



# UNITY

Edition 4.0

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

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# 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 larded 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 20 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. 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 time you play on the party in an adventure is called a *downtime* for your character. During each downtime you may either learn or teach a single lore, and there is 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. 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 skill 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.

## **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:

<b>Void:</b>	The Arbiters	The Nameless		
<b>Surface:</b>	The Wayfarers	The Wardens	Southlander	Luscun
<b>Deeps:</b>	Cult of Skoi	Cult of Hellen	Cult of Ashen	

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

# Martial Skills

## *Weapons*

### **Offhand Weapon: 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.

## *Bows*

### **Bow Use: 2XP**

You may use a bow, which requires additional safety training and briefing. Arrows deal 2 points of damage.

### **Bow Mastery: 3XP**

Requires: Bow Use, at least 1 adventure.

Your arrows deal 1 additional point of damage.

### **Snaring Shot: 2XP**

Requires: Bow Use, at least 1 adventure.

You may call *Snare* on arrows to snare a target's leg for 10 seconds. Arrows that call *Snare* only deal the normal damage for arrows and ignore any skills that increase arrow 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.

### **Shield Expertise: 2XP**

Requires: Shield Use.

You may resist 1 attempt per encounter to destroy your shield.

### **Shield Mastery: 3XP**

Requires: Karma III, Shield Expertise.

You may resist 3 attempts to destroy your shield per encounter.

## ***Armour and repairs***

Obviously you may only wear one set of armour and gain its benefits at a time, and this must be 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.

You may repair your armour to restore your armour hits to half your armour points rounded up. Repairing your armour takes 30 seconds of role play

### **Light Armour Mastery: 3XP and 2TR** (See Trinkets section)

Requires: Light Armour Training, at least 2 Karma

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

**+1 Karma**

### **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

You may repair your armour to restore your armour hits to half your armour points rounded up. Repairing your armour takes 30 seconds of role play

### **Heavy Armour Mastery: 3XP and 2TR** (See Trinkets section)

Requires: Heavy Armour Training.

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

**+1 Karma**

### **Smith: 2XP**

You may fully repair armour. It takes you 30 seconds of appropriate role-play to repair 1 armour hit.

### **Master Smith: 2XP**

Requires: Smith.

The time it takes you to repair armour is halved. 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 20 seconds of role-play

## ***Expertise calls***

Expertise calls cost 2XP for the first one you buy, 3XP for the second and 3XP for the third and may be purchased in any order. Purchasing all three grants **+1 Karma**. The cooldowns on expertise calls are independent.

### **Cleaving Blow**

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**

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**

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 1 pace of stagger. Deals 2 points of damage to armour, but only 1 point if the target has no armour remaining. If the target only has 1 armour hit, only 1 damage is dealt. Once called cannot be used again for 3 seconds.

## ***Combat***

### **Agility: 1XP**

May not be purchased by characters with *Tenacious*.

You may resist the knockdown from *Sweeping Strike* and *Sweeping Bolt*.

### **Slice: 1XP**

Requires: Agility, 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: 2XP**

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

You can go into only one of the three martial styles. Mages and priests are not allowed to buy any Martial styles skills. People who have bought any martial skills gain access to Will, your will points are equal to your Karma hits but are only depleted when you use it, not when your karma takes a hit. When any of your Will points are depleted they will return (up to maximum Karma) when you have rested for one minute and your party is not in combat.

### ***Assassin***

Prerequisites: Agility

You gain 1 Karma and 1 body with the first Assassin skill you buy

### **Backstab: 3XP**

Requires: Slice.

Grants the *Backstab* call, which can only be used by lightly tapping a target from behind 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.

### **Searing: 2XP**

You gain the *Searing* call once per encounter. You may also gain a use of *Searing* by expending *will*. This causes the target to be disabled by crippling agony for 3seconds, during which time they may not fight or move.

### **Wound: 3XP**

Requires: Slice.

You may expend *Will* to 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* removes wounds instantly.

### **Armoured to the Teeth: 3XP 2TR**

Requires: Armour Training, a Quest.

Your armour now provides double the usual maximum armour hit points and you only take a maximum of 3 seconds of *Searing* if hit by *Brand*.

### **Brother in Arms: 1XP**

You pick one weapon with which you may call immune to *aversion*.

### ***Berserk***

Prerequisites: May not have any armour skills, one expertise call.

Gain 2 Body with the first Berserk skill you buy

### **Merely a flesh wound: 3XP**

Requirements: A quest.

Your body hits can only take a maximum of 1 damage from any source.

### **I Have Fury: 3XP**

When you are conscious on your death count you may spend a will point to get off of the ground with full body hits. You are then under the effects of *Hatred* and must attack the enemy nearest to you until all enemies

are dead. If you want to stop being under the effect of hatred you need to fall to your death count.

### **Jarring Strike: 1XP**

Once whilst under the effects of I Have Fury you gather up the momentum to hit an enemy's weapon (if they have one) out of their hands with the call *Rend* and a dramatic swing.

### **Man of steel: 2XP**

Prerequisites: Advanced physiological lore  
Your body hit maximum is doubled.

### **Warrior**

Prerequisites: Tenacious  
Gain 1 Karma and 1 Body with the first Warrior skill you buy.

### **Snare: 2XP**

Requires: An Expertise Call, Tenacious.  
Expend *Will* and strike an opponent's leg with the *Snare* call to root that leg to the ground for 10 seconds. The foot may not be removed from the ground, though the target may still pivot.

### **Sundering Blow: 2XP**

Requires: Cleaving Blow or Shield Smash  
Grants the use of the *Sundering Blow* call on exaggerated swings to deal 3 points of damage and stagger the target backwards 6 paces. Even if the attack is blocked or parried the stagger takes place. You must spend *Will* to use this call.

### **Armoured to the Bones: 3XP 2TR**

Requires: Armour Training, a Quest (or Wall of iron).  
Your armour now provides double the usual maximum armour hit points and you take a maximum of 1 armor hit from any source

### **Equipment Mastery: 2XP**

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.

### **Wall of Iron: 3XP and 2TR (See Trinkets section)**

Requires: Shield Mastery, a Quest (or Armoured to the bones).  
Your shield is *Immune* to *Shield Smash*. In addition, the arm holding the shield cannot be *Wounded*.

# Mundane Healing

## **Surgery: 1XP**

Requires: Physiological Lore.

You've either studied surgery in a city, or have plenty of practice at fixing up wounds from a life spent in hard places. Spending 30 seconds tending someone will stabilise them, getting them up from their deathcount. Their deathcount is paused during this time.

## **Barber Surgeon: 2XP**

Requires: Surgery, Advanced Physiological Lore.

You may stabilise, or repair a wounded limb, in 10 seconds.

## **Back into the Fray: 1XP**

Requires: Surgery.

When you stabilise, you may choose to spend Medicines to heal their hit points, with no increase in time.

## **Not on my Watch: 2XP**

Requires: Barber Surgeon, Advanced Physiological Lore.

You may stabilise a person up to 30 seconds after their deathcount has finished.

## **Aftercare: 3XP**

Requires: Barber Surgeon, Specialised Physiological Lore – Mortals.

When you stabilise a person, they return to 2 body hits.

**+1 Karma**

# Alchemy & Pistols

## *Pistol Skills*

### **Pistol Use: 2XP**

Requires: 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. Reloading a pistol takes 30 seconds. You can carry and prepare enough powder for 5 shots per adventure. Any shot that is not fired with your main hand is considered to miss and do no damage.

### **Pistol Training: 1XP**

Requires: Pistol Use.

You may reload a pistol in 20 seconds.

### **Pistol Mastery: 2XP**

Requires: Pistol Training, Advanced Alchemical Lore.

You may reload a pistol in 10 seconds.

### **Dual Pistol Use: 1XP**

Requires: Dual 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. You start the adventure with enough powder for 10 shots.

### **Deadly Shot: 2XP**

Requires: Pistol Mastery, Poison or Venom Preparation.

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

Requires a powder (you may use a Slapdash Shot) and either a Poison or Venom.

### **A Versatile Mixture: 1XP**

Requires: Pistol Mastery, Improved Blackpowder Preparation.

Any of your shots may call *Sweeping Bolt*, which deals 1 damage and causes the target to fall to the ground for 3 seconds.

### **Called Shot: 3XP**

Requires: Pistol Mastery.

You may fire a pistol to call *Wound* on a named limb instead of dealing damage.

### **Renowned Pistolier: 0XP**

Requires: 8XP spent in Pistol Skills.

**+1 Karma**

## *Alchemical Skills*

### **Apprentice Alchemist: 2XP**

Requires: Alchemical Lore.

Choose an alchemical preparation. You start each adventure with either 10 Medicines or 10 Toxins. You may not choose Specialist Supplies at this point.

**Capable Alchemist: 4XP**

Requires: Apprentice Alchemist.

You may choose a second preparation and a single perk. You now have a maximum of 2 Slapdash Supplies, each of which you may replace with 10 seconds of role-play. Slapdash Supplies can be used in exactly the same way as Medicines or Toxins. Specialist supplies may not be Slapdash supplies. You must specify which type of supply they are when you create them. While a Slapdash Supply is still active, for example as *Venom* on your blade or someone is using a *poultice*, you may not regain them. You may start each adventure with an additional 5 Alchemical Supplies.

**+1 Karma**

**Subtle Dosage: 2XP**

Requires: Capable Alchemist.

You may prepare a preparation for use, which takes 3 seconds. After this it can be delivered instantly to a target, either friend or foe, at touch range or applied to a weapon. This has the same effect as if the preparation was drunk or applied normally. The target will not notice this unless you make them aware.

**Augmentation: 2XP**

Requires: Capable Alchemist.

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

**Expert Alchemist: 3XP**

Requires: Capable Alchemist, Advanced Alchemical Lore.

You may choose another preparation or perk. If you choose another preparation, you may start each adventure with an additional 5 Alchemical Supplies.

**Magical Essence: 2XP**

Requires: Expert Alchemist.

You may expend a trinket to brew a potion that is 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. For spells with a channelled effect treat the spell as being continually channelled for 30 seconds, though this is interrupted by damage.

**Improved Augmentation: 2XP**

Requires: Expert Alchemist.

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

**Ingenious Alchemist: 3XP**

Requires: Expert Alchemist, Specialised Alchemical Lore – Medicines/Toxins/Special Substances.

You may choose another preparation or perk. Alternatively, you may create your own perk, to be discussed with the ref before use. If you choose another preparation, you may start each adventure with an additional 5 Alchemical Supplies.

**+1 Karma**

**Deadly Brew: 1XP**

Requires: Ingenious Alchemist, Specialised Alchemical Lore – Toxins, Specialised Physiological Lore - Mortals.

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: 1XP**

Requires: Ingenious Alchemist, Specialised Alchemical Lore – Medicines, Specialised Physiological Lore - Mortals.

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.

### **Specialist Knowledge: 1XP**

Requires: Ingenious Alchemist, Specialised Alchemical Lore – Special Substances.

You may use both of your base Slapdash Supplies to create a Slapdash Specialist Supply. Your normal Slapdash Supplies may not be recovered while they are in this form.

## ***Alchemical Preparations:***

There are several kinds of useful concoctions an alchemist can prepare before an adventure. Alchemists start with a limited number of certain preparations to last them the adventure. Alchemical Supplies is the general term used to encompass all 3 types of preparation, Medicines, Toxins and Specialist Supplies. Alchemical preparations require Alchemical Lore to administer and Specialist Supplies 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.

## ***Medicines***

**Oil** – Instantly restores a single body hit if drunk. May only be used on conscious targets.

**Incense** – Instantly restores a single karma hit if drunk. May only be used on conscious targets. For unknown reasons, this preparation is toxic to Priests and while they will regain karma upon taking it, they will also suffer the effects of *Chill*.

**Salt** – When scattered on an unconscious target, their death count is paused for one minute during which time they may be healed.

**Poultice** – Restores 1 body or karma hit per 3 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 and the target cannot be healed above 2 karma hits.

## ***Toxins***

**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 time this weapon deals damage to a target, the wielder 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 the weapon is a dagger, the next 5 strikes may call *Mortal Bane*. If drunk, a Mortal target takes 3 body damage.

## *Specialist Supplies*

**Improved Blackpowder** – Can use improved blackpowder to call sweeping bolt.

**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. When drunk any previously existing mind effects the target is suffering from end. This effect cannot be stacked.

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

## *Alchemical Perks*

**Aqua Vitae:** Your Oils may 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 Medicines.

**Botany:** If you have a matching Geographical Lore to your location, you gain an additional 2 Slapdash Medicines. A matching Advanced Geographical Lore grants you an additional 4.

**Additional Resources:** You may start each adventure with an additional 10 Alchemical Supplies. This perk may be purchased multiple times.

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

**Adept Toxicologist:** If you have a matching Geographical Lore to your location, you gain an additional 2 Slapdash Toxins. A matching Advanced Geographical Lore grants you an additional 4.

**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:** You may start each adventure with a single alchemical prototype, which should be agreed upon with the ref beforehand.

### **Portable Method:**

Requires: Pistol Use.

You have devised a method for producing powder in the field without the long preparation time that is normally required. You have a maximum of 2 Slapdash Shots, which cannot be used to call *Wound*. You may regain each of these shots after 10 seconds of role-play.

### **Blackpowder Ingenuity:**

Requires: Portable Method.

You gain 3 more Slapdash Shots, for a total of 5 maximum.



# Priests

No skill from the priest list may be used by a character with a magical dedication.

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 can still be interrupted by other effects. 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 karma cost 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: 1XP, Divination: 3XP, Healing: 2XP, Protection: 1XP, Synergy: 4XP.

**The Nameless** – Destruction: 2XP, Divination: 2XP, Healing: 3XP, Protection: 1XP, Synergy: 3XP.

### **Initiation of the Void: 3XP**

Requires: Alignment – Void, Philosophical Lore.

All Martial skills cost 1XP more to purchase

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

**+1 Karma**

### **Meditate: 0XP**

Requires: Initiation of the Void.

You may fully restore your own karma with 30 seconds 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: 2XP**

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: 2XP**

Requires: Initiation of the Void, Advanced Philosophical Lore.

Your karma may never take more than 1 point of damage from a single attack, combat call or spell, except *Inspired*, which still deals normal damage. *Resist* any excess damage.

### **Refute: 2XP**

Requires: Initiation of the Void, Advanced Philosophical Lore.

Cost: 2 Karma

Verbal Length: 6 Seconds

Uses the *Refute* call. *Refute* lasts for 1 minute, 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.

**Ancestors** – Destruction: 4XP, Divination: 1XP, Healing: 2XP, Protection: 2XP, Synergy: 2XP.

**Spirits**– Destruction: 2XP, Divination: 3XP, Healing: 1XP, Protection: 2XP, Synergy: 3XP.

### **Spiritualism: 3XP**

Requires: Alignment – Surface, Spiritual Lore.

All Martial skills cost 1XP more to purchase

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

**+1 Karma**

### **Ritual: 0XP**

Requires: Spiritualism.

You restore all of your karma with a ritual to the local spirits, consisting of a 30 second 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 rituals that contain movement are encouraged.

### **Guidance: 1XP**

Requires: Spiritualism.

You may ask for spiritual guidance. You may or may not receive it (ask the refs to find out more about this skill).

### **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 ritual.

### **Spiritual Manifestation: 3XP**

Requires: Spiritualism, Advanced Spiritual Lore.

Cost: 2 Karma

Verbal Length: 1 Minute

You may allow a minor spirit to inhabit an appropriate nearby natural object such as a tree, river or rock. This causes the object to come to life under your control as a construct, though you may not regain the karma that you spent to cast the rite until you dismiss the spirit from the manifestation. Further uses of this rite will restore your manifestation's hits, and you may regain this karma normally.

### **Gone but Not Forgotten: 1XP**

Requires: Spiritualism, Guidance, Advanced Spiritual 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: 0XP, Divination: 3XP, Healing: 4XP, Protection: 2XP, Synergy: 2XP.

**Hellen** – Destruction: 2XP, Divination: 2XP, Healing: 3XP, Protection: 1XP, Synergy: 3XP.

**Skoï** – Destruction: 1XP, Divination: 3XP, Healing: 3XP, Protection: 3XP, Synergy: 1XP.

### **Cult Ritual: 3XP**

Requires: Alignment – Deeps, Theological Lore.

All Martial skills cost 1XP more to purchase

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

**+1 Karma**

### **Prayer: 0XP**

Requires: Cult Ritual.

You restore all of your karma with a prayer to your god consisting of a 30 second verbal. You may walk slowly during this, but not fight.

### **Welcoming Gesture: 1XP**

Requires: Cult Ritual.

Cost: 1 Karma.

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

Ashen – Inspired,

Hellen – Immolate,

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

### **Eternal Foe: 2XP**

Requires: Cult Ritual.

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

### **Avatar of the Gods: 3XP**

Requires: Cult Ritual, Advanced Theological Lore.

Cost: 2 Karma

Verbal Length: 1 Minute

You 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. The Gods only allow a certain number of Avatars in a limited time, so you may not be able to do this very often.

### **Occasional Foe: 1XP**

Requires: Cult Ritual, Advanced Theological Lore.

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

## ***The Domain of 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.

### **Defying Bolt: 2XP**

Requires: The Domain of Destruction.

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

2 uses after Meditation/Ritual/Prayer. No karma cost. 3 second cooldown.

### **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.

### **Vessel of Destruction: 3XP**

Requires: The Domain of Destruction, Advanced Theological/Spiritual/Philosophical Lore.

**+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 may be downed by the attack.

**Renewed Inspiration: 1XP**

Requires: Vessel of Destruction, Inspired.

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

**Battle Ready: 2XP**

Requires: Vessel of Destruction, Defying Bolt.

You now have 5 uses of *Defying Bolt* after your Meditation/Ritual/Prayer.

**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: 1 Karma every 6 Seconds (yes, this does mean that the first use is free).

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: 1 Karma every 6 Seconds.

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: 1 Karma every 6 Seconds.

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.

## ***The Domain of 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.

Can gain Specialised Lore (for yourself and the party) through mysterious circumstances (the refs 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/Divine Nature.

Grants the use of the appropriate *Bane* call on any creature that you have just divined, on the normal 3 second cooldown.

### **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.

### **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.

### **Preordained Diviner: 3XP**

Requires: The Domain of Divination, Advanced Theological/Spiritual/Philosophical Lore.

**+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 does not stack with the effects of Knowledgeable.

**Teacher: 2XP**

Requires: Preordained Diviner.

Can teach Advanced and Specialised Lores in a downtime to a single person, or a basic lore to up to 3 people.

Can learn multiple lores in 1 downtime. You may only teach lores you have learnt prior to that downtime.

**Order: 2XP**

Requires: Preordained Diviner.

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 carried out.

**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: 1 Karma every 6 Seconds (yes, this means the first use is essentially free).

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.

## ***The Domain of 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 *Invigorate* call, restore a single karma to a target at touch range up to a maximum of karma 2.

**Mending: 2XP**

Requires: The Domain of Healing.

Cost: 1 Karma

Verbal Length: 6 Seconds

Using the *Mend* call, restore 1 body hit to a target at touch range.

**Reviving Call: 2XP**

Requires: The Domain of Healing.

Requires: Mending

Allows use of the *Mend* call at range.

**Fully Restored: 1XP**

Requires: The Domain of Healing.

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

**Faithful Healer: 3XP**

Requires: The Domain of Healing, Advanced Theological/Spiritual/Philosophical Lore.

+1 Karma

**Responsive Action: 2XP**

Requires: Faithful Healer, Mending.

You may freely *Mend* each dying ally once per encounter.

**Miracle: 1XP**

Requires: Faithful Healer, Mending.

Dying allies that you *Mend* are restored to 3 body instead of 1.

**Improved Invigoration: 1XP**

Requires: Faithful Healer, Invigorate.

*Invigorate* now fully restores karma up to your own karma level.

**Chant of Mending/Invigoration: 3XP**

Requires: Faithful Healer, Mending/Invigorate.

Cost: 1 Karma every 6 Seconds.

Continuous chant. Every 6 seconds starting from 6 seconds in, call *Mass Mending* or *Mass Invigorate*.

**A Worthy Sacrifice: 3XP**

Requires: Faithful Healer, Specialized Spiritual Lore, a Quest.

Verbal length: 30 seconds

Speak to the Ref if you are interested in taking this skill

## ***The Domain of 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**

**Shields** - Only 1 shield of each type can exist at any time. A single person may only have 1 shield on them. Karma can be regained without losing shields. Shielding rites are touch ranged.

### **Mind Shield: 2XP**

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 Seconds

Target calls *Immune* to the next mind effect.

### **Damage Shield: 1XP**

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 Seconds

The next occurrence of damage on the target is *Resisted*. This may block more than a single point of damage.

### **Versatile Shielding: 2XP**

Requires: The Domain of Protection.

Cost: 1 Karma.

Verbal Length: 6 Seconds

Choose an effect (*Searing*, *Immolate*, *Chill*, *Sweeping* or knockback) to shield against. The next occurrence of this effect is *Resisted*.

### **Stoic Defence: 2XP**

Requires: The Domain of Protection.

Cost: 2 Karma

Verbal Length: 6 Seconds

*Snare* one of your legs to the ground. For the next 30 seconds, you are *Immune* to all damage and under the effects of all Versatile Shielding for the entire duration, which overrides any other shields. Ending the rite early will cost all of your remaining karma.

### **Stalwart Protector: 3XP**

Requires: The Domain of Protection, Advanced Theological/Spiritual/Philosophical Lore.

**+1 Karma**

### **Spell Shield: 2XP**

Requires: Stalwart Protector.

You may spend 2 karma to *Resist* any spell damage and effects.

### **Retaliatory Shield: 2XP**

Requires: Stalwart Protector.

Cost: 2 Karma

Verbal Length: 6 Seconds

The target calls either *Brand* or *Chill* on the first attacker after this shield is applied. The attacker does not have to land for this effect to be activated..

### **An Offensive Defence: 2XP**

Requires: Stalwart Protector, Retaliatory Shield.

Each use of a Priestly rite grants you a Retaliatory Shield.

**Encompassing Shield: 2XP**

Requires: Stalwart Protector, At least 1 shield spell.

Cost: 2 Karma

Verbal Length: 6 Seconds

You may grant the same shield to all of your allies within earshot, including yourself. This overrules the 1 shield of any type rule.

**Imparted Defence: 2XP**

Requires: Stalwart Protector, Stoic Defence.

You may cast Stoic Defence on a single ally at touch range, though they do not suffer the karma loss if they end the rite early.

**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.

**Overwhelming Defiance: 2XP**

Requires: Stalwart Protector, True Defiance.

Cost: 1 Karma every 6 Seconds.

Continuous chant, starting with "I bring to this fight an Overwhelming Defiance..." Grants all of your allies True Defiance.

## ***The Domain of 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/*Defy*.

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

**Strength in Unity: 2XP**

Requires: The Domain of Synergy.

Choice of Impunity, Community or Opportunity.

**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) may resist the 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 against them. Costs 1 Karma.

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

**Destruction/Protection:** After casting a rite, gain a free use of *Defying Bolt*.

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

**Divination/Protection:** When casting a versatile shield, you do not have to choose which effect to block.

**Healing/Protection:** You may instantly return all of a targets Body hits with the call *Regeneration*. You may only do this a number of times equal to your maximum Karma per adventure. *Regeneration* has a 6 Second verbal.

### **Strategic Synergist: 3XP**

Requires: The Domain of Synergy, Advanced Theological/Spiritual/Philosophical Lore.

+1 Karma

### **Allies in Unity: 1XP**

Requires: Strategic Synergist, Strength in Unity.

Choose a second option from Strength in Unity.

### **Sermon of Existentialism: 2XP**

Requires: Strategic Synergist.

Cost: 1 Karma every 6 Seconds

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.

### **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/ deactivated in combat. It will not end if either you or the target dies.

### **Devotion: 1XP**

Requires: Strategic Synergist.

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

### **Spiritual Conservation: 1XP**

Requires: Strategic Synergist.

All karma costs for rites are reduced to 1 karma.

### **Chant of Expertise: 2XP**

Requires: Strategic Synergist.

Cost: 1 Karma every 6 Seconds

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 Proficiency: 1XP each**

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

**Vessel of Destruction/Preordained Diviner:** After divining an enemy, gain unlimited uses of an expertise call against them. Costs 2 Karma.

**Vessel of Destruction/Faithful Healer:** When an ally kills an enemy, regain a Karma.

**Vessel of Destruction/Stalwart Protector:** After casting a rite, gain a free use of *Brand*.

**Preordained Diviner/Stalwart Protector:** All of your rites on an ally freely grant them a versatile shield. This may stack with another shield.

**Preordained Diviner/Faithful Healer:** +1 Karma.

**Faithful Healer/Stalwart Protector:** *Regeneration* may also be used to instantly return all of a target's Karma. You have the choice of returning either the karma or body hits. Whichever effect you choose it still counts as a use of *Regeneration* of which the number of uses remains as your maximum Karma

# Magic

*Mana:* Mana is used to cast spells. Purchasing either arcane training or dedication of the arcane 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. If no verbal length is listed, the spell consists only of your dedications. 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 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 damage body hits, or cause some other 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. (It may help to OC specify that the spell is conversational before listing the name.)

*Dedications:* Certain skills require spells to be dedicated. To dedicate a spell you must add specified words to the end of the spell's verbal, after the main verbal but before the name of the spell. The dedications do not count towards the required verbal length, so for example, casting Arcane Bolt when you have Dedication of the Arcane would require a total verbal of 2 seconds followed by the words "by the Arcane, Arcane Bolt [Target]." You must dedicate each spell you cast (unless specified) in accordance with each dedication you have, even if it is not specifically relevant to the spell in question. (e.g. "[2 second verbal] by the Void and by the Arcane, Arcane Bolt [Target]")

**One does not simply get a dedication.** At character creation you may have up to two dedications. If you are wishing to gain another then speak to the ref for an appropriate briefing (preferably during downtime).

## **Arcane Training: 3XP**

Requires: Any arcane lore.

Purchasable only at character creation, allows the casting of arcane magic. Grants 2 maximum mana.

All non-mage skills cost 1XP more.

## **Dedication of the Arcane: 4XP**

Requires: Any arcane lore.

Costs an additional XP for each 2XP spent in non-mage skills. Subsequent non-mage skills purchased cost 1XP more. (This does not double up with the penalty from Arcane Training, only pay 1XP more if you have both). Allows the casting of arcane magic. Grants 2 additional maximum mana.

All spells must be dedicated to the arcane, with the words "by the Arcane"

**Invocation: 0XP**

Requires: Arcane Training or Dedication of the Arcane.

Regain all of your mana with 30 seconds 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: 1XP**

Requires: Arcane Training or Dedication of the Arcane.

Cost: 1 mana

Verbal length: 2 Seconds

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

**Arcane Volley: 2XP**

Requires: Arcane Bolt.

Cost: 3 mana

Verbal length: 4 Seconds

You may cast 3 instant arcane bolts. These may have different targets.

**A Peculiar Sort: 1XP**

Requires: Arcane Training or Dedication of the Arcane.

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.

**Heightened Dedication of the Arcane: 3XP**

Requires: Dedication of the Arcane.

You must further dedicate your spells to the Arcane, changing the dedication to "by my dedication to the Arcane."

Grants 1 additional maximum mana.

**+1 Karma**

**Quickened Casting: 2XP**

Requires: Any heightened dedication.

All of your spell verbals are reduced by 1 second.

**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.

**Focus: 2XP**

Requires: Any heightened dedication.

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.

**Rapid Cast: 2XP**

Requires: Any true dedication.

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.

## ***Void***

### **Dedication of the Void: 2XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore – Void.

All spells must be dedicated to the Void, with the words "by the 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. Uniquely, the *Nullify* call occurs before any dedications, but they must still be listed.

### **Suggestion: 1XP**

Requires: Dedication of the Void.

Cost: 1 mana

Verbal length: 2 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.

### **Heightened Dedication of the Void: 3XP**

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

You must further dedicate your spells to the Void, changing the dedication to "by my dedication to the Void."

Grants 1 additional maximum mana

**+1 Karma**

### **Mute: 2XP**

Requires: Heightened Dedication of the Void.

Cost: 1 mana

Verbal length: 4 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.

### **Silence: 2XP**

Requires: Heightened Dedication of the Void.

Cost: 1 mana

Verbal length: 4 Seconds

You mute yourself after a 4 second verbal, becoming incapable of speech. You may voluntarily end the spell at any time, though this causes you to lose all remaining mana. Despite being mute you may use the *Nullify* and *Mute* calls with no verbal required, and for a single mana per cast of each.

### **True Dedication of the Void: 3XP**

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

## ***Deeps***

### **Dedication of the Deeps: 2XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore – Deeps.

All spells must be dedicated to the Deeps with the words "by the 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.

The first time 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, though it must have a different target. You may not echo again until you complete an invocation.

### **Hex: 1XP**

Requires: Dedication of the Deeps.

Cost: 1 mana

You may hex a target. The next time a target who has been hexed attempts to speak within 30 seconds you may immediately call a *Sweeping Bolt* on them with no verbal or cost, which cannot be interrupted.

### **Heightened Dedication of the Deeps: 3XP**

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

You must further dedicate your spells to the Deeps, changing the dedication to "by my dedication to the 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: 2 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: 1 mana.

Verbal length: 4 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 – True Deeps, Ascension Quest.

## ***Life***

### **Dedication of Life: 2XP**

Requires: Arcane Training or Dedication of the Arcane, Arcane Lore – Surface.

All spells must be dedicated to life with the words "by all Life" or "by the Surface"

Grants 1 additional maximum mana.

### **Mending: 2XP**

Requires: Dedication of Life.

Cost: 1 mana

Verbal length: 4 Seconds

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

### **Lifeward: 1XP**

Requires: Dedication of Life.

Cost: 1 mana

Verbal length: 2 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 can be maintained to restore additional body hits for 4 additional seconds per hit, but 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.

You must further dedicate your spells to life, changing the dedication to "by my dedication to Life's power." or "by my dedication to the Surface."

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.

### **Karmic Mending: 2XP**

Requires: Mending, Heightened Dedication of Life.

Your *Mending* can restore Karma points as well as body, but costs 1 mana per karma restored.

### **Healing Flow: 2XP**

Requires: Mending, Heightened Dedication of Life.

Your *Mending* 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.

### **True Dedication of Life: 3XP**

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

## ***Wilds***

### **Dedication of the Wilds: 2XP**

Requires: Arcane Training or Dedication of the Arcane, Arcane Lore – Wilds.

All spells must be dedicated to the wilds with the words "by the Wilds"

Grants 1 additional maximum mana.

### **Hide of Scales: 2XP**

Requires: Dedication of the Wilds.

Cost: 1 mana

Verbal length: 2 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.

### **Charge of the Boar: 2XP**

Requires: Dedication of the Wilds.

Cost: 1 mana

Verbal length: 2 Seconds

You imbue yourself with the strength of a charging beast. The next 3 melee strikes you make with any weapon must call cleaving blow, ignoring the usual cooldowns.

### **Heightened Dedication of the Wilds: 3XP**

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

You must further dedicate your spells to the wilds with the words "by my dedication to the Wilds"

Grants 1 additional maximum mana.

**+1 Karma**

### **Serpent's Venom: 2XP**

Requires: Heightened Dedication of the Wilds.

Cost: 2 mana

Verbal length: 2 Seconds

You coat your weapon with a numbing venom, which causes *Chill* the next time it strikes a target. This causes the target to move and fight at half speed for 5 seconds, and for the next 30 all of their verbals and cooldowns

take twice as long.

### **Snare: 1XP**

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You name the target and one of their legs. That leg must be rooted to the spot for 10 seconds, as brambles sprout from the ground to hold it in place. The target may pivot, but otherwise must keep the named leg from moving. It is possible to have both legs snared.

### **Windways: 2XP**

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

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.)

### **Pack hunting: 2XP**

Requires: Heightened Dedication of the Wilds.

You may cast spells that normally affect yourself on others at touch range.

### **True Dedication of the Wilds: 3XP**

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

## ***Shadow***

### **Dedication of Shadow: 3XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore – Shadow.

All spells must be dedicated to Shadow with the words "by Shadow"

Grants 1 additional maximum mana.

### **Suggestion: 1XP**

Requires: Dedication of Shadow.

Cost: 1 mana

Verbal length: 2 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.

### **Windways: 2XP**

Requires: Dedication of Shadow.

Cost: 1 mana

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.)

**Fear: 2XP**

Requires: Heightened Dedication of Shadow.

Cost: 1 mana

Verbal length: 4 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.

**Heightened Dedication of Shadow: 3XP**

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

You must further dedicate your spells to Shadow with the words “by my dedication to Shadow”

Grants 1 additional maximum mana.

**+1 Karma**

**Hand of Shadow: 2XP**

Requires: Heightened Dedication of Shadow.

Cost: 1 mana

Verbal length: 2 Seconds

You may cause the *Chill* effect on a target at tough range. 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.

**Embody Shadow: 3XP**

Requires: Heightened Dedication of Shadow.

Cost: 2 mana

Verbal length: 4 Seconds

You become shadowy and insubstantial. 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. You are also *Immune* to mind effects while under the effect of this spell.

**True Dedication of Shadow: 3XP**

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

## *Fire*

**Dedication of Fire: 2XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore – Fire.

All spells must be dedicated to fire with the words "by the Fires".

Grants 1 additional maximum mana.

**Fires of forging: 1XP**

Requires: Dedication of Fire.

Cost: 1 mana

Verbal length: 2 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*.

**Heightened Dedication of Fire: 3XP**

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

You must further dedicate your spells to Fire with the words “by my dedication to Fire”

Grants 1 additional maximum mana

**+1 Karma**

**Brand: 2XP**

Requires: Heightened Dedication of Fire.

Cost: 2 mana

Verbal length: 4 Seconds

Name a target and either their armour or a weapon, causing it to glow with heat. If armour is branded then the wearer suffers the *Searing* effect for a duration equal to their maximum armour hits, and all attacks against them bypass their armour hits while this lasts. If a weapon is chosen then the weapon deals a point of damage to anyone who touches it, then another every 5 seconds, and causes the searing effect for 3 seconds 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.

**True Dedication of Fire: 3XP**

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

## *Mind*

**Dedication of the Mind: 2XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore - Mind.

All spells must be dedicated to the mind with the words "by my Mind".

Grants 1 additional maximum mana.

**Suggestion: 1XP**

Requires: Dedication of the Mind.

Cost: 1 mana

Verbal length: 2 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: 2 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 Mind: 3XP**

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

You must further dedicate your spells to the Mind, changing the dedication to "by my dedication to my Mind."

Grants 1 additional maximum mana.

**+1 Karma**

### **Confusion: 2XP**

Requires: Heightened Dedication of the Mind.

Cost: 1 mana.

Verbal length: 4 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: 1 mana.

Verbal length: 4 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: 1 mana

Verbal length: 4 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: 1 mana

Verbal length: 4 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: 1 mana

Verbal length: 4 Seconds

This is a mind effect

Continuously channelled, beginning with the *Doubt* call. For as long as you channel the spell by continuing to speak the target at spell range is stricken by 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: 3XP**

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 – True Mind, Ascension Quest.

## ***Motion***

**Dedication of Motion: 2XP**

Requires: Arcane Training or Dedication of the Arcane. Arcane Lore - Motion.

All spells must be dedicated to motion with the words "by all Motion".

Grants 1 additional maximum mana.

**Cleaving Bolt: 1XP (2XP if you already have Sweeping Bolt)**

Requires: Dedication of Motion, Arcane Bolt.

Cost: 1 mana

Verbal length: 2 Seconds

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

**Sweeping Bolt: 1XP (2XP if you already have Cleaving Bolt)**

Requires: Dedication of Motion, Arcane Bolt.

Cost: 1 mana

Verbal length: 2 Seconds

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

**Heightened Dedication of Motion: 3XP**

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

You must further dedicate your spells to Motion, changing the dedication to "by my dedication to Motion."

Grants 1 additional maximum mana.

**+1 Karma**

**Cleaving Burst: 1XP**

Requires: Heightened Dedication of Motion, Cleaving Bolt.

Cost: 1 mana

Verbal length: 2 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: 2 Seconds

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

### **Cleaving Volley: 2XP**

Requires: Heightened Dedication of Motion, Cleaving Bolt and Arcane Volley.

Allows the use of *Cleaving Bolt* in an *Arcane Volley*.

### **Sweeping Volley: 2XP**

Requires: Heightened Dedication of Motion, Sweeping Bolt and Arcane Volley.

Allow the use of *Sweeping Bolt* in an *Arcane Volley*.

### **True Dedication of Motion: 3XP**

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

## ***Death***

### **Dedication of the South: 2XP**

Requires: Arcane Training or Dedication of the Arcane, Advanced Geographical Lore – Southern Surface.

All spells must be dedicated to the South with the words "by Death's power" or "by the South".

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 may not be interrupted while doing this.

### **Heightened Dedication of the South: 3XP**

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



# 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 (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.

## **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.

## **Alchemical Experimentation: 5TR**

You gain an additional kind of alchemical preparation.

This skill increases in cost by 5TR each time it is purchased.

## **Additional Powder: 2TR**

You may carry 2 additional shots worth of powder for pistols. 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. Certain ranks may come with other material benefits.

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. Exact benefits are to be discussed with the ref.

## **Mentor: 6TR**

You gain the ability and resources to mentor another player during each downtime, during which neither of you may perform any other significant downtime action, such as teaching or learning lores. The player you are mentoring pays 1XP less to learn any skill that you yourself have. This cannot reduce a skill's cost to 0XP or lower. You may not reduce the cost of a skill during the same downtime that you buy it yourself. It is reasonable to charge for this service if you wish.

## **Library: 15TR**

You create a library in which you may store any lore you know. You may invite any other player to either store lores of their own in the library or learn any lore that has been stored in the library. Learning a basic or Specialised lore doesn't consume a downtime, but learning an Advanced lore does. The library's owner has control over who may learn what. The owner may nominate another player or faction to take over the library in the event of their death, and may charge other characters to use the library.

# 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.

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 skill may be purchased multiple times.

## **Additional Armaments: 2TR**

You may select an additional weapon to take with you on each adventure. This skill 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.

# Lore

Lore represents a character's knowledge beyond what might be considered normal in specific areas. There are several categories of lores, and several different levels of expertise. All lore skills grant certain pieces of information, ask the ref for these. It takes a downtime to learn any lore that you gain after character creation, even if not purchased with XP, as it takes time to properly acquire such knowledge. Whenever you acquire lore skills check with the ref to get a brief containing your newfound knowledge, and you may also be informed of any lore skills you are eligible to purchase. The different available types of lore are as follows:

**Geographical** – (Void/Northern Surface/Southern 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.*

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

**Priestly** – (Philosophical/Spiritual/Theological) *Related to priests and their associated phenomena.*

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

## **Basic lore: 1XP (Available for each of the above categories)**

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.

You may teach basic lore skills you know to another player during a downtime. You can either teach or learn a single lore per downtime as usual.

## **Advanced lore: 2XP (Available for each of the above categories)**

Requires: Equivalent basic lore

Advanced lore represents information that's significantly rarer or harder to obtain and a greater level of expertise.

## **Specialised lore: 3XP (Not necessarily tied to the categories of basic and Advanced lores)**

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, the knowledge does not necessarily take a full downtime (being more brief and specific). While Specialised lore skills can be bought for XP, they can also be the target of quests, which allows you to gain the lore without spending XP. Specialised lore cannot be bought at character creation under normal circumstances.

# 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 and have no deathcount.

*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. Due to events that lead to the Arbiters being nearly wiped out by Quexxlians over five years ago they have a secondary purpose of hunting down rogue cultists out of revenge for their fallen bastions. 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 centered in Occamel and in the remaining 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*

You may call *Immune* to a single mind effect per adventure. If you carry out any action that is against the law as defined by your Arbiter chapter then you lose the use of this ability for the rest of the adventure.

#### *No Escape: 1XP*

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

### **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 and other Philosophical lore equivalents in place of Theological as a prerequisite for this.

*Certitude*

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

*Precognition*

Once per encounter you may reduce the length of a verbal for one of your skills by 1 second or reduce a skill cooldown by 1 second.

## **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. This philosophy has led to the Wayfarers forming a barrier towards the east of Dimbernel due to a number of creatures coming from the eastern shores of Dimbernel.. 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 Geographical Lore –Northern Surface and may buy Advanced Geographical Lores for 1XP.

*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.

## **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. They also work as prison wardens, imprisoning rogue cultists and others who seek to rebel against the current binding on magic in the old city.

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 honorable duel.

Perks:

*Ward: 1XP*

Ward functions as a priestly rite, even if the user is not a priest. After a 6second verbal and 1karma expended the caster wards themselves for as long as they continue to speak and do not move. Nobody else may come within 2meters 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. Taking damage or any mind effect 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.

## **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 either the Seekers or the Loyal whom live in Mortonas and Lutamas respectively. The loyal remained in the Southlands when it was uninhabital hoping it will be hospitable again. When life flooded back to the Southlands the Loyal set up a new community at the point of origin which became Lutamas. The new land provided everything which they needed and as a result, they pay homage to the spirits of the land and believe themselves blessed by spirits of revival.

The seekers are those who left when the Southlands became uninhabitable and were allowed to settle in Aestas. When the blight was lifted, they created Mortanas on the Western coast, they offer hospitality to anyone displaced by events and the citizens of Dimbernel did for them. The Seekers have also adopted the ancestor belief of the citizens of Aestas, in honour of their fallen friends, who could not survive the journey north.

The Loyal use descriptive names depending on their roles in the community(e.g. He Who Tends the Fields). The Seeker have either kept their descriptive names or they have adopted the more conventional names of Aestas.

Perks:

*Prior Experience*

You start with an additional basic Lore, gathered either on your journey to Aestas or whilst learning to survive amongst the mists.

#### *Close to Home (Loyal)*

You receive Geographical Lore -Southern Surface and may freely learn Advanced Geographical Lore - Southern Surface in a downtime.

#### *Culture Shock: IXP (Seekers)*

Mages and Priests gain the *Rally* call. This has a 1 Mana/Karma cost and takes 2 seconds to cast. Otherwise, you may call *Immune* to a spell thrice per adventure.

### **Luscun**

Requires: Alignment – Surface

A Luscan is one who has graduated from the Luscus Academy for Mercenaries. The school was originally known as the One Eyed Bandit Bob School of Banditry which was founded by One Eyed Bandit Bob to educate his many children in how to be (ineffectual) bandits. When magic was bound many people required protection which the many mages used to provide, thus the purpose of the school was changed. Graduates from the academy tend to be motivated primarily by trinkets and don't have any loyalty towards any faction or group.

Sample Quest: Escort a high ranking official.

Perks:

*Yer money or yer life*

Gain an extra trinket for every two trinkets you receive at the end of an adventure

#### *Academy Graduate*

Your character starts with training in all weaponry (excluding pistols) and can use any weapon they come across but may only start an adventure with weapons they already own.

### **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. . A majority of the citizens follow the teachings of Skoi due to how the power of connections was used to bind magic.

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.

*The Favored*

Due to being a fellow follower of Skoi, Jefferson will freely give you a second dedication without you needing to fulfill a request.

### **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 armor skill at character creation, but may ignore the increased cost of martial skills imposed by *Arcane Training*, *Dedication of the Arcane* (pay only the base cost) 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*

Hellenite mages and priests may purchase *Enlighten* with no prerequisites.

### **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 so as to see where the Deeps will reach and to prepare for the eventual rise. They are a much more peaceful than most other Ashenites. If you choose to be a Flow Rider at character creation then speak to the Ref as you perks will be different.

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

Perks;

#### *Blessings of Ashen: IXP*

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.

#### *The Rising Tide*

Your death count is extended by 10seconds



# 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 or armour. If a weapon is targeted then it 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. If armour is targeted then the wearer suffers from *Searing* for a duration in seconds equal to their maximum armour hits, during which all attacks bypass armour.

**-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.

- 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.
- 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.
- 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.
- 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 a minute, 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:** Restores 1 hit points every 10 seconds for 30 seconds.
- 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.

**-Shield Smash:** Destroys shields that are struck on an exaggerated weapon swing. Deals a pace of stagger and deals 2 points of damage to armour.

**-Snare:** A targeted leg cannot be removed from the ground for 10 seconds, and may only pivot.

**-Spite:** Deals a point of damage.

**-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.

**-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. The mage spell *Mending* or the priestly rite *Invigorate* remove wounds instantly in addition to other effects.

**-Zero:** Deals no damage