

# References

## How to use this Document

This rulebook is intended to provide the essential information you will need to participate in a Lost Colonies event.

Getting Started contains the Lost Colonies safety and community standards; this is all the information you need *before* you start play. We expect that all players will have read this material, and every player should expect that every other participant (player, staff, etc.) will conduct their behavior according to these standards.

- **Safety and Community Standards:** these explain the fundamentals of our gameplay philosophy and the culture that we aspire to achieve and maintain here at Lost Colonies.
- **Character Creation:** this is a step-by-step guide to creating your unique character. This section explains the mechanical and roleplay components that go into your character, starting with Region, Ancestry, Background, and Guild. You will also select your character's starting Attributes. These traits help define your character and their role in the colony. Once you have created your character, you will be ready to explore sections that describe the elements of gameplay.

Rulebook contains the core rules. These are the rules you are most likely to consult during the game. Players are expected to be familiar with the rules that are relevant to their character.

- **Combat:** this section includes information about Wounds, Injuries, Scars, and Death, and explains our unique way of handling the bad stuff that can happen to a character.

References contains

- **Reference:** this is where we list many of the details that flesh out the world of Lost Colonies. This includes sample recipes for crafting and rituals, how to make mundane and magical items or effects, and a list of effects and skills which define all the things that characters can do or the effects they may be subject to.
- **Out of Game Errata:** This section explains NPC shift, camp cleanup, service points, and other rules and expectations that come with being part of the Lost Colonies player community.

This rulebook does **not** include:

- A comprehensive guide to roleplay or character acting, and gives only a brief overview of larping as a hobby, if you are interested in further resources or tips, there are many excellent resources available online

- We do not attempt to address all possible rules conflicts. While we have tried to create a simple, cooperative system, we cannot foresee all eventualities. If conflicts or confusion should arise, Marshals will determine an appropriate course of action, and will have final say in all decision-making.

These rules will continue to evolve; our rules system is designed to give players the freedom to invent new recipes, use skills in innovative ways, and even develop new skills through roleplay and storytelling. As such, players should expect that the list of available skills and their limitations will grow over time. We will publish updates to the rules as needed.

## Glossary

**Bind** —

**Broken** — An item that is Broken cannot be used for any purpose. If the item is held or worn and it is the target of any effect, that effect targets its possessor instead. Broken items can be repaired by a crafter with the appropriate recipe.

**Character** — A being that is portrayed by a Player.

**Creature** — Any of a variety of non-sentient life forms including wild animals, domesticated animals, and monsters of the non-intelligent variety.

**Combat Form** — you may only gain the benefits of one Combat Form skill at a time.

**Damage** — A single point of Damage removes one Hit Point from a character.

**Dead** — A character that has seven Injury points is Dead. Dead characters must put on a Blue Headband as soon as possible.

**Director** — The Directors are the owners of Lost Colonies. They have the final authority on all decisions.

**Disarm {X}** — You must drop the item held by the limb struck or the limb nearest to the point you were struck immediately and safely. If the attacker specifies an item, that item must instead be dropped.

**Fear** — When you are targeted by a Fear effect you gain the condition Intimidated. If you have been under the effects of Intimidated for at least 15 seconds, a second Fear effect will cause you to become Panicked.

**Healthy** — A character is Healthy if they are at full Hit Points.

**Hit Points** — A measure of how much health a character has.

**Hold** — A safety word used to immediately stop action for an important reason.

**IG** — In Game

**Incapacitated** — A character is Incapacitated if they have zero Hit Points left. Incapacitated characters may take no action other than to speak at a very low volume. Players of characters who become Incapacitated are to remain safe at all times. You should not close your eyes fully while Incapacitated.

**Infest** —

**Intercept** — A parry that defends against a melee attack made against someone else. You may only call an Intercept on melee attacks where the target or the attacker are within your weapons reach.

**Intimidated** — You may not take aggressive action against any source of Intimidation until this effect ends. This effect ends after 15 seconds of time away from the source of the Intimidation or if the source of the Intimidation inflicts any damage on you. Additionally you may spend a Mental Save to end its effects at any time.

**Injured** — A character is Injured if they have taken any Injury points and not yet been to Traige to have them diagnosed. You must roleplay the effects of being Injured. This roleplay should be more severe than the roleplay from merely being Wounded.

**Marshal** — A player who has been approved by staff to make rules calls, supervise safety, and escalate issues to staff. Marshals are also players, and play player characters (PCs) at game

**Mod** — A scene, encounter, or set of scenes and encounters, set up by the Staff to challenge or entertain the Players

**Narration** — When a scene is narrated, it is described rather than acted out. This tool may be employed for various reasons, such as safety, availability of resources, or if a player chooses to opt out of active roleplay for any reason. Narration should only be used when necessary, as immersive roleplay is always preferable.

**Non Player Character (NPC)** — A Character that is portrayed by a Player, Marshal or Staff whose motivations are controlled by the Storyteller team. NPCs may only be portrayed at the specific request of the Storyteller team.

**OOG** — Out Of Game

**Panicked** — You may not take aggressive action against any source of Intimidation until this effect ends and you must make every attempt to keep a safe distance from them. This effect converts back to Intimidated after 15 seconds of time away from the source of the Panic or if the source of the Panic inflicts any damage on you. Additionally you may spend a Mental Save to convert this effect into Intimidated at any time.

**Parry** — A physical save that may only be used against melee attacks and only if you have a melee weapon in hand.

**Parry** — Reduces the damage of a melee attack to 1.

**Poison** — Target of a poison attack becomes poisoned.

**Poisoned** — If you are Poisoned you may not use Grit. Additionally your time required to Rest is doubled. To have a Poison cured you must get evaluated at Triage and follow the directions you are given.

**Player** — A person who attends our events

**Player Character (PC)** — A Character portrayed solely by a Player.

**Rest** — When a character takes time away from heavy activities they are said to be resting. The basic Rest time is 30 minutes. After 30 minutes resting all of your "Once per Rest" skills become usable again. There are some skills that affect the amount of time required to rest.

**Repel** — A physical attack where the target is pushed back seven steps unless stopped by a solid structure. If you are struck while performing this movement, you do not take any damage or effects from said strikes.

**Scene** — A single encounter or a short, self-contained set of actions such as a battle, a conversation, a negotiation, or a crafting session. Whenever there is a significant change in the action this is considered a change of scenes. Additionally, a marshal or staff member may call "scene" to indicate a scene change.

**Shove** — You must move back two steps back or outside the attacker's weapon range, whichever is farther.

**Sicken** — You may not be affected by Heal calls. This effect lasts until removed, when you perform a Rest, or is removed by spending a Grit.

**Slow** — You move at a 1 second count. This means you take at least one second between steps. This lasts until healed or until you spend 15 seconds recovering from the effect.

**Smash {Limb}** — The limb struck or the limb nearest to the point you were struck becomes unusable. All items held in that arm must be dropped and the limb may not be used until the effect is removed.

**Staff** — The directors and the storytellers of Lost Colonies Larp. They exclusively play as non-player characters (NPCs) and are present to support the story and community, but are still considered players.

**Stun** — You are unable to move or speak for 15 seconds. You must RP as though you are dazed. If anyone strikes or touches you while you are Stunned the effect immediately ends.

**Sunder {Object}** — Your Weapon, Shield, or other held Object is Sundered. When this call is made the targeted item you are wielding in your hands, or the armor you

are wearing, and its abilities become unusable. If you cannot drop the object safely (for example a shield is strapped too tightly, object is breakable) treat it as an exposed part of your person i.e. take any effects that strike it.

**Trip** — You must immediately make contact with the ground with three limbs, ie two arms and one leg, two legs and one arm, etc. Do so in a safe manner. If you are unable to do this, simply take a knee to meet the requirements.

**Wounded** — A character is Wounded if they have taken some Hit Point Damage but still have Hit Points left. You must roleplay the effects of being Wounded.

## Destiny Deck

The Destiny Deck is a tool for characters in the world of Lost Colonies to use as well as a tool for the players of the larp to use. It serves as both a roleplaying prop as well as a game effect randomizer. It can be used for divination in a purely roleplay sense much like a tarot deck might be used and you can also play card games with it.

There are a total of forty-two cards in a Destiny Deck. Seven major arcana, seven element cards, twenty-one spirit cards, and seven spirit court cards. The cards are valued +0, +1, +1, and +3 respectively for the purpose of random result determination. Typically a player will pull three cards and add them together to determine the random result- This is referred to in the Rules in other locations as a Destiny Draw. In general, the higher the value of your result, the more likely you are to succeed. Certain abilities, skills, and items will modify either how you draw, or directly alter the value of the final total. You may only benefit from a maximum of two static(flat number increase) bonuses and two redraw-related bonuses on any given Destiny Draw.

## Major Arcana Cards

The Major Arcana have nearly full card art with the name of the Major Arcana across the top and no corner markings. For the purpose of determining a result it is valued at +0.

*The Fool* — Associated with the element of Air and with the attributes of new adventure, enthusiasm, passion, immaturity, spontaneity, and a carefree attitude.

*Strength* — Associated with the element of Earth and with the attributes of control, courage, fortitude, resolution, action, defiance, zeal, fervor, and heroism.

*The Sun* — Associated with the element of Fire and with the attributes of satisfaction, contentment, success, love, joy, and warmth.

*The Dragon* — Associated with the element of Water and with the attributes of wisdom, common sense, serenity, education, foresight, purity, and virtue.

*The Hermit* — Associated with the element of Wood and with the attributes of knowledge, inner strength, prudence, discretion, vigilance, patience, and withdrawal.

*The Empresses* — Associated with the element of Metal and with the attributes of worldly power, confidence, wealth, authority, leadership, maturity, and willingness to listen to counsel.

*The Ritualist* — Associated with the element of Qi and with the attributes of originality, creativity, free will, imagination, skill, willpower, craft, guile, deception, and trickery.

## Element Cards

Each of these cards represent one of the seven elements. Each element card includes a symbol inside a heptagon and has the element's symbol pictured once in each corner. When pulling this card for the purpose of determining a bonus it is valued at +1.

*Air* -- An up pointed triangle with crossed line. Represents freedom, balance, energy, movement, power, and weather. Opposition with Earth.

*Earth* -- A down pointed triangle with crossed line. Represents strength, stability, safety, healing, resistance, and resilience. Opposition with Air.

*Fire* -- An up pointed triangle. Represents chaos, destruction, purification, renewal, speed, anger, and transformation. Opposition with Water.

*Water* -- A down pointed triangle. Represents cleansing, relentlessness, smoothing, calm, progress of time, and nourishment. Opposition with Fire.

*Wood* -- A reversed V shape. Represents growth, harmony, peace, connections, nature, patience, and longevity. Opposition with Metal.

*Metal* -- A down pointed V. Represents protection, support, accomplishment, wealth, prosperity, and success. Opposition with Wood.

*Qi* -- A circle with a dot inside. Represents life, spirit, family, community, music, willpower, and revelations. Qi has no opposition element.

## Spirit Cards

The Spirit Cards each represent one of the twenty-one spirits that have been recognized as the most commonly available spirits. Each Spirit card includes a single circle with the icon of the spirit in it. The name of the spirit is also included in a scroll. In the corner is a single element symbol that the spirit is associated with. When pulling this card for the purpose of determining a bonus it is valued at +1.

Spirit	Element	Association
Butterfly	Air	freedom, bounty, rebirth
Eagle	Air	strength, perception, protection
Grasshopper	Air	learning, community, evasion
Ant	Earth	teamwork, ambition, purpose
Badger	Earth	cleverness, protection, ingenuity
Bear	Earth	ferocity, protection, strength
Fox	Fire	intelligence, mischief, playfulness
Salamander	Fire	magic, adaptation, hiding
Squirrel	Fire	speed, secrets, bounty
Beaver	Water	teamwork, construction, defense
Fish	Water	fortune, change, knowledge
Raven	Water	perception, cleverness, mischief



Owl	Wood	wisdom, knowledge, individuality
Skunk	Wood	protection, power, defense
Turtle	Wood	healing, patience, wisdom
Panther	Metal	prowess, wisdom, magic
Snake	Metal	secrets, patience, cleverness
Wolf	Metal	teamwork, loyalty, compassion
Coyote	Qi	luck, mischief, cleverness
Deer	Qi	grace, speed, dexterity
Spider	Qi	deception, patience, precision

## Court Cards

The Spirit Court Cards each have three spirit symbols in circles and three element symbols in the corner. There are seven spirit courts. When pulling this card for the purpose of determining a bonus it is valued at +3.

### Community

- Squirrel (Fire)
- Ant (Earth)
- Beaver (Water)

### Freedom

- Butterfly (Air)
- Deer (Qi)
- Skunk (Wood)

### Intellect

- Badger (Earth)
- Panther (Metal)
- Spider (Qi)

### Leadership

- Eagle (Air)
- Wolf (Metal)

- Owl (Wood)

#### Magic

- Grasshopper (Air)
- Salamander (Fire)
- Fish (Water)

#### Mischief

- Fox (Fire)
- Coyote (Qi)
- Raven (Water)

#### Protection

- Bear (Earth)
- Snake (Metal)
- Turtle (Wood)

## Chapter 7: Skills Reference

# Skills and Knowledge

**Your character possesses a number of skills that govern different disciplines, fields of study, and abilities.**

**Regardless of the source of a skill, you may freely assume that you possess an intellectual or academic**

**understanding of any skill you possess, in addition to any knowledge the skill explicitly grants. For example, the Banner Bearer skill would include some knowledge of military parade and procedure, or Gunsmithing with the basic understanding of how gunpowder weapons operate, or past designs. In short, you know intellectually what you know how to do, and can ask the Storytellers based on these skills for additional information based on the skills you possess.**

# Skills Reference

## A

### **Advanced Treatment**

*Reqs:* Focus 7, First Aid

*Tend Extremities* [Always] You may use your First Aid Roleplay time to remove the Smashed Limb and Slow effects by calling, "Remove X" where X is the the effect.

*Bone Adjustment* [Once per Rest] You may finish a First Aid Roleplay in 5 seconds that heals one damage and removes the Smashed Limb effect from a single target.

## **Alchemy**

### **Apprentice Alchemist I**

*Reqs:* Focus 3

*First Principles* [Always, Crafting] You can complete rank one Alchemical recipes.

*Apprentice Duties* [Always, Gathering] You may gather Mineral and Binder Components.

### **Apprentice Alchemist II**

*Reqs:* Focus 7

*Advanced Principles* [Always, Crafting] You can complete rank two Alchemical recipes.

*Resource Management* [Once Per Event] You may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component.

### **Apprentice Alchemist III**

*Reqs:* Focus 11

*Final Theorems* [Always, Crafting] You can complete rank three Alchemical recipes.

*Distiller's Eye* [Always, Gathering] When drawing cards to determine Mineral or Binder component gathering results, you may discard one of the cards and draw again to replace it. You must take the second result.

### **Alchemical Expert**

*Reqs:* Focus 13, Wits 3, Apprentice Alchemist II

*Fancy Retort* [Always, Gathering] You may gain a +2 bonus when making a Destiny Deck draw for gathering Mineral or Binder materials.

*Advanced Alembic* [Once Per Rest, Crafting] You may replace one uncommon component in an alchemical recipe with a common component of the same class.

*Reclaim Residue* [NPC Shift] At the completion of an NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component.

## **Master Alchemist**

*Reqs:* Focus 15, Wits 11, Alchemical Expert

*Master's Crucible* [Always, Crafting] You may perform an alchemical Recipe twice at the same time, expending twice the materials for twice the output.

*Clever Substitution* [Once Per Rest, Crafting] You may replace one rare component in an alchemical Recipe with a common or uncommon component of the same type.

*Leftover Alchemy* [Once Per Rest, Crafting] You may roleplay searching among your possessions for five seconds to "find in your pocket" any Rank 1 alchemical Recipe you know and have the materials for. If you spend a point of Grit, you may instead "find" one of any Rank 2 alchemy Recipe you know. The item must be used within 1 minute or it is lost.

## **Alchemical Experimenter**

*Reqs:* Focus 17, Wits 9, Apprentice Alchemist III

*Alchemical Method* [Experimentation] You may choose to discard and redraw one card when making Destiny Deck draws for Alchemical Experimentation.

*Critical Safeguard* [Experimentation] You may choose to gain an Injury point in exchange for preventing the negative consequences of an Experimentation for one other person involved.

## **Alchemical Innovator**

*Reqs:* Focus 20, Wits 12, Alchemical Experimenter

*Improve and Refine* [Experimentation] You gain a +2 bonus when making a Destiny Deck draw for Alchemical Experimentation.

*Enhanced Safeguards* [Experimentation] You may use the talent Critical Safeguard up to three times in one Experimentation.

*Path to Discovery (Alchemy)* [Quest] You may begin a quest to establish a new Alchemical recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

## **Apothecary**

*Reqs:* Essence 7, First Aid

*Practiced Medicine* [Always] Your roleplay for First Aid is reduced to 40 seconds.

*Emergency Aid* [Once Per Rest] You may finish the First Aid Roleplay immediately by calling "Aid".

*Battlefield Carry* [Always] You no longer have to move at a walking pace when moving an Incapacitated character.

## **Archaeology**

*Reqs:* Wits 11, either Specimen Collection or Research

[Quest] You may perform Archaeological Dig Quests, available from the Quartermaster. A standard dig takes 120 minutes of effort that can be divided up among multiple characters to a minimum of 20 minutes per character. At least half of the characters involved (rounding up) must have the skill Archeology. Everyone who participates will be considered to have completed the Quest.

## **Assembly Line**

*Reqs:* Harmony 11, Advanced Production

*By The Numbers* [Always, Crafting] By gathering at least 3 people with a common *Crafting* skill together in a location, and having them all craft the same item, you can decrease the time it takes for all of them to produce those items. Cut crafting time in half for each participant. The character managing the *Assembly Line* may not craft anything.

*Maximum Output* [Once Per Event] You may gain the benefits of *Personal Supply* and *Advanced Supply* an additional time this event, at any time during the Event.

## B

### **Banner Bearer**

*Reqs:* Resolve 11, Sergeant, Approve Banner Prop

[Once Per Rest] The user of this skill may raise a banner that instills confidence in all who see it. While the banner is upright and visible, if a character would progress to the second stage of a Mental Effect they may call "Immune." Players must be sure they can see the banner before calling, "Immune." If the Banner Bearer is reduced to Incapacitated, they must remove the banner from the field and it may not return except through Staff permission. Only the bearer can move the banner and they must remain within 10 feet of it at all times or the effect ends. It is recommended that the Banner Bearer remind players of this ability before a Scene begins.

## C

### **Captain**

*Reqs:* Focus 13, Resolve 7, Sergeant

*Captain Formations* [Always, Crafting] You can organize up to 5 chosen allies into a special formation. You may organize any formation listed below that you also possess the required skill for. You may later call the formation and



**you and the chosen allies gain the benefits listed. A character can only benefit from one formation at a time, and you must be in the scene to activate the formation.**

- *Aegis Formation - Inspire Courage*: Choose one Mental Effect. Once during the next Scene, the members of the formation may call a Mental Save against the chosen effect. This ability is lost at the end of the next Scene if not used.
- \*\* Roleplay: Practice planning defenses and camaraderie.
- *Vanguard Formation - Advanced Melee Style*: Gain 1 Grit Point which can only be spent to deliver any Advanced Strike with a melee weapon even if the character does not have an Advanced Strike skill. The Grit Point is lost at the end of the next Scene if not used.
- \*\* Roleplay: Practice breaking through lines as a group.
- *Sharpshooter Formation - Advanced Ranged Style*: Gain 1 Grit Point which can only be spent to deliver any Advanced Strike with a ranged weapon even if the character does not have an Advanced Strike skill. The Grit Point is lost at the end of the next Scene if not used.
- \*\* Roleplay: Practice sharpshooting.
- *Specialist Formation - Weapon Specialist*: For the next Scene, the entire formation gains the benefit of one Weapon Specialist skill the Captain has. This ability is lost at the end of the next Scene.
- \*\* Roleplay: Practice shooting and lecturing with the chosen weapon type.
- *Medic Formation - Clinic*: All members of the formation may assist other characters with First Aid to reduce the Roleplay as if they had the First Aid skill. This ability is lost at the end of the next Scene.
- \*\* Roleplay: Practice bandaging, lecturing on anatomy, and

## **Cartography**

***Reqs:* Resolve 3**

***Cartography* [Quest]** You may perform Mapping Quests, available from the Quartermaster. A standard mapping takes 120 minutes of effort that can be divided up among multiple characters to a minimum of 20 minutes per

character. At least half of the characters involved (rounding up) must have the skill Cartography . Everyone who participates will be considered to have completed the Quest.

*Research Basics* [Always] You can determine the relative Research value of items.

## **Commerce**

*Reqs:* Wits 3

*Quartermaster's Connection* [Always, Quest] You gain access to the ability to obtain and complete Commerce Quests from the Quartermaster. Commerce Quests reward you financially for completing them, and also reward build to a number of participants including yourself, as listed on the card. You must complete your current Commerce quest to obtain a new one.

*Market Watch* [Once Per Event] You will gain rumors and insight into supply and demand of the resources of the Colony on your rumors sheet at Check-in.

## **Cooking**

*Reqs:* Agility 3

*Cook* [Always, Crafting] You may complete Cooking Recipes.

*Foraging* [Gathering] You may gather Food and Herbal components.

## **Master Chef**

*Reqs:* Agility 11, Harmony 7

*Fine Cuisine* [Always, Crafting] You may complete Master Chef Recipes.

*Iron Stomach* [Always] You can spend a Physical Save to prevent yourself from being poisoned or harmed by items you consume.

## **Clinic**

*Reqs:* Wits 11, one of Advanced Treatment, Medicinal Remedies, or Remove Poison

[Once Per Rest] You may spend 1 minute preparing a small area, roughly 10 feet by 10 feet, 10'x10', as a field Clinic. Props are encouraged but not required. All uses of the First Aid skill in this area heal two hit points per use instead of one. This area remains active as long as the props remain set up or a person with the Triage skill remains in the area, and active combat does not occur within the area of the Clinic.

## **Ciphers**

***Reqs: Wits 11***

**[Always]** You may write secret messages. To accomplish this, you must write out a note on paper. Fold this paper so that the written message is not visible. On the outside of this note you must write the following statement: "OOG: Requires Ciphers to Decode" along with your card number and your signature.

## **Creature Handling**

***Reqs: Agility 3***

***Animal Insight*** **[Always]** You may determine the status of an animal or creature including:

- Its current health level (healthy, wounded, dying, dead)
- Its mood (Friendly, Neutral, Aggressive)
- Its nature (natural or not)

You may call this skill by studying the creature for 30 seconds and then calling "Insight", and asking the creature the relevant question.

***Influence Mood*** **[Once Per Rest]** You may attempt to sway the mood of up to 4 creatures by one step. Aggressive or Frightened creatures can become Neutral and Neutral creatures can become either Frightened or Friendly depending on the nature of the roleplay. The creature(s) will react to the closest player; to use this skill, the player should step between the creature and any other players, spread their hands wide with open palms. To make the creature more friendly use words like "calm", "understand" and "help". To make the creature less friendly use "angry",

"threat", or "danger". Note that there may be environmental or situational modifiers that complicate this skill.

## D

### **Devices**

*Reqs: Agility 7*

*Device Manipulation [Always]* When you encounter a lock or other device that can be opened or defeated, there will be a difficulty number listed. In order to defeat the device you must spend one minute of roleplay time, then draw one card from the Destiny Deck. Add the value of this card to your Agility score. If the total exceeds the difficulty then the device is defeated. If not you may spend another minute roleplaying to draw a second card adding it to the first and check again. If you need to keep going you have one more attempt after yet another minute to draw a third card. If after three minutes, and three card draws, the device is not defeated then you must suffer the listed consequence on the lock or device card.

*Quick Crack [Once Per Rest]* You may draw all three cards at once after completing one minute of role play.

## **Doctor**

*Reqs: Essence 11, Apothecary*

*Advanced Care [Always]* Your roleplay for First Aid is reduced to 20 seconds. You may spend a Grit Point when

treating someone to raise their Injury Limit in the Scene to 5 and removing the Exhausted condition if they have already gained it.

*Urgent Healing* [Once Per Rest] You may finish the First Aid Roleplay immediately. This usage stacks with Apothecary.

*Improved Battlefield Carry* [Always] You may carry two Incapacitated targets simultaneously when using Battlefield Carry.

## **Dissect**

*Reqs:* Focus 7, Expert Application

[Always] Roleplay the dissection of a plant, a dead animal, or a dead person. After 30 seconds of roleplay you gain one or more Components or Item Cards depending on the situation and the Narrator running the scene. Some NPCs will be carrying cards to give out upon being dissected, others may not.

## **Dowsing**

*Reqs:* Essence 7, Orienteering

[Once Per Rest] Locate a Ley Line to grant a bonus to Rituals or Crafting that occurs in that location. A total of 12 minutes of roleplay by characters with the Dowsing skill is required to find a single Ley Line. When the above roleplay is done, you may establish circle no larger than six feet in diameter. Rituals and Crafting that occur within that circle

gain the following benefit: "Choose one of the least rare Components used in the recipe. It is not expended." This effect lasts for one hour.

## E

### **Expert Application**

*Reqs: Focus 3*

*Quick Application* [Always] When you are applying a Healing Poultice to another character, double the rate of healing.

*Leftover Poultice* [Once per Rest] You may produce a Healing Poultice without requiring Components. Quick Poultices are never written on Item Cards and expire at the end of the scene in which they are made if unused.

## F

### **Fiber Arts**

*Reqs: Focus 3*

*Weave and Sew* [Always, Crafting] You can complete Fiber Arts Recipes.

*Wool Gathering* [Gathering] You can gather Herbal and Fiber components.

## **Master Weaver**

*Reqs:* Focus 11, Resolve 7

*Made to Fit* [Always, Crafting] You can complete Master Weaver Recipes.

*Measure Twice, Cut Once* [Once per Rest] when using a Fiber Arts Recipe Item you may use it twice within a scene while only consuming one of the item's uses.

## **First Aid**

*Reqs:* Essence 3

*Diagnose* [Always] You may perform 5 seconds of roleplay examining a body and declare, "Diagnose." Once done, you may ask what the target's current and maximum Hit Points are and what other negative effects they are under.

*First Aid* [Always] You may perform a 1 minute roleplay to restore 1 Hit Point on a single target within arms reach. This will also remove the Incapacitated condition if it exists. If another player with First Aid assists you, you may reduce the roleplay by 5 seconds, to a minimum of 10 seconds.

## **G**

## **Games**

*Reqs:* Focus 3



[Always] While Resting, you may play a game with 1 to 5 other characters. All characters in the game cut the time required for their Rest in half. All players who participate in the game also regain 1 grit point when the rest time is completed. To qualify as a game there must be at least one prop used by all involved and the level of physical exertion must be low.

## H

### **Herbalism**

#### **Apprentice Herbalist I**

*Reqs:* Harmony 3

*Basic Botanicals* [Always, Crafting] You can complete rank one Herbalism recipes.

*Harvestry* [Gathering] You may gather Herb and Fiber Components.

#### **Apprentice Herbalist II**

*Reqs:* Harmony 7, Apprentice Herbalist I

*Improved Botanicals* [Always, Crafting] You can complete rank two herbal recipes.

*Herbal Stockpile* [Once Per Event] you may contact the Quartermaster or Guildmaster to gain a random Herb or Fiber Component.

## **Apprentice Herbalist III**

*Reqs:* Harmony 11, Apprentice Herbalist II

*Mortar Mastery* [Always, Crafting] You can complete rank three herbal recipes.

*Sickle Skills* [Gathering] When drawing cards to determine Herb or Fiber gathering results you may discard one of the cards and draw again to replace it. You must take the second result.

## **Herbalism Expert**

*Reqs:* Harmony 13, Essence 3, Apprentice Herbalist II

*Nature's Bounty* [Gathering] You may gain a +2 bonus when making a Destiny Deck draw for Herbal or Fiber Components.

*Pharmacology* [Once per Rest] You may replace one uncommon component in an Herbalism recipe with a common component of the same class.

*Reclaim Roots* [NPC Shift] At the completion of an NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Herb or Fiber Component

## **Master Herbalist**

*Reqs:* Harmony 15, Essence, Herbalism Expert

*Perfect Pestle* [Always, Crafting] You may perform an Herbalism Recipe twice at the same time, expending twice the materials for twice the output.

*Secret Spices* [Once per Rest] You may replace one rare component in an Herbalism Recipe with a common or uncommon component of the same type.

*Leftover Herbals* [Once per Rest] You may roleplay searching among your possessions for five seconds to "find in your pocket" any Rank 1 herbal Recipe you know and have the materials for. If you spend a point of Grit, you may instead "find" one of any Rank 2 Herbalism Recipe you know. The item must be used within 1 minute or it is lost.

## **Herbalism Experimenter**

*Reqs:* Harmony 17, Essence 9, Apprentice Herbalist III

**Botanical Method:** [Experimentation] You may redraw one card when making Destiny Deck draws for Herbalism Experimentation

*Critical Safeguard* [Experimentation] You may choose to gain an Injury point in exchange for preventing the negative consequences of an Experimentation for one other person involved.

## **Herbalism Innovator**

*Reqs:* Harmony 20, Essence 12, Herbalism Experimenter

*Materia Medica* [Experimentation] You gain a +2 bonus when making a Destiny Deck draw for Herbalism Experimentation.

*Enhanced Safeguards* [Experimentation] You may use the talent Critical Safeguard up to three times in one Experimentation.

*Path to Discovery (Herbalism)* [Quest] You may begin a quest to establish a new Herbalism recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

I

## **Import / Export**

*Reqs:* Resolve 3

*Port Connections* [Always] You gain access to a special Goods selection, of large purchase of commodities and other items that are independent of the normal Quartermaster Supply. See the Quartermaster to see what is for sale.

*Trading Partners* [One Per Event, Quest] You may return an Unfinished Commerce Quest to the Quartermaster and select a new Quest instead.

## **Inspire Courage**

*Reqs: Essence 3*

[Once per Rest] you may use this skill to grant up to five people an Extra Mental Save. You can roleplay this skill by any of the following means:

- A rousing speech of at least 30 seconds duration
- An inspiring song of at least 30 seconds duration
- A heroic deed appropriate for the scene at marshals discretion

## **Inventory**

*Reqs: Wits 7, Appraise*

*Safe Storage* [Always] Player may keep any amount of item cards in a separate pocket on their person for the purpose of trade. This can be any number of cards of any number, size, or value. Their knowledge of what they have in storage allows them to conduct trade with the goods. As the goods are not actually on your person, they cannot be affected by anything happening to you personally. You may only move goods out of this pocket in relative safety or by spending one Grit per item you wish to suddenly produce.

*Strike a Deal* [Once Per Rest] you may convert 5 Component item cards of the same value or rarity into any one item of the next value or rarity up. Excludes Premium and Unique. Basic Logistics and Advanced Logistics may not be used for this purpose.

*Merchant's Insight* [Always] You can determine the relative research value of items.

L

## **Basic Logistics**

*Reqs:* Strength 3

[Once per Rest] You may use this skill in place of a single common Component to represent having been prepared enough to have brought that Component along with you. This Component will never be written on a card and it expires at the end of the scene. No more than one use of Basic Logistics can be applied to a single action.

## **Advanced Logistics**

*Reqs:* Strength 7, Basic Logistics

[Once per Rest] You may use this skill in place of a single common or uncommon Component to represent having been prepared enough to have brought that Component along with you. This Component will never be written on a card and it expires at the end of the scene. No more than one use of Advanced Logistics can be applied to a single action.

**Lore**

*Reqs: Wits 3*

**Narrator:** You are versed in the study of books. You may ask questions of a scene Narrator to determine if some fact available in the books you have studied may be pertinent to the current scene.

**Item:** You can determine the relative Research value of items.

**M**

## **Medicinal Remedies**

*Reqs: Focus 7, First Aid*

*Purifying Treatment* [Always] You may use your First Aid roleplay time to remove the Sickened effect or one Mental Effect by calling, "Remove X" where X is the effect.

*Rapid Soothe* [Once Per Rest] You may finish a First Aid Roleplay in 5 seconds that heals one damage and either removes the Sickened effect or removes one Mental Effect, from a single target.

## **Mining**

*Reqs: Strength 3*

*Rock Farmer* [Gathering] You may gather Metals and Minerals. Add +2 to the results of the Destiny Deck draw when gathering Metals or Minerals.

*Rock Tumbler* [Crafting] You may use the Metal Trade Goods and Mineral Trade Goods recipes from the Smithing Recipes list

## O

### **Orienteering**

*Reqs:* Resolve 3

[Always] You are skilled enough at navigating in the wilderness that when you have a map, your time walking somewhere counts as Rest time for you and up to 3 other characters.

## P

### **Basic Production**

*Reqs:* Harmony 3

*Trade Goods* [Always, Crafting] You may complete basic Production recipes for crafting Trade goods out of matching materials.

*Busy Hands* [NPC Shift, Crafting] Choose one basic production recipe or Rank 1 recipe your character knows. Your character will accomplish the crafting of it during your NPC shift. You must have all necessary materials.

*Personal Supply* [Once Per Event] You may create for free one use of a Rank 1 consumable item you know. You must



choose the item within your first hour of play.

## **Advanced Production**

*Reqs:* Harmony 7, Basic Production

*Advanced Trade Goods* [Always, Crafting] You may complete Advanced Production recipes for crafting more valuable Trade goods out of matching materials.

*With My Eyes Closed* [NPC Shift, Crafting] Choose one basic or advanced production recipe, or Rank 1 recipe your character knows. Your character will accomplish the crafting of it during your NPC shift. You must have all necessary materials. Stacks with Busy Hands.

*Advanced Supply* [Once Per Event] You may create for free one use of a Rank 1 or 2 consumable item you know. You must choose the item within your first hour of play. Stacks with Personal Supply.

== R

## **Remove Poison**

*Reqs:* Essence 7, First Aid

*Toxin Care* [Always] You are able to recognize that someone has the Poisoned Condition. While you are tending to a Poisoned character their Poison will not progress to more severe levels.

***Antidote*** [Always, Crafting] You may request the instructions on a remedy for a particular Poison. Each Remedy's instructions can be different. By following the necessary recipe you can cure the target of the poison.

## **Research**

***Reqs:*** Wits 7, Lore

***Artifact Research*** [Once Per Rest] You may exchange a number of Items with Research values (excluding “Known” items) with the head of the Explorers Guild to gain a piece of knowledge. The quality of the knowledge you gain is based on the total Research value of the Items that you turn in.

- Known = 0
- Notable = 1
- Significant = 3
- Revelatatory = 7

***Interview*** [Always] You may spend 10 minutes discussing the basics of a Skill a target knows. For the next four hours, you may act as if you possessed that skill for purposes of knowledge (I'm not a Blacksmith, however I spoke to...). You may possess a maximum of 3 skills in this way at a time.

## **Rituals**

### **Initiate Binding Rituals**

***Reqs:*** Essence 3

*Initiate Binding* [Always, Crafting] You gain access to Rank 1 Binding Rituals.

*Wardworthy Gathering* [Gathering] You may gather Binders and Minerals.

## **Adept Binding Rituals**

*Reqs:* Essence 7, Resolve 3, Initiate Binding Rituals

[Always, Crafting] You gain access to Rank 2 Binding Rituals.

## **Master Binding Rituals**

*Reqs:* Essence 11, Resolve 7, Adept Binding Rituals

[Always, Crafting] You gain access to Rank 3 Binding Rituals.

## **Initiate Forces Rituals**

*Reqs:* Essence 3

*Initiate Forces* [Always, Crafting] You gain access to Rank 1 forces Rituals.

*Ritual Gathering* [Gathering] You may gather Binders and Minerals

## **Adept Forces Rituals**

*Reqs:* Essence 7, Resolve 3, Initiate Forces Rituals

[Always, Crafting] You gain access to Rank 2 Forces Rituals.

## **Master Forces Rituals**

*Reqs:* Essence 11, Resolve 7, Adept Forces Rituals

[Always, Crafting] You gain access to Rank 3 Forces Rituals.

## **Initiate Spirit Rituals**

*Reqs:* Essence 3

*Initiate Spirits* [Always, Crafting] You gain access to Rank 1 Spirit Rituals

*Ritual Gathering* [Gathering] You may gather Binders and Minerals

## **Adept Spirit Rituals**

*Reqs:* Essence 7, Resolve 3, Initiate Spirit Rituals

[Always, Crafting] You gain access to Rank 2 Spirit Rituals

## **Master Spirit Rituals**

*Reqs:* Essence 11, Resolve 7, Adept spirit Rituals

[Always, Crafting] You gain access to Rank 3 Spirit Rituals

## **Ritual Linking**

*Reqs:* Essence 13, Harmony 11, Any Adept Rituals

[Once Per Rest, Crafting] You may increase the casting time of a ritual that gives a Blessing by one minute and expend one additional Component to include additional people based on the rarity of the Component. If you expend a Common, add one person. If you expend an Uncommon, add two people. If you expend a Rare, add 3 people. If you expend a Unique, add 10 people. This cannot be used on Self-Only Blessings.

## **Ritual Quickening**

*Reqs:* Essence 13, Focus 11, Any Adept Rituals

[Always, Crafting] You may have other ritualists assist in performing a ritual you are conducting to reduce the casting time so long as they are capable of performing the same type of ritual, ie assisting in a Forces ritual requires people who can perform Forces rituals. For each person assisting the time required is reduced by one minute, minimum of one minute.

## **Ritual Empowerment**

*Reqs:* Essence 13, Strength 11, Any Adept Rituals

[Always, Crafting] When you perform a ritual that has a numeric effect you may double the casting time of the ritual to increase a numerical value by one.

## **Initiate Thaumaturgist**

*Reqs:* Essence 15, Wits 6

*Ritual Reminders* [NPC Shift] At the end of your NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component

*Ritual Efficiency* [Always, Crafting] When performing a ritual you know, you may increase the casting time by one minute and spend a point of grit to lower the rarity of one required component by one level, to a minimum of Common.

## **Adept Thaumaturgist**

*Reqs:* Essence 17, Wits 9, Initiate Thaumaturgist

Gain the corresponding bonus if you have the following skills:

*with Adept Binding Rituals*

*You may spend 10 minutes expanding your spiritual self to an item. So long as the chosen item is visible on your person you may have two Blessings upon you at*

once. If the item is Sundered you lose access to the second Blessing until it is repaired.

***with Adept Forces Rituals***

*When you finish a Forces ritual that has an immediate effect, you may store the effect upon you as a Blessing, and release the effect later with ten seconds of Roleplay.*

***with Adept Spirit Rituals***

*Whenever you perform a ritual that requires the expenditure of a Spirit Token, Make a Destiny Draw. If the drawn total is 4 or higher you do not lose the Spirit Token.*

## **Master Thaumaturgist**

**Reqs:** Essence 20, Wits 12, Adept Thaumaturgist

**Gain the corresponding bonus if you have the following skills:**

***with Master Binding Rituals***

*[Crafting] You may craft an object using the craft wand ritual. This object now counts as the prop for all Binding rituals you cast.*

*[Once Per Event] When you would gain an Injury point to as the cost for a skill you may destroy your imbued object instead of gaining the Injury Point.*

***with Master Forces Rituals***

*[Once Per Rest, Crafting] When you are doing a Forces Ritual, if you are struck by a physical effect or damage, you can add 1 minute to the ritual casting time to gain a Free Physical Save to use immediately. If you stop the ritual before completing it after using this ability you become Exhausted.*

*[Once Per Rest] If you are struck by an undefended elemental effect while performing a Forces Ritual you may gain an Injury to complete the ritual immediately. This only works with known, non-experimentation rituals.*

***with Master Spirit Rituals***

*[Always] Whenever you expend a Blessing, you may choose an additional target within arms reach to gain the effect.*

*[Once per Event] When you expend a Blessing, you may gain an Injury Point to grant the effect of the expended Blessing to all targets within arms reach.*

## S

### Sergeant

**Reqs: Focus 7, Resolve 3**

***Sergeant Formations*** **[Always, Crafting]** You can organize up to 5 chosen allies into a special formation. You may organize any formation listed below that you also possess the required skill for. You may later call the formation and you and the chosen allies gain the benefits listed. A character can only benefit from one formation at a time, and you must be in the scene to activate the formation.

- *Infiltration Formation - Sneak*: All members of the formation may perform a 1 min RP within cover to become Hidden once. This ability is lost at the end of the next Scene if not used.
  - Roleplay: Practice sneaking through brush or from cover to cover.
- *Militia Formation - Basic Melee Style*: Gain 1 Grit Point which can only be spent to deliver any Basic Strike with a melee weapon even if the character does not have a Basic Strike skill. The Grit Point is lost at the end of the next Scene if not used.
  - Roleplay: Practice sparring.
- *Gunline Formation - Basic Ranged Style*: Gain 1 Grit Point which can only be spent to deliver any Basic Strike with a ranged weapon even if the character does not have a Basic Strike skill. The Grit Point is lost at the end of the next Scene if not used.



- Roleplay: Practice firing in coordinated volleys.
- *Rescue Formation - First Aid*: All members of the formation may carry Incapacitated characters while moving at full speed. This ability is lost at the end of the Scene.
  - Roleplay: Practice bandaging, lecturing on anatomy, and

## **Semaphores**

*Reqs: Agility 7*

[Always] Either you, or a designated player volunteer, may put on a White Headband to go out of game and deliver a message to a location within line of sight. A character with the skill Semaphore must be available on the receiving end. Special Note: Because the process of sending messages by flags is not quick, time does not stop during this process. Return messages may be sent. If you go yourself you *MUST* return to your starting location before removing your White Headband and going back in game.

## **Sleight of Hand**

*Reqs: Agility 3*

[Always] You may interact with NPCs sent out with clearly marked pickpocket targets hanging off of them in the form of colored clothespins. If you choose, you may attempt to remove these targets for a chance at a reward.

## **Smithing**

## **Blacksmith**

*Reqs:* Strength 3

*Smithy Basics* [Always, Crafting] You can complete Blacksmithing recipes.

*Panning and Smelting* [Gathering] You may gather Metals and Minerals.

## **Weapon Smith**

*Reqs:* Strength 7, Blacksmith

*Weapons of War* [Always, Crafting] You can complete Weaponsmithing recipes.

*Safe Hands* [Once Per Rest] If your weapon would be Sundered you may call "Weapon Smith" to continue using it at full functionality. It retains the Broken condition, you merely ignore it for the duration of this scene. Should it be Sundered again, it will be permanently lost or require Experimentation to repair.

## **Armorer**

*Reqs:* Resolve 7, Blacksmith

*Suits of Steel* [Always, Crafting] You can complete Armorer recipes.

***Safety First*** [Once Per Rest] If you are wearing armor or a smithing apron, You gain a free Physical Save against an environmental damage effect.

## **Gunsmith**

***Reqs:*** Agility 7, Blacksmith

***Powder and Lead*** [Always, Crafting] You can complete Gunsmith recipes.

***Spare Rounds*** [Once Per Rest] You may spend a point of Grit to instantly apply any Gunsmith procedure you know to one of your own weapons. The effects of this procedure expire at the end of the scene or when the weapon leaves your possession.

## **Brightsmith**

***Reqs:*** Focus 7, Blacksmith

***Precision Work*** [Always, Crafting] You can complete Brightsmith recipes.

***Crafter's Eye*** [Experimentation] You may redraw one card when making a Destiny Deck draw while experimenting on any Smithing Recipe.

## **Artisan Smith**

**Reqs:** Focus 11, Harmony 7, one of Weaponsmith, Armorer, Gunsmith, Brightsmith

**Prototype Design** [Experimentation] You may gain a +2 bonus when making a Destiny Deck draw for experimenting on Smithing Recipes.

**Upkeep Armory** [Once Per Rest] Pick a single Smithing recipe you can perform. You may expend double the normal materials and triple the time to perform the procedure on up to five armaments at once. All of the target armaments must be present at the same time.

## **Heavy Engineering**

**Reqs:** Strength 11, Resolve 7, one of Weaponsmith, Armorer, Gunsmith, Brightsmith

**The Big Guns** [Always, Crafting] You can complete Engineering recipes, which include large scale projects and field weaponry.

**Spot Weld** [Once Per Rest] You may substitute an uncommon metal for a common ingredient in any Smithing recipe.

## **Master Smith**

**Reqs:** Strength 11, Harmony 11, Blacksmith and one of Heavy Engineering or Artisan Smith

*Refine Ore* [Always] You may combine four metals of the same type and quality into a single “refined” material, which counts as one rarity higher. A material created by this talent cannot be used again with this talent.

*Mineralogy* [Once Per Rest] You can treat a single non-Metal component as one level higher for smithing recipes.

*Path to Discovery (Smithing)* [Quest] You may begin a quest to develop a new Smithing recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

## **Smuggle**

*Reqs:* Resolve 7, Import Export

*Black Market* [Always] You gain access to a limited Goods selection of rare items, finished goods, and other rarities for a very high price. See the Quartermaster for the list of available items.

*Perfectly Legitimate Business* [Always, Quest] You gain access to the ability to obtain and complete Smuggling Commerce Quests. These will require strange, rare, and unusual items to complete, and will reward you with build now, and a reward at next Event you attend. The form of your reward is unknown but you are guaranteed to receive

a payment. You may only have one of these Quests at a time, and it counts as a Commerce Quest.

## **Sneak**

*Reqs: Agility 7*

**Hide:** You may gain the Hidden condition.

**include::...**

## **Specimen Collection**

*Reqs: Resolve 7, Cartography*

**Quest:** You can visit the Quartermaster and collect a Specimen Collection Quest from those available.

According to the Quest card's requirements, gather a team to go out collecting the resource. You may require the use of skills such as Tracking and Alertness or Dissect to complete the quest.

## **Surgery**

*Reqs: Focus 11, Dissect*

[Always, Crafting] You may follow a Surgery Plan to perform surgeries on living animals and people.

Anesthesia is highly recommended.

# T

## Tracking and Alertness

*Reqs:* Wits 7, Trapping and Foraging

*Tracking* [Once Per Rest] You may ask a single question of the Narrator or Marshal of the given scene about any beings who may have left tracks in an area you are about to enter.

*Spot Hidden* [Once Per Rest] You may see people who are Hidden (Yellow Headband or arm in front of face).

*Quick Reflexes* [Always] You may spend a point of Grit to negate the effects of a Sneak Attack. You still take the normal damage of the strike.

## Trapping and Foraging

*Reqs:* Wits 3

*Live Off the Land* [Gathering] You may gather Food, Fiber and Herbal Components using a special gathering table.

*Always Searching* [NPC Shift] At the end of your NPC shift you may request a random Food, Fiber or Herbal Component from the Quartermaster or your Guildmaster.

*Trapper* [Once Per Rest] This skill may be used to affect an area to alter the circumstances of a scenario by preparing traps, snares, or other ambushes. You must have arrived at the location first, or hidden long enough to prepare the traps. A Marshal may require a Destiny Draw to determine

the outcome, and the intended effect may not be the actual outcome.

## **Tycoon**

*Reqs:* Focus 11, Inventory

*Special Order* [Once Per Rest] You may contact supplies through the Quartermaster to obtain an Item Card called "Bundle for X" where X is the name of a single Ritual or Recipe. The Item Card counts as all of the required Components to complete that single Ritual or Recipe once. The price for this item will be at a significant premium. Within the next 15 minutes, you will gain the item.

*Credit Line* [Always, Quest] You may have two Commerce Quests active at the same time.

## **Armor Training**

*Reqs:* Resolve 3

[Always] While wearing Armor, you gain an extra Physical Save and increase your Injury Limit to 4.

## **Wilderness Survival**

*Reqs:* Agility 7, Animal Handling

[Once Per Rest] You get one Save that may be applied against any Natural Environmental effect in a scene. You



may spend a point of Grit to grant a save against the effect for everyone within 5 feet of you.

## **Combat Skills Reference**

### **Combat Familiarity**

Reqs: Untrained

All characters have access to this skill

Combat Grit: [Always] You may spend 1 Grit to call a Combat Maneuver that you have access to.

Oomph: You gain access to the +1 Damage Combat Maneuver

Out of my Way: You gain access to the Shove Combat Maneuver

### **Duelist**

Reqs: Strength 3

Basic Training: You gain 1 grit that may be used for Combat Maneuvers only

Balance: You gain access to the Combat Maneuver Trip / Stand

En Garde: You gain access to the Combat Maneuver Disarm / Retain

## **Duelist Master**

**Reqs:** Strength 7, Agility 3, and Duelist

**Flourish:** [Combat Form] After spinning your weapon(s) for 5 seconds, within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

## **Skirmisher**

**Reqs:** Strength 3

**Basic Training:** You gain 1 grit that may be used for Combat Maneuvers only

**Forceful Strike:** You gain access to the Stun Combat Maneuver

**Can't slow me down:** [Combat Form] After taking 5 steps forward (no running), you gain one physical save against Shove, Repel, or Bind effects. You may only have one free save from this ability at a time. If unused, this free save expires when combat ends.

## **Skirmisher Master**

**Reqs:** Strength 7, Focus 3, and Skirmisher

**Mobility:** [Combat Form] After taking 5 steps forward (no running), within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

## **Tactician**

**Reqs: Strength 3**

**Basic Training:** You gain 1 grit that may be used for Combat Maneuvers only

**Stay the Line:** You gain access to the Bind Combat Maneuver

**Push them Back:** You gain access to the Repel Combat Maneuver

## **Tactician Master**

**Reqs: Strength 7, Wits 3, Tactician**

**Stand: [Combat Form]** After planting your feet and not moving for 5 seconds, within the next 3 seconds, you may call one Combat Maneuver without spending Grit

## **Defender**

**Reqs: Strength 3**

**Basic Training:** You gain 1 grit that may be used for Combat Maneuvers only

**Essential Block:** You gain access to the Parry Combat Maneuver

**Bodyguard:** You gain access to the Intercept Combat Maneuver

## **Defender Master**

**Reqs:** Strength 7, Resolve 3, Defender

**Counter:** [Combat Form] After blocking 3 attacks with your weapons, within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

## **Terminology**

- ☐ Bring in the definitions of IG, OOG, PC, NPC, Player, Marshal, Staff, Director, Hold, Scene, Narration