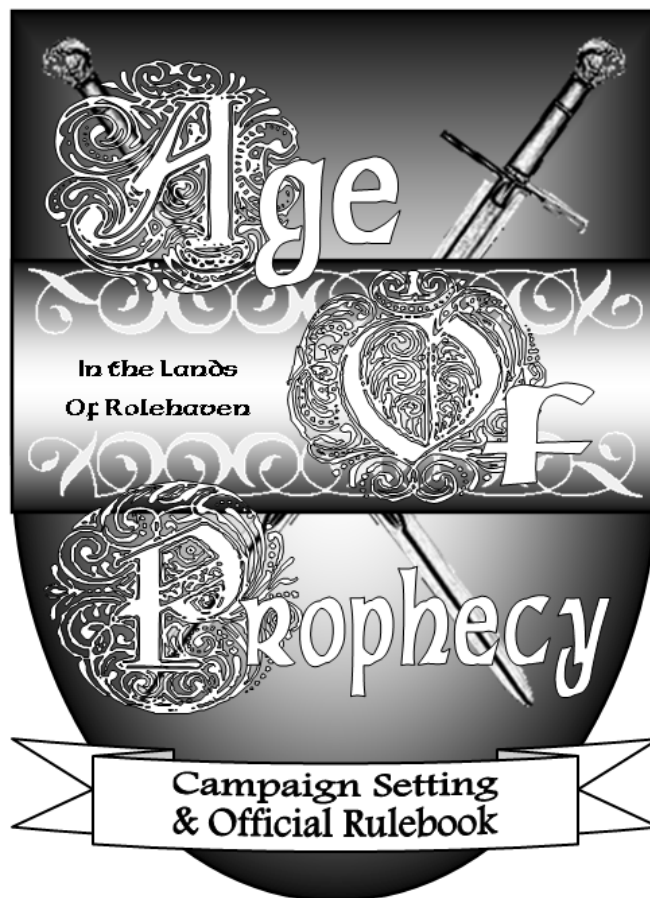


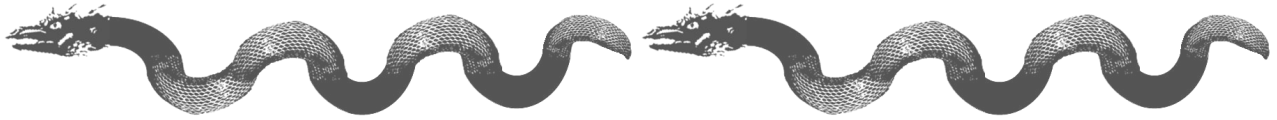
Games of Adventure

Presents



PLAYERS HANDBOOK

Version 2011



**When the false have been thrown from their thrones,
And the old lords of war and peace have been put to rest,
The land will claim the first, and the darkness shall claim the last.**

**In shadows deep where gold was lost and homes unmade,
Fiends that serve a prince of poison coin will crack the clouds,
And from below shall come the malice of the lost maker.**



**A breathless storm will
steal the breath of stone,
What lies within will make
from courage fear and pain,
Across the waves death will
swallow dawn, and war will
be made.**

**When the Kings and Queens
of the Stars look below,
They will call to arms their
blood and blades,
And then will the World be
ripped by the wage.**

**To what end? To what end?
Bright will be the Blood Star, long shall be the Sun,
And for fair or for foul an Age of Prophecy has begun.**



WELCOME TO GAMES OF ADVENTURE.....	5
SAFETY.....	6
COMBAT	8
DEFINITIONS OF COMBAT TERMS	8
DAMAGE, WOUNDS & DEATH	15
DAMAGE RULES.....	15
BLEEDING, SHOCK & DEATH RULES	16
GENERAL GAMEPLAY RULES	18
WEAPON CONSTRUCTION GUIDELINES	21
WEAPON CONSTRUCTION CHART	22
CHARACTER CREATION	23
RACES OF THE WORLD	23
CHARACTER CLASSES.....	24
CHARACTER BACKGROUND.....	25
CHARACTER ADVANCEMENT	26
CHARACTER EXPERIENCE POINTS	26
GENERAL ABILITY RULES.....	27
DEFINITION OF ABILITY TERMS	27
ABILITY FORMAT	29
FREE ABILITIES	30

GENERIC ABILITIES	32
PRIEST	35
MINOR SPELLS	36
MAJOR SPELLS	38
MASTER SPELLS	40
MINOR ABILITIES	42
MAJOR ABILITIES	44
MASTER ABILITIES	46
ROGUE	48
MINOR ABILITIES	48
MAJOR ABILITIES	51
MASTER ABILITIES	55
WARRIOR	58
MINOR ABILITIES	58
MAJOR ABILITIES	61
MASTER ABILITIES	63
WIZARD	67
MINOR SPELLS	68
MAJOR SPELLS	71
MASTER SPELLS	74
MINOR ABILITIES	76
MAJOR ABILITIES	77
MASTER ABILITIES	78
ACKNOWLEDGEMENTS	81

WELCOME TO GAMES OF ADVENTURE

Games of Adventure (GOA) is a live action high fantasy role playing game played every Sunday from Noon until 5pm at Ravenna Park in Seattle, Washington. It is a long-standing, high intensity action oriented game with an impressive two plus decade lineage of storylines, rules changes, and characters of note both in and out of game.

GOA came about as an alternative to both tabletop role playing games and the Society for Creative Anachronism (SCA). Whereas the SCA uses wood and metal to fight and is dedicated to historic recreation, GOA embraces a less potentially dangerous set of props and the fantasy elements of games like Dungeons and Dragons and Warhammer. The end result is a class based game where players may be all manner of wizard, warrior, cleric, or rogue, elf, or dwarf, human, or orc. It is a game where a player's character abilities will only take them as far as their own personal skill. It is a game where combat is not determined by shouting damage numbers, but by having a wound location system, allowing the lowliest adventurer to, on a lucky shot, strike down the greatest hero.

New Players: If you are new to GOA, welcome to a truly unique and entertaining game, it is our hope that you will come to love it as much as we do. Please start by reading the core rules carefully as they are there to inform you of game mechanics and also to keep you safe. As with any game that involves any amount of physical activity there is always the possibility for personal injury: playing GOA is at your own risk. Bumps, bruises, and sprained ankles happen, but generally not from combat, and if you are safe they will likely not happen to you. Please remember to always use your best judgment as your safety comes first.

Also, remember that the game is played in a public park, and as such it is not recommended that you bring personal effects that you do not mind leaving unattended. The administration of GOA cannot be responsible for lost or stolen personal property. Generally speaking, if you have something you need, and you do not have a car to keep it in, someone will likely let you keep it in theirs.

Now then, on to the good stuff. Before and after the game begins is a great time to get to know the other players and how the game is played. Do not be afraid to ask questions, or to practice fighting. Everyone at the game was new once, and we all know what it's like. Experienced players are the best source of information on how the game is played, as written rules can only say so much. Good luck.

About Role playing: Role playing is the act of adopting another persona and acting as you believe that persona would act. GOA is more than running about and hitting each other with foam swords, it is about telling stories and creating characters. There are various tricks and techniques that can help in creating a "character", the persona you play (that by all means should be more than a list of abilities and collection of items), but the best and easiest way to make a character is to think about what you want to be, and what you want to play, then start playing it. This will be discussed at greater length later in the rules.

SAFETY

Games of Adventure is a physical game with an emphasis on combat. The game often involves a great deal of running, jumping, and climbing to compliment the actual fights. Our weapons are designed to provide the best and easiest combination of safety and style, but it is up to the player to act and fight responsibly. The game is also held in a public park that is frequented by people not playing our game. The following rules are the most important ones this game has, and are not negotiable. By playing this game you agree to abide by all the rules, and failure to do so will result in expulsion from the game.

Minimum Age: The minimum age to play GOA is 13 years old. This rule exists for two reasons.

1. This game is **PLAY AT YOUR OWN RISK**. If you are under 18 years old, we highly recommend that you have your parent/legal guardian's permission to participate.
2. Comprehension of the rules and content of the game. You should be able to understand why it is important to know the rules in this rulebook. You should also be old enough to understand the content you will come across while playing this game.

Eye Gear is Mandatory: Eye Gear is anything that successfully protects your eyes from incoming blows; be it from weapons, spell components, or branches. It may be anything from wire/plastic mesh (which is the most popular) to swim goggles (which are the most ridiculous). Glasses, Sun Glasses, and masks that do not protect the eye are not considered eye gear as they range from too fragile to too ineffectual.

Ranged Weapon Safety: Do not point ranged weapons at people who are not wearing eye gear, regardless of whether or not the weapon is loaded. Ranged weapons are not to be fired in "town" or into "town". We recommend that ranged weapons not even be kept loaded while in town.

The "Reality" Call: The Mundane as we call them are people that do not play the game. If you are involved in combat and the Mundane enter into the area you must call Reality. This signals a stop of play, which is ended when the Mundane have left the region and "Fantasy" declared. Reality doesn't need to be called if Mundane pass through during a purely role playing situation. Reality should only be called whenever a legitimate need to stop the game arises. This includes but is not wholly limited to questions on the rules, personal injury or safety purposes, and during the use of some abilities (such as Lore). Please do not abuse the Reality call or use it for your character's benefit (like trying to escape getting defeated in combat.)

The "Safety" Call: At times you may find yourself fighting in/on potentially dangerous ground. If you feel your physical well being in greatly endangered you may call Safety and move the fight to more even ground. Instances of this occurring will be tremendously rare, and are up to the participants to decide.

Respect the Park: The park we play in is shared space and must be treated as such. Pick up your trash, look after your personal effects, remember that you are in public, and try to minimize the amount of damage you may do to the scenery. Many people, both from the parks department, and volunteers work very hard to preserve the beauty of the park and as an organization we must respect that.

No Person-to-Person Contact: You may not punch, kick, grapple, or strike other participants without a game legal weapon. All manner of “in game” fighting must be done with game legal weapons/props only. There may be times where by mutual agreement and role playing you may lift, carry, drag, or pantomime beating another player by their consent, but this must never happen in combat.

All Hits Count, No Matter How Light: You need only touch another player with your weapon/prop to have it land its full effect. Do not under any circumstances use your full strength while fighting, or “baseball bat swing” your weapon. Take into account the person you are fighting in determining what the acceptable level of strength would be. As participants in the game range in size and athleticism, a certain amount of physical discretion is always required.

The “Range” Call: The “Range” call can be used to instantly kill any character not wearing their Eye Gear. This is the only acceptable attack you may perform against someone not wearing Eye Gear. To execute a “Range” you must raise your weapon, point it at the target and declare “Range”. You must be within ten feet of your target if you are using a melee weapon. If you have spell components or ranged weapons you must only be in a clear line of sight, ideally equal to your weapon/spell’s range. No one likes to get “Ranged”, but then again, if everyone wears their Eye Gear all the time, it will not come up.

Gentleman’s Rule: On the rare occasion that two people playing the game simply cannot get along or function with one another they may enact the Gentleman’s Rule. Simply put, when enacted, the participants cease to exist to one another. They may not talk, fight, or in any way interact with the other person. A game-wide Gentleman’s Rule may be enacted against a player who consistently violates the rules, has been asked to leave, but continues to show up.

A Note on Conduct: This is a game. It is a game that thrives on the physical, and emotional investment of the people who play the game, and as a result sometimes tempers can heat up. If this happens, find a way to be reasonable. Talk it out quickly if you can, walk away if you have to. Don’t goad the other person or fall back on personal attacks. Treat the other players like they are your friends, and if you can’t work it out in a fair way, find someone from the Administration who can help you. This is a game, and games are supposed to be fun.

Player Responsibility

Each player is responsible for his or her own actions while at this game.
Please play with safety in mind, and do your part to know and play by the rules.



COMBAT

Combat. Combat is for most of us, the great attraction to GOA. It is a dynamic system that relies on personal skill and rewards hard work and dedication. It is not a simulation of what real fighting is, but a system designed for safety and the most excitement possible. It is a guarantee that knowledge of these rules will be required by the end of your first day. Commit these to memory, as this is how the game is played.

The “Why” of Combat. All of GOA combat (and its subsequent rules) is based on one simple premise: you come back to life when you die. GOA, being a game, is steered by decisions designed to enhance the most enjoyable elements of the game. Combat is fun, losing your character is not. As such, death is both frequent and impermanent.

Engaging in Combat. The process of fighting in the game is the process of actually, throwing, swinging, and shooting your props at other players as well as blocking, and evading said attacks. An attack that misses, misses. An attack that connects, connects. So, your ability goes a long way in determining the outcome of the fights you enter. Below are the rules and definitions of combat.

Definitions of Combat Terms

Hits. A Hit is being struck by a Weapon or Spell. Hits cause Damage and Wounds. Damage causes armor to become weakened. Please see the section on Damage for additional details.

Wounds. If a PC receives a hit to an unprotected location, they receive a Wound and begin to Bleed to Death. A wound is bodily harm that is dealt to the PC, initiating Bleeding to Death, and eventually Death. A PC may only receive one Wound per Wound Location, and may not accrue more than the equivalent of one Major Wound. All Hits, unless otherwise stated in the rules or declared by the attacker, cause Wounds. If a PC has two Minor Wounds and receives a Major Wound, the Major wound takes precedence over the other Wounds, and the PC is considered to have one Major Wound.

Wound Locations. There are 6 Wound Locations and they are: head, torso, left leg, right leg, left arm, and right arm. Hits to the limbs cause Minor Wounds, Hits to the head and torso cause Major Wounds.

Minor Wounds. Minor Wounds are wounds dealt to a PC’s arms and legs. If a limb is wounded, the character begins to Bleed to Death, and that limb is rendered useless.

– If an arm is wounded, anything held in that arm must be dropped. If a weapon is held it is accepted common practice to simply switch weapon hands if the PC’s other hand is free. After an arm receives a wound it dangles useless at the PC’s side.

– If a leg is wounded the character must drop to one knee. They may rise again, but they must drag the wounded leg behind them with a pronounced limp and avoid putting pressure on the leg. Though a leg cannot be wounded more than once any additional strike to the wounded leg causes the PC to drop to one knee again. A character with a wounded leg may not outright run, but they may hobble quickly. If a character is wounded in both legs they must drop to their knees, unable to rise. Strikes to the butt deal a wound corresponding with leg to cheek struck. If both cheeks are struck a wound is dealt to each leg.

– Three Minor Wounds equal one Major Wound.

Major Wounds. A Major Wound is a Wound dealt to the head or torso (torso includes the groin and the top of the shoulder). A Major Wound causes the PC to drop to the ground, begin to Bleed to Death, and go into Shock. During the first minute of Shock, the character remains conscious and may attempt to treat his Wound(s). During that minute of consciousness and after, the PC may be targeted for a “Sure Kill”. Additionally, if the PC is Subdued in that time they will be rendered Unconscious. See Shock rules for additional details.

Subdued. Locations that are Subdued are temporarily incapacitated. Both the Minor (limbs) and Major (head/torso) Wound Locations may be Subdued. When a Wound Location becomes Subdued, it is rendered useless for 5 minutes. If a Major Wound Location is Subdued, the character operates under the same restrictions as a character under the effects of Shock during the time that they are Subdued. If a character is Subdued twice on the same Major Wound location, they fall Unconscious for 5 minutes and are Stunned for 1 minute after awakening from Unconsciousness. Unconscious characters can be woken with 10 seconds of vigorous shaking, and characters that are conscious but Subdued on a Major Wound Location may be helped to their feet with 10 seconds of effort. Characters helped in this manner are Stunned for 1 minute, but are no longer Subdued.

Stunned. A character who is stunned has been recently forced awake. For one minute, they may not run or deal damage (whether by weapons or spells). They may still walk, talk, parry blows, and cast non-offensive spells.

Unconscious. An Unconscious PC is not awake, cannot do anything, and is not aware of their surroundings. An Unconscious PC may be a target of “Sure Kill”. Another character can wake up an unconscious PC with 10 seconds of vigorous shaking.

Bleeding to Death. A PC who receives a Wound starts to Bleed to Death. Details are located in the "Damage, Wounds, and Death" section.

Poisoned. A PC who becomes Poisoned suffers the following effects. They immediately fall unconscious and go into Shock. Unless a *Plant Lore: Antidote* or *Cure Affliction* is used on the Poisoned character, they will die either from Bleeding to Death or the Poison itself. This is because all healing abilities/spells, such as *Heal Major Wounds*, cease to function on any character with the Poisoned status. Once Poisoned status is removed, healing abilities/spells function normally. Additionally, a Poisoned character may not use *Stamina*, and any attempts to wake this PC through any means, such as vigorous shaking, a *Refresh* spell, etc., will not work before the poison is cured. Shock cannot be removed from a character who is Poisoned until the poison is cured. Please see Shock for details. A character who has been Poisoned, but isn't Bleeding to Death, will die after 20 min unless cured.

Shock. Shock is incapacitation due to blood loss or severe trauma, occurring when a player receives a Major Wound, has five minutes left until they bleed to death, or is Poisoned. It often leads to Unconsciousness. Details are located in the "Damage, Wounds, and Death" section.

Death/Dead. A Dead PC is no longer alive. They must stay at the location of their death for five minutes after they have died at which point they may return to “Town” to Resurrect. A dead character cannot move or speak, and does not witness anything that befalls them after they die. After five minutes of being dead the PC and all their gear vanish.

Resurrection. After dying and spending five minutes being Dead the PC may return to “Town” to Resurrect. Once inside “Town” the PC must wait five minutes (this time may be longer depending on the plot) for their body and their gear to reform. After that, the PC and all their gear is good as new.

Wearing Armor. A PC may wear Armor if appropriate abilities are purchased. There are 7 Armor Locations that protect the 6 Wound Locations. Armor only protects the parts of the Wound Location that are covered by Armor. Armor may only protect a Wound Location as long as that Armor is intact. Armor is broken by receiving Damage from Hits by Weapons and Spells. When Armor is broken it no longer provides protection and any hits to that Armor Location become Wounds. The amount of Damage Armor may receive is based on its Armor Class.

Armor Locations. Armor Locations are: Left Arm, Right Arm, Left Leg, Right Leg, Head, Front Torso, and Back Torso. Delineating the difference between Front and Back Torso is covered in the Wear Armor ability. In the occasion of Armor with an origin point on one Armor Location that hangs and covers a second Armor Location, it must be defined as one or the other by the wearer, and must always be treated as that Armor Location. As a general rule, armor that hangs over the arm is considered Arm Armor, and Armor that hangs past the waist is considered Leg Armor. As Armor is defined by location, not piece, all Armor worn on a limb is considered the same Armor even if it is not connected. Details on safety standards for Armor are covered in the Construction section of the rules.

Armor Class. There are three Classes of Armor, Light, Medium, and Heavy.

Light Armor. Light Armor is Armor constructed from soft, flexible material such as fake leather. Light Armor breaks after receiving one point of damage.

Medium Armor. Medium armor is constructed from semi-rigid materials such as cardboard. It covers everything from Light Armor that has been reinforced with foam padding and pennies or studs to flexible padded sportswear. Medium Armor breaks after receiving two points of Damage.

Heavy Armor. Heavy Armor is constructed from rigid material. This includes Medium Armor upgraded with rigid plates of wood, hard plastic or metal. It also includes chain mail and armor made primarily of rigid plates. Heavy Armor breaks after receiving three points of Damage.

Multiple Armor Types. If armor of multiple types and construction standards are worn on the same armor location, the *lower* of the armor classes is considered to be worn for the entire armor location, or, the *lower* of the armor locations can be counted as costuming only and the *higher* of the armor classes can be utilized for armor. For example: Right Arm, chainmail above the elbow, leather below the elbow. Chainmail provides Heavy Armor, and leather provides Light Armor. In this case, the entire Right Arm armor location is either considered to have Light Armor, or, the leather is counted only as costuming and the chainmail is counted as Heavy Armor. This distinction must be made by the wearer prior to engaging in combat.

Weapons. There are 7 types of Weapons. Weapon types are: sword/dagger, axe, mace/hammer, flail, spear, bow, and crossbow. Weapons are designated their type based on the style and appearance of their construction and Character Class Ability. If a weapon looks like a sword, it is a sword. If a Weapon could somehow be two different weapons, or is a combination weapon (axe blade at one end, hammer at the other) it is then determined by what the Player and the Administration agree upon. These 7 types of weapons are separated into Class based on length. Any Weapon 48 inches or less in length may be used with one hand. Any Weapon over 48 inches in length must be used with two hands at all times.

PCs wishing to fight with a weapon in each hand may have a total of 84 total inches of weapons spread out between the two hands. Details for safety standards for Weapon construction are covered in the Weapon Construction Guidelines section of the rules.

Weapon Classes: There are four Classes of Weapon: Simple, Light, Medium, and Heavy. In most cases, Weapons deal out one point of Damage per Hit to an Armored Location, but not all Weapons can damage all Classes of Armor. Additionally, not all Classes of Armor may protect against all Classes of Weapon.

Simple Weapons: A Simple Weapon is any Weapon less than 12 inches in length. Simple Weapons deal no Damage against any Class of Armor.

Light Weapon: A Light Weapon is any Weapon between 12 and 18 inches in length. Additionally all staves and sticks, regardless of length are considered Light Weapons. Light Weapons deal no Damage against Heavy Armor.

Medium Weapons: A Medium Weapon is any Weapon greater than 18 and up to 48 inches in length. Medium Weapons deal out one point of Damage to all Classes of Armor.

Heavy Weapons: Heavy Weapons are any Weapon greater than 48 and up to 84 inches in length. Heavy Weapons deal one point of Damage to Medium and Heavy Armor. Light Armor provides no protection against Heavy Weapons. A Hit to Light Armor from a Heavy Weapon breaks the Armor struck and deals a Wound to that location.

Thrown Weapons. Any Weapon constructed within safety guidelines (See Weapon Construction Guidelines) may be thrown, rather than wielded in melee combat. Thrown weapons cannot be smaller than a tennis ball however, and may only be thrown one at a time.

Bows. The Classes for bows are measured by their height and are the same as melee weapons.

Crossbows: The Classes for crossbow are measured by wingspan and are as follows: Light: Under 12 inches. Medium: between 13 and 24 inches. Heavy: 25+ inches.

Augmenting Weapon Damage. There are a great many Spells and Abilities in the rules that increase the Damage a Weapon can do to Armor. If a Weapon is augmented to do more damage than an Armor Location can withstand a Wound is caused. Weapons can only be augmented by up to one *physical* and one *magical* effect at a time, for the purposes of damaging Armor.

Example 1: An Enhanced Medium Weapon will do two points of Damage against Armor. It will break and wound a location protected by Light Armor. It will deal 2 points of Damage per hit against Medium and Heavy Armor, meaning that the second Hit from the Enhanced Weapon will break and wound a Heavy Armor Location.

Example 2: An Enhanced Medium Weapon *combined* with Precise Strike will do three points of Damage against Armor. It will break and wound a location protected by either Light Armor or Medium Armor. It will break a location protected by Heavy Armor, but cause no wound.

All strikes count, no matter how light. A tap is the same as a solid connecting swing. A nick is the same as a solid connecting swing. If you are struck by something, it counts. Do not strike others as hard as you can, and remember to pull

Games of Adventure Presents: Age of Prophecy – V. 2011

your blows. Pulling a blow is simply not following through with a swing that is connecting, or is about to connect with a target. Remember that this is a contact game, and getting hit can potentially be an unpleasant experience.

Face Hits: A strike to the face does not count. The face is ear to ear, forehead to chin. Shots to the ears, painful though they can be, are not considered part of the face and are fair game, as is the top and back of the head, and the entirety of the neck. If a swing originates, ends, or is at any point part of a Face Hit, the entire swing is negated. Often times a face hit requires readjusting the eye gear. Good sportsmanship is required in dealing with Face Hits.

Calling Hits: As a general rule, you are responsible for acknowledging all of your own Hits, Wounds, Damage, etc. Do your very best to be an honest and trustworthy player. Also, remember to listen to other participants in the combat, as they see things you may not, or may be able to better keep track of everything that has happened to you. Combat is very fast and very intense. While we are all responsible for calling our own hits, we can, as a team, create the most fair and fluid combats possible.

Sportsmanship and questionable situations: There will be times that though you may not have been struck, others will be very certain you were, and who knows, maybe you just didn't notice. Maybe you blocked it enough that it didn't really hit you? Maybe that person was already dead? These scenarios will come up in the course of play. Sometimes it's best to take other people's word for it as your reputation at this game is based on how fair minded you are, and how good of a sport you can be. Sometimes a loss is worth not arguing. Don't let people walk all over you, but be the best and fairest player you can be.

Slashing motions: A swing/slashing motion deals a Hit to whatever locations it connects with. This allows a character to affect multiple locations/targets with one attack. When special attacks are used, such as Precise Strike and Mighty Blow, only the first item/location struck in the swing receives the effects of the ability.

Mutual Kills/Strikes: This is the act of two players striking each other with their weapons simultaneously and happens frequently. Unless one player has clearly struck the other before their strike was initiated, both strikes count. However, this is a discretionary rule that relies on the good judgment and sportsmanship of the participants.

Clothing Hits: Oftentimes player costuming tends to be somewhat baggy and billowy. Additionally, many players wear capes and cloaks that tend to drape and get in the way of incoming attacks. For a Hit to count, it must hit your person, but that does not mean baggy clothing should provide extra protection. If the attack clearly strikes only clothing, it does not count, as no one should be punished for wearing costuming, or for just getting out of range. However, if the clothing itself clearly prevents the attack from reaching one's person, then the Hit does count. It is always recommended to discard cloaks and heavy outer layers of costuming if they will impede combat being conducted in a fair and honest manner. In questionable situations it is up to the parties involved to resolve them in a fair and reasonable manner.

Not taking your Hits: This is the act of not acknowledging that you have been struck by another player's attack. This happens to all of us. Most of the time it is by accident, occasionally it is intentional (that is called cheating and is not tolerated), but it will always happen at a game of this nature. Combat is fast, and armor makes it hard to feel the lightest strikes, but the most common cause of perceived not taking of hits comes from the Mutual Kill scenario. Often times an attacker will be defeated as their last swing is launched, but that swing will still connect, and when a swing connects it is

assumed to have its intended effect. Be a good sport, and if you feel that your opponent is not playing fairly address the situation in a calm and rational manner. Most perceived “cheating” of this nature is based on misunderstandings. Do your part to keep the game a fun and friendly environment that rewards and encourages both competition and trust.

Entangle. There are weapons out there that can become entangled with other weapons. These are often flails made from socks, or from foam chain. In the event that weapons become entangled, both weapons must be dropped if the wielder of the entangling weapon declares “entangle”. It should be noted that for the safety of the weapons involved they should always be dropped, but circumstances may dictate otherwise.

Game Items. A Game Item is an item that is used in the playing of the Game and exists within the setting of the Game. Weapons, Armor, and Shields are all Game Items whereas Eye Gear is not.

Destructive Hits. An attack that causes Type II Damage (Destructive) is considered a “Destructive Hit”. Destructive Hits break weapons, armor, shields, and other game items struck. A Destructive Hit to an item breaks that item. A Broken item must be dropped if it is held, and must be Repaired before it may be used again. A Destructive Hit could also be referenced as the extra resilience of certain items of quality (i.e. A Shield of Quality can receive an additional Destructive Hit before it is rendered broken).

Broken/Damaged Items. An item struck with a Destructive Hit is considered Broken and cannot be used until Repaired. An item that is capable of withstanding multiple Destructive Hits is considered Damaged. A Damaged item may be used at full capacity until it is Broken.

Armor Repair. Armor passively repairs itself at the rate of one location every three minutes, and locations are repaired consecutively, not concurrently. No special action is required to repair armor, but the character must be alive, conscious, not in Shock, and cannot be involved in combat, running, or climbing. If these conditions are met, the armor will simply be repaired after 3 minutes. This ability may not be used to repair another character's armor.

Repairing Broken Items. Repairing Broken and Damaged equipment is covered in the Character Abilities section of the rules.

Protective Abilities. Protective abilities, unless stated in the ability itself, completely negate the Hit they protect from and as such, all types of Effects associated with the Hit. A character with the Sanctuary spell cast on them may not have any other protective spell cast upon them at the same time (unless otherwise stated). Evasion and Avoidance may be used before a protective spell is triggered as they represent completely dodging the attack. The Protection From Magic spells have their own codified order of operations listed in their mechanic. Additionally, reactive physical abilities are only activated if the condition to activate them is met, i.e. receiving a Wound.

Special Ability. Special abilities have a unique effect described in the definition of that Spell or Ability.

Thrown Spell Components. A Thrown Spell Component is either a tennis ball, beanbag, or if the rules dictate, a packet of flour/cornstarch wrapped in a tissue/paper towel/napkin. Other items may be used as Thrown Spell Components only with approval of the Administration. A Thrown Spell Component is thrown at its intended target immediately upon completion

of the spell's incantation and affects the first person or Game Item struck. A Thrown Spell Component that strikes the ground, or the scenery before striking a person or Game Item has no effect. Thrown Spell Components are considered Game Items. They can be seen in the hand of a spell caster and on a spell caster's person if searched. They are not Game Stealable.

Healing: There are both magical and non-magical means of healing Wounds and Effects in this game. Abilities that can heal Wounds can also heal locations that have been Subdued at the same rate. Please see the Abilities section of the rules for specific details.

Combat Effects: Combat effects are any (usually adverse) effects that can be inflicted upon a character in combat, including, but not limited to, wounds and armor/equipment damage.

DAMAGE, WOUNDS & DEATH

Damage Rules

Damage. There are five types of damage, each causing a specific effect versus a particular target. When a PC causes damage, the recipient will receive the damage based on the order it falls in the *Damage Order of Resolution* table.

Damage Order of Resolution. When damage is caused, it is necessary to specify which type of damage is received. There are five types of damage ranging from Type I to Type V. Damage is resolved in the order it appears on the table. For example, Type I damage always resolves before Type II; Type II always resolves before Type III, etc. Also, once a type of damage is blocked, effects further down the progression do not resolve. For example, if a weapon, which deals type III/IV damage, strikes armor and does not penetrate it, the armor is damaged (type III) but the character is not wounded (type IV).

Type I Damage	Penetrating
Type II Damage	Destructive
Type III Damage	Armor
Type IV Damage	Wounding
Type V Damage	Contingent

Type I Damage – Penetrating

This damage is the most critical, and completely bypasses armor. Generally, Type I damage only comes from abilities that have significant power or unusual effects. Type I damage always resolves before Type II damage.

Type II Damage – Destructive

This damage applies only to physical gear, such as armor, weapons and shields. Destructive damage renders the targeted gear Broken, at which point it no longer provides its intended benefit. Type II damage always resolves before Type III damage.

Type III Damage – Armor

This damage applies only to armor. Most weapons cause Type III damage against armor. Simple Weapons cause no damage to armor, and Light Weapons cause no damage to Heavy Armor. Type III damage dealt is subtracted from the number of points of damage that the armor can withstand. If the damage dealt is less than the points of remaining armor, the hit is blocked and further damage does not resolve. If the damage dealt is equal to the points of remaining armor, the hit is blocked and further damage does not resolve, however the armor location is Broken, at which point it no longer provides its intended benefit. If the damage dealt is greater than the points of remaining armor, the armor is Broken and further damage resolves as normal. Type III damage always resolves before Type IV damage.

Type IV Damage – Wounding

This damage causes Wounds against an unarmored target. All weapons cause Type IV damage. Wounds cause Bleeding to Death. In many cases, abilities that cause Type II and III damage also cause Type IV damage. See individual abilities for details. Type IV damage always resolves before Type V damage.

Type V Damage – Contingent

This type of damage is contingent on another type of damage successfully affecting the recipient. Therefore, if an attack causes Type V damage, it must have successfully caused another specific type of damage first. If the “initiating” damage was successful, then Type V damage immediately follows. Type V damage always resolves last.

An example is the Free Ability *Subdue*. If your attack would have successfully caused Type IV damage (Wounding), then the recipient becomes Subdued rather than receiving a Wound. Here, the Subdued effect was contingent upon a successful weapon strike.

Bleeding, Shock & Death Rules

Bleeding to Death. When a character suffers a wound, they are Bleeding and must immediately begin the timer on their Bleed Clock. The Bleed Clock details exactly how much time remains before their character will die from Bleeding. Additionally, if a character dies, the Bleed Clock details exactly how much time remains before their corpse decomposes and their spirit is freed.

The Bleed Clock

Bleeding to Death Time (Minutes)					Dead Time
15.00	10.00	5.00	4.00	0.00	-5.00
Wounded (Conscious)	Wounded (Conscious)	Shock (Conscious) <i>Major Wound</i>	Shock (Unconscious)	Dead, Bound spirit	Decomposed, Free spirit

Bleeding to Death

- If you receive a wound, you begin your Bleeding to Death time and your Bleed Clock timer starts at 15.00.
- If your Bleed Clock reaches 5.00, you go into Shock and have one minute before you fall Unconscious.
- If you receive a Major wound, your Bleed Clock is immediately accelerated to 5.00. Additional wounds caused beyond this point have no effect, nor do they accelerate the Bleed Clock.
- Once your bleed clock reaches 0.00, your character dies.

Healing during Bleeding to Death. If a character is the recipient of a healing ability or spell while they are Bleeding to Death, their Bleed Clock will be temporarily paused while the healing is being performed. If the healing is interrupted at any point though, the Bleed Clock will resume where it left off.

Shock

Shock is a state of severe trauma caused by Major Wounds and Poison. Once you enter Shock, you have one minute to take action before you fall unconscious and cannot do anything.

During Shock, the following actions may be taken while you're still awake.

- You may use abilities that extend the duration of consciousness (i.e. Stamina).
- Your movement is limited to a crawl, unless assisted by another character.
- You may not use any weapons or shields, offensively or defensively.
- You may use any healing abilities that you have, on yourself only. This includes the use of healing potions, scrolls, or other magic items that you possess.
- You may use any non-combat spells.
- You may speak.

Other characters may attempt to wake you up while you are unconscious and in shock. If you are woken up, you will remain awake for another minute, and may take action, before you fall unconscious again. Being woken up does not cure Shock.

Shock may be removed through the use of certain abilities and spells. Shock ends immediately once the wounds causing it are healed.

Shock may not be removed on a character who is poisoned, until the poison is cured.

Death Rules

Once your character dies, your spirit will remain bound to your Corpse for 5 minutes. During this time, other characters may attempt to use abilities such as Speak with Dead, or Raise Dead on your spirit, etc.

After 5 minutes of Dead time, your Corpse is considered Decomposed and your spirit is freed. Other characters' attempts to affect your spirit beyond this point must be ignored. Please return to town for resurrection.

GENERAL GAMEPLAY RULES

The 20-Minute Rule. For the sake of fairness and fun, no player may be made to, by ability or otherwise, do anything against their will for more than 20 minutes. This includes being held captive, being the living dead, and being mind controlled. The 20-minute cap is included in the mechanic of any ability that simulates one of these effects. This rule may be willingly bypassed by the recipient of the circumstances if they so choose. This is a rule that relies, as the entire game does, on good sportsmanship and the spirit of the rule must be respected above whatever clever ways you may find around it. Additionally, certain plots may negate this rule, but those events are few and far between and never is this rule abandoned without good cause and creative merit.

Bluffing. Anyone may wear or carry anything, but just because you have it doesn't mean you gain a benefit from it. If you do not have the requisite Character Ability to make use of what you carry, it cannot be used. Weapons and shields carried in this manner must be dropped if the character enters combat, and worn armor provides no protection.

Capture/Torture. If you so wish you may tie up captive enemies. Additionally, you may torture them into cooperation and/or servitude. To bind a character they must be either unconscious, or have actively surrendered. You may not actually tie someone else up or handcuff them, the process of binding someone is a role playing situation.

Rope: You may use rope, a strip of cloth, or even a belt to tie someone up. You may do so by placing the prop in the "bound" character's hands and describe how they are tied up. Rope may be wriggled out of by spending 5 minutes of uninterrupted time squirming. Do not actually tie people up.

Chain/Manacles: You may use chains (real or fake), and prop handcuffs to chain someone up. These props cannot have an actual locking mechanism nor can they actually restrain a player. Some props may be worn, others may be held in hand. Chain/Manacles cannot be wriggled out of, and breaking out requires use of certain Abilities. Additionally these bindings may be locked. Please see "Locks" below.

Torture: Torture is the process of inflicting physical and psychological harm on another to break their resolve and ply them to your will. Torture is a role playing scenario often heavy on pantomiming that can be used to acquire information or force others to perform simple tasks. By spending 10 minutes torturing you may force another to truthfully answer any and all questions you ask for the next ten minutes. Additionally you may force your victim to perform a simple act that will take no longer than 10 minutes to complete. All parts of this process, when added up, cannot violate the 20-Minute Rule.

Locks/Locked Items. Locks in this game are represented by Phillips Head and Flat Head Screws. Characters may pick these locks with the Pick Locks ability provided they have an item handy (ideally a screwdriver) to serve as a lock pick. However, locks can also be broken. This can be done by dealing a Destructive Hit to the lock, or by using any *Feat of Strength* (See Warrior Class List) to force the lock open. Keep in mind that this last approach may not always work, as some plotlines may include locks that are much more difficult to open than by standard means, and may also carry unforeseen consequences like destroying whatever may have been inside.

Game Items/Ribbon-Tape indicators.

Game Stealable Items. Game Stealable items can be stolen in-game, including potions, scrolls, game money, plot items, and items marked with blue tape (e.g. most Magic Items and Game Property). Anything else that is not listed (and not unambiguously marked with blue tape) probably cannot be stolen.

Games of Adventure Presents: Age of Prophecy – V. 2011

Magic Items. A Magic Item is a prop that can be used to gain a special ability or effect. All magic items must be marked with a piece of red tape. If the item is all red, or mostly red, the red marker must be placed in a way that clearly indicates the item as magical.

Game Property. Any item that belongs to the Game/Administration must be marked with a piece of white tape. This item must be returned to the Administration at the end of the game day unless approval has been received to retain the item for a longer period of time. However, if an item marked as such is kept “out of game” for a substantial amount of time, it is considered de-powered and must be surrendered to the Administration.

A Note on Game Items. Once again, this is a game, and the rules are here to facilitate a fun and exciting experience. All Game Items must be kept in the game, and must be available to be acquired by other players who would try and get them/take them by force. Additionally Game Items have no value anywhere except for in the make-believe world we play in, and as such there is no reason to keep them out of the game. If you are playing a character who has a magic item or a pouch full of game money, bring it to the game so we can use it. After all, that is what it is there for.

Game Money. Game Money can be anything from plastic gems, to Nickels, Euro Coins, or the various types of fake printed paper money that has been made over the years. The printed money is the standard currency for purchasing items from “Town” with other types of money having an exchange rate based on frequency/availability of the prop. Use of real money, any kind of coinage is acceptable, but it is not recommended that you bring your entire change jar to the game.

Potions/Scrolls. All potions and scrolls may be stolen. Potions and scrolls created by Scribe and Alchemy have a shelf life of one game day and do not continue over from week to week. Scrolls and Potions found during plots may have a longer shelf life. If so, the expiration date will be included on the item.

Potions. Potions are represented by a piece of paper that is held in a receptacle that could feasibly hold liquid (empty film canisters are the basic standard). When a potion is opened it is considered consumed. When this occurs the piece of paper inside must be read then torn up signifying that it has been consumed. The recipient is then instantly affected by the contents for good or for ill. Potions are especially effective as Healing Magic, as they are instantaneous.

Scrolls. Game issued scroll cards represent scrolls, but if no cards are available, a piece of paper will be acceptable. Only characters with Literacy may use scrolls. When a scroll is used the character reading it casts the spell/ritual that is written on the scroll. All casting times, incantations and material components are required. The benefit of a scroll over a potion comes from its ability to confer dangerous offensive magic onto any literate character. Once used, a scroll must be torn up. If the spell/ritual being cast has a casting time and is interrupted, the scroll is still spent.

Hiding Equipment. You may “hide” another character’s weapons and equipment that are not Game Stealable by declaring that you toss them in the bushes. The actual props need not leave the player’s person, but if this occurs they must spend the next five minutes rummaging about to “find” their lost equipment. This does not entitle you to actually take and hide these props in other parts of the game, but only to have “hidden” them near the victim’s actual person. Please note that this is not five minutes per item, and that “hiding” one item is akin to “hiding” all of them.

Looting. Any character may loot an incapacitated body. You may do a 1-minute search on a character, which will reveal all Game Stealable items and money, etc., unless such items are hidden beyond normal means of searching. You may also “spot” search individual locations, such as pant pocket, or belt pouch, etc., upon which anything that can be stolen must be revealed. Searching reveals all Game Items in the searched location, and items that can be stolen may be taken at that time.

Wards and Traps. It is possible that upon looting, you may encounter a ward or trap, at which point you must immediately respond with any abilities that you possess or suffer the ward or trap's effects.

Generic Warrior. A Generic Warrior is a character with no special skills, only the equipment they carry. A Generic Warrior may use any weapon in the game, and any armor he wears is whatever class the armor is constructed as, up to medium armor. Even if the armor worn is built to heavy armor specifications it is still considered medium armor. Additionally, Generic Warriors have access to all Free Abilities.

Spell/Ability Recharge. Spells and Abilities do not carry over from week to week. For example, if potions are crafted they must be used that day and cannot be stored in a cache for future use. At the beginning of each new game day, all of a character's spells and abilities with "per day" usage are recharged to full capacity.

A Note on "Machine Gun Hitting": Machine Gun Hitting is the process of lightly and quickly battering an opponent with your weapon with partial or incomplete swings or taps of the weapon. It has, on occasion, been used against armored foes and enemies that require being struck multiple times to be defeated. At this time, Machine Gun Hitting is a legal part of the game, but is *not the preferred style and spirit* of many participants. The reason it is legal is that the Administration believes that the gray area between speed and "Machine Gun Hitting" is too easily exploited and contrary to the theme that all hits count, no matter how light. It is strongly recommended that you do not actively attempt Machine Gun Hitting. That said, please understand that it is legal, and will happen to you through the course of play. While GOA does provide simulated combat, it is not an accurate combat simulation, and it is crucial that we remember that this is a game.

Plot Items. Items that pertain to a specific plot or game. Upon request by the Storyteller, any information regarding a plot item, including location, must be divulged.

Magic Items. Items with special powers. Over the course of play you may come across a magic item. All magic items must have ability cards along with them in order to function. No ability card, no magic item powers, period.

Simultaneous Combat Effects. If two combat effects are executed simultaneously by separate characters/NPCs, both effects resolve concurrently. For example, if one character uses Power Blow and the other uses Shield Bash, both are resolved simultaneously with full effect. Effects can still be resisted through normal means.

Dismissing Spells. Once cast, a spell cannot be dismissed by the caster unless specifically stated in the individual spell rules.

WEAPON CONSTRUCTION GUIDELINES

Safety is our primary concern when constructing weapons for this game. However, creativity and inventiveness are also welcomed as long as weapons adhere to the General Weapon Construction Guidelines. In this section, you will find rules that detail guidelines for all weapons, as well as rules for individual weapon types.

All weapons must meet the following criteria.

- Attempt to cover weapons with only one layer of duct tape. However, some layering is expected and allowed to ensure tape covers all areas of exposed foam.
- Lay tape in a “lengthwise” manner as opposed to a “spiral wrapped” manner. This reduces the chances of the foam getting compressed.
- A foam plug (minimum 1”) must be inserted and fastened to the end of any piping used in the core of a weapon.
- Weapons with blunt tips, such as hammers or maces, etc., must be easily compressible. It is recommended that Open Cell foam be used for these types of weapons.
- Weapons with flexible ends, such as flails, must have tips that do not exceed 12” in length.

Your own initiative is welcome when designing new weapons or improving current ones. The Game Master must approve all newly constructed weapons before they can be used in the game. If you have a new weapon, you must get it tested and approved before the game starts. It saves on game time, and you can work with the Game Master to improve your design. If the Game Master disapproves your weapon, you cannot use it until the necessary modifications have been made and the Game Master allows it.

Weapon Construction Chart

	<i>Melee Weapon Construction</i>					
Melee Weapon	Core	Striking Surface	Tip	Pommel	Inner Tape	Outer Tape
< or = 3.5 ft. length	1/2 in. CPVC, or .505/.610 Kite Spar	Min. 3/8 in. Closed Cell Foam	Min. 4 in. Closed Cell Foam from End of Pipe	Min. 1 in. Closed Cell Foam from End of Pipe	Duct, Strapping, Gorilla	Duct, Gaffers
3.5 - 7 ft. length	1/2 in. Gray PVC, or .610 Kite Spar	Min. 3/8 in. Closed Cell Foam	Min. 4 in. Closed Cell Foam from End of Pipe	Min. 1 in. Closed Cell Foam from End of Pipe	Duct, Strapping, Gorilla	Duct, Gaffers
Flail; not to exceed 4 ft. length	1/2 in. CPVC, or .505/.610 Kite Spar	Min. 3/8 in. Closed Cell Foam	1st Sock balled in tip of 2nd Sock; exposed Sock not to exceed 1 ft. length	Min. 1 in. Closed Cell Foam from End of Pipe	Duct, Strapping, Gorilla	Duct, Gaffers
	<i>Thrown/Simple Weapon Construction</i>					
Thrown/Simple Weapon	Core	Striking Surface	Tip	Pommel	Inner Tape	Outer Tape
< or = 1 ft. length	None	Min. 3/8 in. Closed Cell Foam; No more than (2) layers of foam.	N/A	N/A	N/A	Duct, Gaffers
1 - 2.5 ft. length	1/2 in. CPVC, or .505/.610 Kite Spar; pipe must not exceed 18 in.	Min. 3/8 in. Closed Cell Foam	Min. 6 in. Closed Cell Foam from End of Pipe	Min. 6 in. Closed Cell Foam from End of Pipe	Duct, Strapping, Gorilla	Duct, Gaffers
	<i>Rock & Spell Component Construction</i>					
Component	Core	Striking Surface	Tip	Pommel	Inner Tape	Outer Tape
Tennis Ball or Spell Packet	If Spell Packet: Beans, Rice, etc.	If Spell Packet: Cloth or Tape, not to exceed size of Tennis Ball or appx. 2.5 in. diameter	N/A	N/A	N/A	Duct
	<i>Bow Construction</i>					
Bow	Core/Launch tube	Surface	Tips	String	Inner Tape	Outer Tape
Bow or Crossbow	3/4 in. Gray PVC	Min. 3/8 in. Closed Cell Foam	Min. 1 in. Closed Cell Foam from End of Pipe	Surgical Tube, Bungee Cord, Nylon String	Duct, Strapping, Gorilla	Duct, Gaffers
Hand Crossbow (< 1ft. Length)	1/2 in. PVC	Min. 3/8 in. Closed Cell Foam	Min. 1 in. Closed Cell Foam from End of Pipe	Surgical Tube, Bungee Cord, Nylon String	Duct, Strapping, Gorilla	Duct, Gaffers

CHARACTER CREATION

Creating a Character at GOA begins by defining the Race and Class of the persona you wish to play. However, the character you play is also defined by the choices you make about how this persona acts, where they are from, what religion (if any) they are a part of, and what their goals are. These latter elements define your story at the game. Below is a step-by-step guide to building the character you want to play.

Races of the World

In addition to being a human, there are several other races you may play. To play another race, the Generic Ability Non-Human Race must be purchased at character creation. Each Non-Human Race requires wearing at least one physical prop, such as ears, facepaint, furry feet, etc., that identifies your character as that race. The benefit of playing a different race is access to the race's *Benefit Class*.

A **Benefit Class** allows the character to select one Minor Ability/Spell from that class to start play with for free. This ability is confined to all the standard rules of that ability, meaning that a wizard spell must be memorized, and that an ability cannot be selected in this fashion if it has prerequisites, etc. Additionally, if an Ability/Spell is available on the Character's base class, it must be purchased from that base class rather than from the Benefit Class.

Example: Non-human Race Dwarf. *Benefit Class:* Warrior. Base Class: Wizard. A Dwarven Wizard that wanted to purchase the ability "Wield Weapon" must purchase that ability as a 9-point Master Ability from the Wizard ability list, rather than purchase it through the Benefit Class from the Warrior ability list.

Human. Playing a human requires no additional props and grants no benefits or disadvantages. Humans are the most numerous species in the game world.

Elf: Elves are the longest lived race in the game world, and have a natural affinity for magic. Though there is no proof, most elven societies believe that they were the first people of the world.

Prop: Pointed ears.

Benefit Class: Wizard

Dwarf: Dwarves are longer lived than humans, and a sturdy warlike race. As a society they generally have no great love for other races, but are people who praise ingenuity and actively participate in trade.

Prop: A beard. This may be your actual beard if it is remarkably long and splendid, otherwise it must be a fake beard.

Benefit Class: Warrior

Orc: Orcs are a violent and foul species born from the divine blood of Grom, the first and greatest of evils. Though not all are evil, they are known across the world for their cruel and terrible ways, and are typically seen as vile and hated creatures.

Prop: A pig nose

Benefit Class: Priest

Halfling. Halflings are the children of Masinis the God of Trickery and Fortune, and are a diminutive race, smaller even than dwarves. In many ways they are like very small humans, sharing many of the same cultural traits, but are by their very nature more mischievous and agile than the average human.

Prop: Hairy Feet.

Benefit Class: Rogue

•**Other Races.** It is known that many other races exist in this world, but most are rare to come across. It is said that some of the obscure races are civilized, and some are wild.

Prop: Two, clear and distinguishable, pieces of costuming that highlight what race you are. Be warned, this can be the most costume and prop intensive of the races.

Benefit Class: Any

Character Classes

There are four classes in the game, each with its own set of strengths and weaknesses. Below is a basic description of each class. Class abilities can be found in the Ability section of the rules.

Priest. Priests wield the power of the Gods. They possess magical healing and magical powers that allow them to battle the undead and the unnatural. They may also use shields, armor, and weapons, as well as magic to augment them. They lack serious offensive capabilities but are durable against both weapons and magic.

Rogue. Rogues are the most versatile class. They can be everything from assassins and thieves, to scouts and treasure hunters. They wield finesse-based abilities in combat, and are extremely lethal if they come upon an unsuspecting enemy. They are not particularly durable, but have limited protection against both weapons and spells. They also specialize in information gathering and improvisation.

Warrior. Warriors wield weapons and wear armor in combat. They are by far the most durable against weapons, but vulnerable to magic. They have the ability to do tremendous damage to other Warriors, and possess leadership and courage based abilities that protect them from coercion. They are dangerous in combat with melee and missile weapons, and with light or heavy armor.

Wizard. Wizards wield arcane magic. They are capable of dealing out the most damage to any and all classes, and are the most vulnerable to weapon attacks. They can use their magic to gather information, provide utility support, and to outright destroy others. Wizards are also the most durable against magic.

Character Background

It is strongly encouraged that all players create a background for their character. It is not required to do so before you play your character, in fact sometimes it helps to try them out before you create a back story. See how your persona plays, see what you want to do, and then write to that. There is an established world, albeit incomplete, with a great many interesting and exciting places to come from. Additionally you may create your own country or place of origin to submit to the game. Please understand that no copywritten or “real world” material will be accepted into the game. This game is its own fantasy world, not a melting pot of others, and not an historical recreation event. Please respect the identity and purpose of this game, and understand that the game thrives on your own original creations and ideas.

In addition to a background granting you a better sense of your character and a greater connection to the game world in which we play, you will also be rewarded for your efforts if they are particularly good.

General Background Guidelines.

- A one page, double spaced synopsis of your character’s life up to this point will give you 3 additional points to purchase a generic ability at character creation.
- Any additional material such as religion, geography, and greater in-depth storytelling can lead to receiving between and additional 3 and 6 points to spend on class abilities at character creation. This is in addition to the standard 3 points for a generic ability.
- Additionally, if a background is particularly well constructed you may solicit exchanging abilities from your character’s list for abilities of equal power off a different class list. This of course, is up to the Administration to approve and must be done within reason. This will not grant you access to the best of what another class has to offer.

Non-Human Races and Backgrounds. If you are playing a non-human race you may spend your additional background points on minor abilities from your Benefit Class.

Starting your character: Once you’ve selected a character class you may begin to build your character. Every new character starts with 24 points to spend on abilities, plus any additional points you may have gained from a background. No new character may start with Master abilities.

CHARACTER ADVANCEMENT

As you play your character, you will make allies and enemies, accumulate treasure, and perform heroic or dastardly deeds. You will also earn experience points, which allow your character to learn new abilities.

Character Experience Points

Earning Points. Character Experience Points, also known as Game Points are accrued in three different ways.

- The first, and most common, is by signing in and playing. Signing in is the process of recording your name, and character name on the day's sign in sheet, which is provided at the start of the game. If you show up to play and sign in you will get a point. However, if you do not actually participate you will not get your point.
- The second is game performance. Game performance includes but is not limited to wearing quality costuming, exceptional role playing, and overall high level commitment to play. This last category includes performing amazing feats of personal skill within the context of the plot, which is uncommon but attainable nonetheless. Role playing and game performance points may only be earned if another player nominates you, and there is good cause for that nomination. Do not simply nominate your friends all the time, and do not abuse this system.
- The third is from plot submission and participation. Any player who agrees to play an NPC in a game receives an extra point or NPC point as it is called. If you are asked to play an NPC and agree, make sure you record that you were an NPC under the notes section of the sign in sheet. Additionally if you write and run a plot you may receive yet another additional point depending on the quality and amount of involvement you dedicate to the plot.

Spending Points. You may spend points to purchase new abilities at the beginning of the game day by having the Administration sign off on your point totals and your character sheet. You may only spend points that you have earned prior to that day.

Losing Points. It is possible to lose points based on your player conduct. If you do not adhere to the rules of the game you will lose points. If you do not get along with the rest of the player base in a reasonable and mature fashion you will lose game points. No one on the Administration wants to see this happen, so please do not give cause for this to happen.

GENERAL ABILITY RULES

The remainder of this handbook consists of lists of abilities that can be purchased by all characters and by characters in each of the four classes. Abilities allow your character to perform feats needed for adventuring, ranging from repairing items to lockpicking, healing to misleading your foes. Abilities available to all classes are known as Generic abilities, other abilities and spells are only available to a specific class or classes.

Definition of Ability Terms

Ability: An Ability is a skill that the character can perform that does not use Magic.

Magic: Magic is the ability to alter and change reality. Magic is separated into two types: Arcane, and Divine.

Arcane Magic: Arcane Magic is Magic that is drawn from the energy of life itself and all its elements. Wizards use Arcane Magic.

Divine Magic: Divine Magic is magic bestowed by the Gods. Priests use Divine Magic.

Spells: Spells are applications of Magic.

Physical Ability: An Ability that makes use of the character's bodily attributes including but not limited to the five senses, strength, health, and speed.

Social Ability: An Ability that makes use of the character's communicative skills with others, including but not limited to the use of and understanding of both spoken and body language.

Mental Ability: An Ability that makes use of the character's thought and reasoning capacities, including but not limited to analytical processes and information retention.

Attack: An Attack is an ability that requires stating the name of the attack just before or during attempting to strike your target. This is done so to communicate to the target the additional effects of the strike you are performing.

Thrown Spell: A Thrown Spell is a Spell that requires throwing a component at your target immediately after completing the spell's incant. The incant must be spoken before the component is thrown, and the component must be then thrown immediately.

Protective (Active/Reactive). Protective Abilities/Spells are used when a character is the target of strike, spell, or other hostile action. Protective abilities shield the character to varying degrees from these hostile actions and either happen immediately or at the character's discretion. Please note that Active/Reactive spells must first be chosen to be cast, as armor must be chosen to be worn. Once the armor is put on, or the spell cast, it falls into either Active or Reactive.

- Active: This type of Ability/Spell is used at the character's discretion.
- Reactive: This type of Ability/Spell is used when the appropriate type of hostile action strikes the character.

Passive Abilities. Passive abilities are abilities that your character can always use so long as needed components are present. While they may need to be declared in combat (e.g. class of a weapon), they are continuously active and available.. Example abilities are Use Weapon, Wear Armor, and Street Fighting, etc.

Resistance. Resistance Abilities allow the character to shrug off either partially, or entirely the effects of a hostile action they are struck with. All Resistances are Abilities and are not Spells.

Coercive. An Ability/Spell that changes the decision making process of the target.

Hostile. A Hostile Spell harms a target by causing wounds, death, or other unpleasant effects that do not affect a character's mind.

Healing. Healing Abilities /Spells remove wounds and negative effects that may be impacting the targeted character's ability to function. Healing Abilities/Spells have prolonged activation times, dictating the amount of time it takes before the wound or malady is treated and removed.

Ability Format

Name. The Name of the Ability/Spell.

Damage Type. The type of effect(s) the ability/spell deals out to a target's wounds, armor, equipment, and mental capacities.

Cost. The amount of points that must be spent to acquire the Ability/Spell.

Prerequisite. The Abilities/Spells that a character must have already purchased prior to purchasing the current Ability/Spell.

Type/Classification. The basic qualities and types of effect of the Ability/Spell.

Pregame. Yes indicates the Ability/Spell can or must be used before the Game has officially commenced.

Usage. The number of times per day the Ability/Spell can be used, and the number of times it may be purchased.

Incant/Declaration. The verbal element needed to use and communicate use of the ability.

Component. The physical item needed to represent the Ability/Spell at time of use.

Mechanic. How the Ability/Spell works within the game's rule system.

Descriptive. A quote describing what a character might experience when the ability or spell is used.

The following are for Spells only.

Potion/Scroll. This indicated whether or not a Spell can be turned into a Potion or a Scroll. Yes/Yes, would indicate both, while Yes/No, would indicate that the Spell could be a Potion, but not a Scroll.

Re-Prepare. Whether or not a Spell has to be Re-Prepared before casting again. Re-Preparation of a Spell is the process of concentrating on a Focus Item (for Wizards), or a Holy Symbol (for Priests) for 30 seconds per level (minor: 30, major: 60, master: 90). The character must be conscious and uninterrupted for the duration of the required time and as such may not fight, run, climb, talk or be engaged in combat. If struck by a combat spell or a weapon during this time, the Re-Prepare fails and must be attempted again.

FREE ABILITIES

Free Abilities are abilities that all characters possess regardless of class or point total.

Name	Literacy	Damage Type	None
Cost	0 points	Prerequisite	None
Type/Classification	Mental, Passive	Pregame	Yes
Usage	Unlimited/Constant		
Incant/Declaration	None		
Component	None		
Mechanic	Your character can read any language your character can speak		

Name	Wear Helm	Damage Type	None
Cost	0 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	Declare "Armor" when struck on the helmet.		
Component	A helmet		
Mechanic	Your character may wear a helmet. This does not count as an Armor Location for abilities that put a cap on Armor Locations worn. A helmet is considered whatever Class of Armor it is constructed as (up to Medium), regardless of character abilities. A helmet can only be considered Heavy Armor if it is constructed to Heavy Armor specifications, and the character has Upgrade Armor: Heavy. Additionally, purchase of Wear Helm allows a character to repair his helm when it is damaged. The helmet repairs on its own, given the character is conscious, and isn't involved in combat, running, or climbing during this time. If these conditions are met, the helmet will simply be repaired after 3 minutes.		

Name	Sure Kill	Damage Type	V
Cost	0 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	See Mechanic		
Component	A Weapon		
Mechanic	Your character knows how to finish off defeated enemies. You may execute a character or NPC by touching your weapon to them and asking if they have a Major Wound or are Unconscious. They must respond truthfully, and if either criterion is met, you may count to three, declare "Sure Kill" and role-play how you finish your opponent off. Once you deliver this blow, the target is Dead regardless of how much time they had remaining on their Bleed Clock. Note that this ability may not be effective against targets that are not/never were alive.		

Name	Subdue	Damage Type	V
Cost	0 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	Declare "Subdue" before/while making an attack		
Component	A Weapon		
Mechanic	This attack causes temporary incapacitation. Instead of dealing a Wound, the location hit is Subdued. As no Wound is dealt, the character does not start Bleeding to Death and the injury will not lead to Death. A Wound Location may only be Subdued once. A character hit two times in a Major Wound Location with this ability is knocked Unconscious for 5 minutes. To use this ability the attacker must declare "Subdue" prior to weapon contact. Alternatively, for simplicity the attacker may declare that they are using this ability for an entire battle.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Wield Simple Weapon	Damage Type	IV
Cost	0 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	Weapons that meet the Simple Weapon construction standard		
Mechanic	This ability allows the character to use all Simple Weapons. A Simple Weapon is any weapon under 12 inches in length. If the weapon is throwing legal, it may be thrown.		

GENERIC ABILITIES

Generic Abilities are abilities that all character classes have access to.

Name	Blacksmith	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A small hammer		
Mechanic	<p>This ability allows a character to repair broken weapons and shields. It can also speed up the process of repairing broken armor. After 2 minutes of repair, which is simulated by actively hammering on the item in a stationary location, the blacksmith may repair one of the following:</p> <ul style="list-style-type: none"> • One Weapon • One Shield or Buckler • Two armor locations • One destructive hit of an item of quality <p>* Please see armor repair in the wear armor section of the character abilities for clarification on how armor is repaired otherwise.</p>		

Name	Camping	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	Twigs and a little bit of flour/cornstarch		
Mechanic	<p>Your character knows how to set up camp. By spending a minute pounding rocks together, or rubbing sticks against each other your character can create a small campfire. Once started, the small fire will burn for up to 5 minutes if unattended. A character may tend the fire, through role playing, to extend the duration for another 5 minutes. The fire may be kept going for up to 20 minutes in this fashion. While the fire is active, it grants up to four nearby adventurers the benefit of having their spell memorization times and Plant Lore healing times halved. This ability may not be used in/for combat.</p>		

Name	First Aid	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	Bandages		
Mechanic	<p>This ability allows a character to temporarily pause the Bleed Clock. This ability can be used at any time during the Bleed Clock while the recipient is still alive. This is not a wound-specific ability – it pauses the bleeding of all wounds simultaneously. To use this ability, the character must spend 30 seconds tying a bandage to himself, or another person if applying first aid to someone else. After applying First Aid, the recipient will have his Bleed Clock paused for 10 minutes.</p> <ul style="list-style-type: none"> • The Bleed Clock is paused at the point in time when First Aid is applied. • Any effects of Bleeding to Death remain active for the point in time that the Bleed Clock is paused. • For example, if a character receives First Aid while they were Conscious, then they are still Conscious; if a character receives First Aid while they were in Conscious Shock, then they are still in Conscious Shock, etc. <p>If at any time the recipient of First Aid suffers a wound, the effects of this ability are immediately cancelled and the character will resume his Bleeding to Death time.</p>		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Lore	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Mental	Pregame	Yes
Usage	Once per day per purchase. May be purchased multiple times for multiple uses, or for different types of Lore.		
Incant/Declaration	Declare "Lore (type)"		
Component	None		
Mechanic	<p>Upon purchase, a certain type of Lore must be selected. This can be any topic, as general or specific as the player wishes, however, the type of information gained from this ability's use will vary depending on the type of Lore. Example Lore types include Magic, Religion, Rolehaven, Lycanthropes, King Gareth, and Bartending.</p> <p>When this ability is used, if it is applicable, grants the character knowledge of one target. It grants basic information about the target and allows the user to ask two questions about the target. All pertinent information that can be gained by use of Lore is at the plot writer's discretion. Questions only count if they are ones that can be answered.</p>		

Example - *Lore: Legends*. A commonly used Lore is Lore: Legends (often declared as "Legend Lore"). This is the most often used Lore, and generally has the most broad application to all plot-related inquiries. However, it typically provides less information than more specialized Lore.

Name	Non-Human Race	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Passive	Pregame	N/A
Usage	N/A		
Incant/Declaration	N/A		
Component	Appropriate racial prop		
Mechanic	This ability must be purchased at character creation and may only be purchased once. Upon purchase of this ability the player selects a non-human race for their character to be. Races are detailed in the Races portion of the rules.		

Name	Plant Lore	Damage Type	None
Cost	3 points	Prerequisite	First Aid
Type/Classification	Physical, Mental, Healing	Pregame	Yes
Usage	Once per packet		
Incant/Declaration	None		
Component	Bandages, Potion Bottle, Plants		
Mechanic	<p>With this ability a character may treat wounds, and poisons. At the start of the game day a character has access to two Plant Lore Packets. When a Packet is used, it is spent and a new Packet may be acquired. A new Packet may be acquired by spending five minutes of game play foraging in the brush. All packets expire at the end of the game day and do not carry over from week to week. Packets can be of the following type: Healing, Antidote, Refreshing. They may be used as follows:</p>		

Healing Packet: A Healing Packet must be placed on a Wound Location under a First Aid bandage to take effect. A Healing Packet will completely heal a Minor Wound in five minutes, and a Major Wound in ten minutes. It will only do so if the character does not Bleed to Death prior to the duration being completed. Use of a Packet does not stop Bleeding to Death, and an additional strike to the same Wound Location will completely negate the use of that Packet and the Packet will be spent.

Antidote: This Packet must be kept in a potion bottle. This Packet, when used will cure/negate the effects of any poison in the recipient's system. Obviously, if the recipient has already died from poison, they are still dead and this Antidote has no effect. These effects occur one minute after consumption of the Packet.

Refreshing: This Packet must be kept in a potion bottle. This Packet, when used, will negate the effects of being Subdued. Additionally, it will negate the effects of the Sleep spell and any similar game effects. These effects occur one minute after consumption of the Packet.

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Speak Language	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Social, Passive	Pregame	No
Usage	Unlimited. One language per purchase. This ability may be purchased multiple times.		
Incant/Declaration	Declare: "Speak Language –name of language-" when using it		
Component	None		
Mechanic	This abilities allows a character to speak and understand a different language. All characters speak the common language, but there are many different spoken tongues in the world. Languages include: Elfish, Dwarfish, Gobliniod, Orcish, Old Sovereign, and Beast-Tongue (specific to type of Beastfolk), to name a few. Being of a race does not automatically grant access to that language, however, if you are of a Non-Human race and you write a character background, you gain access to that language in addition to all other benefits from the written background.		

Name	Wield Light Weapon	Damage Type	None
Cost	3 Points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A Light Weapon		
Mechanic	This ability allows the character to wield one type of Light Weapon, ranged or melee.		

PRIEST

Minor Spells	Major Spells	Master Spells
Bless Weapon	Barrier	Break Enchantment
Cure Affliction	Divination	Disrupt
Detect Magic	Enhance	Expel
Harm	Holy Bolt	Holy Ground
Heal Minor Wounds	Heal Major Wounds	Raise Dead
Last Rites	Repel	Sanctuary
Refresh		Smite
Restore		
Speak with Dead		
Truth		
Minor Abilities	Major Abilities	Master Abilities
Alchemy	Advanced Alchemy	Expedient Casting
Rapid Recovery	Advanced Scribe Scroll	Mass Healing
Scribe Scroll	Extend Duration	Master Alchemy
Spell Channeling	Resist Poison	Master Scribe Scroll
Use Shield/Buckler	Stamina	
Wear Light Armor	Strong Will	
	Upgrade Armor, Medium	
	Use Large Shield	
	Wield Weapon	

Priest Weapon Limitations. Priests may wield up to Heavy melee weapons and up to Medium missile weapons.

Casting Priest Spells. For many Priest Spells a time duration is given as well as an incant. To successfully cast these spells it is recommended that the caster develop/improvise their own incant to fill the casting time, as long as the recognizable, static incant, is used at least once during the casting. Any incant used should be indicative of the type of spell being cast, and as always, good role playing is encouraged. Repeating the static incant for the duration of the chant is acceptable.

Miscasting. If you flub your incant or are interrupted, the spell you are casting is miscast and does not have any effect on the target. A miscast spell does not count against the total number of times you may cast a spell per day if there is a limit, but a miscast spell must be re-prepared before it can be cast again.

Casting Interruption. If you receive a major wound while casting a spell, that spell is then considered a miscast. If you receive a minor wound and continue casting uninterrupted you may finish casting the spell even though you have been struck.

Minor Spells

Name	Bless Weapon	Damage Type	V
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Once per life, plus 2 castings per day. Additional purchase grants two additional castings per day.		
Incant/Declaration	Speak: "I call upon –god name- to bless this weapon"		
Component	Yellow ribbon tied around weapon		
Mechanic	A Blessed Weapon causes wounds against minor undead as though they were normal player characters. A hit to the head or torso that would inflict a wound to a player character immediately destroys a minor undead creature, and limb wounds will incapacitate the location struck. Additionally hits against any armored location on an undead creature (regardless of type) do one additional point of damage against that armor. This spell lasts for 5 minutes.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Cure Affliction	Damage Type	None
Cost	3 points	Prerequisite	Heal Minor Wounds
Type/Classification	Divine, Healing	Pregame	No
Usage	Once per preparation per purchase		
Incant/Declaration	Speak: "I call upon –god name- to purge my/your afflictions" and place hand on target.		
Component	Holy Symbol		
Mechanic	When used, this spell will instantly cure poison and disease, removing any negative effects of both. This spell has no effect if the victim has already died from the poison or disease. Cure Affliction may be cast on oneself if still conscious; however, many poisons will render a character unconscious instantly.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Detect Magic	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Once per preparation.		
Incant/Declaration	Speak: "If there's magic here to see, make that magic known to me"		
Component	Form a lens to look through with one or both hands		
Mechanic	Upon completion of the incant and looking through the lens, the caster becomes aware of all magic items and spells within sight. Magic items hidden on a character's person through mundane means are detected, as are all spells worn by those in view. Detect Magic reveals the nature and type of spells worn, but only the presence and (rough) location of magic items. This spells lasts for up to 30 seconds provided the caster stays looking through their lens		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Harm	Damage Type	III, IV
Cost	3 points	Prerequisite	None
Type/Classification	Divine, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Defy –god's name- and come to harm"		
Component	A white and yellow thrown component		
Mechanic	This spell causes a magical, Heavy hit. Any minor undead struck by this spell anywhere on their person/armor is instantly destroyed.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Heal Minor Wounds	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	Chant for 1 minute: "I call upon –god's name- to heal my/your wounds"		
Component	None		
Mechanic	To use, place a hand on wounded target and begin chanting. Upon completion of incant, a single minor wound or Subdued effect on the target is healed. Each minor wound must be healed individually. If a target has received three minor wounds, they must be healed with Heal Major Wounds, as three minor wounds becomes one major wound. Heal Minor Wounds may be cast on oneself if conscious.		
Potion/Scroll	Yes/Yes	Re-Prepare	No
Name	Last Rites	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Unlimited		
Incant/Declaration	Chant for 30 seconds: "I call upon –god's name- to protect the fallen"		
Component	None		
Mechanic	If performed over a dead body, that body may not be turned into the living dead via Animate Dead, or by any other methods.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Refresh	Damage Type	None
Cost	3 points	Prerequisite	Cure Affliction
Type/Classification	Divine, Healing	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "By the power of –god's name-, rise and be ready"		
Component	None		
Mechanic	This spell returns a target to consciousness and removes all effects from the Sleep spell and/or being Subdued. If the target is in Shock, they will fall unconscious again after one minute unless an ability is used to keep them conscious.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Restore	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Unlimited		
Incant/Declaration	Place hand on broken item and chant for 30 seconds: "By the power of –God's name here- let what was broken be re-grown"		
Component	None		
Mechanic	This spell allows a broken item to be repaired to full use. Upon completion of the incant, the target broken item is repaired to usable condition. When used to repair armor it may only repair one armor location at a time. This spell will restore the extra "Destructive Hits" of Items of Quality at the rate of one per casting.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Speak with Dead	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Powers of death make this bond, so I may speak with those beyond" while placing a hand on a corpse.		
Component	None		
Mechanic	This spell may only be cast on a corpse and has no effect on any living target. This ability allows the spirit of a dead body to speak to the caster from the other side, however the spirit is not compelled to do so. The duration of this spell is equal to that of the corpse's remaining time being dead before they return to town. The target, by their own choice, may opt to continue speaking to the caster for a longer duration. Additionally, any corpse affected by this spell may not be affected by other forms of magical coercion such as the truth spell, or the charm spell. This spell may not be cast on spirits already returning to Town.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Truth	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine, Coercive	Pregame	No
Usage	Once per preparation		
Incant/Declaration	With ribbon in hand, touch recipient and speak: “The Spell of truth is upon you”		
Component	Yellow ribbon		
Mechanic	Any target affected by this spell must answer all yes/no questions from the caster with complete honesty for the next five minutes, nor may they lie when speaking about anything else. The caster must touch the recipient of this spell, and therefore it may not be used during combat. Any ability or spell that resists a coercive effect may be used to counter this spell.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes

Major Spells

Name	Barrier	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Once per Preparation		
Incant/Declaration	Speak: “Magic rise and bar this path make it so that none shall pass”		
Component	10 feet of yellow ribbon		
Mechanic	Upon completion of incant and laying down the ribbon a magical wall is created. It cannot be breached or scaled by any means and lasts for five minutes or until dismissed. Barriers may be destroyed using either version of Dispel Magic. Barrier may be dismissed at will by the caster.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Name	Divination	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Divine	Pregame	Pregame Only
Usage	Once per game day. This ability may only be purchased once.		
Incant/Declaration	Speak: “Oh whispers of the future that are but a hum, magic of fortune I ask what is to come.”		
Component	Holy Symbol		
Mechanic	This ability grants the user access to information about the game day’s plot and events. This information should be equivalent to at very least a Lore: Legends, not readily available, and pertinent to the current plot. It falls upon the plot writer of the day to provider this information.		
Potion/Scroll	No/No	Re-Prepare	No

Name	Enhance	Damage Type	III, IV
Cost	6 points	Prerequisite	Bless Weapon
Type/Classification	Divine	Pregame	No
Usage	Once per life, plus two additional castings per day. Additional purchases grant two additional castings per day.		
Incant/Declaration	Speak: “By the power of –god’s name- let my weapon cut through steel and bone.”		
Component	An orange ribbon		
Mechanic	Upon completion of the incant and attaching of the ribbon, a single weapon is imbued with divine magic and inflicts an additional point of damage against armor. Additionally, Enhance will absorb the first destructive hit sustained by the weapon, but is immediately dispelled after doing so. This spell lasts for 5 minutes.		
Potion/Scroll	No/Yes	Re-Prepare	No

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Holy Bolt	Damage Type	Special
Cost	6 points	Prerequisite	Heal Minor Wounds, Harm
Type/Classification	Divine, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Feel the might of –god's name–"		
Component	A white thrown component that is prepared by casting Heal Minor into it, in addition to ordinary preparation. Each component must be prepared separately, and is valid until used that day.		
Mechanic	Any friendly target struck by this spell will have one minor wound on their person instantly healed. It is up to the recipient to decide what wound is healed. Any minor undead struck by this spell anywhere on their person/armor is instantly destroyed.		
Potion/Scroll	No/No	Re-Prepare	Yes
Name	Heal Major Wounds	Damage Type	None
Cost	6 points	Prerequisite	Heal Minor Wounds
Type/Classification	Divine, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	Chant for two minutes, " I call upon –god's name- to heal my/your wounds" while placing hand on target.		
Component	None		
Mechanic	This spell, upon completion, will heal a player character with any wounds or Subdued effects to full health. As three minor wounds becomes one major wound, and as no player character can ever receive more than one major wound, Heal Major Wounds will fully heal any wounded player character that has not been sure-killed. Heal Major Wounds may be cast on oneself if conscious. * If this spell is used on an NPC that can sustain multiple Major wounds, it only heals the equivalent of one Major wound per casting.		
Potion/Scroll	Yes/Yes	Re-Prepare	No
Name	Repel (Enemy)	Damage Type	I
Cost	6 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Once per life plus one use per day for selected (Enemy). Additional purchase grants two additional uses per day for selected (Enemy)		
Incant/Declaration	Chant, "In the name of –god's name- I Repel you (Enemy)" for as long as you wish to have the spell take effect.		
Component	White ribbons waved in hand while casting		
Mechanic	This spell may be used to make minor undead and weaker enemies from other dimensions such as demons, elementals, etc. run from the caster. The Priest must select one (Enemy) each time he purchases this spell; (Enemy) types are Elementals, Netherborn, Extraplanar, and Undead. This spell affects all susceptible enemies of the specified type within 50 feet of the caster. Optionally, this spell may be used to target a single minor (Enemy) and have it be instantly destroyed. The caster must wait at least five minutes in between uses of this spell.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Master Spells

Name	Break Enchantment	Damage Type	None
Cost	9 points	Prerequisite	Cure Affliction
Type/Classification	Divine, Healing	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak, "I call upon –god's name- to lift –name of spell/effect being removed-" and place hand on target.		
Component	None		
Mechanic	This spell removes any one magical effect per casting. This spell cannot dispel protective magic, it can only remove negative magical effects. It can undo Petrify, remove the effects of the Charm and Command spells, remove Fear, etc. The magical spell or effect being broken must be declared as part of the incant.		
Potion/Scroll	Yes – will remove any one effect as chosen by the consumer/Yes	Re-Prepare	Yes

Name	Disrupt (Enemy)	Damage Type	I
Cost	9 points	Prerequisite	Repel (Enemy)
Type/Classification	Divine	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants one additional use per day.		
Incant/Declaration	Chant "In the name of –god's name- I Disrupt you (Enemy)" for as long as you wish to have the spell take effect.		
Component	Yellow and white ribbons held in hand while casting.		
Mechanic	This spell may be used to make major undead and powerful enemies from other dimensions such as demons, elementals, etc., run from the caster. This spell is a more potent version of Repel (Enemy), and works against the same enemies that the Priest can Repel. This spell affects all susceptible enemies of the specified type within 50 feet of the caster. Additionally, this spell instantly destroys all minor (Enemy) within range of the caster. The caster must wait at least five minutes in between uses of this spell. The potency of this spell is often diminished against extraordinarily powerful enemies.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Name	Expel	Damage Type	I
Cost	9 points	Prerequisite	Disrupt (Enemy)
Type/Classification	Divine	Pregame	No
Usage	Once per day. Additional purchase grants one additional use per day.		
Incant/Declaration	One minute of chanting followed with "By –god's name- divine/holy/infernal/righteous/terrible/mighty/blessed/etc. fury I cast you back from whence you came."		
Component	Yellow and white ribbons held in hand.		
Mechanic	This spell will attempt to force a creature not of this world back to where it came from. If the creature is powerful, it merely lessens the creature's powers for a set amount of time. If the creature is of lesser power, or has been weakened by other means, it will banish the creature from this realm and bar it from returning. Both of these effects must be specified by the Storyteller for any extraplanar NPCs. If a player character or non-extraplanar NPC is possessed by an extraplanar being, Expel will drive that being out of the character/NPC's body in addition to any other effects on the extraplanar creature specified by the Storyteller. Otherwise, Expel has no effect on player characters or non-extraplanar NPCs. Expel may also have other plot-specific uses. Storytellers should not rely on a character with Expel always being available, so it should not be the only means of solving a plot. This spell often presents an excellent role playing opportunity.		
Potion/Scroll	No/No	Re-Prepare	No

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Holy Ground	Damage Type	None
Cost	9 points	Prerequisite	Barrier
Type/Classification	Divine	Pregame	Yes
Usage	Once per day per purchase.		
Incant/Declaration	If established before the start of game day, no time is needed, one may simply set up the Holy Ground. If cast during the course of play, the spell requires ten minutes of uninterrupted prayer.		
Component	40 ft of yellow ribbon to be set up in an enclosed shape upon completion of prayer, and a holy symbol of your religion.		
Mechanic	<p>Any character of the same faith as the caster may cast all healing spells at half time within the boundaries of the Holy Ground. No undead may enter the confines of the Holy Ground unless invited. The caster, and the caster only, may treat his Holy Ground as his Resurrection point instead of Town, returning to life five minutes after his spirit enters the Holy Ground.</p> <p>Additionally, the caster may use the ribbon boundaries of the Holy Ground as the ribbon required for Barrier, turning the Holy Ground into a giant Barrier by casting the spell, granting the benefit of both spells. The caster must be within the Holy Ground to do so, and must speak the incant for Barrier to do so. When used, the oversized Barrier has the same duration and limitations as a regular Barrier. The caster may only do this three times per day, and must wait at least five minutes in between the use of Barrier spells before casting again in this manner. The use of Holy Ground and Barrier in this fashion is not considered a spell augment.</p> <p>A Holy Ground is not affected by Dispel Magic and may only be dispelled by another Priest casting Holy Ground over the existing Holy Ground. If this is done, the casting of Holy Ground only serves to dispel the other Holy Ground and does not create a new one.</p> <p>Multiple purchases of Holy Ground cannot be used to increase the overall size of the Holy Ground, but instead gives the Priest the ability to setup multiple Holy Ground locations. Holy Grounds setup side-by-side in this respect function as completely separate Holy Grounds. A character may not be in more than one Holy Ground at any given time.</p>		
Potion/Scroll	No/No	Re-Prepare	Yes
Name	Raise Dead	Damage Type	None
Cost	9 points	Prerequisite	Heal Major Wounds
Type/Classification	Divine, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	Chant for five minutes, "I call upon –god's name- power to return this one to the land of the living" while placing hand on target.		
Component	None		
Mechanic	With this spell the caster may bring a dead character back to life. Upon completion of the casting the dead character targeted by the spell returns to life with all wounds healed. This does not restore damaged armor and equipment the way resurrecting in town does, it only heals all wounds and returns the character to life. Raise Dead may not be cast on oneself.		
Potion/Scroll	Yes/Yes	Re-Prepare	No
Name	Sanctuary	Damage Type	None
Cost	9 points	Prerequisite	None
Type/Classification	Divine	Pregame	Yes
Usage	Once per life plus two uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak, "I call upon –god's name- to shield me from my foes" then tie ribbon around left arm.		
Component	A yellow ribbon.		
Mechanic	This spell protects the wearer from any one damaging attack or spell that they receive. It does not need to be used on the first hit received, and may be used at any point during combat while the character is still alive. A character cannot recast Sanctuary on themselves within the first thirty seconds following the use of a worn Sanctuary, regardless of who may have cast it on them. A potion of Sanctuary may be used to recast the spell on a character instantly, however. Sanctuary does not protect against traps.		
Descriptive	<i>At the most dire moment in the battle, Sandor looked down upon his chosen hero and granted him divine protection from heavens.</i>		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Smite	Damage Type	I, II, IV
Cost	9 points	Prerequisite	Holy Bolt
Type/Classification	Divine	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: “By –god’s name- holy fury, strike down this infidel”		
Component	A white and yellow thrown component		
Mechanic	This spell has no effect on player characters or their equipment. Any creature that can be affected by a Disrupt that is struck with this spell receives damage/wounds as though they were a “Generic Warrior”. Thus, if it strikes a major wound location, the target receives a major wound that would incapacitate them. If this component strikes the target’s equipment it deals out a destructive hit. If it strikes the target’s armor, it breaks the armor and deals a wound to that location. This spell will instantly destroy any minor undead it strikes. The potency of this spell is often diminished against extraordinarily powerful enemies. Once again, this spell is completely ineffective against player characters.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Minor Abilities

Name	Alchemy	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	Potion Bottles(see Potions in core rules), Ability Cards		
Mechanic	Purchase of this ability allows the Priest to create potions from spells they currently posses. Only spells that are denoted as being able to be made into potions may be made into potions. If the spell has a limited number of times it may be cast in a day, creation of a potion counts as one of those uses. Upon purchase of Alchemy the character gains 4 ranks to be spent on their potion creation. Ranks are expended at the following rate: <ul style="list-style-type: none"> • Minor Spell: 1 Rank • Major Spell: 2 Ranks • Master Spell: 3 Ranks As such, a character with Alchemy may create up to four minor potions, two major potions, or one master and one minor, or any other combination that adds up to four. If a character does not wish to use all their ranks before the start of the game, they may brew potions during the course of the game by spending five minutes of uninterrupted game time “brewing”. This process may be role played however the player sees fit but must be the sole focus of the character for the entire duration. If the process is interrupted (violence, running away from a monster, etc.), then the character must start over. Interrupted brewing does not consume any ranks or the uses of spells being turned into potions. No two Spell Augments may be used on the same spell.		
Potion/Scroll	Yes/No	Re-Prepare	No

Name	Rapid Recovery	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Constant		
Incant/Declaration	None		
Component	None		
Mechanic	A character with this ability recovers from being Subdued, Stunned and the Sleep spell in half the time.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Scribe Scroll	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	Scroll Cards		
Mechanic	<p>Purchase of this ability allows the character to create scrolls from spells they currently possess. Only spells that are denoted as being able to be made into scrolls may be made into scrolls. If the spell has a limited number of times it may be cast in a day, creation of a scroll counts as one of those uses.</p> <p>Upon purchase of Scribe Scroll the character gains 4 ranks to be spent on their scroll creation. Ranks are expended at the following rate:</p> <ul style="list-style-type: none"> • Minor Spell: 1 Rank • Major Spell: 2 Ranks • Master Spell: 3 Ranks <p>As such, a character with Scribe Scroll may create up to four minor scrolls, two major scrolls, or one master and one minor, or any other combination that adds up to four.</p>		

If a character does not wish to use all their ranks before the start of the game, they may “scribe” scrolls during the course of the game by spending five minutes of uninterrupted game time “scribing”. This process may be role played however the player sees fit but must be the sole focus of the character for the entire duration. If the process is interrupted (violence, running away from a monster, etc.), then the character must start over. Interrupted “scribing” does not consume any ranks or the uses of spells being turned into scrolls. No two Spell Augments may be used on the same spell.

Potion/Scroll	No/Yes	Re-Prepare	No
---------------	--------	------------	----

Name	Spell Channeling	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	None		
Mechanic	<p>In order to reduce the time required to cast certain healing spells, a Priest may combine his powers with another willing character. Spell Channeling can only augment the following spells: <i>Heal Minor Wounds</i>, <i>Heal Major Wounds</i>, and <i>Raise Dead</i>. Spell Channeling may only be performed on a single target at a time. Spell Channeling halves the total remaining casting time of the spell from the time the assisting character arrives. The assisting character must touch the Priest in order for the Spell Channeling to function. Spell interruptions due to combat still apply normally – neither the Priest nor the assisting character may be engaged in combat. Spell channeling cannot be initiated when casting on oneself, and the target of the spell may only assist if they also can cast the same spell. No two Spell Augments may be used on the same spell.</p>		
Potion/Scroll	No/Yes	Re-Prepare	No

Name	Use Shield/Buckler	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A shield less than three feet in diameter/height		
Mechanic	<p>A character may carry/wield a shield and/or buckler(s).</p> <p>Shield: Shields are at least one foot in diameter and are impervious to any attack that does not deal out a Destructive Hit, however one Destructive Hit will break a shield. One shield may be carried/worn at a time. A shield may be slung over the back, granting the same protection as though it were worn on the arm. An arm used to wield a shield may not be used to effectively wield a weapon, whether one-handed or two-handed, nor may it be used to wear a buckler. A character may only use one one-handed weapon and bows/crossbows if a shield is worn on the back.</p> <p>Buckler: A Buckler is a shield under one foot in diameter. It may be held in hand, or strapped to the arm allowing full use of that arm for weapon use. If worn on the arm in this fashion, the buckler protects the covered location from all Hits by Simple and Light weapons, as well as the first Hit from any other attack. After any such attack the buckler loses all its protective value and must be completely removed and re-equipped in a process that requires at least 30 seconds of in-game time before it provides any protection again. A buckler may be worn on each arm, but may not be worn on an arm used to wield a shield. Additionally, if a shield is carried anywhere on a character's person, they may only wear one buckler. A buckler breaks after receiving one Destructive Hit.</p>		
Name	Wear Light Armor	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact. Passive for armor repair.		
Incant/Declaration	Declare "armor" when armor is struck.		
Component	Armor of appropriate construction for location and level worn.		
Mechanic	<p>Purchase of this ability allows the character to wear light armor in two locations selected at time of purchase. These locations are: front torso, back torso, left arm, right arm, left leg, and right leg. On the very rare occurrence of an attack that strikes the side of torso armor that is not clearly front or back, it may be taken to either location based on victim's discretion. Light armor takes one point of damage per location and is then rendered useless. Light armor provides no protection against Heavy weapons, and an attack with a Heavy weapon will break the armor. Please see the Combat section of the rules for details on armor repair.</p>		

Major Abilities

Name	Advanced Alchemy	Damage Type	None
Cost	6 points	Prerequisite	Alchemy
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Alchemy		
Mechanic	<p>Purchase of this ability grants four additional ranks to the character's Alchemy total, bringing said total up to eight. No two Spell Augments may be used on the same spell.</p>		
Potion/Scroll	Yes/No	Re-Prepare	No
Name	Advanced Scribe Scroll	Damage Type	None
Cost	6 points	Prerequisite	Scribe Scroll
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Scribe Scroll		
Mechanic	<p>Purchase of this ability grants four additional ranks to the character's Scribe Scroll total, bringing said total up to eight. No two Spell Augments may be used on the same spell.</p>		
Potion/Scroll	No/Yes	Re-Prepare	No

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Extend Duration	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	Once per life plus one use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak: "Longer shall this enchantment last" before the casting of a spell.		
Component	None		
Mechanic	This Spell Augment may be used in conjunction with any spell that has a defined time duration, as opposed to an instantaneous or contingent duration.		

Example: This Augment may be used on Barrier as it has a 5 minute duration, but could not be used on Protection, as Protection lasts until used.

When used, Extend duration adds an additional five minutes to the spell's duration. This may not be used to extend any spell that affects another target in a negative way past the 20 minute rule.

Example: Animate Dead lasts for 20 minutes already, and as such, cannot be extended to 25 minutes as it would then violate the 20-Minute rule.

This may be used on offensive spells with defined time durations such as Petrify, Sleep, Silence, and Ice Bolt, but will have no effect on spells that simply cause wounds or kill as they are instantaneous in effect.

No two Spell Augments may be used on the same spell.

Name	Resist Poison	Damage Type	None
Cost	6 points	Prerequisite	Stamina
Type/Classification	Physical, Resistance	Pregame	No
Usage	Once per life plus one use per day. Additional purchases grant two uses per day.		
Incant/Declaration	Declare: "Resist Poison"		
Component	None		
Mechanic	When used, this ability prevents the character from becoming Poisoned from a single exposure to poison, whether delivered by a weapon or ingested. As the character never receives Poisoned status, no effects that would occur upon poisoning happen.		

Name	Stamina	Damage Type	None
Cost	6 points	Prerequisite	Rapid Recovery
Type/Classification	Physical, Resistance	Pregame	No
Usage	Once per Subdued effect. This ability may not be used again until effects of the first wound are negated or recovered from. Shock resistance is Passive.		
Incant/Declaration	Declare: "Stamina"		
Component	None		
Mechanic	This ability allows the character to shrug off the first Subdued effect received. This ability may not be used again until at least five minutes after the first Subdued effect is received, or the character has been healed. Additionally this ability provides a passive effect of preventing the character from falling unconscious due to Shock, and allows them to stagger around slowly even after taking a Major wound, though they are otherwise limited to the actions allowed when in Shock. They may not fight, defend themselves, run, or climb and continue to bleed to death, but they stay conscious and may treat their wounds with whatever skills, spells, and items they have at their disposal.		

Name	Strong Will	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Mental, Active/Reactive	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants additional two additional uses per day.		
Incant/Declaration	None – but as always role playing is greatly appreciated		
Component	None		
Mechanic	This ability allows the Priest to choose to resist one use of a single Coercive effect, whether physical or magical in nature. Use of this ability negates coercive powers that NPCs may attempt to use. If used against a torture attempt, the time required to break the character is extended by ten minutes. Strong Will may only be used once per torture attempt, though it may be combined with Resist Pain to completely resist a torture attempt.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Upgrade Armor, Medium	Damage Type	None
Cost	6 points	Prerequisite	Wear Light Armor
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact.		
Incant/Declaration	Declare “armor” when armor is struck.		
Component	Armor of appropriate construction for location and level worn.		
Mechanic	With purchase of this ability, all armor worn by the Priest, provided it is of proper construction, is considered Medium armor. Medium armor takes 2 points of damage per location before it is rendered useless.		
Name	Use Large Shield	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A shield three feet in diameter/height or greater.		
Mechanic	With this ability the Priest may use a large shield. The rules for large shields are the same as those defined in the Use Shield/Buckler ability with the exception that large shields may not be slung over the back.		
Name	Wield Weapon	Damage Type	III, IV
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited. A character must purchase this ability once per type of weapon used.		
Incant/Declaration	None		
Component	A weapon of appropriate type		
Mechanic	Purchase of this ability allows a Priest to use one type of weapon. Weapon types are: sword/dagger, axe, mace/hammer, flail, spear, bow, and crossbow. A Priest with this ability may use any length of the designated weapon up to its legal limit, and all incarnations associated with it. Weapons of any class (Light, Medium, or Heavy) of the purchased type may be used within Priest Weapon Limitations. Example: A character with use <i>spear</i> may use a short spear, a long spear, and a javelin as it is a thrown spear. Further, pole arms are now designated whatever type they most closely resemble. “Tridents” and “glaives” are <i>spears</i> , “pole axes” are <i>axes</i> etc. If there is a question as to what type of weapon you have, common sense will be used to group it fairly and effectively.		

Master Abilities

Name	Expedient Casting	Damage Type	None
Cost	9 points	Prerequisite	Spell Channeling
Type/Classification	Spell Augment	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants one additional use per day.		
Incant/Declaration	Speak: “Great is my need for haste” before casting as spell.		
Component	None		
Mechanic	This Spell Augment may be used with any spell that has a time attached to its casting such as Healing, Raise Dead, or Holy Ground. It has no effect on spells that have a single defined incant such as Smite or Harm. When used, Expedient Casting halves the amount of time the caster must spend chanting. Thus, an Expedient Casting of Heal Major would take one minute instead of two. Only one Expedient Casting may be used at a time. Expedient casting may be used in conjunction with the reduction in healing times granted by being within a Holy Ground of the Priest's faith. No two Spell Augments may be used on the same spell.		

Name	Mass Healing	Damage Type	None
Cost	9 points	Prerequisite	Spell Channeling
Type/Classification	Spell Augment	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak: “I call upon –god’s name- to heal all I touch” before casting a healing spell.		
Component	None		
Mechanic	This spell augment allows the caster to simultaneously heal up to three people at a time with a single spell. This spell augment may be used in conjunction with any minor or major spell that has the healing classification. No two spell augments may be used on the same spell.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Master Alchemy	Damage Type	None
Cost	9 points	Prerequisite	Advanced Alchemy
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Alchemy		
Mechanic	Purchase of this ability grants four additional ranks to the character's Alchemy total, bringing said total up to 12. No two Spell Augments may be used on the same spell.		

Name	Master Scribe Scroll	Damage Type	None
Cost	9 points	Prerequisite	Advanced Scribe Scroll
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Scribe Scroll		
Mechanic	Purchase of this ability grants four additional ranks to the character's Scribe Scroll total, bringing said total up to 12. No two Spell Augments may be used on the same spell.		

ROGUE

Minor Abilities	Major Abilities	Master Abilities
Escape Bonds	Bolo	Aimed Shot
Hidden Weapon	Connections	Avoidance
Hints	Critical Strike	Disarm
Informants	Dagger Fighting	Double Attack
Interrogate	Disguise	Evade Traps
Mislead	Evasion	Fixer
Pick Locks	Expose Weakness	Heightened Senses
Precise Strike	Feign Death	Set/Remove Traps
Pro. From Quicksearch	Smoke	Stealth Kill
Quicksearch	Smuggler's Trick	
Size Up	Use Poison	
Street Fighting	Use Shield/Buckler	
Wield Weapon	Wear Light Armor	

Rogue Weapon Limitations. Rogues may wield up to Medium melee weapons and up to Heavy missile weapons.

Minor Abilities

Name	Escape Bonds	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	None		
Mechanic	A character with this ability may escape from rope in half the normal amount of time. Additionally if a character has both Escape Bonds, and Pick Locks they may escape from Chains/Manacles (locked or not) after 5 minutes of wriggling. If this ability is purchased a second time, a character may escape from rope in one minute, and if they have Pick Locks as well, they may escape from Chains/Manacles (locked or not) in two minutes.		

Name	Hidden Weapon	Damage Type	None
Cost	3 points	Prerequisite	Protection from Quicksearch
Type/Classification	Physical	Pregame	Yes
Usage	One weapon at a time. May only be purchased once.		
Incant/Declaration	Declare: "Hidden Weapon", but only if asked.		
Component	A single weapon 12 inches or less in length.		
Mechanic	A character with this ability may hide a single weapon 12 inches or less in length somewhere on their person. This weapon cannot be in plain sight and there must be an obvious attempt at concealing the weapon. This weapon cannot be discovered even by a spot search, unless the investigator has Heightened Senses. If the weapon is discovered by the other player you may simply explain that it's a hidden weapon and they do not discover it.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Hints	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Social	Pregame	Yes, Optional
Usage	Once per game day. This ability may only be purchased once.		
Incant/Declaration	Declare: "Hints" during course of the game.		
Component	None		
Mechanic	A Rogue with this ability can gather additional, useful information, from "Town", the Storyteller or even another Player Character. Either at the start of the game day, or during the course of the game, the Rogue may inquire as to the locations of specific, plot-related items or areas of interest. Information received in this fashion must be specific enough to allow the Rogue to reasonably find the items or areas of interest without much difficulty. It is required of the Rogue, however, to declare which items or areas of interest they are looking for. <u>Examples of acceptable uses of this ability:</u> -Rough location (e.g. Thieve's woods) of plot items. -Rough location of enemy camps. -Rough location of holy grounds <u>Examples of unacceptable uses of this ability:</u> -Specific locations of items (e.g. under the crossroads bridge) -How to get around traps/wards -Exact spawn points for NPCs. -Presence or absence of items on NPCs or Player Characters. -Presence or absence of the location of holy grounds; i.e., you must know it exists before you declare Hints.		

Name	Informants	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Social	Pregame	Yes
Usage	Twice per day.		
Incant/Declaration	Declare: "Informants"		
Component	Game money or other valuables		
Mechanic	By spending a little bit of game money (the amount is determined by the information sought) the character gains access knowledge equal to that of a Lore on their chosen subject. The game money spent must be given to the "Town" or Storyteller.		

Name	Interrogate	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Mental, Coercive	Pregame	No
Usage	Once every fifteen minutes		
Incant/Declaration	Declare: "Interrogate" before initiating torture. Role playing is always appreciated.		
Component	None, but colorful tools for torture are recommended		
Mechanic	Characters with this ability may successfully torture a victim in five minutes instead of the regular 10. A tortured victim will answer all questions truthfully for the remainder of their captivity, and/or perform a task that will take no longer than fifteen minutes to complete. Keep in mind the maximum amount of time a character may be kept against their will is 20 minutes, so all questioning and tasks must fall within that window. A character with both Strong Will and Resist Pain who uses both abilities in unison is immune to torture regardless of the skill of the interrogator.		
Descriptive	<i>The darkly clad figure approached, removing a sack from his victim's head. Moonlight glinted on what looked like some sort of maniacal surgeon's toolset. "We'll break you easily this time..."</i>		

Name	Mislead	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Social	Pregame	No
Usage	Once per life, plus one use per day. Additional purchases grant one additional use per day.		
Incant/Declaration	None		
Component	None		
Mechanic	This ability may be used to lie under coercion. If targeted by the Truth spell the character does not have to tell the truth, and the spell will appear to function properly. Other coercive magic (such as Charm and Enslave) that would compel the character to speak the truth have full effect. Also, attempts to torture a character with Mislead take an additional 5 minutes. A character with Mislead and Strong Will/Resist Pain cannot be tortured into compliance if both abilities are used in unison.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Pick Locks	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Active	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	Lock picks. Lock picks are screwdrivers.		
Mechanic	A Character with Pick Locks may open locks. Locks are represented by different kinds of screws, and occasionally more complicated mechanics. To pick a lock a character must simply use their screwdriver to unscrew the lock. Locks are detailed more fully in the General Game play rules. In instances where a lock is represented by something other than a screw, you may have to talk to whomever is responsible for supplying the prop in use.		

Name	Precise Strike	Damage Type	III, IV
Cost	3 points	Prerequisite	Ability to use any weapon.
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life plus 2 uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Precise Strike"		
Component	A weapon the character is attacking with.		
Mechanic	This ability causes the Rogue's next attack to deal one additional point of damage against armor. This ability may be used with both melee and ranged weapons.		

Name	Protection from Quicksearch	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	None		
Mechanic	A character with Protection From Quicksearch may not be successfully Quicksearched and attempts to do so will reveal nothing. This ability provides no protection against spot searching.		

Name	Quicksearch	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	None		
Mechanic	Use of this ability allows a character to search all locations on a target for game items with one 10-second search. All items that can be stolen may be taken at the end of the search. The character using Quicksearch must still open any pouches, containers, pockets, etc., in order to remove the item, which may expose that character to traps or wards.		

Name	Size Up	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Mental	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Size Up"		
Component	None		
Mechanic	A character with this ability may determine a target's power level and/or point total. If the target is an NPC the character discovers the approximate point total if applicable, and if the target has power that surpasses a numerical gauge they may discover that fact. If used on a PC they may discover the exact number of points the PC has spent. Additionally they may ask the "player" how long they have been playing the game to get a better sense of how potentially dangerous they may be. The Disguise ability may be used to counter Size Up.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Street Fighting	Damage Type	III, IV
Cost	3 points	Prerequisite	Use Simple/Light Weapon
Type/Classification	Physical, Passive	Pregame	No
Usage	Constant		
Incant/Declaration	None		
Component	A weapon with a black ribbon tied around it		
Mechanic	All Simple Weapons used in melee by a Rogue with this ability are considered Light Weapons, and all Light Weapons used in melee are considered Medium Weapons. You will likely have to communicate this to your target during the course of play. Any weapon used in this fashion must have a black ribbon tied around it.		

Name	Wield Weapon	Damage Type	III, IV
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited. A character must purchase this ability once per type of weapon used.		
Incant/Declaration	None		
Component	A weapon of appropriate type		
Mechanic	Purchase of this ability allows a Rogue to use one type of weapon. Weapon types are: sword/dagger, axe, mace/hammer, flail, spear, bow, and crossbow. A Rogue with this ability may use any length of the designated weapon up to its legal limit, and all incarnations associated with it. Weapons of any class (Light, Medium, or Heavy) of the purchased type may be used within Rogue Weapon Limitations. Example: A character with use <i>spear</i> may use a short spear, a long spear, and a javelin as it is a thrown spear. Further, pole arms are now designated whatever type they most closely resemble. "Tridents" and "glaives" are <i>spears</i> , "pole axes" are <i>axes</i> etc. If there is a question as to what type of weapon you have, common sense will be used to group it fairly and effectively.		

Major Abilities

Name	Bolo	Damage Type	I
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Attack	Pregame	No
Usage	One component per purchase, this ability may only be purchased 3 times.		
Incant/Declaration	Declare: "Bolo"		
Component	A balled up sock in the toe of another sock.		
Mechanic	A character with this ability may throw this component at another character, and if it connects, the target must immediately drop to both knees. The struck character cannot stand up unless they spend 30 seconds of uninterrupted game time struggling. Escape bonds may be used to halve the time required to struggle free, and a Minor Feat of Strength may allow the character to instantly break free. Though not a game-stealable item the bolo component may not be retrieved until after the struck target is free.		

Name	Connections	Damage Type	As per original ability/spell
Cost	6 points	Prerequisite	Informants
Type/Classification	As per original ability/spell	Pregame	Yes
Usage	One use of an ability/spell per day. This ability may only be purchased once.		
Incant/Declaration	Declare: "Connections"		
Component	As per original ability/spell		
Mechanic	A Rogue with Connections is prepared for any situation. After using the Informants ability, the Rogue may then declare one minor ability or spell that he will gain temporary access to for the game day. This is the list the Rogue may choose from:		

<i>Detect Magic</i>	<i>Bless Weapon</i>	<i>Heal Minor Wounds</i>	<i>Speak With Dead</i>
<i>Rapid Recovery</i>	<i>Restore</i>	<i>Fletching</i>	<i>Minor Feat of Strength</i>
<i>Enchant Weapon</i>	<i>Analyze</i>		

The Rogue may select one ability/spell from this list. The selected ability/spell may be used once. All of the required components, incantations and declarations for any of these abilities/spells remain the same as they exist on their original Class Lists. These abilities/spells are conditional, and cannot be transferred to scrolls or potions.

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Critical Strike	Damage Type	III, IV, V
Cost	6 points	Prerequisite	Precise Strike
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life, plus one additional use per day. Additional purchase grants 2 additional uses per day.		
Incant/Declaration	Declare: "Critical Strike" when making an attack		
Component	A weapon		
Mechanic	With this ability the character may perform an attack that, if it causes a wound, cannot be resisted by Resist Pain, Endurance or Stamina. If the attack wounds a limb, the limb is immediately rendered useless. If a Major Wound is dealt the victim immediately falls Unconscious regardless of abilities they may possess.		

Name	Dagger Fighting	Damage Type	III, IV
Cost	6 points	Prerequisite	Street Fighting, Use Sword/Dagger
Type/Classification	Physical, Passive	Pregame	None
Usage	Constant		
Incant/Declaration	None		
Component	A black and green ribbon(s) tied to your weapon(s)		
Mechanic	When used in melee combat all bladed weapons of 18" in length or less a character with dagger fighting uses are considered heavy weapons.		

Name	Disguise	Damage Type	None
Cost	6 points	Prerequisite	Mislead
Type/Classification	Social	Pregame	Yes
Usage	Unlimited		
Incant/Declaration	None		
Component	At least 2 props		
Mechanic	A character with this ability may create a disguise. This disguise allows the character to change their cosmetic appearance allowing for change in age, gender, race, and overall outward appearance. The limits of the disguise are those of height and size, meaning a Halfling could be disguised as a Dwarf or a child of another race, but not of a grown Human, Orc, or Elf, etc. Additionally a disguise cannot let you assume a drastically different shape unless a considerable amount of props are used (i.e. stilts). No amount of props can simulate magical or mystical qualities. For a disguise to be valid there must be a clear and obvious attempt to make the character appear different than they normally do.		

Seeing through a disguise: The process of discovering a disguise is primarily a role playing one, as the disguised character must sell their disguise by acting differently as well. Holes in the disguised character's performance will be the most likely indicators that the character is disguised. Most of the time, a disguise should trick an NPC into believing the disguise is real. Without motive to do so, the disguise is foolproof, unless another Rogue uses Heightened Senses which will always see through a disguise.

Name	Evasion	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Protective: Active	Pregame	No
Usage	Once per life, plus two additional uses per day. Additional purchases grant two additional uses per day.		
Incant/Declaration	Declare: "Evasion"		
Component	None		
Mechanic	When struck by an attack that is not a spell, a character may declare Evasion and perform an exaggerated dodge to completely negate all effects of that attack. This ability may be used by characters wearing up to light armor, using bucklers, and using shields under 3 feet in diameter/height. This ability may not be used by characters wearing medium/heavy armor, and/or using shields larger than 3 feet in diameter/height. Evasion is used at the character's discretion. The Rogue must wait 30 seconds in between each use of Evasion.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Expose Weakness	Damage Type	None
Cost	6 points	Prerequisite	Size Up
Type/Classification	Mental	Pregame	No
Usage	Once per life, plus one use per day. Additional purchases grant two additional uses per day.		
Incant/Declaration	Declare: "Expose Weakness"		
Component	None		
Mechanic	This ability allows the Rogue to determine a physical or magical weakness of a specific enemy. For example, it would allow the Rogue to determine if an enemy had a certain "weak spot" where it could be wounded, or if they had any specific magical vulnerabilities, etc. This ability should be used against NPCs.		

Name	Feign Death	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Once per life, plus two additional uses per day. Each additional purchase provides two extra uses per day.		
Incant/Declaration	Special – See mechanic		
Component	None		
Mechanic	This ability allows the Rogue to fake his own death. First, if no one is around, the Rogue may lay down, or setup the scene of his own death, and pretend to be dead. Anyone passing by will see the Rogue as being dead, even magical detections will be fooled. Additionally, this ability has a combat effect. If the Rogue wants to fake his own death during combat, he may fall down as if suffering the effects of a major wound. However, this requires that the Rogue use an Evasion, or an Avoidance. In this case, the Rogue doesn't need to declare "Evasion" or "Avoidance". If the assailant comes to check the "dead" body, the Rogue may attempt to attack them. In doing so, they must declare "Feign Death" during the attack.		

It is extremely important to note that Feign Death does not provide any additional damage resistance, remove any wounds the Rogue has suffered, or provide any additional wounds for the Rogue to soak. Although the ability is declared when the Rogue rises, the ability is expended when the Rogue "falls," whether or not it is used successfully.

Name	Smoke	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Once per life, plus one additional use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Smoke Screen" or "Smoke Bomb"		
Component	A tissue/napkin/paper towel wrapped around no more than 1 cup of flour/cornstarch		
Mechanic	A character may use this ability by throwing the packet down at their feet and declaring, "Smoke Screen". The packet creates a wall of toxic smoke that is impenetrable and dissipates after 30 seconds. Unless clearly stated in its mechanic, no ability allows a character to pass through the smoke. The size of the smoke screen is a ten-foot radius from the packet's impact. This does not affect the character that used the ability. Characters within the smoke screen at time of impact may not advance through the smoke screen until it dissipates, but are otherwise unaffected.		

The Rogue may also throw a Smoke Bomb packet at his opponents by declaring "Smoke Bomb". As this is a component with a potential area of effect, it is possible for multiple targets to be affected by this ability. If a target is marked by the flour/cornstarch in the packet, they are caught in the smoke and cannot move more than five feet away from the place they were standing when struck. This effect lasts for 30 seconds and can be negated by Resist Poison. While affected, a character may still fight and use all abilities.

Note that only one effect (Smoke Screen or Smoke Bomb) may be declared per component.

Name	Smuggler's Trick	Damage Type	None
Cost	6 points	Prerequisite	Protection from Quicksearch
Type/Classification	Physical	Pregame	Yes
Usage	One item at a time, this ability may only be purchased once.		
Incant/Declaration	None		
Component	A single item that can be completely concealed in your closed hand.		
Mechanic	With this ability a character may hide one item that fits the above description on their person in an undiscoverable location. Any type of searching or detection cannot find this item. This item cannot be in plain sight, or worn on your person like a ring, or other form of jewelry.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Use Poison	Damage Type	V
Cost	6 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	One film canister filled with flour/cornstarch per day		
Incant/Declaration	See mechanic		
Component	One film canister filled with flour/cornstarch per day		
Mechanic	By placing flour/cornstarch on a weapon it is considered poisoned. An opponent struck by an attack from a poisoned weapon that causes a wound and leaves a marking from the flour/cornstarch is poisoned. A PC who becomes poisoned immediately falls unconscious and goes into Shock. Unless a <i>Plant Lore: Antidote</i> or <i>Cure Affliction</i> is used on the Poisoned character, they will die either from Bleeding to Death or the Poison itself. This is because all healing abilities/spells, such as <i>Heal Major Wounds</i> , cease to function on any character with the Poisoned status. Once Poisoned status is removed, healing abilities/spells function normally. Additionally, a Poisoned character may not use <i>Stamina</i> , and any attempts to wake this PC though any means, such as vigorous shaking, a <i>Refresh</i> spell, etc., will not work before the poison is cured. Shock cannot be removed from a character who is Poisoned until the poison is cured. Please see Shock for details. A character who has been Poisoned, but isn't Bleeding to Death, will die after 20 min unless cured. You will likely have to tell the target that he has been poisoned. Additionally poison may be added to potions by adding a small amount of flour/cornstarch to the potion bottle and a small note that says Poison. Poison must be delivered by a weapon or ingested, simply touching it has no effect.		

Name	Use Shield/Buckler	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A shield less than three feet in diameter/height		
Mechanic	A character may carry/wield a shield and/or buckler(s). Shield: Shields are at least one foot in diameter and are impervious to any attack that does not deal out a Destructive Hit, however one Destructive Hit will break a shield. One shield may be carried/worn at a time. A shield may be slung over the back, granting the same protection as though it were worn on the arm. An arm used to wield a shield may not be used to effectively wield a weapon, whether one-handed or two-handed, nor may it be used to wear a buckler. A character may only use one one-handed weapon and bows/crossbows if a shield is worn on the back. Buckler: A Buckler is a shield under one foot in diameter. It may be held in hand, or strapped to the arm allowing full use of that arm for weapon use. If worn on the arm in this fashion, the buckler protects the covered location from all Hits by Simple and Light weapons, as well as the first Hit from any other attack. After any such attack the buckler loses all its protective value and must be completely removed and re-equipped in a process that requires at least 30 seconds of in-game time before it provides any protection again. A buckler may be worn on each arm, but may not be worn on an arm used to wield a shield. Additionally, if a shield is carried anywhere on a character's person, they may only wear one buckler. A buckler breaks after receiving one Destructive Hit.		

Name	Wear Light Armor	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact. Passive for armor repair.		
Incant/Declaration	Declare "armor" when armor is struck.		
Component	Armor of appropriate construction for location and level worn.		
Mechanic	Purchase of this ability allows the character to wear light armor in two locations selected at time of purchase. These locations are: front torso, back torso, left arm, right arm, left leg, and right leg. On the very rare occurrence of an attack that strikes the side of torso armor that is not clearly front or back, it may be taken to either location based on victim's discretion. Light armor takes one point of damage per location and is then rendered useless. Light armor provides no protection against Heavy weapons, and an attack with a Heavy weapon will break the armor. Please see the Combat section of the rules for details on armor repair.		

Master Abilities

Name	Aimed Shot	Damage Type	III, IV
Cost	9 points	Prerequisite	Precise Strike, ability to use a ranged weapon
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life, plus two additional uses per day. Each additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Aimed Shot –target aimed for-"		
Component	A ranged weapon		
Mechanic	A Rogue with this ability may aim for five seconds, declare a Wound Location (Head, Torso, Left Arm, Right Arm, Left Leg, Right Leg), then shoot/throw their ranged weapon. If the attack strikes the opponent anywhere, except weapons or shields, it deals damage to the declared location. If armor is worn on the targeted location, the attack automatically hits the armor.		
<p><i>Example:</i> A Rogue uses Aimed Shot and declares "Aimed Shot: Head" and shoots his crossbow. The crossbow bolt hits his target's arm, but since the rogue declared "head", the shot effects the target as though he were actually shot in the head.</p> <p>If the attack actually strikes the declared location (the Rogue declares head, and then <i>actually</i> hits his target in the head), the Aimed Shot immediately bypasses any armor on that location.</p>			
Name	Avoidance	Damage Type	None
Cost	9 points	Prerequisite	Evasion
Type/Classification	Physical, Protective: Active	Pregame	No
Usage	Once per life, plus one use per day, this ability may only be purchased once.		
Incant/Declaration	Declare: "Avoidance when struck by a spell or ward"		
Component	None		
Mechanic	When struck with a spell or ward, a character with this ability may declare Avoidance and perform an exaggerated dodge to completely negate all effects of the spell or ward. This ability may be used by characters wearing light armor, using bucklers, and using shields under 3 feet in diameter/height. Avoidance is used at the character's discretion. The Rogue must wait 30 seconds in-between each use of Avoidance.		
Name	Disarm	Damage Type	None
Cost	9 points	Prerequisite	Precise Strike, Use Melee Weapon
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life, plus two uses per day. Addition purchase grants two additional uses per day. This ability may only be purchased twice.		
Incant/Declaration	Declare: "Disarm"		
Component	A weapon		
Mechanic	By declaring "Disarm" and striking a target's melee weapon, the user of the ability knocks the struck weapon out of the target's hand and sends it flying five feet away. This ability only works on held weapons that are of equal or lesser base weapon class than the weapon being used to cause the Disarm; for example, a Heavy weapon can Disarm a Medium weapon, but a Medium weapon cannot Disarm a Heavy weapon, etc. A character targeted with this ability may negate the Disarm attempt by expending one of their own uses of Disarm if they possess the ability. No other abilities resist this effect. However difficult it may be, this ability may also be used with ranged weapons.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Double Attack	Damage Type	III, IV
Cost	9 points	Prerequisite	Precise Strike, Critical Strike
Type/Classification	Physical, Attack	Pregame	
Usage	Once per life, plus one additional use per day. Each additional purchase grants one additional use per day.		
Incant/Declaration	Declare: "Double" followed by "Precise/Critical Strike"		
Component	Two melee daggers		
Mechanic	A Rogue with this ability may perform an exceptionally deadly maneuver at close range. Double Attack allows the Rogue to double the effect of a Precise Strike or Critical Strike simultaneously - one for each dagger. The Rogue must declare "Double" followed by Precise/Critical Strike, while attacking with both daggers. Each dagger that successfully hits the target causes additional effects as per Precise/Critical Strike. This maneuver only expends one use of Precise/Critical Strike.		

Name	Evade Traps	Damage Type	None
Cost	9 points	Prerequisite	None
Type/Classification	Physical, Protective: Reactive	Pregame	No
Usage	Once per life, plus one additional use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Evade Traps"		
Component	None		
Mechanic	If a character with this ability detonates a trap, accidentally or intentionally, they then declare Evade Traps while performing an exaggerated dodging motion, and suffer no ill effect from that trap. Alternatively, the Rogue can use this ability to save an ally from danger. In this case, if the Rogue's ally hits a trap, the Rogue may declare "Evade Traps, Other". The Rogue must be within 10 feet and in visual range of his ally in order to use the ability in this fashion. This simulates the Rogue redirecting the trap damage to himself, thus suffering the effects of the trap. If the Rogue still wants to dodge the trap, he may elect to expend another use of Evade Traps.		

Name	Fixer	Damage Type	As per original ability/spell
Cost	9 points	Prerequisite	Connections, Informants
Type/Classification	As per original ability/spell	Pregame	Yes
Usage	One use of an ability/spell per day. This ability may only be purchased once.		
Incant/Declaration	Declare: "Fixer"		
Component	As per original ability/spell		
Mechanic	A Rogue with Fixer is exceptionally prepared for any situation. After using the Informants ability, the Rogue may then declare one major ability or spell that he will gain temporary access to for the game day. This is the list the Rogue may choose from:		

<i>Heal Major Wounds</i>	<i>Advanced Fletching</i>	<i>Resist Pain</i>	<i>Resist Poison</i>
<i>Strong Will</i>	<i>Stamina</i>	<i>Repair</i>	<i>Animate Dead</i>

The Rogue may select one ability/spell from this list. The selected ability/spell may be used once. All of the required components, incantations and declarations for any of these abilities/spells remain the same as they exist on their original Class Lists. These abilities/spells are conditional, and cannot be transferred to scrolls or potions.

Name	Heightened Senses	Damage Type	None
Cost	9 points	Prerequisite	Size Up, Evade Traps
Type/Classification	Physical/Social/Mental	Pregame	No
Usage	Once per life, plus on use per day. Additional purchase grants 2 additional uses per day. May only be purchased twice.		
Incant/Declaration	Declare: "Heightened Senses"		
Component	None		
Mechanic	A Rogue with this ability may use it to overcome/see through the effects of feign death, mislead, disguise, and overcome magical illusions and other forms of deception. This ability may also be used in certain role playing situations at the discretion of the parties involved.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Set/Remove Traps	Damage Type	I
Cost	9 points	Prerequisite	None
Type/Classification	Physical	Pregame	Yes
Usage	Unlimited		
Incant/Declaration	None		
Component	A pull-popper/pull-trap		
Mechanic	A Rogue with this ability has learned to set and remove traps. If while being set, the trap should go off, the Rogue is unaffected. Once the trap is placed, however, any character that sets it off (including the character that placed it) is instantly killed. Only abilities that explicitly state they protect from traps will allow a character to avoid this fate. Traps are game-stealable once they are set. The potency of this ability is often diminished against extraordinarily powerful enemies.		

Name	Stealth Kill	Damage Type	I
Cost	9 points	Prerequisite	Critical Strike, Wield Weapon
Type/Classification	Physical, Attack	Pregame	
Usage	Unlimited		
Incant/Declaration	Declare: "Stealth Kill" or "Stealth Kill Subdue"		
Component	A melee weapon		
Mechanic	A character with Stealth Kill may instantly kill another target by placing a melee weapon on their shoulder and declaring "Stealth Kill". This can only be performed on a target whose back is turned to the user. If successfully performed, the attack ignores all armor and causes instant silent death. This attack can only be performed with one weapon per target. You may use two weapons to simultaneously kill two unsuspecting targets if the opportunity arises. You may opt to knock out your target as opposed to kill them by declaring "Stealth Kill Subdue". This attack will render your target unconscious regardless of abilities they may possess (such as stamina). This ability may only be countered by Magical protections, such as Protection and Sanctuary. The potency of this ability is often diminished against extraordinarily powerful enemies.		

WARRIOR

Minor Abilities	Major Abilities	Master Abilities
Catch Missile	Advanced Fletching	Armor of Quality
Field Surgery	Critical Strike	Berserk
Fletching	Item of Quality	Chosen Enemy
Improved Blacksmith	Major Feat of Strength	Disarm
Interrogate	Power Blow	Endurance
Minor Feat of Strength	Resist Pain	Guard
Rapid Recovery	Resist Poison	Leadership
Precise Strike	Stamina	Mighty Blow
Shield Bash	Strong Will	Superior Weapon
Use Shield/Buckler	Upgrade Armor, Medium	Upgrade Armor, Heavy
Wear Light Armor	Use Large Shield	
Wield Weapon		

Warrior Weapon Limitations. Warriors may wield up to Heavy melee weapons and up to Heavy missile weapons.

Minor Abilities

Name	Catch Missile	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	Declare: “Catch Missile”		
Component	None		
Mechanic	A character with this ability may attempt to catch or deflect any fired or thrown missile weapon. If the character successfully hits/catches the weapon with their empty hand the missile attack causes no damage. As this ability must be declared before use, it may not be used to reactively counteract getting shot or hit in the hand with a missile weapon. Only solid hand contact is required; the weapon need not be completely stopped. Thrown weapons caught/deflected using this ability may be thrown back by the Warrior that caught/deflected them.		

Name	Field Surgery	Damage Type	None
Cost	3 points	Prerequisite	First Aid
Type/Classification	Physical, Healing	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	Bandages		
Mechanic	Field Surgery allows the Warrior to provide the non-combat effects of <i>Stamina</i> upon another character. If a character has already been stabilized with First Aid, this ability may be used to wake a character who is Unconscious and/or in Shock. It prevents the character from falling Unconscious while in Shock, and allows them to stagger around slowly as if they possessed Stamina. This ability does not cure any wounds, extend/stop the bleed clock beyond the effects of First Aid, or have any effect on poison. Field Surgery takes one minute to apply, and may not be used on oneself. The effects of Field Surgery end when the character is fully healed, dies, or receives another wound of any type.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Fletching	Damage Type	V
Cost	3 points	Prerequisite	Blacksmith, Use bow/crossbow
Type/Classification	Physical, Attack	Pregame	Yes
Usage	10 projectiles per game day per purchase. This ability may be purchased twice.		
Incant/Declaration	Declare type of augmented missile right before shooting		
Component	A fired/shot missile with appropriate marking		
Mechanic	Purchase of this ability allows the character to create 10 specialized rounds of ammunition. They do not all have to be designated at the start of the day, but those not pre-designated take a minute of uninterrupted game time to prepare. The special types of round are: <ul style="list-style-type: none"> • <i>Silver</i>: These rounds cause one additional wound against certain types of creatures, including lycanthropes. Silver arrows must be marked with a strip of grey/silver tape. • <i>Wood</i>: These rounds cause one additional wound against certain types of creatures, including vampires. Wooden arrows must be marked with a strip of brown tape. • <i>Cold Iron</i>: These rounds cause one additional wound against certain types of creatures, including Fey. Cold iron arrows must be marked with a strip of black tape. • <i>Flame</i>: These rounds do one additional wound against any enemy that is particularly susceptible to fire (this does not include PCs). This commonly includes fleshy undead and cold-based creatures. Flame arrows must be marked with a strip of red tape. 		

Name	Improved Blacksmith	Damage Type	None
Cost	3 points	Prerequisite	Blacksmith
Type/Classification	Physical	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A small hammer		
Mechanic	This ability allows the character to repair equipment using Blacksmith in half of the ordinary amount of time.		

Name	Interrogate	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Mental, Coercive	Pregame	No
Usage	Once every fifteen minutes		
Incant/Declaration	Declare: "Interrogate" before initiating torture. Role playing is always appreciated.		
Component	None, but colorful tools for torture are recommended		
Mechanic	Characters with this ability may successfully torture a victim in five minutes instead of the regular 10. A tortured victim will answer all questions truthfully for the remainder of their captivity, and/or perform a task that will take no longer than fifteen minutes to complete. Keep in mind the maximum amount of time a character may be kept against their will is 20 minutes, so all questioning and tasks must fall within that window. A character with both Strong Will and Resist Pain who uses both abilities in unison is immune to torture regardless of the skill of the interrogator.		

Name	Minor Feat of Strength	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical	Pregame	No
Usage	Once per life plus two additional use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Minor Feat of Strength"		
Component	None		
Mechanic	When using this ability the character may break minor locks, kick in wooden doors, break free of rope bindings, snap simple, light, and medium weapons in their hands, and retain items that would be knocked out of their hand by Power Blow and other similar abilities. This ability may not be used to retain weapons struck by the Disarm ability.		

Name	Rapid Recovery	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Constant		
Incant/Declaration	None		
Component	None		
Mechanic	A character with this ability recovers from being Subdued, Stunned and the Sleep spell in half the time.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Precise Strike	Damage Type	III, IV
Cost	3 points	Prerequisite	Ability to use any weapon.
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life plus 2 uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Declare: "Precise Strike"		
Component	A weapon the character is attacking with.		
Mechanic	This ability causes the Warrior's next attack to deal one additional point of damage against armor. This ability may be used with both melee and ranged weapons.		
Name	Shield Bash	Damage Type	I
Cost	3 points	Prerequisite	Use Shield, Minor Feat of Strength
Type/Classification	Physical, Attack	Pregame	No
Usage	Use of this ability expends one Minor Feat of Strength per use.		
Incant/Declaration	Declare: "Shield Bash"		
Component	A shield		
Mechanic	At the time of blocking an incoming melee attack with his shield, the Warrior may declare "Shield Bash." The blocked attacker must move back at least five feet from the Warrior in the nearest open/safe direction. If the character has no space to move, they are knocked down instead. This does not allow the character to actually bash others with their shield, nor does it allow characters to be knocked into each other or off slopes/bridges. If used to block a Power Blow or Mighty Blow, it does not negate the attack or any of its effects, however, the attacker is still subject to the effects of the Shield Bash. Bucklers may be used to Shield Bash provided they are carried in hand, not worn on the arm.		
Name	Use Shield/Buckler	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A shield less than three feet in diameter/height		
Mechanic	A character may carry/wield a shield and/or buckler(s). Shield: Shields are at least one foot in diameter and are impervious to any attack that does not deal out a Destructive Hit, however one Destructive Hit will break a shield. One shield may be carried/worn at a time. A shield may be slung over the back, granting the same protection as though it were worn on the arm. An arm used to wield a shield may not be used to effectively wield a weapon, whether one-handed or two-handed, nor may it be used to wear a buckler. A character may only use one one-handed weapon and bows/crossbows if a shield is worn on the back. Buckler: A Buckler is a shield under one foot in diameter. It may be held in hand, or strapped to the arm allowing full use of that arm for weapon use. If worn on the arm in this fashion, the buckler protects the covered location from all Hits by Simple and Light weapons, as well as the first Hit from any other attack. After any such attack the buckler loses all its protective value and must be completely removed and re-equipped in a process that requires at least 30 seconds of in-game time before it provides any protection again. A buckler may be worn on each arm, but may not be worn on an arm used to wield a shield. Additionally, if a shield is carried anywhere on a character's person, they may only wear one buckler. A buckler breaks after receiving one Destructive Hit.		
Name	Wear Light Armor	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact. Passive for armor repair.		
Incant/Declaration	Declare "armor" when armor is struck.		
Component	Armor of appropriate construction for location and level worn.		
Mechanic	Purchase of this ability allows the character to wear light armor in two locations selected at time of purchase. These locations are: front torso, back torso, left arm, right arm, left leg, and right leg. On the very rare occurrence of an attack that strikes the side of torso armor that is not clearly front or back, it may be taken to either location based on victim's discretion. Light armor takes one point of damage per location and is then rendered useless. Light armor provides no protection against Heavy weapons, and an attack with a Heavy weapon will break the armor. Please see the Combat section of the rules for details on armor repair.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Wield Weapon	Damage Type	III, IV
Cost	3 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited. A character must purchase this ability once per type of weapon used.		
Incant/Declaration	None		
Component	A weapon of appropriate type		
Mechanic	Purchase of this ability allows a Warrior to use one type of weapon. Weapon types are: sword/dagger, axe, mace/hammer, flail, spear, bow, and crossbow. A Warrior with this ability may use any length of the designated weapon up to its legal limit, and all incarnations associated with it. Weapons of any class (Light, Medium, or Heavy) of the purchased type may be used within Warrior Weapon Limitations. Example: A character with use <i>spear</i> may use a short spear, a long spear, and a javelin as it is a thrown spear. Further, pole arms are now designated whatever type they most closely resemble. “Tridents” and “glaives” are <i>spears</i> , “pole axes” are <i>axes</i> etc. If there is a question as to what type of weapon you have, common sense will be used to group it fairly and effectively.		

Major Abilities

Name	Advanced Fletching	Damage Type	V
Cost	6 points	Prerequisite	Fletching, Lore: Legends
Type/Classification	Physical, Attack	Pregame	Yes
Usage	10 projectiles per day per purchase. May only be purchased twice.		
Incant/Declaration	Declare type of fletched missile right before shooting		
Component	A fired/shot missile with a strip of yellow tape		
Mechanic	This ability allows the Warrior to construct arrows designed to harm specific creatures. After observing the creature and using Lore: Legends on it to determine what damages it, the Warrior may spend five minutes preparing special missiles to affect that creature, and may then use these missiles at will so long as they have uses of this ability remaining. Missiles must be marked with yellow tape.		

Name	Critical Strike	Damage Type	III, IV, V
Cost	6 points	Prerequisite	Precise Strike
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life, plus one additional use per day. Additional purchase grants 2 additional uses per day.		
Incant/Declaration	Declare: “Critical Strike” when making an attack		
Component	A weapon		
Mechanic	With this ability the character may perform an attack that, if it causes a wound, cannot be resisted by Resist Pain, Endurance or Stamina. If the attack wounds a limb, the limb is immediately rendered useless. If a Major Wound is dealt the victim immediately falls Unconscious regardless of abilities they may possess.		

Name	Item of Quality	Damage Type	None
Cost	6 points	Prerequisite	Improved Blacksmith
Type/Classification	Physical, Passive	Pregame	
Usage	One item per purchase		
Incant/Declaration	If the item is struck by a destructive hit, declare “Item of Quality”.		
Component	An ability card describing the item of quality		
Mechanic	An item of quality is a finer and more durable weapon or shield in the warrior’s possession. The item requires an additional Destructive Hit before it is rendered useless, breaking from the second Destructive Hit instead of the first. Each destructive hit sustained by the piece of equipment must be repaired sequentially.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Major Feat of Strength	Damage Type	None
Cost	6 points	Prerequisite	Minor Feat of Strength
Type/Classification	Physical	Pregame	No
Usage	Once per life plus two additional uses per day. Additional purchases grant two additional uses per day.		
Incant/Declaration	Declare: “Major Feat of Strength”		
Component	None		
Mechanic	With this ability the Warrior may perform any task they could with a Minor Feat of Strength. Additionally they may break major locks, break out of chains, snap Heavy weapons and Items of Quality in their bare hands, and perform incredible feats of strength that may be called for in specific role playing or plot situations.		
Name	Power Blow	Damage Type	III, IV
Cost	6 points	Prerequisite	Any Feat of Strength
Type/Classification	Physical, Attack	Pregame	No
Usage	Expend one minor or major feat of strength per use –see below-		
Incant/Declaration	Declare: “Power Blow”		
Component	A weapon		
Mechanic	A Power Blow may be used with any type of weapon, melee or missile, shot/throw. Shot missile weapons and Heavy weapons require use of a Minor Feat of Strength, and one-handed weapons and thrown weapons require use of a Major Feat of Strength. A Power Blow deals out two additional points of damage, and if blocked by a weapon or shields knocks the item at least five feet out of the holder’s hand. This effect may be negated by use of a Minor Feat of Strength to retain the struck item.		
Name	Resist Pain	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Resistance	Pregame	No
Usage	One limb at a time, until wounded limb is healed. May only be purchased once.		
Incant/Declaration	Declare: “Resist Pain”		
Component	None		
Mechanic	With this ability the Warrior ignores the debilitating effects of the first Minor Wound he receives. He will still bleed to death if the wound is untreated, and the wound is cumulative with any future wounds the Warrior may take. The Warrior may not use this ability again, until the initial wound is healed. An additional hit to the same limb renders the limb useless, but does not count as another Minor Wound. Resist Pain may also be used to resist a torture attempt, adding 10 minutes to the time required to break the character.		
Name	Resist Poison	Damage Type	None
Cost	6 points	Prerequisite	Stamina
Type/Classification	Physical, Resistance	Pregame	No
Usage	Once per life plus one use per day. Additional purchases grant two uses per day.		
Incant/Declaration	Declare: “Resist Poison”		
Component	None		
Mechanic	When used, this ability prevents the character from becoming Poisoned from a single exposure to poison, whether delivered by a weapon or ingested. As the character never receives Poisoned status, no effects that would occur upon poisoning happen.		
Name	Stamina	Damage Type	None
Cost	6 points	Prerequisite	Rapid Recovery
Type/Classification	Physical, Resistance	Pregame	No
Usage	Once per Subdued effect. This ability may not be used again until effects of the first wound are negated or recovered from. Shock resistance is Passive.		
Incant/Declaration	Declare: “Stamina”		
Component	None		
Mechanic	This ability allows the character to shrug off the first Subdued effect received. This ability may not be used again until at least five minutes after the first Subdued effect is received, or the character has been healed. Additionally this ability provides a passive effect of preventing the character from falling unconscious due to Shock, and allows them to stagger around slowly even after taking a Major wound, though they are otherwise limited to the actions allowed when in Shock. They may not fight, defend themselves, run, or climb and continue to bleed to death, but they stay conscious and may treat their wounds with whatever skills, spells, and items they have at their disposal.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Strong Will	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Mental, Active/Reactive	Pregame	No
Usage	Once per life plus one use per day. Additional purchase grants additional two additional uses per day.		
Incant/Declaration	None – but as always role playing is greatly appreciated		
Component	None		
Mechanic	This ability allows the Warrior to choose to resist one use of a single Coercive effect, whether physical or magical in nature. Use of this ability negates coercive powers that NPCs may attempt to use. If used against a torture attempt, the time required to break the character is extended by ten minutes. Strong Will may only be used once per torture attempt, though it may be combined with Resist Pain to completely resist a torture attempt.		

Name	Upgrade Armor, Medium	Damage Type	None
Cost	6 points	Prerequisite	Wear Light Armor
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact.		
Incant/Declaration	Declare “armor” when armor is struck.		
Component	Armor of appropriate construction for location and level worn.		
Mechanic	With purchase of this ability, all armor worn by the Warrior, provided it is of proper construction to be so, is considered Medium armor. Medium armor takes 2 points of damage per location before it is rendered useless.		

Name	Use Large Shield	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited		
Incant/Declaration	None		
Component	A shield three feet in diameter/height or greater.		
Mechanic	With this ability the Warrior may use a large shield. The rules for large shields are the same as those defined in the Use Shield/Buckler ability with the exception that large shields may not be slung over the back.		

Master Abilities

Name	Armor of Quality	Damage Type	None
Cost	9 points	Prerequisite	Upgrade Armor, Heavy
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact.		
Incant/Declaration	Declare “Armor” when struck in an armored location. Declare “Armor of Quality” for special effects.		
Component	Armor of the appropriate construction for level and location worn		
Mechanic	Upon purchase of this ability the warrior chooses one type of armor from below. Only one type of armor of quality may be employed at a time. If multiple purchases are made, each purchase grants access to another type of armor. If a character has multiple purchases of the ability they must declare what type they are using at the beginning of each game day, and may not change armor types during the course of a game day. A different suit of armor is not required for each type of armor the character has access to. <ul style="list-style-type: none"> • <i>Reinforced Armor:</i> All wounds that are non-magical in origin that the character receives to an armored location are considered Subdued effects only. Spells and magically enchanted weapons still cause wounds. • <i>Spiked Armor:</i> Any Power Blow or Mighty Blow that strikes an armored location has full effect, but the weapon used for the attack receives a Destructive hit. Actual spikes built onto the armor are not necessary, but are appreciated if safely constructed. • <i>Elven Mail:</i> The character may wear armor built to Medium armor specifications and have it considered Heavy armor. Abilities that cannot be used while wearing Heavy armor may still not be used while wearing Elven mail. • <i>Dwarven Mail:</i> Precise Strike and Power Blow deal no additional damage to this armor. 		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Berserk	Damage Type	None
Cost	9 points	Prerequisite	Strong Will, Stamina
Type/Classification	Physical	Pregame	No
Usage	Two times per day, can only be purchased once.		
Incant/Declaration	Three loud grunts, followed by yelling “BERSERK!”		
Component	None		
Mechanic	While Berserk the character is immune to coercive abilities/spells and they cannot be disarmed by any means, physical or magical. Additionally, the Warrior may continue fighting at full capacity after receiving a Major wound although bleeding to death; the next wound the Warrior suffers will immediately send him into Shock and Unconsciousness unless he receives healing – Stamina may not be used to prevent this unconsciousness. This ability does not protect the character's equipment from being damaged/destroyed. This ability may not be used by anyone wearing Heavy armor and/or armor on more than two locations. The Warrior must be able to speak in order to go Berserk. The ability ends when all of the Warrior's opponents are defeated, or out of sight. Immediately after this ability ends, the Warrior becomes Stunned for 30 seconds.		
Descriptive	<i>The Warrior's eyes glazed over as he frothed at the mouth. Charging into battle he went, cleaving through foes, giving no thought to the overwhelming odds as the blood of his enemies covered his skin.</i>		

Name	Chosen Enemy	Damage Type	III, IV
Cost	9 points	Prerequisite	Lore: Legends
Type/Classification	Physical, Attack, Protective: Active	Pregame	No
Usage	Once per life per (Enemy) type. Purchasable once per (Enemy) type.		
Incant/Declaration	Special, see mechanic		
Component	Orange ribbon/bandana		
Mechanic	This ability allows the Warrior to draw upon his elite training versus a certain type of (Enemy). Each purchase of this ability allows the Warrior to select one (Enemy) type from the following list: Animals, Monsters, Automatons, Elementals, Netherborn, Extraplanar, and Undead. To execute the ability, the Warrior must spend 30 seconds of verbal preparation (i.e., rallying his comrades, pre-battle psych-out, etc.) followed by “Die by my hand (Enemy)” and tying the Orange Ribbon/Bandana around his head. Once the ability has been activated, the Warrior gains two benefits: <i>Resistance:</i> By declaring “Resistance” the Warrior completely negates any one attack made against him, be it physical, magical, mental, or Decree of Power. The resistance simulates an exceptional block, dodge, parry, or even sheer force of will. This is useable once per activation of Chosen Enemy. <i>Piercing Strikes:</i> The Warrior's attacks will cause wounds to his Chosen Enemy as if it were considered a “Generic Warrior”. If the Enemy is defeated in such a manner, it must retreat for at least 5 minutes. Once activated, the powers of Chosen Enemy remain in effect until all of the Warrior's selected (Enemies) are defeated, or out of sight.		

Name	Disarm	Damage Type	None
Cost	9 points	Prerequisite	Precise Strike, Use Melee Weapon
Type/Classification	Physical, Attack	Pregame	No
Usage	Once per life, plus two uses per day. Addition purchase grants two additional uses per day. This ability may only be purchased twice.		
Incant/Declaration	Declare: “Disarm”		
Component	A weapon		
Mechanic	By declaring "Disarm" and striking a target's melee weapon, the user of the ability knocks the struck weapon out of the target's hand and sends it flying five feet away. This ability only works on held weapons that are of equal or lesser base weapon class than the weapon being used to cause the Disarm; for example, a Heavy weapon can Disarm a Medium weapon, but a Medium weapon cannot Disarm a Heavy weapon, etc. A character targeted with this ability may negate the Disarm attempt by expending one of their own uses of Disarm if they possess the ability. No other abilities resist this effect. However difficult it may be, this ability may also be used with ranged weapons.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Endurance	Damage Type	None
Cost	9 points	Prerequisite	Resist Pain, Stamina
Type/Classification	Physical, Resistance	Pregame	No
Usage	One limb at a time, until wounded limb is healed. May only be purchased once.		
Incant/Declaration	Declare: "Endurance"		
Component	None		
Mechanic	This ability functions identically to Resist Pain but allows the character to resist the debilitating effects of a second Minor wound. It cannot be used on the same limb as Resist Pain, nor does it increase the amount of Minor wounds the character can receive before before they have a Major wound and fall into Shock.		
Name	Guard	Damage Type	None
Cost	9 points	Prerequisite	None
Type/Classification	Physical, Protective: Active	Pregame	No
Usage	Once per life, plus one additional use per day. This ability may only be purchased once.		
Incant/Declaration	Declare: "Guard"		
Component	A weapon		
Mechanic	This ability allows a Warrior to negate the effects of a single weapon attack they did not successfully block or avoid. Immediately after being struck the warrior must declare Guard and perform a flourishing motion with their weapon. Any additional effects the attack may have had, such as those of a Power Blow, are transferred to the weapon in full as though the weapon had actually been struck. This ability may be used while wearing a buckler. However, a character carrying a shield of any kind or wearing Heavy armor may not use this ability. This ability cannot be used to negate a Stealth Kill.		
Name	Leadership	Damage Type	None
Cost	9 points	Prerequisite	Strong Will
Type/Classification	Social	Pregame	No
Usage	Once per life. This ability may only be purchased once.		
Incant/Declaration	A moving speech at least 30 seconds long.		
Component	None		
Mechanic	At the end of the speech, the Warrior and all allies who heard the speech each receive a single use of Strong Will that may be used within the next five minutes.		
Name	Mighty Blow	Damage Type	II, III, IV
Cost	9 points	Prerequisite	Major Feat of Strength, Use Heavy Weapon
Type/Classification	Physical, Attack	Pregame	
Usage	Use expends a Major Feat of Strength		
Incant/Declaration	Declare: "Mighty Blow"		
Component	A Heavy melee weapon		
Mechanic	If it connects, a Mighty Blow deals a Destructive hit to whatever it strikes in addition to ordinary weapon damage. If a weapon/shield that can withstand multiple destructive hits is struck, it must be thrown at least five feet from the character that was holding it. The affected character may hold on to their equipment by expending a Feat of Strength. Mighty Blow can only be used with Heavy melee weapons.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Superior Weapon	Damage Type	None
Cost	9 points	Prerequisite	Weapon of Quality
Type/Classification	Physical, Passive	Pregame	No
Usage	This ability upgrades one pre-existing Weapon of Quality per purchase. This ability must be purchased separately for each weapon being upgraded.		
Incant/Declaration	See mechanic		
Component	A black ribbon tied around the weapon, as well as an ability card documenting which weapon is now superior and what properties it has.		
Mechanic	<p>This ability upgrades a Weapon of Quality with one of the options below for each purchase of the ability. Only one type of upgrade may be applied to any single Weapon of Quality.</p> <ul style="list-style-type: none"> • <i>Remarkable</i>: this weapon receives an additional extra Destructive Hit on top of that granted by Item of Quality, allowing it to absorb the first two Destructive Hits it receives. Each Destructive Hit the weapon takes must be repaired consecutively. • <i>Deadly</i>: This weapon is considered a Heavy weapon. It may be used with any ability that requires a heavy weapon. If used with Mighty Blow, the weapon must still be held with both hands. • <i>Enchanted</i>: This weapon is considered magical for the purpose of harming enemies susceptible to magical attacks. Additionally all castings of Enhance, Bless Weapon, and Enchant Weapon on this weapon last for ten minutes instead of five. 		
Name	Upgrade Armor, Heavy	Damage Type	None
Cost	9 points	Prerequisite	Upgrade Armor, Medium
Type/Classification	Physical, Passive, Protective: Reactive	Pregame	No
Usage	While armor remains intact.		
Incant/Declaration	Declare "Armor" when an armored location is struck.		
Component	Armor of appropriate construction for location and level worn		
Mechanic	With purchase of this ability all armor worn by the Warrior, provided it is of proper construction to be so, is considered to be Heavy armor. Heavy armor takes 3 points of damage per location before it is rendered useless.		

WIZARD

Minor Spells	Major Spells	Master Spells
Detect Magic	Animate Dead	Dispel Magic
Enchant Weapon	Barrier	Energy Drain
Lesser Fear	Charm	Enslave
Geyser	Divination	Lightning Bolt
Magic Missile	Enhance	Protection from Magic, Master
Protection from Magic, Minor	Fear	
Restore	Fireball	
Shatter	Ice Bolt	
Silence	Petrify	
Speak Languages	Protection	
Speak with Dead	Protection from Magic, Major	
Truth	Repair	
	Sleep	
Minor Abilities	Major Abilities	Master Abilities
Alchemy	Advanced Alchemy	Hold Magic
Analyze	Advanced Scribe Scroll	Master Alchemy
Empower with Element	Extend Duration	Master Scribe Scroll
Scribe Scroll	Ward	Recast
		Spell Breaker
		Spell Strike
		Wield Weapon

Wizard Weapon Limitations. Wizards may wield up to Medium melee weapons and up to Light missile weapons.

Role playing and Power Source. A Wizard may choose one of four different sources of power to draw upon and use to focus the magical energies they need. They may draw upon nature, themselves, the science of magic, or a god who has magic as one of their domains. They do so by having a representative focus item to use in the re-preparation of their spells.

- *Nature:* A designated and defined symbol of nature, or a staff. You may not simply kneel in front of a tree, or pick up a handful of dirt.
- *Themselves:* This may be a personal item, or a weapon.
- *Science of Magic:* A spell book. This is recommended as you may write down spell incantations.
- *Gods of Magic:* A holy symbol of your god.

Miscasting: If you flub your incant or are interrupted, the spell you are casting is miscast and does not have any effect on the target. A miscast spell does not count against the total number of times you may cast a spell per day if there is a limit, but a miscast spell must be re-prepared before it can be cast again.

Casting Interruption: If you receive a major wound while casting a spell, that spell is then considered a miscast. If you receive a minor wound and continue casting uninterrupted you may finish casting the spell even though you have been struck.

Minor Spells

Name	Detect Magic	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Arcane	Pregame	No
Usage	Once per preparation.		
Incant/Declaration	Speak: "If there's magic here to see, make that magic known to me."		
Component	Form a lens to look through with one or both hands		
Mechanic	Upon completion of the incant and looking through the lens, the caster becomes aware of all magic items and spells within sight. Magic items hidden on a character's person through mundane means are detected, as are all spells worn by those in view. Detect Magic reveals the nature and type of spells worn, but only the presence and (rough) location of magic items. This spells lasts for up to 30 seconds provided the caster stays looking through their lens		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Enchant Weapon	Damage Type	V
Cost	3 points	Prerequisite	None
Type/Classification	Arcane	Pregame	Yes
Usage	Once per life plus two uses per day. Additional purchase grants two additional uses per day. Purchase grants one elemental type: fire, water, earth, or air. Each additional purchase grants an additional elemental type as well as additional uses.		
Incant/Declaration	Speak: "I enchant this weapon with the power of <element>"		
Component	A ribbon (red: fire, white: air, blue: water, earth: brown) tied around the weapon being enchanted.		
Mechanic	This spell has no effect on other player characters. For the next five minutes the weapon targeted is considered magical for the purpose of wounding enemies susceptible to magic attacks. Additionally the weapon causes one additional point of damage/wound against creatures susceptible to that elemental type when the weapon strikes them.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Lesser Fear	Damage Type	I
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Thrown, Coercive	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Run in fear!"		
Component	A black thrown component		
Mechanic	Any target struck must run in fear from the caster for the next two minutes. This spell is negated by any ability that protects against or resists coercion, and is negated if blocked by a weapon or shield.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Geyser	Damage Type	I
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Thrown, Hostile	Pregame	No
Usage	Once per preparation.		
Incant/Declaration	Speak: "Waters rise and knock you back"		
Component	A blue thrown component.		
Mechanic	Any target struck by the component is knocked back 10 feet and must fall to the ground. If the component strikes a weapon or shield, the target is not knocked back, but the weapon or shield is knocked 10 feet out of their user's hands. Either effect may be negated with a Minor feat of Strength.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Magic Missile	Damage Type	III, IV
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Thrown, Hostile	Pregame	No
Usage	Once per preparation.		
Incant/Declaration	Speak: "Die now"		
Component	A tennis ball		
Mechanic	This spell causes a magical, Heavy hit.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Protection from Magic, Minor	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Protective: Reactive	Pregame	Yes
Usage	Once per life plus two uses per day. Additional purchase grants 2 additional uses per day.		
Incant/Declaration	Spend 10 seconds chanting: "Let my magic shield me from lesser spells." Then tie the ribbon around your left arm.		
Component	An orange ribbon tied around the left arm		
Mechanic	This spell will protect the recipient from the first minor hostile or coercive minor spell that affects them.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Restore	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Divine	Pregame	No
Usage	Unlimited		
Incant/Declaration	Place hand on broken item and chant for 30 seconds: "Magic forces let what was broken be made whole once more"		
Component	None		
Mechanic	This spell allows a broken item to be repaired to full use. Upon completion of the incant, the target broken item is repaired to usable condition. When used to repair armor it may only repair one armor location at a time. This spell will restore the extra Destructive Hits of Items of Quality at the rate of one per casting.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Shatter	Damage Type	II
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Go to pieces"		
Component	A brown thrown component.		
Mechanic	This component deals out a single destructive hit to any item struck.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Silence	Damage Type	I
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	One per preparation		
Incant/Declaration	Speak: "Thou speakest not"		
Component	A silver thrown component.		
Mechanic	Any target struck with this component may not speak, make any other vocalizations, or use any spells/abilities that require speech for the next five minutes. This spell can be blocked by weapons and shields.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Speak Languages	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Arcane	Pregame	Yes
Usage	Once per preparation		
Incant/Declaration	Speak: "Be it song, or growl, or word, grant me knowledge of all I've heard."		
Component	None		
Mechanic	Upon completion of the incant the caster, and only the caster, may understand any spoken/audible language they hear, or any written language they see for the next five minutes.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Speak with Dead	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Arcane	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Powers of death make this bond, so I may speak with those beyond" while placing a hand on a corpse.		
Component	None		
Mechanic	This spell may only be cast on a corpse and has no effect on any living target. This ability allows the spirit of a dead body to speak to the caster from the other side, however the spirit is not compelled to do so. The duration of this spell is equal to that of the corpse's remaining time being dead before they return to town. The target, by their own choice, may opt to continue speaking to the caster for a longer duration. Additionally, any corpse affected by this spell may not be affected by other forms of magical coercion such as the truth spell, or the charm spell. This spell may not be cast on spirits already returning to Town.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Truth	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Arcane, Coercive	Pregame	No
Usage	Once per preparation		
Incant/Declaration	With ribbon in hand, touch recipient and speak: "The Spell of truth is upon you"		
Component	Red ribbon		
Mechanic	Any target affected by this spell must answer all yes/no questions from the caster with complete honesty for the next five minutes, nor may they lie when speaking about anything else. The caster must touch the recipient of this spell, and therefore it may not be used during combat. Any ability or spell that resists a coercive effect may be used to counter this spell.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes

Major Spells

Name	Animate Dead	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Arcane	Pregame	No
Usage	Once per life, plus two uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak: "Heedless now of death and pain, withered corpse arise and remain"		
Component	White ribbon with name of undead type written on it and appropriate undead ability card. A dead body within ten feet of the character casting the spell.		
Mechanic	With this spell, a character may animate a dead body as an undead servant. The duration of this spell is 20 minutes or until the undead is destroyed. There are three types of minor undead that may be created in this fashion. Each casting of Animate Dead allows the Wizard to animate up to one zombie, one skeleton, or three cadavers within 10 feet of the Wizard. Undead created with this spell may be dismissed by the caster at will.		

All minor undead share the following traits:

- May use all weapons and armor worn or carried (unless specified otherwise), but may not make use of any other abilities. If weapons and armor are "of quality" they are considered regular items for the duration of the animation.
- All minor undead are destroyed instantly if struck by any fire or lightning attack.
- All minor undead are immune to cold attacks of all kinds, being Subdued, Fear, Coercive effects of any kind, Poison, and Stealth Kill.
- Minor undead are destroyed instantly if struck by Harm, Gift of the Divine, Smite, or a weapon enchanted with Bless Weapon.
- Once destroyed, may not be reanimated, nor may character that was turned into the undead be brought back to life with Raise Dead.
- Subservient to the creator, but capable of defending itself if attacked.

Zombie Ability Card:

Immune to torso and head wounds
Must wound all four limbs to destroy
Moves at a walk/shamble, but fights at full speed
May not speak unless making guttural growling sounds or saying "brains"

Skeleton Ability Card:

Immune to missile weapons
Moves and fights at full speed
May not speak or make any sounds.

Cadaver Ability Card:

Destroyed after receiving one wound (minor or major). Armor worn is ineffective.
Moves at a walk/shamble but fights at full speed.
May not speak unless making guttural growling sounds or saying "brains"

Potion/Scroll	Yes (ingesting raises a DEAD BODY ONLY as desired undead) /Yes	Re-Prepare	Yes
---------------	--	------------	-----

Name	Barrier	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Arcane	Pregame	No
Usage	Once per Preparation		
Incant/Declaration	Speak: "Magic rise and bar this path make it so that none shall pass"		
Component	10 feet of red ribbon		
Mechanic	Upon completion of incant and laying down the ribbon a magical wall is created. It cannot be breached or scaled by any means and lasts for five minutes or until dismissed. Barriers may be destroyed using either version of Dispel Magic.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Charm	Damage Type	I
Cost	6 points	Prerequisite	None
Type/Classification	Arcane	Pregame	No
Usage	Arcane, Thrown, Coercive		
Incant/Declaration	Speak: "With magic forces a will I bend, what once was foe I make a friend"		
Component	Silver thrown component		
Mechanic	Any target struck with this component believes the caster to be a close and trusted friend. They will not attack the caster as long as the caster does not attack them first. This spell does not grant complete control over the target, and cannot be used to force the target to attack anyone.		
Potion/Scroll	Yes –potion ability card must include name of the creator so the consumer knows who has charmed them/Yes	Re-Prepare	Yes
Name	Divination	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Arcane	Pregame	Pregame Only
Usage	Once per game day. This ability may only be purchased once.		
Incant/Declaration	Speak: "Oh whispers of the future that are but a hum, magic of fortune I ask what is to come"		
Component	Wizard's Power Source		
Mechanic	This ability grants the user access to information about the game day's plot and events. This information should be equivalent to at very least a Lore: Legends, not readily available, and pertinent to the current plot. It falls upon the plot writer of the day to provide this information.		
Potion/Scroll	No/No	Re-Prepare	No
Name	Enhance	Damage Type	III, IV
Cost	6 points	Prerequisite	Enchant Weapon
Type/Classification	Arcane	Pregame	No
Usage	Once per life, plus two additional castings per day. Additional purchases grant two additional castings per day.		
Incant/Declaration	Speak: "Forces of the Arcane, let my weapon cut through steel and bone"		
Component	An orange ribbon		
Mechanic	Upon completion of the incant and attaching of the ribbon, a single weapon is imbued with arcane magic and inflicts an additional point of damage against armor. Additionally, Enhance will absorb the first destructive hit sustained by the weapon, but is immediately dispelled after doing so. This spell lasts for 5 minutes.		
Potion/Scroll	No/Yes	Re-Prepare	No
Name	Fear	Damage Type	I
Cost	6 points	Prerequisite	Lesser Fear
Type/Classification	Arcane, Coercive	Pregame	No
Usage	Once per life, plus two additional uses per day. Additional purchases grant two additional uses per day.		
Incant/Declaration	Speak: "By the power of terror and darkest night, fill my foes with bone chilling fright!"		
Component	Red and black ribbons (6" minimum length) held in hand and waved about during casting.		
Mechanic	Any targets within 20 feet of the caster are filled with fear and must run from the caster for the next two minutes. The caster need not dictate who the target is, but simply who is not affected if there is any question. Additionally, this effect may be targeted at one single character within line of sight.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Fireball	Damage Type	II, IV
Cost	6 points	Prerequisite	Magic Missile
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "By the power of heat and roaring flame where fire passes, ash remains"		
Component	Flour/cornstarch wrapped in a paper towel/tissue/napkin		
Mechanic	The first item/location struck by the packet itself, not just dusted by the flour/cornstarch, receives a destructive hit and a wound to that location. Any unarmored location dusted by the flour/cornstarch takes a wound to that location. Please note that there is potential for one's armor and unarmored locations to be dusted with flour/cornstarch when this spell connects.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Ice Bolt	Damage Type	II, IV, V
Cost	6 points	Prerequisite	Magic Missile
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Northern hail and Arctic storm leave thy mark on frozen form"		
Component	A blue thrown component		
Mechanic	The first item/location struck by the spell receives a destructive hit and a wound to that location. If a target is wounded by an Ice Bolt they may not move at faster than a walk for the next five minutes. They may however fight at normal speed and use all of their abilities. Unless outright blocked by a protective spell no ability can resist the hinder movement effect of the wound. The freezing/slowing effect may be negated with Dispel Magic or Break Enchantment.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Petrify	Damage Type	I
Cost	6 points	Prerequisite	Shatter
Type/Classification	Arcane, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "By the power of dust and ancient loam, leave my foe a standing stone"		
Component	A brown thrown component		
Mechanic	If this component strikes a target's person, they and all their possessions are turned to stone for five minutes. While turned to stone they cannot move, speak, or use any abilities. Furthermore no items on their person, magical or not, may be removed. The petrified character cannot be wounded, but if they are struck by an attack that causes a destructive hit they are instantly and unavoidably sure-killed and the spell is ended. If the component strikes a weapon or shield, that item becomes too heavy to wield for the next five minutes. A Minor Feat of Strength can be used to continue wielding petrified weapons or shields. Petrified characters may be carried with a Major Feat of Strength. This spell has no effect on magic items struck, or weapons that have been rendered magical by other spells.		
Potion/Scroll	Yes –consumer is turned to stone/Yes	Re-Prepare	Yes
Name	Protection	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Arcane, Protective: Reactive	Pregame	Yes
Usage	Once per life plus two uses per day. Each additional purchase grants two additional uses per day.		
Incant/Declaration	Spend 10 seconds chanting: "Arcane forces protect me from harm," then tie ribbon around your left arm.		
Component	A red ribbon tied around the left arm		
Mechanic	This spell protects the recipient from the first physical hit (including magic weapons) that strikes them		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Protection From Magic, Major	Damage Type	No
Cost	6 points	Prerequisite	Protection from Magic, Minor
Type/Classification	Arcane, Protective: Reactive	Pregame	Yes
Usage	Once per life plus two additional uses per day. Additional purchase grants two additional uses per day		
Incant/Declaration	Spend 10 seconds chanting: "Let my magic shield me from greater spells." Then tie the ribbon around your left arm.		
Component	An orange ribbon tied around the left arm. This may be the same ribbon as Protection from Magic, Minor.		
Mechanic	This spell protects the recipient from the first major or minor Hostile or Coercive spell that targets their person. This spell may be triggered at the recipient's discretion if multiple protective spells that would defend against the incoming spell are worn at the same time.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes
Name	Repair	Damage Type	None
Cost	6 points	Prerequisite	Restore
Type/Classification	Arcane	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak "With this spell I repair my broken things" and place both hands on a broken item		
Component	None		
Mechanic	This spell repairs one broken item to full use. If the item repaired is an item "of quality" all of its destructible hits are restored.		
Potion/Scroll	No/Yes	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Sleep	Damage Type	I
Cost	6 points	Prerequisite	None
Type/Classification	Arcane, Thrown, Coercive	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Powers of night take this one to oblivion"		
Component	Flour/cornstarch wrapped in a paper towel/tissue/napkin		
Mechanic	If a target is struck on their person by this component, or dusted by the flour/cornstarch they are put to sleep for the next five minutes. A sleeping character cannot perform any actions but may be woken by another character spending 10 seconds of uninterrupted game time shaking them. A sleeping character that is woken in this manner is Stunned for one minute. Should a sleeping character receive a wound, the Sleep spell is ended immediately with adverse effects (Stunned) including the wound the character just received.		
Potion/Scroll	Yes – potion puts consumer to sleep/Yes	Re-Prepare	Yes

Master Spells

Name	Dispel Magic	Damage Type	None
Cost	9 points	Prerequisite	Detect Magic
Type/Classification	Arcane (Thrown)	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "Magic forces shape and form, be dispelled thy power torn"		
Component	Black and red ribbons (6" minimum length) tied to the hand and waved at target for spoken version, or a black thrown component for thrown version.		
Mechanic	There are two ways to cast this spell, which may be chosen at time of casting. Protection from Magic, Master will protect a target against the Thrown casting only. <ul style="list-style-type: none"> • <i>Thrown</i>: Any target struck by the component has all magic spells cast on their person, and equipment instantly dispelled. Additionally all magic items carried on their person (including potions and scrolls) are rendered inert for five minutes. • <i>Spoken</i>: The caster may select a single active spell or magic item on a target and choose to dispel that particular effect at the end of the incant. If a magic item is targeted it becomes inert for five minutes. In addition to negating protective spells and suppressing magic items this version of the spell may be used to negate any magic effect such as charm, petrify, fear, the slowness that accompanies an ice bolt wound, and sleep etc. If an effect is removed in this manner it is instantly and completely negated with no ill side effects for the recipient. 		
Potion/Scroll	No/Yes-must be designated as thrown or spoken	Re-Prepare	Yes

Name	Energy Drain	Damage Type	I
Cost	9 points	Prerequisite	Lesser Fear
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	Once per life, plus two uses per day. Additional purchases add two uses per day. May only be purchased twice.		
Incant/Declaration	Speak: "By the power of time and fading light, I take from you your youth and might."		
Component	A black thrown component		
Mechanic	If a target is struck on their person by this component they lose the capacity to use any and all abilities they possess for the next twenty minutes, becoming a Generic Warrior for the duration of the spell. Spells previously cast on the target are unaffected. If the target is a spell caster, they retain all their prepared spells but simply cannot use them until the duration of the Energy Drain spell is complete. The effects of Energy Drain may be removed with Dispel Magic or Break Enchantment. No Character may be Energy Drained more than once per day by any particular Wizard. The potency of this spell is often diminished against extraordinarily powerful enemies.		
Potion/Scroll	No/No	Re-Prepare	Yes

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Enslave	Damage Type	None
Cost	9 points	Prerequisite	Charm
Type/Classification	Arcane, Coercive	Pregame	No
Usage	Once per life, plus once per day per purchase. Additional purchases add one use per day.		
Incant/Declaration	Speak: "What once was thine I take for mine, what once was thine, I take your mind"		
Component	An ability card with the command written out.		
Mechanic	This spell may only be cast on a helpless (unconscious or restrained) living target. It may not be cast in combat. Upon completing the incant and touching the target, the target's will is completely usurped by the caster, and the target will follow the caster's every command exactly as spoken to the best of their ability for the next 20 minutes. Unless told how to execute a command, the Enslaved character may choose their own method to do so, though they will treat the command as if it were their own will. Strong Will will reduce the time of control to 10 minutes; a second use (no less than 30 seconds after the first) will entirely negate that casting of Enslave. Protection from Magic, Master will entirely protect the wearer from this spell, and Dispel Magic or Break Enchantment will end it immediately.		
Potion/Scroll	Yes-consumer is then affected by the command/Yes, must include command at time of creation	Re-Prepare	Yes
Name	Lightning Bolt	Damage Type	I, II
Cost	9 points	Prerequisite	Fireball or Ice Bolt
Type/Classification	Arcane, Hostile, Thrown	Pregame	No
Usage	Once per preparation		
Incant/Declaration	Speak: "By the power of storm and rolling thunder what lighting strikes is burst asunder"		
Component	A silver thrown component		
Mechanic	If this component strikes a target's person or armor, they are instantly sure-killed. If this component strikes a weapon or shield, that item receives a destructive hit. If an item that can withstand multiple destructive hits is struck, it is knocked from the target's hands unless retained with a Minor Feat of Strength.		
Potion/Scroll	No/Yes	Re-Prepare	Yes
Name	Protection from Magic, Master	Damage Type	None
Cost	9 points	Prerequisite	Protection from Magic, Major
Type/Classification	Arcane. Protective: Reactive	Pregame	Yes
Usage	Once per life plus two additional uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Spend 10 seconds chanting: "Let my magic shield me from all spells." Then tie the ribbon around your left arm.		
Component	An orange ribbon tied around the left arm. This may be the same component as Pro. Magic, Major/Minor.		
Mechanic	This spell protects the recipient from the first minor, major, or master Hostile or Coercive spell that targets their person. This spell may be triggered at the recipient's discretion if multiple protective spells that would defend against the incoming spell are worn at the same time.		
Potion/Scroll	Yes/Yes	Re-Prepare	Yes

Minor Abilities

Name	Alchemy	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	Potion Bottles(see Potions in core rules), Ability Cards		
Mechanic	<p>Purchase of this ability allows the Wizard to create potions from spells they currently posses. Only spells that are denoted as being able to be made into potions may be made into potions. If the spell has a limited number of times it may be cast in a day, creation of a potion counts as one of those uses.</p> <p>Upon purchase of Alchemy the character gains 4 ranks to be spent on their potion creation. Ranks are expended at the following rate:</p> <ul style="list-style-type: none"> • Minor Spell: 1 Rank • Major Spell: 2 Ranks • Master Spell: 3 Ranks <p>As such, a character with Alchemy may create up to four minor potions, two major potions, or one master and one minor, or any other combination that adds up to four.</p> <p>If a character does not wish to use all their ranks before the start of the game, they may brew potions during the course of the game by spending five minutes of uninterrupted game time “brewing”. This process may be role-played however the player sees fit but must be the sole focus of the character for the entire duration. If the process is interrupted (violence, running away from a monster, etc), then the character must start over. Interrupted brewing does not consume any ranks or the uses of spells being turned into potions. No two Spell Augments may be used on the same spell.</p>		
Potion/Scroll	Yes/No	Re-Prepare	No
Name	Analyze	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Mental	Pregame	Yes
Usage	Once per life, plus one use per day. Additional purchase grants one additional use per day		
Incant/Declaration	Declare: "Analyze" while rubbing chin with one hand		
Component	None		
Mechanic	<p>Upon declaration the Wizard may ask a single target three simple questions that require either a yes/no answer or very short answer. These questions must be answered truthfully. This spell may be used on items as well as PC/NPCs. This ability may only be used descriptively; it cannot be used as a coercive effect in conversation.</p>		
Name	Empower with Element	Damage Type	III, IV
Cost	3 points	Prerequisite	Magic Missile
Type/Classification	Spell Augment	Pregame	Yes
Usage	Unlimited use. Purchase grants access to one type of element, and additional purchase grants access to a different element.		
Incant/Declaration	Attach the elemental name to the end of the incantation when cast. Example: “Die Now, Fire!”		
Component	A ribbon of appropriate color attached to the component used. The colors are as follows: fire: red, water: blue, air: white, earth: brown		
Mechanic	<p>This ability augments the casting of Magic Missile by adding an elemental effect. This has no additional effect against player characters. Any enemy struck by the attack that is susceptible to that type of elemental damage takes an additional point of damage to armor struck and/or if they possess multiple wounds an additional wound to the location struck.</p>		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Scribe Scroll	Damage Type	None
Cost	3 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	Scroll Cards		
Mechanic	<p>Purchase of this ability allows the Wizard to create scrolls from spells they currently possess. Only spells that are denoted as being able to be made into scrolls may be made into scrolls. If the spell has a limited number of times it may be cast in a day, creation of a scroll counts as one of those uses.</p> <p>Upon purchase of Scribe Scroll the character gains 4 ranks to be spent on their scroll creation. Ranks are expended at the following rate:</p> <ul style="list-style-type: none"> • Minor Spell: 1 Rank • Major Spell: 2 Ranks • Master Spell: 3 Ranks <p>As such, a character with Scribe Scroll may create up to four minor scrolls, two major scrolls, or one master and one minor, or any other combination that adds up to four.</p> <p>If a character does not wish to use all their ranks before the start of the game, they may “scribe” scrolls during the course of the game by spending five minutes of uninterrupted game time “scribing”. This process may be role-played however the player sees fit but must be the sole focus of the character for the entire duration. If the process is interrupted (violence, running away from a monster, etc), then the character must start over. Interrupted “scribing” does not consume any ranks or the uses of spells being turned into scrolls. No two Spell Augments may be used on the same spell.</p>		
Potion/Scroll	No/Yes	Re-Prepare	No

Major Abilities

Name	Advanced Alchemy	Damage Type	None
Cost	6 points	Prerequisite	Alchemy
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Alchemy		
Mechanic	Purchase of this ability grants four additional ranks to the character’s Alchemy total, bringing said total up to eight. No two Spell Augments may be used on the same spell.		
Potion/Scroll	Yes/No	Re-Prepare	No

Name	Advanced Scribe Scroll	Damage Type	None
Cost	6 points	Prerequisite	Scribe Scroll
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Scribe Scroll		
Mechanic	Purchase of this ability grants four additional ranks to the character’s Scribe Scroll total, bringing said total up to eight. No two Spell Augments may be used on the same spell.		
Potion/Scroll	No/Yes	Re-Prepare	No

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Extend Duration	Damage Type	None
Cost	6 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	Once per life plus one use per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak: "Longer shall this enchantment last" before the casting of a spell.		
Component	None		
Mechanic	This Spell Augment may be used in conjunction with any spell that has a defined time duration, as opposed to an instantaneous or contingent duration.		

Example: This Augment may be used on Barrier as it has a 5 minute duration, but could not be used on Protection, as Protection lasts until used.

When used, Extend duration adds an additional five minutes to the spell's duration. This may not be used to extend any spell that affects another target in a negative way past the 20 minute rule.

Example: Animate dead lasts for 20 minutes already, and as such, cannot be extended to 25 minutes as it would then violate the 20-Minute rule.

This may be used on offensive spells with defined time durations such as Petrify, Sleep, Silence, and Ice Bolt, but will have no effect on spells that simply cause wounds or kill as they are instantaneous in effect.

No two Spell Augments may be used on the same spell.

Name	Ward	Damage Type	As per spell
Cost	6 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	Yes
Usage	Once per life plus one use day. This ability may only be purchased once. No character may have more than one Ward operating on their person/possessions at one time.		
Incant/Declaration	Speak: "I do place my magic upon this vessel" then speak the incant of the spell you are using with the Ward.		
Component	An ability card.		
Mechanic	A Ward may be placed upon any inanimate item that may be opened or closed, such as a bag, or a box, or a pocket with a fastener such as a zipper or button. The character using a ward must either possess, or touch the item they wish to Ward. The process of warding the targeted item is complete only if an ability card that states: This item is Warded with –spell name-. The caster must also write their name on the ability card, as well as the names of any other characters that they wish to be immune from the Ward's effects. If a spell such as Enslave is used for the Ward, instructions for the coerced character must be included as well. Spells that cause a wound to location struck may not be used as part of a Ward, though those that cause any other instantaneous adverse effect (including death) can. The ward is triggered if the item is opened, punctured, or destroyed with intent to open it. No two Spell Augments may be used on the same spell.		

Master Abilities

Name	Hold Magic	Damage Type	As per spell held
Cost	9 points	Prerequisite	Extend Duration
Type/Classification	Spell Augment	Pregame	Yes
Usage	Once per life, plus one use per day. Additional purchase grants one additional use per day.		
Incant/Declaration	Speak: "This magic I shall keep in hand" before speaking the desired spell's incant. To release speak: "Release –spell name–"		
Component	None		
Mechanic	When used, the character may preemptively cast one spell with a thrown component that they may in turn keep in their hand. To release the spell they must declare "Release –name of spell–" then throw the held component. Only minor and major spells may be used in this manner, master spells may not be used with Hold Magic. Only one spell may be held at a time, and the character may not cast any other spells until their held spell is discharged. This ability only works in conjunction with spells that have a thrown component.		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Master Alchemy	Damage Type	None
Cost	9 points	Prerequisite	Advanced Alchemy
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Alchemy		
Mechanic	Purchase of this ability grants four additional ranks to the character's Alchemy total, bringing said total up to 12. No two Spell Augments may be used on the same spell.		

Name	Master Scribe Scroll	Damage Type	None
Cost	9 points	Prerequisite	Advanced Scribe Scroll
Type/Classification	Spell Augment	Pregame	Yes
Usage	See Mechanic. This ability may only be purchased once.		
Incant/Declaration	None		
Component	As per Scribe Scroll		
Mechanic	Purchase of this ability grants four additional ranks to the character's Scribe Scroll total, bringing said total up to 12. No two Spell Augments may be used on the same spell.		

Name	Recast	Damage Type	As per spell
Cost	9 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	No
Usage	Once per life, plus one use per day. Additional purchase grants one additional use per day.		
Incant/Declaration	Speak: "Recast" followed by the desired spell's incant.		
Component	As per spell		
Mechanic	This ability allows the character to cast any one spell they have purchased without re-preparing that spell. This does not grant extra uses of spells that have a limited number of uses per game day; it simply removes the need to re-prepare a spell in the character's arsenal.		

Name	Spell Breaker	Damage Type	As per spell, V
Cost	9 points	Prerequisite	None
Type/Classification	Spell Augment	Pregame	No
Usage	Once per life plus two additional uses per day. Additional purchase grants two additional uses per day.		
Incant/Declaration	Speak: "By my hand they defenses are broken" followed by the complete incant of the spell to be augmented.		
Component	None		
Mechanic	A spell augmented with Spell Breaker cannot be stopped by any protective spell. A thrown Dispel Magic augmented with Spell Breaker will dispel all magic on a target regardless of protective spells. Spell Breaker has no effect against non-magical defenses.		

Name	Spell Strike	Damage Type	As per spell
Cost	9 points	Prerequisite	Minor Thrown Spell
Type/Classification	Spell Augment, Attack	Pregame	No
Usage	Once per life, plus one additional use per day. This ability may only be purchased once. The character must wait five minutes between uses.		
Incant/Declaration	Speak complete incantation of spell being cast		
Component	A melee weapon		
Mechanic	When this ability is used the character may use their melee weapon as the component for a minor spell that normally requires a thrown component. To use, the character must speak the incant of the spell they wish to cast then immediately swing their weapon, which will in turn deliver the full effect of the spell as though they had been struck by the thrown component. The weapon itself will deal no damage, only the effect of the spell being cast.		
Descriptive	<i>The mighty battle-mage lifted her sword. It glowed with power as she brought it down upon her opponent's shield, shattering it into a million pieces.</i>		

Games of Adventure Presents: Age of Prophecy – V. 2011

Name	Wield Weapon	Damage Type	III, IV
Cost	9 points	Prerequisite	None
Type/Classification	Physical, Passive	Pregame	No
Usage	Unlimited. A character must purchase this ability once per type of weapon used.		
Incant/Declaration	None		
Component	A weapon of appropriate type		
Mechanic	<p>Purchase of this ability allows a Wizard to use one type of weapon. Weapon types are: sword/dagger, axe, mace/hammer, flail, spear, bow, and crossbow. A Wizard with this ability may use any length of the designated weapon up to its legal limit, and all incarnations associated with it. Weapons of any class (Light, Medium, or Heavy) of the purchased type may be used within Wizard Weapon Limitations. Example: A character with use <i>spear</i> may use a short spear, a long spear, and a javelin as it is a thrown spear. Further, pole arms are now designated whatever type they most closely resemble. “Tridents” and “glaives” are <i>spears</i>, “pole axes” are <i>axes</i> etc. If there is a question as to what type of weapon you have, common sense will be used to group it fairly and effectively.</p>		

ACKNOWLEDGEMENTS



Games of Adventure Presents: Age of Prophecy

Campaign Setting and Rules written by Max Traster

Edited by Alex George, Lewis Johnson, Jeff Heller & Sarah Houghton (GM)

Special Thanks to Josh Jennings, Pat Haramoto, Raoul St. Pierre
And everyone else who put their time and effort into these rules.

Inspiration for the Age of Prophecy comes from the dedication of our players, and from the leadership of every Game Master who has devoted energy, creativity and passion at GoA.

www.GamesofAdventure.com