riders whom believe that the lands need to be explored to see where the Deeps will reach and to prepare for the eventual rise. They are a much more peaceful than most other Ashenites.

Sample Quest: Complete some significant task to assist with the rising.

Perks;

Blessings of Ashen: 1XP

You may greet a target with the Blessings of Ashen. If they do not reply with “Hail Ashen” or some variation within 5 seconds then you may *Mute* them with no verbal required.

Natural Explorers

You may travel much further North/South/East/West before being affected by your location.

The Rising Tide

Your death count is extended by 10 seconds.

Cult of Hellen

Requires: Alignment – Deeps

The Cult of Hellen hold that the Void is a hostile entity, and that their God, the Sun, is a protection sent up by the Deeps to protect the world from the powers of the Void and to keep the world safe. Though individuals and cults vary, many followers of this god have a hatred for the Void and its creations. The sun is highly sacred to Hellenites, though some cults also venerate the shadows that are cast by it.

The cult has a military wing, dedicated to the extermination of all creatures of the Void. These Templars roam the world to protect it from the Void.

Sample quests: Kill a high ranking member of a Void aligned faction. Kill a mighty Void creature.

Perks:

Templars of the Sun

You may choose at character creation to be a Templar of Hellen. Templars must purchase an armour skill at character creation, but may ignore the increased cost of martial skills imposed by *Arcane Training* and *Cult Ritual* when buying armour skills.

Certitude

You may normally travel to extreme heights without losing maximum karma for doing so.

Into the Darkest Places: IXP

You may cast *Enlighten* with a 4 second verbal, expending 1 Karma/Mana. The casting of this spell is obvious.

Cult of Skoi

Requires: Alignment – Deeps

Skoi is the God of connections, and the cults of Skoi believe that connections have power. Their strength comes from the making and breaking of these connections. The exact beliefs and aims of each individual cult can vary greatly, but the power of connections is always at the heart of both their power and aims.

Sample quest: Create a notable connection between the Deeps and the Surface.

Perks:

The Power of Connections

Followers of Skoi gain 5 seconds additional unconscious deathcount for each other party member who has been with them since the start of adventure.

Skoi's Chosen

You start with an additional Basic Lore, learned from friends met spreading Skoi's message.

Characters Beyond Week 1

For each week you attend our regular Sunday LARP, you gain 1XP to spend on a new or existing character, and a single currently existing character of yours gains a downtime to spend. Everyone gains a single XP and downtime over Christmas and Easter holidays. You may have multiple characters active at any given time, but note that the XP and downtime you gain by attending can only be spent on a single character. If you generate a new character beyond week 1, use the following table to determine what resources you have available.

Week	Base XP	Base Trinkets	Base Downtimes	Maximum XP
1	10	0	0	10
2	10	0.5	1	11
3	11	1	2	12
4	12	1.5	2	13
5	13	2	3	14
6	13	2.5	3	15
7	14	3	4	16
8	15	3.5	5	17
9	16	4	6	18
11	17	5	7	20
12	18	5.5	8	21
13	19	6	9	22
14	19	6.5	9	23
15	20	7	10	24
16	21	7.5	11	25
17	22	8	12	26
18	22	8.5	12	27
19	23	9	13	28
21	25	10	15	30
22	25	10.5	15	31
23	26	11	16	32
24	27	11.5	17	33
25	28	12	18	34
26	28	12.5	18	35
27	29	13	19	36
28	30	13.5	20	37
29	31	14	21	38

No active character can fall below the base thresholds given, nor can they exceed the maximum XP limit by using unspent XP for a new character (although you can exceed the XP maximum by purchasing XP with Trinkets).

List of Calls

-Arcane: Arcane deals 1 additional point of damage.

-Aversion: The target must drop a specified object and may not come within 10 meters of it for 30 seconds.

-Bane: Bane deals 2 damage to a creature or person of the Alignment or Nature that accompanies the call. For example *Void Bane* deals 2 damage to Void aligned creatures or players and *Mortal Bane* deals 2 points of damage to mortals. Unless specified otherwise there is a 3 second cooldown that is shared by all variations of the *Bane* call across a single character. Any target that is not of the correct alignment *Resists* the *Bane* call and takes only a single point of damage from the weapon strike that delivered it.

-Brand: Targeted at a weapon/shield. The item deals a point of damage every 5 seconds to anyone holding it, and calls *Searing* on the holder and any target struck. This lasts for 15 seconds.

-Bolt: A bolt is a ranged version of a call that would normally occur on a weapon strike. For example, *Arcane* becomes *Arcane Bolt*, and *Sweeping Strike* becomes *Sweeping Bolt*. The call that accompanies the bolt is otherwise the same as it would normally be. Bolt deals a single point of damage, as would normally be delivered on a weapon strike, so calls that do not specifically deal damage deal a single point when cast as a bolt.

-Burst: Targets all creatures within 5 metres of the caster, friend or foe.

-Chill: Chill slows the movements of the target to half speed for 5 seconds, then for the next 30 seconds the target's cooldown and verbal lengths are doubled.

-Cleaving (Blow): Deals 2 points of damage and 3 paces of stagger on an exaggerated weapon swing.

-Confusion: The target may not move, speak or fight, other than to lightly parry, for 30 seconds or until they receive a point of damage.

-Detach: Detach causes the target to fall to the ground for 15 seconds. During this time they are immune to all spells and damage and appear to be dead. After the time period ends they wake up and can act as normal.

-Defy: Defy is called on a weapon swing and deals a point of damage to karma in addition to weapon damage.

-Dominate: The target must do as commanded by the caster for 30 seconds, but resists commands that would remove their last hit.

-Doubt: The target is crippled by doubt for as long as the caster speaks, and must cower defenceless.

-Enlighten: The target may not tell a lie for 30 seconds, and will be unaware that this is the case. Cancels out Obfuscate.

-Fear: The target must flee from the target and remain at least 10 meters away from them. If terrain prevents this then they must cower defenceless.

-Hatred: The target must engage the caster in melee combat by the shortest possible route, ignoring everyone else, and may use only melee calls for 30 seconds.

-Immolate: Immolate deals 1 point of damage every 5 seconds and ends when the target drops to the ground and rolls to put it out. Immolate also ends if the target has only a single hit remaining.

-Immune: Immune is called by the target of an action that entirely fails to affect them. Being immune to something doesn't interrupt concentration or verbals.

-Inspired: Deals 5 damage that cannot remove a target's last body hit. If parried, the target must spend a karma or take the effects as if they had been struck.

-Invigorate: The target is healed for a single karma hit. May be heard in multiples, for example *Invigorating Double* heals two karma hits.

-Life Drain: Deals 10 damage, which cannot be resisted in any way. This cannot remove a target's last body hit. Restores 5 hits to the caster.

-Mass: A mass call targets all those who would normally be targets for the effect. This means that beneficial calls will affect all allies, while detrimental calls will affect all enemies.

-Mend: The target is healed for a single body hit. May be heard in multiples, for example *Mending Double* heals two body hits.

-Mute: The target may not speak for 15 seconds. This does not prevent the use of combat calls that do not require a verbal.

-Nullify: Cancels the effect of a named spell that was just cast.

-Obfuscate: The target must lie for 30 seconds, and will be unaware that this is the case. Cancels out Enlighten.

-Obliterate: Deals 10 damage, which cannot be resisted in any way. If used on a target on their death count it instantly destroys the body and soul of the target.

-Order: The target must obey the order that accompanies this call until they take a point of damage. Orders that require the target to harm themselves cannot cause them to inflict more than a single point of damage.

-Paralyse: The target is rendered completely immobile for 15 seconds. If their deathcount starts then they do not fall to the ground until this wears off.

-Pistol Double: Deals 2 points of damage and 3 paces of stagger by firing a pistol.

-Pistol Quad: Deals 4 points of damage and 6 paces of stagger by firing 2 pistols simultaneously.

-Rally: Ends all currently active mind effects on the target.

- Redirection:** An indicated spell is redirected from the original target to the caster of redirection.
- Refute:** The target must call Zero on all weapon strikes for 30 seconds, or until they are acknowledged by the caster or one of the caster's allies attacking or parrying them. Any spells cast while under Refute consume all mana or karma but end the effect.
- Regeneration:** Instantly return all a target's hits.
- Rend:** Hit a weapon out of an opponent's hand with the call *Rend*.
- Resist:** Resist is called by the target of a call that partially does not affect them to indicate that some part of the call has not taken place (typically either the damage or the non-damage portion of a call). Resisting interrupts concentration and verbals.
- Searing:** Searing inflicts crippling pain on the target. Anybody affected by searing is disabled by agony and may not move significantly or fight for 3 seconds.
- Slice:** Deals 2 damage unless you have a point of armour remaining.
- Shield Smash:** Destroys shields that are struck on an exaggerated weapon swing. Deals 3 paces of stagger.
- Snare:** A targeted limb cannot be removed from the attached surface for 15 seconds, and may only pivot.
- Spite:** Deals a point of damage.
- Sundering (Blow):** Deals 4 points of damage and 6 paces of stagger on an exaggerated weapon swing.
- Suggestion:** The target must carry out the suggestion that accompanies the call until it is complete, or for 30 seconds. If the suggested action is so repulsive that the target would prefer to injure themselves if given the choice then they resist the call. (It is not necessary to take damage to resist *Suggestion*, only for the suggested action to be repulsive enough that injury is preferable.)
- Subdue:** Deals damage as normal, but cannot start the target's deathcount if it reduces them to zero body, they fall unconscious instead.
- Sweeping (Strike):** Knocks the target to the ground on an exaggerated weapon swing if not blocked or parried.
- Terraclasm:** Everyone within audible range, except the caster, must immediately fall to the ground regardless of any resistances.
- Windways:** You become an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished). You may still be heard if you speak and people can react to the sound of your voice. During this time, you may not cast spells.

-Wound: Wound is called on a specific limb and that limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate role-play to apply first aid. *Mending* or *Invigorate* remove wounds instantly in addition to other effects.

-Zero: Deals no damage.