



# Sins of a Nation: The Sixth Kingdom



## Revised Beta Edition

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# Welcome to our World

In world entrenched in both the technological might of the post industrial revolution and steeped in the ancient lore of magic, where blades cross and the roar of gunpowder is heard, an expedition to a once closed-off land awaits.

Welcome to [Sins of a Nation: The Sixth Kingdom](#), a Full Metal Fantasy Larp that takes place in the Frontier Town of Aldgate, the staging ground of a new expedition into the ruins of Galdria.

What is Full Metal Fantasy?

Full Metal Fantasy is a term coined by Privateer Press to describe their Iron Kingdoms setting, an RPG that served as an inspiration for Sins of a Nation. The difference between Full Metal Fantasy, and [traditional fantasy](#) is one of time period. Hundreds of years ago, the world of Ora (The setting of our game) resembled the traditional medieval fantasy worlds often seen in literature and gaming. Things have progressed substantially, and the world is seeing new technological wonders that are being unveiled seemingly everyday.

In the present, much of our world resembles the state the real world was in the early 1900s. But with a fantastical twist. Magical colleges produce those that are skilled in the arcane arts, while others mix magical power with new technologies creating powerful Mechanika items.

Technology is the whelmed force of civilization itself. City States no longer exist, this is after the rise of nations and the coalescence of cultures into national identities. Radio and Telephone connect the world more efficiently than ever. The rich cruise around in automobiles, and [Voltaic](#) lamps light up cities and towns with artificial light. The wonder of flight has yet to be discovered in this world, but with the speed that everything is progressing most believe flying machines will be possible in their lifetime.

Outside of cities and civilization the world is much the same as any other fantasy setting. Magic is no less viable than in other fantasy settings and will be used in places where industrial infrastructure doesn't make technology cheaper. Remember, even a pencil is a product of a massive industrial infrastructure.

## Other Media

Other examples of Full Metal Fantasy, in part or in whole, that have inspired our development team, and that may inspire you in the creation of your Sins of a Nation character are:

[Bioshock Infinite](#)

[Full Metal Alchemist](#)

[Final Fantasy VI](#)

[Legend of Korra](#)

[Valkyria Chronicles](#)

[Hellboy](#)

[Bloodborne](#)

[Hansel and Gretel: Witch Hunters](#)

[Eberron](#)

[Sucker Punch](#)

[Iron Kingdoms](#)

[Dishonored](#)

# Basics of Play

Our game is a boffer larp that also uses nerf style foam dart blasters. What this means is that combat is represented in our game by actually, and safely, fighting another with foam melee weapons, packets of birdseed to represent more super natural abilities, and shooting each other with blasters. While combat is only one element of play within our game, it is the one that most needs rules and guidelines so that everyone can have a fun and fair time with one another,

## General Rules

### **Eligibility**

You must be 18 years old or over to attend a Sins of a Nation event. Everyone who plays, does so by invitation. The invitation is an open one – anyone is welcome, but it is still only an invitation. If you cause problems for the rest of the participants, because you are abusive, cheating, discourteous, etc., then you will be asked to leave and will not be permitted to play the remainder of that event. If this behavior continues over multiple events, your invitation may be revoked.

### **Safety**

Safety is our most important consideration. Always be aware of what is going on around you and warn others if they are in a potentially dangerous situation.

### **No Physical Contact**

No physical contact with another player is permitted unless you have their permission, especially in combat situations, or it is otherwise noted.

### **Drugs, Alcohol, Theft, or Real Weapons**

Sins of a Nation forbids theft or the use of drugs, alcohol, or real weapons. You will be immediately sent home and may suffer other penalties and punishments.

### **Smoking**

Smoking is permitted in designated areas only. Be sure to properly dispose of any cigarette butts.

### **Obscenity, Profanity, and Vulgar Behavior**

Everyone who attends Sins of a Nation shall maintain decorum at all times. We discourage the use of obscenity and profanity. While at a Sins of a Nation event, you should not engage in any vulgar behavior, nudity, or sexual activity. This include any language that uses real life examples of racism, homophobia, transphobia etc.

## **Fire**

Players may not use fire in any cabins, nor may they bring candles or fuel burning lanterns on the site at all. There may be stoves present in some cabins; refrain from using them.

## **Do Not Litter**

Littering is disrespectful to players, the site management, the environment, and the staff, and makes for more cleanup work at the end of each event.

## **Do Not Damage the Campsite**

Do not use staples in any of the buildings. Do not dismantle any furniture. Do not tamper with any fire or smoke detectors. Do not use furniture or heavy items to bar doorways, windows, or make natural barricades. If an accident does occur, please alert a staff member when you have an opportunity to do so without disrupting game play.

## **Immersion**

Sins of a Nation is a 24-hour LARP. There are no "soft holds," so players should endeavor to stay in game at all times. If you must have an out-of-game conversation, go to your cabin or another private space; loud and/or public out-of-game behavior can be immersion-breaking for some players, so always be considerate of those around you.

Along the same vein, you can be attacked anywhere at any time, and you should take basic precautions as such. Bathrooms are not considered in game, and you may choose to go to the bathroom out-of-game, but you must always return to the place where you went out of game immediately afterwards. Abuse of this policy will not be tolerated. The space beneath your bed is also considered to be out-of-game for the purpose of storing your personal belongings. You should never hide in-game valuables in that space.

## **Play Stoppages - Caution, Clarify, and Hold**

These terms are all OOG terms used to assist in the execution and safety of the game. You should try to avoid using these words in common conversation as it could be easily confused.

### **Caution**

Caution is used if you see a potential safety hazard and need to make someone aware of the safety problem. This creates a slight pause in game play in order for the person to move out of harm's way. For example - you would shout "CAUTION - tree behind you!" to someone about to back over a fallen tree. During this pause in game, attackers should not press forward.

### **Clarify**

Clarify should be used when you did not hear or do not understand an effect. For example, if an attacker says, "Crushing", and you are unsure of what that means, or did not hear it,

state, "CLARIFY". Gameplay should not stop. Only a slight pause is needed for the attacker to respond to the Clarify, but like Caution, the attackers should not press forward.

### **Hold**

Hold should generally only be called by staff members in order to deal with a rules issue, to explain a complicated IG effect, or to address some other OOG mechanism. Holds may also be called in the event of someone being hurt in reality. If you witness this occur declare a hold, and once play has stopped state the reason (i.e Mike just twisted his ankle!) all game play stops (including resetting, searching the ground for treasure, talking to other characters, etc.) until the emergency is resolved. Finally a Hold can be called for situations like losing one's glasses.

### **Restarting Game Play**

If gameplay has come to a full stop in any of the situations mentioned above, the person who called the stoppage of play makes sure everyone is ready and then calls for the game to continue by stating, "3-2-1 Lay On".

### **WYSIWYG**

Sins of a Nation operates under a "what you see is what you get" policy; we will never send out something that we cannot, within reasonable suspension of disbelief, physically represent. As such, you generally should not need to call "Clarify" to determine what you are observing. However, you may do so if you feel that something is not being clearly communicated. This arrangement does work both ways; as a player, you will be expected to maintain the bare minimum of identifying makeup and costuming to represent your character. Failing to do so could result in a temporary loss of racial or other physically-represented bonuses.

## **Combat Rules**

### **Charging**

For safety, you should never move closer than arm's reach to another person in combat; this includes, but is not limited to, bodily pushing past someone blocking your way, moving so aggressively at someone they cannot back up or move fast enough to stay at arm's reach, or trying to attack someone by reaching your arms around them. Additionally, when moving quickly into combat, you should always slow your pace when you near an opponent to avoid running into them. Finally, do not for any reason perform any manner of "leaping" attack in combat, as once both your feet are off the ground you cannot stop or change direction.

### **Melee**

The most common attack in Sins of a Nation is with a weapon. Physical combat at our game uses a “lightest touch” method. All physical strikes must only use the amount of force necessary for the defender to acknowledge the strike whether they are melee or projectile weapons.

In order to strike a person, the attack must hit their body and not a weapon, shield or loose piece of costuming. Hits to the groin, head, throat, hands (down to wrist) and feet (up to ankle) are not legal hits. If a ability specifies that a weapon or shield be struck, the attack must hit that object.

There is no verbal call with a normal attack of 1 damage. The only time you have to make any verbal call with an attack is when you are swinging an effect. When swinging an effect in melee the call must have been stated before it strikes the target.

When swinging an effect through a melee attack, your resources are only expended on a BLOCK by either a weapon, a shield, or a WEAPON SHIELD effect. You do not expend your resources on a full miss. If after your swing your weapon never came into contact with your opponent, the resources spent to activate said ability are replenished as if you never made the attempt. THIS IS ONLY THE CASE FOR MELEE COMBAT. PROJECTILES, PACKET ATTACKS, GRENADES, AND OTHER RANGED COMBAT EFFECTS DO NOT USE THIS RULE.

Melee abilities such as DISARM, MAIM, and BIND are all targeted effects. Where you hit your target is the area affected by the skill. For example if you call a BIND ARM and strike your targets arm, that arm is now affected by the BIND effect. To carry this example further, if you were to call BIND and miss a limb but still connect, your target is unaffected by your attack. Melee weapon delivered effects like this and more do not do damage unless it is part of the effect and therefore the cast wording. Melee weapon delivered effects like this and more do not do damage unless it is part of the effect and therefore the cast wording.

Hitting a ranged attack out of the air, be it packet, grenade, or projectile delivered, with your melee weapon will cause you to take the effect or damage that was thrown unless you have an ability that allows you to do otherwise.

After successfully striking an opponent, you must attempt to hit a different location upon said opponent with your next attack against them. (i.e after hitting someone in their left arm, if you wish to continue to fight them you must make the attempt to hit them anywhere else before attacking their left arm again)

## **Shields**

Shields can block ranged damage, however they may not block certain effects such as elemental, divine, or toxin carriers. Shields can not normally block the BLAST delivery, though there are abilities that allow them to mitigate this.

## **Ranged Attacks**

Blasters do base damage of 1 damage just like a melee weapon strike, this is uncalled damage as well. Legal targets for a Ranged weapon are anywhere on your person that is not the groin, head, face or throat.

## **Ranged Weapons**

Firearms are repped within our game with NERF style foam dart blasters, these blasters should be painted/decorated to look as though they were made with in period materials. When painting a blaster make sure to leave the orange tip visible, this is a matter of federal and local law and non-negotiable. We allow other brand of foam guns, the only stipulations being the following

- ◆ Blasters must have capacities that fall into our weapon categories
- ◆ Unlike most other games we allow battery and air powered semi and fully automatic weapons, the proficiency is under the special weapons header
- ◆ Boom Co Automatic weapons are not permitted, any weapon that has a firing rate similar to nerf automatics should be permitted but the safest bet is to check with staff before making purchases.
- ◆ Homemade darts (stefans) are not permitted under any circumstances
- ◆ NERF Rival Blasters are permitted on a privileged basis. What this means is you get to have it, but if at any time you are being unsafe with the weapon you can lose the privilege. These blasters are being allowed on a trial basis and if they are too much of a headache they will be removed from this game.

Ranged abilities that use DISARM, MAIM, or BIND are considered declared and are taken no matter where the effect hits your body. For example, unlike melee, if you are hit in the torso with a BIND LEFT LEG effect, your left leg is still bound even though the effect hit your torso. Ranged weapon delivered effects like this and more do not do damage unless it is part of the effect and therefore the cast wording.

When a character is casting a spell, the character must stop moving and incant. After the incant is complete the character is allowed one “pitch throw” to hit his target. While incanting if a character is struck or shot in such a way that they are required to make a call back (Got It, Parry, Resist, etc) the spell incant is blown and you are unable to use the spell and must start your incant again. You cannot Weapon Shield through disruptions to your casting. If your spell is blown while you are still in the process of incanting, you do not lose resources and gain back whatever SP or FP you would have used on the ability.

## **Other Miscellaneous Combat Notes**

Attacks that are a simple carrier, like “Aether” or “Fire” or “Toxin” do 1 point of damage per strike.



## Killing Blows

To intentionally send your target directly to their DEATH COUNT, hold your weapon or a spell packet against their torso and declare- KILLING BLOW 1, KILLING BLOW 2, KILLING BLOW 3.

## Bleed Out and Dying

If your BLOOD is dropped to zero for any reason, your character must fall to the ground and you begin your BLEED OUT. You cannot be brought down further than zero. After 60 seconds of bleeding out, your character begins to die, and you start your DEATH COUNT. Your DEATH COUNT lasts for 5 minutes after which you and all the items you were carrying on you go to Death. DO NOT LEAVE YOUR ITEMS BEHIND WHEN YOU GO TO DEATH. If someone wants to loot your corpse, they must do it during your 1 minutes of Bleed Out or 5 minutes of Death Count.

## Resets and Points

Our game uses what are called Attribute points to power special abilities that are represented with out of game calls to their function. (see the Spending Points section) While there are a fair number of things you can do that do not require the spending of points, odds are you will eventually run out. Moreover even if you have points, you might be low on Blood, have a maimed leg, or any number of conditions that you are unable to remove. Every fifteen minutes that you are out of combat, defined as you are unable to *see* combat and are unable to *hear* combat (covering your ears and eyes does not count), you regain the following

- ◆ Armor, Blood, Stamina and Focus are all restored to Full
- ◆ Any limbs that are under the Maim effect are back to normal
- ◆ Any *untagged* items that have been Shattered are now back to normal
- ◆ Any “buffs” that you have previously received from the Bestow effect are no longer active.
- ◆ Any Attribute Points that you have received from the Bestow effect are no longer active

## Attribute Points

Attribute Points represent certain qualities of your character, and can be spent to fuel abilities to perform actions. There are three types of attribute points, and three different ways to spend Attribute Points.

### The Three Attributes

#### Blood (BP)

This represents how much damage your physical body can take before losing consciousness and begin to bleed out. All characters start with a minimum of Two Blood, though the Homunculi and Arisen start with a minimum of Four (See Races Page \_\_\_\_). The most common way to lose Blood Points is to receive damage to your character. Blood Points can be protected by Armor (see Armor Page \_\_\_\_), or by abilities and other equipment.

### **Stamina (SP)**

This represents how much physical strength and fortitude your character has. More of the direct melee intensive attacks and defences run off of Stamina.

### **Focus (FP)**

This represents how much mental prowess and dexterity your character has, More of the indirect melee attacks, powerful mental attacks and firearm abilities run off of Focus.

### **Edge**

Lastly, every character each event gets 1 Point of Edge. While technically an Attribute, Edge is another form of power that can be drawn upon. Each event this point is refreshed, and Characters can only have one point of Edge at a time (use it or lose it). Edge is a powerful force that Characters can draw upon once an event, Edge can be used in the following ways

#### **Renew**

You reset now, gain all the benefits (Attributes restored, Armor restored, limbs cured of the Maim effect, standard items cured of the Shatter effect etc) Call RESET BY EDGE.

#### **Mercy**

You have bled out, things are not looking good, and you are at the brink of Death's door. Instead of dying, fall into a 5 minute coma. During this time you are immune (Call No Effect) to all Effects. Call MERCY BY EDGE.

#### **Clue**

You have no idea how to accomplish the puzzle/riddle/obstacle in front of you. Immediately be shown the solution to whatever problem is vexing you. Call CLUE BY EDGE.

### **Raising your Attributes**

Raising an Attribute is simple, and is based off of a couple of rules. Firstly, all Attributes cap at 10. This means that you cannot have any Attributes higher than a value of ten without using the Bestow effect. Secondly, it costs 1 CP cumulatively to raise an Attribute. So to raise one of your Attributes by one point, it costs 1CP. To raise the same Attribute again, would cost 2CP, to raise it a third time would cost 3CP and this would continue until you have reached 10 points. Finally, every character begins with 2 of each attribute, plus an attribute bonus from their race; note that these starting points are not factored into the cost of increasing the attribute. Thus, if you were making a Bastelm character, a race with +2

Stamina, raising your Blood from 2 to 3 would cost 1 CP, but raising your Stamina from 4 to 5 would also only cost 1CP because you started with a 4 in that attribute.

## Spending Points

There are three ways to spend Attribute points in our game. The first, and most common is spending an **Activation Cost**. Spending an Activation cost merely means you have that many points less than you did starting. So if you have 5 Stamina points, and activate a 2 Stamina ability you now have 3 Stamina points left that you can spend before you would need to reset, or receive a RESTORE effect.

The second way is spending your points on an **Upkeep Activation**. An Upkeep Activation lowers the maximum available points you have each reset. So if you had 5 Stamina points, and spent an Upkeep Activation that cost 2 Stamina, you would have 3 points left for the remainder of the reset. The points you spent in this way **can not** be restored unless you end the Upkeep and reset. Once you have reset, you regain all your expended resources and can choose whether or not to renew your Upkeep Ability and spend the appropriate resource again.

The third way to spend points is a **Reduction Activation**. If you spend points in this way they are gone for the weekend. So if you had 5 Stamina points, and you spent 2 on a Reduction Activation, then you would only have 3 Stamina for the rest of the weekend regardless if you had one of the many Restore Effects used on you or Reset. Only the most powerful of abilities are fueled in this fashion.

## Armor

*Few of us wish to see blood spilt. Fewer still would have that blood be ours and not our enemies.* Armor is protective coverings that fortify your character from incoming attacks. It functions much like the Blood Attribute, expect or the following differences

- ◆ The PIERCING effect ignores any Armor worn, and targets your Blood directly.
- ◆ Armor can be restored without waiting for a RESTORE Effect or Reset by role playing fixing and adjusting your armor. It repairs at 1AP per 30 seconds of roleplay.
- ◆ Armor Points requires appropriate phys reps
- ◆ Like other equipment Armor can get targeted with the SHATTER effect
- ◆ You can not cast any Thaumaturgic magic while wearing Armor

To receive Armor Points you must have both an Armor Proficiency Ability and be currently wearing appropriate phys reps and coverage. The coverage of all Armors are as follows.

- ◆ Must cover 50% of two of the following four locations
- ◆ Torso(Front)
- ◆ Torso(Back)
- ◆ Arms
- ◆ Legs

## Types of Armor

Armor comes in 3 varieties, Dexterity, Light and Heavy. There is no mixing Armor types in our game, you will gain the highest bonus based on whatever you have the most coverage/what would be the most efficient for you. Dexterity Armor give you 3 Armor Points, Wearing Light Armor gives you 5 Armor Points, Wearing Heavy Armor gives you 10 Armor Points.

Dexterity Armor is Armor Points that do not require Phys Reps, like the other Armor Proficiencies you must buy this Ability with CP before you can gain the benefit. Dexterity Armor can be used by Thaumaturgic Mages without any hindrance or penalty.

Light Armor is classified as heavy and padded cloth, leather or chain armor.

Heavy Armor is classified as thick stiff leather armor, plate mail, or similar metal armor.

Notably, as a game we are very receptive to the use of EVA foam, Sintra and other such methods to make costume armor for your character, as long as your armor is recognisable to the type it is supposed to be representing you will receive all Armor points that are due to you.

### **Bonus Armor**

Being a game with foam dart guns we want to reward wearing eye protection. Hence we are giving Bonus Armor if you are wearing either

- ◆ Any type of in-period eyewear, this includes real and costume glasses, shades and goggles - These types of items will give you 2 points of bonus armor.
- ◆ A Full protective face mask that includes eye protection. Masks should still look made of in period materials. These types of items will give you 5 points of bonus armor.

What this means is, if you are actively wearing either of these types of phys reps (Must be worn over eyes during fights to benefit) you get extra armor points that work in the following ways

- ◆ Bonus Armor Points are the last Armor points you lose as you take damage
- ◆ Bonus Armor can be used by Thaumaturgic Mages without any hindrance or penalty
- ◆ Bonus Armor Points stacks with regular armor points and any armor points gained from a Bestow Armor

## Carriers, Deliveries and Effects

The following are a breakdown of our calls which included deliveries, effects, carriers and durations.

### Durations

A Duration is how long an effect lasts. The Effects 5, 20, Maim, Rend, and Shatter do not have fixed durations, and last until they are removed from your character. All other effects are a standard of ten seconds long. However, there are duration calls that change the duration of a call into a new duration. This allows a flexibility with our effects while still informing our players without them having to memorize a bunch of different duration calls.

There are three Duration calls in Sins of a Nation: The Sixth Kingdom

Short	-	Effect Lasts for 1 Minute
Long	-	Effect Lasts for 5 Minutes
Sustained	-	Effect applies until person performing action is stopped, or until 5 minutes have passed whatever happens first.

### Delivery Calls

These are the types of ways to inflict effects upon targets.

#### Area

Effect emanates from origin in six feet in all directions. Area calls either affect your allies or your enemies at your discretion, but not both; as a rule of thumb, you should take hostile Area effects from your enemies, and beneficial Area effects from your allies.

### **Blast**

Effect emanates six feet forward from where grenade or arrow lands

### **Burst**

Clarifies amount of attacks from a multiple barrel nerf gun. i.e if your gun shoots two darts at the same time the call would be BURST 2, this counts as one attack for the purposes of defensive calls.

### **Gesture**

Effect emanates to Gestured Target within six feet

### **Line of Voice**

Effect emanates at range that call can be heard

## **Effects**

5 - 5 Damage

20 - 20 Damage

Animate <X> - Target is under character's control if conditions are met. You can use Animate Dead (Dead Character) and Animate Sleep (Subdued Characters) Character is unaware of his or her actions if controlled through Animate. The duration of the Animate effect overrides the duration of the Subdue or Death effect.

Bane <Type> - An unspecified effect or combination of effects affect target if they match stated type

Bestow <X> - A Bestow gives you either the ability to perform a specific call or ability or raises an Attribute (Armor, Blood, Stamina, or Focus) over the normal limits to a maximum of +5 to your pool.

Bind <Limb> - You can not use affected limb until duration clears, if **either** of your arms are under bind you cannot parry. If **either** of your legs are under bind you cannot use dodge.

Blink - You underhand throw a purple (requires aetherial vision to see) glowstick, once it lands you move out of game as safely, quickly and directly as you can to where the glowstick landed. No One can move the glowstick once it has been thrown.

Commune <Type> - You become able to speak with the specified target (Spirit, Animal etc)

Charm - You become friendly to the one who placed the effect upon you. You view one who placed the effect upon you as their best friend and would do whatever they would to help the one who placed the effect upon you. In combat you make someone your bodyguard for the duration of this effect.

Choke - You can perform no actions besides falling to your knees and roleplay getting strangled. NOTE- You can not killing blow someone who is under the CHOKE effect.

Cloak - Target becomes Invisible, this is represented by crossing both arms over targets chest.

Commune - Target become able to speak the common tongue (English)

Crushing - Damage or effects with the Crushing effect goes through shields and weapons directly to you. A Crushing Maim effects the limb holding the affected item. A crushing disarm to a shield effects the shield, making it unable to provide protection to you for the duration of the DISARM, you do not have to drop a CRUSHING DISARM shield but you may if you wish. You can not use a Weapon Shield against a Crushing Attack

Death - You die and go directly into your Death Count.

Disarm - Drop stated item, if the item is a shield hit against the shield counts against you, for the duration of the effect.

Disengage - While under the Disengage Effect you can not perform any hostile actions to the one who disengaged you, nor can you advance towards them. Finally if they advance on you, you must give way to them. Advancement is defined as being within melee striking range.

Dominate - While under the Dominate effect you must perform any action given to you by the one who placed the effect upon you. You must follow the spirit of the stated action. The commands given to you while under this effect can be ignored if they make you either uncomfortable out of game, or go against any of the basic safety and guidelines rules of this game. While under the Dominate effect if you are commanded to kill yourself you drop to zero blood, bleeding out(I drop myself to zero and bleeding one, I drop myself to zero and bleeding two, I drop myself to zero and bleeding three). Controlled subjects will allow themselves to be killing blowed.

Dodge - Attack is negated as long as character has use of both legs.

Drain - If you successfully hit a target with the Drain effect you deliver 1bp worth of damage while also restoring up to 5 armor points and 5 blood points (can not exceed max) **Drain can not be used on either yourself or friendly targets**

Fatigue <X> - Stated Attribute can not be used for duration.

Parry - **Melee** Attack is negated as long as character is **armed and has use of both arms**, and the attack was not modified by STEALTH.

Perceive - You are able to see and interact with (or attack) a target under an effect that would otherwise negate interaction (Cloak, Blink)

Maim - Affected limb gains the maimed condition. Maimed limbs can not be used to run, nor can they reload ranged weapons, or wield weapons. If **either** of your arms is under the maimed condition you can not perform a parry. If **either** of your legs is under the maimed condition you can not perform a dodge.

Modify - Effect is changed to another effect upon being successfully targeted. **i.e You hit your target with a SUBDUE, target then states MODIFY SUBDUE TO 5 REND AND SLAM**

No Effect - Attack will never work

Piercing - Damage modified by piercing is deducted from Blood rather than armor.

Rage - If under the Rage effect you will attack the closest person with the highest of efficiency and lethality as possible. You can not perform a killing blow while under rage. You can not use defensive abilities while under rage unless you have purchased an ability that says otherwise.

Rend - You begin to bleedout. In sixty seconds without aid or treatment you will begin to die. If you are reduced to zero blood during a rend the sixty second countdown simply continues unless interrupted. 1 point of Restore Blood, First Aid, or REMOVE REND will end this count. If the 60 seconds reaches zero and you have not gotten aide you will lose consciousness, your blood will become zero and you will begin to die as per normal. You can be the one who administers aid to yourself (restoring blood, first aid etc).

Remove <X> - Stated effect is removed from you.

Resist - Attack is negated



Restore <X> - You gain the stated amount of points (Armor, Blood, Stamina, Focus) You can not go over your maximum with this call. Points spent on an Upkeep Activation, or Reduction Activation are not replenished with this effect.

Shield <X> - Attack of stated type is negated. If type is Weapon, than Shield can not be used against a Crushing weapon attack.

Silence - You are unable to speak or incant in any way while under this effect. You may still make applicable Out of Game CALLs as well as passive calls

Slam - You fall to the ground and stay there for the duration of the SLAM, or until the effect is removed (role play being unable to stand, dizzy, concussed etc) you may fight or crawl while under this effect. This effect ends when a)the duration runs out or b)when a single attack hits you. You can not parry while under this effect, you can still dodge provided you meet all other requirements. You can not be killing blowed while under this effect.

Subdue - You are knocked unconscious for the duration of this effect. You can be killing blowed while under this effect.

Stun - You can perform no actions except roleplay being stunned/staggered. You can not use any defensive abilities if you are under the Stun effect. This effect breaks if either the duration runs out or you are struck with a single attack. You can not be killing blowed while under this effect.

Shatter <X> - Affected item gains the broken condition and is no longer useable unless your character has a skill or ability that states otherwise.

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## Carriers

A Carrier modifies a call, certain abilities can stop certain carriers.

Fire	-	Attack is infused with the element fire
Water	-	Attack is infused with the element water
Earth	-	Attack is infused with the element earth
Lightning	-	Attack is infused with the element air
Nature	-	Attack is infused with the element wood
Metal	-	Attack is infused with the element metal
Light	-	Attack is infused with the element light
Shadow	-	Attack is infused with the element shadow

Aether	-	Attack is infused with the element aether
Void	-	Attack is infused with the element void
Toxin	-	All Offensive Alchemical Attacks are Toxin
Divine	-	All Clerical Magics are Divine

### **Special Carriers**

Blood	-	Some rare special abilities might be by Blood
Focus	-	Some rare special abilities might be by Focus
Stamina	-	Some rare special abilities might be by Stamina
Stealth	-	If attacked by stealth you can not parry if it struck your back

# Cultures

## Althaenia

### The Federated Commonwealth of Althaenia

The Commonwealth of Althaenia is a federation of five provinces occupying a central stretch of the North. It was originally united by Galdria, the sixth kingdom, during its imperial campaign. Since the collapse of the sixth kingdom, the Commonwealth has reformed itself to function without a sovereign state, quelling at least one attempted

succession in recent history and achieving modest stability. Now that the blighted zone has been deemed possible to explore, much of the Commonwealth has united around a shared national claim to that once-great province.

Most of the Commonwealth occupies rolling hills covered in dense forests and rocky soil, and the weather is notoriously fickle. Farming is challenging but by no means impossible, and the people of the Commonwealth have carved out more than enough farmland to flourish. A moderate mountain range serves as the southeastern barrier of the Commonwealth, while the northern border is marked by the edge of the Black Forest of Thran.

Each of the five provinces is governed by its own constitutional monarch, whose role is more akin to that of a governor, while the affairs of the Commonwealth as a whole are governed by a Parliament. Althaenia has no standing army, in part to diffuse tensions between provinces, but all citizens can be called by Parliament to serve in the militia. In an effort to maintain this delicate internal balance, the Commonwealth has sworn total neutrality in international affairs. As a result, much of the world has paid it little heed.

The sixth kingdom was the height of arcane and technological advancement in its time, and when it collapsed, it left the rest of what would become Althaenia in a dark age. As a result, the Commonwealth has been slow to advance with the times, and though it is presently considered to be part of the modern world, it is not considered to be a world power. The weakening of the blighted zone has presented an opportunity for this to change. It does have one advantage however, in that as difficult as farming can be in Althaenia, it produces more food than its northern neighbor, Thran, and thus it exports a significant amount of food. It has also developed a substantial mining industry over the last century, and of course, it is famous for its wide variety of brews (which its people take very seriously).

The people of Althaenia are enamored with the idea of justice; it is a major value in their faith, and has become a foremost political buzzword. The church dedicated to the goddess of justice is deeply entwined in the government, hosting and mediating Parliament as well as serving as a judicial branch. Magistrates often double as paladins, and hold faith and law in equal standing. An equally powerful sentiment in the Commonwealth is one of compassion and amnesty, and its people are known as some of the most hospitable in the world. They are known to be hardy and spirited, working and drinking equally hard and maintaining optimism above all else.

Consider playing an Althaenian if you want a character with a clean slate; one who has had a relatively mundane or idealized farmboy-type upbringing, and yearns for adventure. The classic paladin archetype also fits this culture like a glove, and there's even an altruistic "gun monk" variant specific to this culture. The Commonwealth is where the game takes place, so if you want to shoot for a public office or military career relevant to the expedition, you may want to be a native citizen. There are lots of opportunities for cosmopolitan nationalists, disenfranchised activists, and seedy underworld rejects as well...

# Khadaan

Translated to the Land of the Koda (code-ah), Khadaan (Cah-don) is a nation of splendor and wonders, commanding their seat at the table of world powers through domination of sea trade and mastery of ancient sorcerous traditions. The merchant houses and the noble the Zaheir (Zah-heer), rely on the natural plenty of their sub-tropical lands, the beautiful coastlines of marble cliffs and white beaches, the orchards growing wild in the mild hills and verdant valleys of their nation supplying them with a bountiful opportunity for resource gathering operations that have historically provided a powerful base for their mercantile might. This land has fostered a people inspired to follow their dreams, to make their desires manifest, and to devote themselves to the causes they hold dearly wholly and without reservation.

The Khadaan are divided people, split across hard caste lines between the upper class nobles, generous merchant houses, artisans and traders, and the often unseen Enlightened. They are deeply ingrained with this sense of personal purpose; their society places the greatest value on individual ability and intention, believing that it is most noble and right for a person to throw themselves into the things they care about, and measure that person by the successes and failures they attain in those endeavors. The Khadaan see no shame in worldliness, or materialism but rather it is by connecting oneself to the world that one becomes wise and righteous. Thus, greed is bad when greed prevents one from completing their true goals, and hedonism is bad only when it holds someone back from the life they wish to seek. To take away the freedom, or impose one's will on another are ultimately the only sins the Khadaan believe a person can commit against another person.

Their traditions are also steeped in the ways of magic, as their ancestors divined that magic is one of the best ways to take control of one's fate; for centuries, all the way to the modern age, the Zaheir of Khadaan has been made up of sorcerer lords whose bloodlines are filled with strange marvels of ancient pacts and oaths, and the Khadaan are one of the most magically potent nations in Ora for these traditions. The faith of the Khadaan is perhaps strangely worldly, reflecting the nature of the people, for one of the core tenets of their faith is that every faith is true to greater and lesser degrees; that all the gods and demons are real, largely as presented in their own religions, but that all of these things exist together in a manner closer to divine politics than grand battles of high ideals. Forming the center of this faith is the Ascension, a meditative practice that instructs its followers to become aware of the world around them, and to do what they can to enrich and and make prosperous those whose lives surround their own. To the Khadaan, the power of that belief, the convictions it lends, and the wisdom that can be gained through devotion are the goal, and the deities are the method, worthy of worship for the guidance they offer more than their power.

Due to this, the church has never had much temporal power in Khadaan; instead that falls to merchant princes and noble lords, ever striving to build a greater empire together that their individual goals might be achieved. While some might expect a society that does not condemn greed to have a government rife with corruption, the Khadaan don't see a

problem with those in government rewarding themselves richly so long as everything continues to run smoothly, and so there is a surprising degree on transparency and honesty for their government.

Consider playing a Khadaan if you want to play a character that values individual freedom above all other virtues, or if you want a culture that believes in embracing your personal causes completely. Khadaan are a great choice for sorcerers with magical bloodlines and corporation backed merchants, but they are also a people of cut throat pirates, esoteric scholars, and magical artisans.

## Rukazen

### The Socialist Meritocracy of Rukazen

The People's Meritocracy of Rukazen(roo-cah-zen) is located on the easternmost edge of the continent, neatly severing the land route between the North and the South. The land the country rests in is commonly referred to by outsiders as "The Land of the Sleeping Gods". This is due to the massive mesas that rise out of the near waterless wastelands that makes up the majority of the nation. The climate of the nation is temperate and warm in most regions, with the north being arid most of the year save the two months of torrential downpour during the rainy season, and the southernmost regions becoming tropical. Rukazen's agriculture is only robust enough to support its own citizens and one bad crop can make the following year very lean, and instead the nation relies on trade to secure most of its' victuals, using copper, voltaic power, and reusable capacitors to gain food security.

Though the Rukazen region has been a trade center through much of history, its' current incarnation has been a dominant world power due to its' heavily industrialized society, stemming from the cultural values of its' people; they emphasizes innovation, mechanical and electrical engineering, tinkering, and a strong work ethic, where physical labor is often more highly prized over intellectual pursuits. Rukazen has two distinct and equally important castes; the Bureaucracy and the Laborers. All Bureaucrats are selected from Rukazen children finishing their mandatory 8 year education. The highest ranks of the Bureaucracy are the High Chairman/woman and the Prime Minister. 4 years of military service is mandatory and is also a requirement for citizenship and the right to vote in all local elections. More than anything else, the people of Rukazen value a hard day's work. Manual labor is seen as a vital part of the society and doing one's part for the greater community is held in the highest regard; whether it's rigging the Shock Poles hundreds of feet in the air or planting wheat on the dusty plains, a true citizen is known by the calluses of his hands.

Aside from the castes, there is a curious offshoot of the Rukazen government called the Toretaki (tor-eh-ta-kee) Agency, charged with orchestrating the Meritocracy's international trade, since the nation itself has no proper currency and no formal trade within its' borders. The Agency is made up of diplomats, merchants, and veteran soldiers, the whole thing designed to function autonomously to enrich the nation, and acts outside its'

borders as part corporation, part Rukazen's face to the world, and part paramilitary group. They also represent the Rukazen most often seen outside of the nation proper.

Rukazen spirituality centers around a belief in the living breathing spirit world. As the Rukazen Empire is called "The Land of Sleeping Gods", one might imagine that not all of them are so restful. Spirits can take any number of forms, but the most common forms are animals, people, or elementals. Some spirits are named and hold dominion over a particular aspect of Rukazen spirituality, though most are simply assumed to be a creation of the land, nameless and ephemeral. The greater the dominion the spirit holds, the higher and more powerful the spirit. Spirits at the top of the food chain hold power over those under its control and have some sway among their peers of similar power.

The Rukazen nation as a whole is seen as industrious but often very closed off, especially due to the difficulties becoming a citizen and the Sixth Kingdom restricting travel on its northern border. Rukazen is most often frequented by scientists and engineers who come to learn at the colleges in the capital city. Laborers are often courted during the busy season to stay on for the two months of Wet Season. Now, however, with Thran as a rising industrial power challenging Rukazen's stake in the world energy market, things are less certain for the People's Meritocracy, and their government fear aggressive action may be needed to protect their interests.

Consider playing a Rukazen if you want to play a character that values equality and hard work over everything else, or if you want to come from a culture that is seen as somewhat strange and reclusive by foreigners. Rukazen is a great choice for innovative voltaic engineers and mercantile paramilitary enforcers, but they are also a people of factory-trained craftsmen, performers trained in spiritual traditions, and mages inspired by the wonders of voltaic power.

## Sulim

### The Sultanate of Sulim

The Sultanate of the Sulim (suh-leem) is one of the oldest functioning civilizations in Ora, the people inheritors to a history of philosophy, society building, and belief in the power of free will. Their lands stretch from sub-tropical bounty to lethal sand sea, but all of their provinces work together to build a conscientious society that embraces the greatness of all its' members. Without a doubt, the Sulim people are defined by their charitable nature, their belief in the power of forethought, their staunch black-and-white moralism, all stemming from a belief in achieving an idealized society. These characteristics are the common thread that reach from the founding of the Sultanate to the modern day, steering the people and their outlook in the decisions of their day to day lives, as well as their government.

Though today they are economically and militarily antiquated, the Sulim people by and large see themselves as the proud standard bearers for what a civilization can be when its' people are invested in the greatness of the whole. For the Sulim, mastery of the self

through near aesthetic devotion to the ideals of righteousness, charity, and forethought is the staple of their personal cultural identity, and this manifests through their vast system of tithe-charities, rich public education system, and the societal pressure to avoid vices. All of this has produced a highly educated and courteous society, and one that believes that it is a person's duty to be their brother's keeper, making them welcome in most corners of the world as diplomats, philanthropists, and educators.

Their faith is an anchoring point for many of these beliefs, speaking to a world that is caught between a deity of order and a deity of chaos, a battle between good and evil where every mortal person is a soldier bearing the weapons of self determination; the Sulim believe that as good and evil can only exist where free will exists, it is the sacred task of each person to overcome the evil within themselves and embrace the good they can be, thereby strengthening all that is good.

None the less, the Sulim of today know that they are dangerously close to losing the ability to strongly affect the world stage, and many in their government worry that should anything change the nature of world trade too strongly in the coming years, their economy may not be able to weather the blow. What was once much of their most bountiful land is now Khadaan, and their nation has not been able to achieve the same industrial boom of many others, leaving them stagnant and poorly positioned as a world power.

Also of note are the Khogem (ko-jum), a Sulim sub-culture of nomadic steppe warriors with traditions dating back to some of the earliest days of the history of Ora; they are a people who do not shun technology, but rather do not value it as highly as they value their traditional lifestyle, and therefore seem backwards to outsiders. In their home steppes, they raise herd animals and learn the old ways of warfare, without the aid of trains, factories, or other staples of modern infrastructure. Their faith is perhaps even older than themselves, centered around worshiping the spirits of the language of creation and the song of the sky.

Consider playing a Sulim if you want your character to be highly educated, or if you want a culture that embraces the idea of a good vs evil mentality. The Sulim are a great choice for classic wizard-like mages and highly educated physicians, but they also are a people of aesthetic monk-like soldiers, traditional artisans, and philosopher-diplomats.

## Thran

### The Theocratic Autocracy of Thran

A power rising rapidly in the furthest North of Ora, the Thrannish Empire is the result of the sometimes uneasy marriage of ancient folk traditions and rapid industrialization; their Empire is home to both huge factory complexes that churn out everything from guns and trains to capacitors and canned goods, and the immeasurably vast Black Forest where wood witches give wise counsel and ancient magic to aid agrarian villages that have never seen an automobile. The land of the Empire itself offers great challenges to its' people, with much of the Imperial heartlands being sub-arctic, and even

the southern temperate climes have long, harsh winters; in fact, as the boundaries of the Empire are set by the Thrannish Black Forest, and the Black Forest brings with it supernaturally harsh winters, no part of Thran is untouched by the struggle and challenges of such climates. This formidable land produces a people that value perseverance and stoicism above all else, who have been trained by their often harsh lands to take failure and success in stride the same way, and to always look towards the future.

The Thrannish people are often considered joyless and grim, but they are actually a people defined by hope; they believe strongly in accepting failure and tempering expectations exactly because they believe anything can be achieved by those willing to endure setbacks with grace. These values have created a people willing to push themselves to long hours and hard work for any amount of gain so that they can build on that, and their cultural focus on the value of tenacity means they are willing to tackle a problem as often as it takes to succeed.

This endurance-oriented mentality extends to their faith, for the pantheon of Thran is made up of deities that are demanding and rewarding in equal measure. These ancient gods demand sacrifice, pacts, and oaths, and the stories of the gods are full of warnings concerning the fate of those whose hubris lead them to not honoring the gods; however, the stories of Thrannish faith are equally full of the blessings hard won from the gods, and the wonders that mortals have earned from them. Just as the Thran believe anything worth having is worth working hard for, they believe that the trials their faith imposes offer valuable lessons in and of themselves, never mind the gifts the gods can give. The traditions and rites of the faith are mixed of age old folk traditions and the institution of powerful churches, with blood sacrifice, burning of offerings, the use of sacred herbs and oils, and other esoteric methods serving as the way to commune with the gods themselves and advance oneself in the faith.

The role of faith also extends to the government of the Empire, for the Thrannish Empire is ruled by a triumvirate of the Emperor and the high priests of two of the gods; their theocratic reign is tied together by ancient pact that formally invests the churches into the welfare of the government to prevent the religious wars that laid low the ancient precursor to Thran. Together, their governance has steered Thran into an age of explosive industrial growth to bring the Empire more fully into the world stage and establish themselves as a world power worthy of recognition. Now the state takes every measure to embrace business and production, slashing taxes and aiding the building of factories; factory complexes rise almost daily, output is higher than ever before, and none can deny that Thran has gained a stronghold in the world economy over the past decade. Even as this happens, though, it forces the Black Forest to move further and further south, and it remains to be seen if Thran can keep up with their own breakneck pace of growth and expansion.

Consider playing a Thran if you want your character to be tough as nails, or you want to come from a culture that doesn't put up with soft people. The Thran are a great choice for industrialists hungry for opportunity and hard bitten soldiers, but they are also a people of folk healers, engineers, and backwoods rangers.



# Valicia

## The Free Republic of Valicia

A couple of decades ago, The Valician (va-lee-shin) Sovereignty was a prosperous mercantile power. About a decade ago, misfortune, famine, and discord set in. A handful of years ago, revolution began. Only very recently has Valicia (va-lee-sha) come out of its' bloody revolution, rid of its' nobility and governed by the Worker's Unions, still struggling to define a singular national identity after the chaos, all while trying to recover economically and restore their lost production efforts. The land of Valicia is a place of great beauty, of rolling lowlands coming to white coastlines, of orchards and forested hills, but the scars of the long war of revolution show across this natural splendor; burnt out fields and the craters of mortar shelling are common sights. Cities and towns throughout the nation need rebuilding, and infrastructure is badly damaged. Amongst all of this, the people themselves are also torn, split between embracing the new spirit of cooperation fostered by the revolution and the old loyalties to the now defunct monarchy.

Of the two groups that define the Valician culture of today, the first and most prominent of which are the Unionists, those who staunchly support the Revolution ideals of localized representative government, worker's rights, and individual freedom. The second group are the Monarchists, those that wish to restore what they feel is the proper order of their nation; while most of those who were loyal to the monarchy surrendered or were slain in the Revolution, some still hold those loyalties. Many of them live in exile outside of Valicia, where many of them have attempted to establish enclaves of old Valician culture while trying to decide how best to restore their homeland. These two opposite cultural pulls vie for the future of the nation, whether it continue as the Free Republic or return to the Kingdom it was.

Valicia has an old history of firebrand social progress, and their faith reflects this; their faith is called The Three, and revolves around the relationship between their three deities. Their faith views the world as a careful balance between stability and progress, each deity holding an important role in the cycle of stability, progress, and upheaval. The faith is itself very formalized; large churches and cathedrals, with established hierarchies, formalized prayers, and prescribed rites are the methods of this religion, and the teachings focus on approaching life virtuously and openly, dedicating oneself to one's path, thereby receiving the challenges of life in order to learn from them. It is a core belief of the faith that without facing tribulations a person cannot grow, and so the followers of the faith use their dedication as a way to face the challenges most important to them.

Of course, in the cycle of The Three, things have favored upheaval for years now, and the old government is entirely gone; the new government of local representation drawn from the Worker's Unions have been struggling to forge a functional government now that the war has ended, and already several attempts have failed. Now, perhaps, they have achieved the beginnings of new stability and rebuilding for their fledgling Free Republic, as the representative system is thus far holding together, but the government knows all too

well that the next few years will decide their fate, and the weakness of their nation makes them an appealing target for aggression from more established world powers.

Consider playing a Valician if you want your character to be staunchly and proudly working class, or if you want to come from a background of chaos. Valicia is a great choice for proud Union crafters and firebrand politicians, but is also a culture that produces embittered veterans of revolutionary war, nobles in exile, and activist saboteurs.

# Races

## Human

+1 to any Attribute

Free Header - Influence

A race native to the regions of Althaenia and Valicia, humans are the most common race in Ora, but only by a small margin. Anthropologists attribute this to their seemingly-remarkable adaptability; they can thrive pretty much anywhere. Some derogative stereotypes, on the other hand, attribute this to an uncanny ability to weasel their way out of any situation.

Because the predominantly-human nation of Galdria was at the forefront of early science, humans have been somewhat unfairly held up as the “default” in various fields of study. The term “humanoid,” for example, was first coined by a Galdrian biologist to refer to all bipedal and fully-sentient races in Ora, and is seen today as a problematic term, but use of it has persisted even so.



# Bastelm

+2 Stamina

Free Header - Physicality

The Bastelm originated in the far north, now known as Thran. They were the predominant race in the Throðic Empire, and when it swung south to combat the Khogemen Empire, the seed of the Bastelm went with it. Today, the Bastelm are a common sight throughout the north, and can be found in more sporadic pockets throughout the south as well.

Because of cultural tensions lingering from as far back as the Great War, Bastelm in the south often suffer moderate to severe prejudice, especially in Sulim, where they are disproportionately impoverished and often work in dangerous conditions. They are sometimes described as monstrous in these regions. They are also stereotyped internationally as being generally stoic and brooding, and the species is known to possess noteworthy physical strength.

Bastelm are distinguished by their stone-gray skin, as well as two or more horns protruding from their forehead or crown. The shape, position, and number of horns vary widely, and are thought to have originally been a result of regional variation. Most can be described as either goat or ram-like in shape. Some Bastelm also have more prominent lower canines, and a few could even be described as having small tusks.



## Ethani

+2 Stamina

Free Header - Cognizance

The Ethani are a botanical humanoid species. They function similarly to mammals in many ways, and it is still a little uncertain to the scientific community which kingdom they belonged to, but they are currently considered to be plants. As such, their need for sunlight is a bit more intense than that of their mammalian counterparts, though they do eat and drink as well. They originated in what is now Rukazen, and have spread throughout much of the world, physically adapting along the way; an Ethani whose descendants have lived in one region for several generations tends to start resembling the flora native to that area.

Due to their unique senses, ethani can naturally assess the state of a nearby living thing's health to some small extent. This has historically made them adept at professions such as herbalists, doctors, and biologists, which has in turn created a stereotype that Ethani are inherently intelligent and economically successful. Another stereotype—and this one, entirely true—is that they tend to surround themselves with plant life, regardless of where they make their homes. In the industrialized world, this often takes the form of a cramped apartment full of potted plants and window boxes. The Ethani have a higher stake than most in ensuring that the environment they live in is healthy and full of life.

An Ethani can be identified by predominantly green skin, with brown patches and often with white freckles. Their hair contains plant life ranging from flowers to vines, and even to seaweed in some coastal areas. Their hair is often thick and matted.



## Korahai

+2 Focus

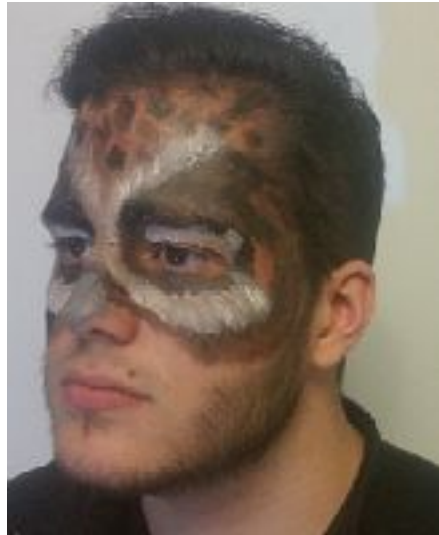
Free Header - Physicality

The Korahai first emerged as nomads from the steppes of the far south, and were the predominant race of the Khogemen Empire. The reign of Koghem resulted in the spread of the Korahai throughout the south and eventually deep into the north, although the Korahai population in the modern north is miniscule, and those who do live there experience fairly harsh prejudice and are sometimes stereotyped as savages. The highest Korahai population in the modern world exists in Sulim.

While most humanoid races in Ora are mammalian, the Korahai are distinctly avian. They are notoriously agile, due in part to a more lightweight bone structure. Korahai have a particular biological need to maintain an active lifestyle, a result of both their avian and nomadic roots. They do in fact lay eggs—a trait that afforded ancient Korahai females more freedom than most by forgoing the need for lengthy pregnancy-related bedrest, and thereby paved the way for the matriarchal structure of Khogem.

Korahai are partially feathered, with beak-like noses, and bear distinctly owl-like facial patterns. Males of the species sometimes have streaks and highlights of rich color, while

females are generally more muted. Their forearms and shoulders typically bear particularly long feathers (repped with feather wrist cuffs), lingering from a time when their ancestors possessed vestigial wings. For this reason, many Korahai regardless of cultural origins prefer to wear some form of loose or slitted sleeve, as tight sleeves are generally uncomfortable to them.



# Rhavmani

+2 Focus

Free Header - Resonance

No one is certain what ancient Rhavmani used to look like. Anthropologists have a variety of theories, most indicating that they have always possessed red or warm-colored skin and pointed ears, just as they do today. What is known about the Rhavmani is that somewhere along the line, they became a species thoroughly infused with the blood of outsiders. What kind of outsiders vary widely from one individual to the next, but hints can be found as to the bloodline of any given Rhavmani by examining the colors and patterns of their stripes. In Khadaan, where the Rhavmani originated, there is an unspoken belief that non-Rhavmani are inherently less trustworthy, because less personal information about their origins can be gleaned simply from looking at them.

Generations of dealings with extra-worldly beings has proven that the Rhavmani are adept at magic, and clever enough to handle whatever may come from the other side. They have often been stereotyped as merchants however, because Rhavmani are so often found on Khadaanese merchant caravans around the world. In the north, this stereotype tends to get twisted from “merchants” to “swindlers” or “con artists.” They tend to fare better than the Korahai in this region, but there is definitely a sense of distrust.





## Mulenti

+2 Stamina

Free Header - Resonance

The Mulenti are not a species all their own; they are a rare sub-species of the Rhavmani, possessing chalk-white skin where they would otherwise be red or orange, and black and blue varicose-like veins around their eyes. They are generally regarded with mistrust and a bit of fear no matter where they go. Even the Rhavmani homeland of Khadaan is not particularly hospitable to them, and so they tend to scatter and fall through the cracks. They seem to be a bit hardier than typical Rhavmani, though this might be more a product of the working-class roles that they often fall into for lack of better opportunity.



## Arisen

+2 Blood

Free Header - Resonance

Less made than born, the Arisen represent a unique form of undeath that defies the normal expectations of the term. The creation of a Arisen begins with part of the natural “life cycle” of spirits; in this sense, spirits refer to entities like spirits of nature, elementals, or the like, not the souls of the departed. A spirit chooses to inhabit a more worldly form, and moves to posses a vessel that is uninhabited; a humanoid corpse, with an apparent preference or perhaps need for much of the flesh to be remaining. The freshly woke Arisen is much like a

newborn; the amalgamation of flesh and spirit becomes a new person in many ways, neither the spirit inhabiting the flesh nor the person the flesh belonged to, but something else entirely. This freshly born Arisen begins its' undeath with some amount of confusion, but an instinct to finish making a body that can serve its' purposes. To this end, and often with necessary help, the Arisen removes body parts rendered useless by rot, age, or mortal injury, and replaces them with other dead flesh that is more suitable.

Once the Arisen has a serviceable form, they learn surprisingly quickly, with basic physical coordination, language, and simple skills coming within a few weeks with assistance and no more than a few months without. This period of accelerated learning ends once the Arisen has the basic skills required to function within the area they have settled, and thaumaturgical research suggests that the period of accelerated learning represents a time of more finalized bonding between spirit and flesh, with the spirit providing assistance until the Arisen comes into its' own and the bond is strong enough to create a unique individual. Throughout their "lifespans" a Arisen often must change some of their body parts, shedding parts that even their undeath will not spare from the slow ravages of time and attaching fresher parts, but once a Arisen has an established form, they tend to keep the same fundamental look even as they change parts. Over time, however, these replacements grow less and less effective as death creeps in again, and thus most Arisen die of old age within fifty or so years of rising, though of course they can be slain prematurely like anything else; when a Arisen finally permanently dies, the inhabiting spirit returns to the realm from whence it came, wiser and enriched from the time it spent incorporated in the Arisen incarnation it was part of.

Arisen appear stitched-together from multiple different corpses; doing makeup for patches of dead grey or white skin, exposed muscle, or even undead versions of the racial makeup from other races is all encouraged.

## Homunculi

+2 Blood

Free Header - Cognizance

Automata crafted through powerful magic, a series of rituals, and expert crafters, Homunculi are no mere golems or constructs, but rather they are alive, imbued with and

animated by their own spirit. Since their invention roughly two centuries ago, the Homunculi have been valued highly, since from the moment of their creation they are highly skilled and capable, knowing how to speak, usually how to read and write, as well as any number of specific skill sets chosen by their creator; in fact, from creation, a Homunculi is roughly as skilled as an adventurer. Since they can learn and grow from this already impressive start, their value makes them an appealing choice for construct creation, even when compared to ostensibly more powerful, but less intelligent, varieties of war construct.

Over the past two centuries, the debate as to how to treat Homunculi has been a festering social issue in many nations; most nations now treat them largely as second class citizens, forbidding outright slavery of their kind, making indentured servitude of Homunculi a common practice, but there is no standard set across the nations. Khadaan, for instance, with their incredible wealth and magical traditions, has a high Homunculi population, and is one of the only nations that still keeps them as slaves; the Mage's Guild, on the other hand, stipulates that a Homunculi may be kept as an indentured servant for only a decade, after which point their creator must afford them full freedom, and the Guild sponsors any Homunculi created by one of their members who wishes to learn magic. On the whole, Homunculi still struggle to be recognized as full, sentient, living beings, and many hope to one day achieve status equal to any of the flesh and blood races.

For costuming, the Homunculi are one of the most intensive races, offering the most freedom if your design; they are fully robotic, and costuming to achieve that look is encouraged over the use of makeup, though makeup is allowed. The specifics are up to your design, though; Homunculi are crafted differently depending on the culture they come from, as well as the specific taste of their creator, and they are often modified to fit the taste of the Homunculi themselves.



## Headers and Abilities

Headers are bodies of knowledge and training. Upon purchase, your character gains two important functions. First, your Character gains access to select a Header Power. Every

time your Character resets, you may choose One Header Power that will remain active until you reset again and change it. Most Header Powers grant a bonus that can be used a few times per reset (it will state how often). You may purchase as many Headers as you Wish, but can only benefit from one Header Power at a time.

Secondly, once you have purchased a Header, your character then gains the ability to purchase from the different abilities available under each header. Please make sure to check and make sure that you meet any and all prerequisites for each Ability as they differ as to what they require (Usually a type of weapon Proficiency or amount of Purchased Abilities).

## Starting Build

A new character begins with 20 Character Points (CP) to be spent on abilities. You can earn 15 more by submitting an approved backstory up to two weeks prior to your first event.

## General Headers

*Sometimes a more general knowledge is preferred than some esoteric or specialized knowledge or training. While still requiring much of the learner, and not capable of such amazing feats as those that have specialized more thoroughly, a robust understanding of the world around you and a focus in general athleticism generally leads to a solid foundation to be built upon.*

The General Headers (Physicality Cognizance, Influence and Resonance) are basic but useful headers and abilities that you will often find are called back to in the other more specialized headers of this game, or fulfill some fundamental purpose that the other headers may be lacking for your character.

## Physicality Header - 1CP

*Physicality is an intense focus on the physical body, the quality of having the kind of strength and energy that makes a great athlete. It takes athleticism and physicality to run marathons, play football, or sprint down a cobblestone street in high heels without falling.*

Physicality Header Power - Burst of Strength - *You are above average in regards of your physical might.* Once per reset free use of any of the Strength(1-3) abilities. One free Bonus Use of a Strength ability if you have also purchased it.

### Physicality Abilities

Dodge - *Using quick reflexes you are able to get out of the way of an incoming attack.*

On activation you are able to fully negate one attack of anytype by calling DODGE, requires for you to be able to use both of your legs to do so (Neither of your legs can be under the BIND or MAIM effects.) Use of the ability should be roleplayed, you cannot lunge into an attack to prevent an attack from striking another target.

ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Physicality Header

Focused Shot – *You are able to turn your focus into a concentrated attack against your opponent.* On activation perform a Ranged Weapon attack of 5.

ABILITY COST: 2CP ACTIVATION COST: 1FP  
PREREQUISITE: Physicality Header; A Ranged Weapon Proficiency

Improvised Firearm – *What you lack in specialized training you more than make up for in intuition when it comes to guns.*

While active you act as though proficient with one projectile weapon group (Low Capacity, Medium Capacity, High Capacity, Thrown, Semi/Automatic, Voltaic Low Capacity etc) you do not normally have proficiency in.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP  
PREREQUISITE: Physicality Header

Improvised Melee – *What you lack in specialized training you more than make up for in intuition when it comes to swords, clubs etc.*

While active you act as though proficient with one melee weapon group (Off Hand, Mid-Class Axe, Two Handed Blunt) you do not normally have proficiency in.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP  
PREREQUISITE: Physicality Header

Mighty Strike – *You are able to perform some basic attacks depending on what type of weapon you are wielding.*

On activation you are able to swing one of the following attacks depending on the type of physrep you are using

Axe Type – swing CRUSHING DISARM per activation

Blunt Type – swing CRUSHING per activation

Spear Type – swing PIERCING twice per activation

Sword Type – swing REND per activation

ABILITY COST: 2CP ACTIVATION COST: 1SP  
PREREQUISITE: Physicality Header; A Melee Proficiency

Parry – *You are able to use your superior ability to deflect an attack that would have normally struck you.*

On activation you are able to fully negate one melee attack, requires for you to be able to use both of your arms to do so (Neither of your arms can be under the BIND or MAIM effects.) You must have a weapon in hand to perform this ability. You can not use this ability if under the SLAM effect. You can not use this ability on STEALTH attacks.

ABILITY COST: 4CP ACTIVATION COST: 2FP  
PREREQUISITE: Physicality Header; A Weapon Proficiency

Power Strike – *You are able to unleash your Stamina into a concentrated attack against your opponent.*

On activation perform a melee attack of 5.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Physicality Header; A Weapon Proficiency

Strength(1) – *You are physically powerful and can use bursts of strength to prevent certain attacks from affecting you.*

On activation you can use Strength to call a RESIST to the BIND\*, DISARM or SLAM effects.

\*In regards to BIND, it costs 1 Stamina for 1 limb, 2 Stamina for a Pair of Limbs, and 4 Stamina for all limbs.\*

Strength can also be used for Role Play activities such as Tug of War, Arms Westling, but not any active combat abilities except for the resistances it provides. (See the other actions section)

ABILITY COST: 2CP ACTIVATION COST: 1SP (See Above for BIND)

PREREQUISITE: Physicality Header

Strength (Enduring) – *You are able to keep your Strength going for longer periods of time.*

While active every time you activate STRENGTH you are protected for TEN SECONDS. i.e if you activate the STRENGTH ability (spending the 1 Stamina as normal) you can call RESIST to an infinite amount of BINDs, DISARMs or SLAMs for TEN SECONDS.

ABILITY COST: 2CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Physicality Header; STRENGTH ability

UPGRADE: Improved Enduring Strength–*As you have trained your have gained further reaches of endurance.*

Every Time you use the Strength(Enduring) Upkeep ability it lasts for ONE MINUTE rather than 10 SECONDS.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Physicality Header; STRENGTH ability; Strength(Enduring) ability

UPGRADE: Mastered Enduring Strength– *You have reached the the highest threshold of endurance.*

Every time you use the Strength(Enduring) ability it lasts for FIVE MINUTES rather than ONE MINUTE

ABILITY COST: 6CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Physicality Header; STRENGTH ability; Improved Enduring Strength ability

Strength(2) – *You learn how to apply your Strength to more situations.*

On activation you can use the Strength(2) ability to call a RESIST to the CHOKE or MAIM effects. This ability counts as Strength for the purposes of the Strength(Enduring) Upkeep Ability.

ABILITY COST: 4CP ACTIVATION COST: 2SP



PREREQUISITE: Physicality Header; Strength Ability

Strength(3) – *You have reached the utmost echelons of physicality.*

On Activation you can use the Strength(3) ability to call a RESIST to the SUBDUE effect. This ability counts as strength for the purposes of the Strength(Enduring) Upkeep Ability.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Physicality Header; Strength(2) Ability

## Cognizance Header – 1CP

*What is action without thought behind it? Cognizance is the pursuit of a quality of mind, a strength of will, of sharp cunning wit. It takes Cognizance to notice important clues in a book, to identify plant life along a road, or how to perform basic medical procedures.*

Cognizance Header Power – Power of the Mind – *You are unusually prepared to use your will to ward off attacks.* Once per reset free use of any of the Willpower(1–3) abilities. One free Bonus Use of a Willpower ability if you have also purchased it.

Academic Mind – *In the presence of Academia your thirst for knowledge grows.*

Allows character to Read Grey Academic Tags that will be spread throughout the game. It represents an affinity to the academic world and knowledge of such things, can be used to ask an extra timeblock question between events.

ABILITY COST: 2CP

PREREQUISITE: Cognizance Header; You must be literate to take this Ability

First Aid – Aid Ability – *A careful mind, and a steady hand is all you need to save those in danger.* Allows the character to either stabilize a bleeding out individual, or to fully recover him/her. When using first aid, the Character must declare either "Stabilize" to get the recipient to the Stable Status or "First Aid" to Fully Recover them, while touching the recipient's shoulder. Upon doing so, the recipient's bleed out count is paused. After three seconds of uninterrupted care, the count is reset and will begin again at a full minute if the rest of the count is interrupted. It takes thirty seconds of uninterrupted counting to stabilize a person, doing so will cause the person to be unconscious for five minutes and then awaken recovered with one Blood Point. If the recipient takes any more damage, his/her bleed out resumes. It takes one uninterrupted minute of counting to fully recover someone, doing so will cause the recipient to awaken with one Blood Point. If the character has any ranks of the Advanced Aid Ability, either count is five seconds faster per rank. First Aid can also be declared in order to glean information from a willing or unconscious subject, such as current BP and any Negative Effects in progress.

ABILITY COST: 2CP

PREREQUISITE: Cognizance Header

Harvest – *Where most see simply a beast, you see opportunity.*

Allows the character to collect creature parts from defeated or slain monsters, magical beasts and animals. Instead of declaring “I Search You”, simply declare “Harvest” upon these creatures. This ability does not guarantee success, it merely allows the possibility.

ABILITY COST: 2CP

PREREQUISITE: Cognizance Header

Naturalism – *You can almost speak to the trees your knowledge for nature is so great.*

Allows the character to read Green Naturalism Tags that will be spread throughout the game. It represents an affinity to the natural world and knowledge of such things, can be used to ask an extra timeblock question between events.

ABILITY COST: 2CP

PREREQUISITE: Cognizance Header;

Read/Write – *You have mastered an important talent.*

Characters are assumed literate in this world, however if you have taken the illiterate flaw, by purchasing this ability allows you to read and write the common language of the game (english)

ABILITY COST: 3CP

PREREQUISITE: Cognizance Header;

Scavenge – *Using keen senses you are able to see the potential in enemies equipment.*

Allows character to take broken parts and equipment pried out of slain or defeated enemies using tools. Instead of declaring “I Search You”, simply declare “Scavenge” upon those chosen. This ability does not guarantee success, it merely allows the possibility.

ABILITY COST: 2CP

PREREQUISITE: Cognizance Header;

Take Cover – *Using fast reflexes you are able to duck out of the way of danger.*

If you are within arms reach of suitable cover( one foot by one foot of material minimum) you are able to activate this ability. Upon activation call a RESIST to any ranged attack or the BLAST or AREA deliveries.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Cognizance Header

Willpower(1) – *Through diligent training you have begun on the path to strengthen your mind,*

On activation you can use Willpower to call a RESIST to the Charm, and Rage effects.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Cognizance Header

Willpower (Enduring) – *You have reached new heights of mental fortitude, managing to outlast your enemies attacks.*

Every time a character activates the WILLPOWER Ability character will be protected for TEN SECONDS. i.e if you activate the WILLPOWER ability (spending the 1 Focus as normal) you can call RESIST to an infinite amount of RAGE or CHARMS for TEN SECONDS.

ABILITY COST: 2CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Cognizance Header; Willpower ability

UPGRADE: Improved Enduring Willpower

Every Time you use the Willpower(Enduring) Upkeep ability it lasts for ONE MINUTE rather than 10 SECONDS.

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Physicality Header; Willpower ability; Willpower(Enduring) ability

UPGRADE: Mastered Enduring Willpower

Every time you use the Willpower(Enduring) ability it lasts for FIVE MINUTES rather than ONE MINUTE

ABILITY COST: 6CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Cognizance Header; Willpower ability; Improved Enduring Willpower ability

Willpower(2) - *The power of your mind grows.*

On activation you can use the Willpower(2) ability to call a RESIST to the STUN effect. This ability counts as Willpower for the purposes of the Willpower(Enduring) Upkeep Ability.

Willpower (2) has a different ACTIVATION COST than Willpower(1) or Willpower (3)

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Cognizance Header; Willpower Ability

Willpower(3) - *You have reached the utmost echelons of mental prowess.*

On Activation you can use the Willpower(3) ability to call a RESIST to the DOMINATE effect.

This ability counts as Willpower for the purposes of the Willpower (Enduring) Upkeep

Ability.NOTE- Willpower (3) has a different ACTIVATION COST than Willpower(1) or

Willpower (2)

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Cognizance Header; Willpower(2) Ability

## Influence Header - 1CP

*Sometimes direct force is hardly the best option. A little guile, a little diplomacy, and a little compromise can go a long way. And if things should go south as it were, a hasty retreat can prove necessary. It can take influence to get the ball rolling on a great many of things.*

Influence Header Power - Fleet of Feet - *You have assessed the situation and have decided this is no place for you.* Once per reset you may retreat from an attacker. During this time you

call resist to any damage you receive for ten seconds as long as you are running away from a fight. Bonus use if you have the Acrobatics Ability.

Acrobatics – *Nimbly, you are able to succeed where others often fail.*

Allows Character to perform two actions a) prevent one mistake while attempting to move through physical challenges. The challenges may be jumping over a pit, balancing on a beam etc. Call RESIST to the any ill effects then move back to starting position. b) call a RESIST to the SLAM effect

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Influence Header

Appraise/Authenticate/Forgery – *You have been around the block a few times, and have become aware of the value of things.*

Character is given a Chart at the beginning of every game that details the value of items. Character is also allowed use of a blacklight to check against forgeries of official paperwork and the like, and knows how to make a small number of forgeries themselves. See

Appendix\_\_ For more information

ABILITY COST: 5CP

PREREQUISITE: Influence Header

Cloaked/Reveal – Allows two different uses. Firstly allows character to Hide items within a pouch that is smaller than a Soft Ball, if character is searched he or she does not have to announce items that are with said pouch. The second use, is after searching you may declare REMOVE CLOAK to ITEM, which will reveal any items on someone's person that have been hidden in this way.

ABILITY COST: 5CP

PREREQUISITE: Influence Header

UPGRADE – *Your ability to pass scrutiny unnoticed is growing.*

Allows Character to select one Low Capacity or Off Hand Weapon, and as long as said weapon is out of sight on the Character's person (for example behind a coat) it requires a REMOVE CLOAK to ITEM to be found.

ABILITY COST: 2CP

PREREQUISITE: Influence Header; Cloaked/Reveal

Disengage – *You are able to get your opponents off of you for a brief period of time.*

Swing or Shoot a DISENGAGE at target.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Influence Header, a Melee or Ranged Proficiency

Escape – *You are able to squirm, strain, and fight your way out of bindings and other such objects at great speed.*

On activation if you are restrained using rope, chain, handcuffs or other such items it takes you half the time to break free that it normally would. (See Pageoo Other Actions for more information) **NOTE- Normally it takes the amount of time on the tag to escape a binding item i.e 2 minutes for basic rope**

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Influence Header

Gather Information - *No matter how it is gleaned, knowing more is always better.*

Allows for character to gain further information from performing NPC shifts, as well as learn information from Bartenders in game. Can also be used to ask an extra timeblock question between events.

ABILITY COST: 2CP

PREREQUISITE: Influence Header

Pick Pocket - *You are able to quickly acquire certain items covertly.*

Allows character to attempt to pickpocket an individual by placing a red pickpocket sticker on their target. Sticker must be within one foot of a pocket, bag, purse or other type of item container. Once you have performed the pickpocket attempt, you must seek out a Staff member to see if your attempt yielded results.

ABILITY COST: 5CP ACTIVATION COST: 1FP

PREREQUISITE: Influence Header

Reputation (1) - *People may have heard of you, and may be willing to do business with you, for a price or a favor.*

Allows the generation of one Influence Token at the beginning of each event. Influence tokens can be sold, bartered, traded or freely given but are incapable of being stolen. Influence tokens can be used in different headers to different effects, or can be offered for favors and the like. All Influence tokens can be cashed in at anytime for an amount of money, however their value rises exponentially rather than additively so the more you have the more they are worth and the more they can do. At the end of each year (four events) all left over tokens are cashed in automatically into money. For more uses of Influence, see the Authority Specialist and/or Appendix-Influence Table.

ABILITY COST: 3CP

PREREQUISITE: Influence Header

Reputation(2) - *Your renown grows.*

Allows the generation of an additional Influence at the beginning of each event (two total).

ABILITY COST: 5CP

PREREQUISITE: Influence Header; Reputation(1)

## Resonance Header - 1CP

*There are some of those amongst us that are aware of a larger world. These individuals have a knack for the super-natural and Divine elements around us. Resonance allows us to perceive and a modicum of control of those super natural forces.*

Resonance Header Power - Elemental Resonance *You find yourself able to speak to a great many things from beyond.* When this header power is active you can freely cast commune with one type of the following- Animal, Construct, Outsider

Aetherial Vision - *With a small amount of effort you can see into the Aetherial plane that shadows this reality.*

Allows characters to perceive items, creatures, persons and tags that are either purple or marked with a purple light. If you wish to do this simply call PERCEIVE AETHER. Be cautioned, not every creature wishes to be noticed.

ABILITY COST: 2CP

PREREQUISITE: Resonance Header

Weapon Mark - *What was before a simple weapon, is now a focus of your magical energies.*

Allows character the *Conseris* (Mark) symbol on a ranged weapon. You can now cast either Thaumaturgic or Divine spells using the ranged weapon's attack as your delivery.

ABILITY COST: 2CP

PREREQUISITE: Resonance Header

Arcane Archer - *While fading in the modern age, there are some that focus on esoteric training.*

Allows Character the ability to add the BLAST delivery to a spell cast through an arrow attack.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Resonance Header

Mystic Theurge - *There are some that not only find fulfillment in following a Divine path, but a Thaumaturgic one as well.*

Allows characters with both the Divine and the Thaumaturgic headers to combine their abilities. Allows Character to add duration and delivery Thaumaturgic Incants to modify Divine prayers.

ABILITY COST: 3CP

PREREQUISITE: Resonance Header; Divine Header, Thaumaturgy Header

Meditation - *You open your senses to the world or your god around you seeking guidance.*

Allows you to ask more questions during a npc shift as well as an extra timeblock question.

ABILITY COST: 2CP

PREREQUISITE: Resonance Header

Elemental Strike - *By focusing yourself on an element while you rest you become attuned to it.*  
Upon activation allows you to either have access to an element you have not attuned to for the purposes of arcane spellcasting, or until you reset again add a single element to any of your weapon strikes or offensive abilities.

ABILITY COST: 4CP ACTIVATION COST: 1FP UPKEEP

Thaumaturgical Research - *It is always good to check your notes before playing with the mystic energies of the universe.*

Allows you to ask a bonus question about a theoretical ritual over timeblocks, also may lead to more information from observing Theoretical Rituals.

ABILITY COST: 4CP

Holy Symbol - *You present a symbol of your faith.*

If you hold your Holy symbol and present it you may turn any packet attacks you have to a By Gesture.Note- Your Holy Symbol may be Disarmed or Shattered.

ABILITY COST: 4CP ACTIVATION COST: 2FP

## Proficiency Headers

*This world is a cruel and dangerous place, much more so for those that wish to partake in dangerous expeditions into territory truly unknown. In such an environment even the most staunch pacifist would do well to carry something to protect themselves.*

Proficiency Headers are similar to other heads in this game in most ways. Upon purchase they allow Characters to buy Proficiency Abilities, literally the ability to reliably wield a weapon. You can not use any weapon unless you have the requisite proficiency in it (unless using either of the Improvised Abilities) and furthermore what weapons you wield has direct impact to what Combat Style Headers you can use in a fight. We recommend to skim the Combat Style Headers before committing to a particular weapon or fighting style. Lastly, unlike the other Headers in this game, Proficiency Headers do not have Header powers.

## Basic Weapons Header – oCP

*Often overlooked but just as deadly in the right hands, sometimes a simple knife or low shot firearm is all anyone really needs, or desires.*

All Characters are considered to have the Basic Weapons Header at Character creation. What you do with it (if anything) is up to you. Operatives and Marksmen primarily use Basic Weapons, though most Headers are compatible with them (check each under Compatible Proficiencies)

Basic Weapon Master–*You know your way around a small assort of personal defense options.*

Allows Character to be able to wield all weapons within the Basic Weapons Header

ABILITY COST: 2CP

PREREQUISITE: Basic Weapon Header

Low Capacity–*Simply to use and elegant, a true sharp shooters weapon.*

Allows Character to be able to wield Low Capacity weapons. These are Typically NERF style foam dart shooting weapons that have one to four fireable shots. As well as 20lb Bows with Golf Tube or Boffer Arrows

Example: Nerf FireStrike, Nerf Zombiestrike Crossbow Blaster, Nerf Dauntless charmed Blaster

ABILITY COST: 1CP

PREREQUISITE: Basic Weapon Header

Off Hand – *The length of a weapon means little to those that know how to use it.*

Allows Character to wield Off Hand Boffer or Latex Boffer Weapon, min size 18” max size 24”

Can be wielded in conjunction with another weapon without needing the dual wielding ability.

Example– Dagger(Counts as sword or spear for Mighty Strike), Cudgel(Counts as Blunt for Mighty Strike), Hand Axe(Counts as Axe for Mighty Strike)

ABILITY COST: 1CP

PREREQUISITE: Basic Weapon Header

Thrown Weapon – *Quick, quiet and easy to apply Toxins to.*

Allows Character to wield 8” coreless boffer throwing weapons

ABILITY COST: 1CP

PREREQUISITE: Basic Weapon Header



## Mid-Class Weapons - 1CP

*A “true” weapon by any measure, just the sort of trustworthy piece to keep someone safe as they brave an uncertain world.*

Mid Class Weapons are the “Standard” of weapon sizes in our game. Almost all Combat Style Headers are compatible with them, though they get the most use out of the Duelist, Skirmisher and Soldier Headers respectively.

Weapon Master - *You are comfortable with most Martial options.*

Allows Character to wield any of the Mid-Class weapons.

ABILITY COST: 4CP

PREREQUISITE: Mid-Class Header

Medium Capacity - *Everything from a trusted sidearm to a brand new rifle.*

Allows Character to wield Medium Capacity weapons. These are Typically NERF style foam dart shooting weapons that have 5-12 fireable shots.

Example- Nerf Hammershot, Nerf two by four, Nerf Retaliator, Nerf Rebelle Crossbow, any Nerf Blaster loaded with six, ten or twelve shot clips. NOTE- To be able to use semi/automatic weapons you also need the Automatic proficiency in the special weapons header.

ABILITY COST: 1CP

PREREQUISITE: Mid-Class Header

Axe- *Good at chopping wood, cutting through enemies and dealing with shields.*

Allows Character to wield Mid-Class Axes. min size 25”, max 44”

ABILITY COST: 1CP

PREREQUISITE: Mid-Class Header

Sword - *A stand-by in personal defense.* Allows Character to wield Mid-Class Sword, min size 25”, max size 44”

ABILITY COST: 1CP

PREREQUISITE: Mid-Class Header

Blunt - *Sometimes all you need is a heavy enough stick.*

Allows Character to wield Mid-Class Blunted Weapons, min size 25”, max size 44”

ABILITY COST: 1CP

PREREQUISITE: Mid-Class Header

Spear - *A little extra reach for an extra edge in combat.*

Allows Character to wield Mid-Class Spear Weapons, min size 25”, max size 48”

ABILITY COST: 1CP

PREREQUISITE: Mid-Class Header

## Heavy Class - 1CP

*For those that wield them these terrifying weapons wreak havoc upon those that would do their owners harm.*

The Heavy Class of weapons is the most limited in terms of Combat Styles in our game, however they more the make up for it. Lancers make use of heavy weapons, while High Capacity fits a side role for most gun fights.

High Capacity - *The solution to most of the world's problems is more gunpowder.*

Allows Character to wield High Capacity weapons. These are Typically NERF style foam dart shooting weapons that have 13-20 fireable shots.

Example - Any NERF gun loaded with eighteen shot clips. NOTE- To be able to use semi/automatic weapons you also need the Automatic proficiency in the special weapons header.

ABILITY COST: 1CP

PREREQUISITE: Heavy Class Header

Extra Capacity - *You can now wield some of the heaviest personal use firearms available.*

Allows Character to add 5 fireable shots to their High Capacity weapon. This ability can be bought up to three times

ABILITY COST: 3CP

PREREQUISITE: Heavy Class Header; High Capacity Proficiency

Two Handed - *In the hands of one proficiency a devastating force to bring to the battlefield.*

Allows Character to wield Two Handed weapons, these weapons require both hands on them to be used. min size 49" max size 72"

ABILITY COST: 1CP

PREREQUISITE: Heavy Class Header

## Combat Training - 3CP

*Simply proficiency is not always enough, having access to greater techniques makes a greater fighter.*

Combat Training allows for a large variety of combat options, and is required for some Combat Styles.

Dual Wielding- *A staple of the Sulimic dervishes.*

Allows Character to wield any combination of weapon types that are not Two Handed at the same time.

ABILITY COST: 2CP

PREREQUISITE: Combat Training Header

Hand to Hand Combat - *A useful skill for those that wish to never go unarmed.*

Allows character the use of two 36" skin colored boffers to represent your hands reach. These can be used in conjunction with dual wielding or the shield proficiencies etc to wield both your "hands" and other weapon combinations. While using "hand" weapons the following applies-

You automatically MODIFY DISARM to BIND, MODIFY SHATTER to MAIM, a MAIM can be blocked like any other weapon.

ABILITY COST: 2CP

PREREQUISITE: Combat Training Header

Shield 1 - *Simple personal defense.*

Allows Character to wield a 18" in circumference shield.

ABILITY COST: 1CP

PREREQUISITE: Combat Training Header

Shield 2 - *The pinnacle of defensive equipment.*

Allows Character to wield a shield that is of the following dimensions- Width from your shoulder to shoulder, height from your shoulder to knee. Shield can be of any shape within this rectangle.

ABILITY COST: 2CP

PREREQUISITE: Combat Training Header; Shield 1

Demolition Training - *Sometimes you make your own key.*

Allows Character to use thrown Grenades and Door Charges. See physrep section for more info. Upon purchase character receives three free grenades from the gear section.

ABILITY COST: 1CP

PREREQUISITE: Combat Training Header

Dexterity Armor - *You would rather twist out of the way rather than rely on armor taking the brunt of punishment.*

Allows character 3 Armor Points while not wearing armor Physreps. This Armor can not be restored by Armor Kits or Artisan abilities. Any other call that restores Armor points works unless specified on tag. You can still reset armor as per normal by roleplaying stretching and limbering up rather than fixing armor.

ABILITY COST: 5CP

PREREQUISITE: Combat Training Header

Light Armor – *Simple basic armor.*

Allows Character 5 Armor Points as long as she or he is wearing a suitable light armor physrep.

ABILITY COST: 2CP

PREREQUISITE: Combat Training Header

Heavy Armor – *From the professional soldier to the hardened warrior, the pinnacle of protection.*

Allows Character 10 Armor Points as long as she or he is wearing a suitable Heavy armor physrep

ABILITY COST: 3CP

PREREQUISITE: Combat Training Header; Light Armor

## Special Weapons – 3CP

*Some circumstances are more dire than others, in these moments specialised equipment becomes the key to success.*

Special Weapons are explosives and firearms that are decidedly atypical and require further training than the norm. While most of these weapons can be used with their equivalent Combat Style Header, it is important to note that most of these weapons require special ammunitions that needs to be found, bought, traded for, crafted or stolen in game.

Low Cap Voltaic – *A blast of lightning wreathed in Voltaic energy.*

Allows character to wield any one to four fireable shot Vortex type Nerf blaster. **NOTE – Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find or steal ammunition for these weapons.** Voltaic weapons deliver PIERCING as base damage.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; Low Capacity Proficiency

Medium Capacity Voltaic – *These weapons are known as staples of the Rukazen Soldina*

Allows character to wield any five to twelve fireable shot Vortex type Nerf blaster. **NOTE – Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find or steal ammunition for these weapons.** Voltaic weapons deliver PIERCING as base damage.

You also need to take the automatic proficiency for automatic vortex weapons.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; Medium Capacity Proficiency

High Cap Voltaic – *While costly and bulky, but nonetheless legendary, the Heavy Lightning Cannon.*

Allows character to wield any thirteen to twenty fireable shot Vortex type Nerf blaster.

**NOTE- Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy**

**find or steal ammunition for these weapons.** You also need to take the automatic proficiency for automatic vortex weapons. Voltaic weapons deliver PIERCING as base damage.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; High Capacity Proficiency

Extended Voltaic Capacity - Allows Character an additional ten fireable shots to their high capacity Vortex type Nerf Blaster. This ability can be purchased twice

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; High Cap Voltaic Proficiency

Rocket/Grenade Launcher - Allows Character to use Nerf Arrow and Missile style blasters. On purchase you gain three free Rocket type ammunition. **NOTE - Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find or steal ammunition for these weapons.**

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header

Semi/Automatic - Allows Character to use weapons that are semi or fully automatic. **Note - You must have the standard weapon proficiency as well as this to ability to use these weapons.**

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; Medium or High Capacity Proficiency

Low Cap High Caliber - *The originator of the term Hand Cannon.*

Allows character to wield any one to four fireable shot Mega type Nerf blaster. **NOTE - Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find or steal ammunition for these weapons.** High Caliber weapons deliver CRUSHING as base damage.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; Low Capacity Proficiency

Medium Capacity High Caliber - *These weapons are known as staples of the Thrannish Military*

Allows character to wield any five to twelve fireable shot Mega type Nerf blaster. **NOTE - Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find or steal ammunition for these weapons.** High Caliber weapons deliver CRUSHING as base damage.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; Medium Capacity Proficiency

High Cap Mega - *While costly and bulky, but nonetheless legendary, the Heavy Repeating Cannon.*

Allows character to wield any thirteen to twenty fireable shot Mega type Nerf blaster. **NOTE - Unlike regular bullets these weapons have tagged ammunition, you have to craft, buy find**

or steal ammunition for these weapons. You also need to take the automatic proficiency for automatic Mega weapons. Mega weapons deliver CRUSHING as base damage.

ABILITY COST: 1CP

PREREQUISITE: Special Weapons Header; High Capacity Proficiency

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## Specialist Headers

Shooting and fighting are fine skills to possess, especially for an expeditioner, but expertise in other fields can be just as useful, if not more so. The specialist headers represent these skill sets, bodies of knowledge, professional skills, and aptitude outside of skill in combat; these skills can help lend more identity to your character, as well as giving you more ways to interact with the game world. They are also designed to compliment certain skill sets and help build certain character archetypes; for instance, a physician will likely want to take the Medic header to compliment some of their Cognizance abilities, while a Marksman might pick up Investigator to become a classic detective. Unlike General, Combat or Magic headers Specialist headers do not have a header power. The specialist headers are – Authority, Infiltration, Investigator, Medic and Survivalist.

### Authority Header – 2CP

*In a world like Ora, a person's reputation is often all they have. Sometimes that is all they need.*

Authority is a specialty header for characters that want to exert influence over the world of Ora with more than a sword or gun. Other than accumulating Influence Tokens for use in the Influence system, the Authority Specialty grants a character a number of other useful abilities for someone who would rather talk than fight. At high enough levels, the specialty header grants you access to your own estate, granting you further bonus and abilities. The influence you gain as part of the specialty can be of the famous or infamous variety.

#### Advanced Influence

*Your name is known and holds some weight in your own country. Locals may have heard of you and the local militia certainly has, for better or worse.*

This ability grants a character the ability to increase their batch size to four on the Influence Chart.

ABILITY COST: 4CP

PREREQUISITE: Authority Header

*Forceful Diplomacy - Your presence hold enough sway to give a man pause, be he in the middle of attacking you or simply unwilling to talk.*

Allows a character to by packet or gesture SHORT DOMINATE- You must converse with me. Your target does not have to change attitude or behavior, but they must listen and respond to your character. This effect ends after 1 minute so make sure you make your case quickly.

ABILITY COST: 4CP                      ACTIVATION COST: 2FP

PREREQUISITE: Authority Header

*Estate Influence - You are well off enough to have an estate of worth to go back to, or perhaps a lair.*

Allows character to use the Estate Chart. The Character has a home to return to that grants him and his compatriots buffs and bonuses simply by being inside it. See the Estate Chart in the Appendix for more information about what kinds of bonuses or buffs your Estate can grant you.

ABILITY COST: 2CP

PREREQUISITE: Authority Header

*Flee - There are times when all civilized diplomacy breaks down and things start to get ugly. Removing yourself from the situation allows you to live to negotiate another day.*

This ability allows the character to run from a combat situation for 10 seconds. During this time the character may call RESIST to any incoming attack (just like Influence Header ability). If your character has both this ability and the Influence Header, you may bring a friend (1 person) with you while you flee. This friend may also benefit from the skill.

ABILITY COST: 6CP    ACTIVATION COST: 3FP

PREREQUISITE: Authority Header

*Reputation(3) - Your reputation, for good or ill, is well known across the world of Ora. Rumors about you swirl amongst the locals and your name is a common sight in any newspaper of worth.*

This ability grants a character 1 extra Influence Token per Expedition in addition to the 2 they already receive for a total of 3 Influence Tokens per Expedition.

ABILITY COST: 7CP

PREREQUISITE: Authority Header; Reputation(2)

## Infiltration - 2CP

*A thief is a someone who takes opportunity when they see it. We are above reactionary efforts, we create opportunity for ourselves.*

Infiltration is a specialty header for characters who want to get into places they don't belong. This specialty header allows your character to disarm and use traps, to temporarily disguise himself as another race or culture, and even learn the secret language of other brigands on his level.

*Disable Device – You have the knowledge and physical dexterity to handle all manner of simple mechanical devices; from padlocks to elaborate traps.*

This ability allows a character to pick locks as well as disable or arm traps. Locks and Traps are small specially made mini-games that you have to work out to get past. Disable device allows you to attempt to complete these challenges, but does not guarantee success. Finally, if you need insight as to how to get past these devices you may spend either 1SP, 1FP or 1IT(Influence Token) to receive a hint on how to approach the device.

ABILITY COST: 2CP      ACTIVATION COST: 1SP, 1FP OR 1 IT

PREREQUISITE: Infiltration Header

*Disguise Self – Obscuring your origins can get you into places that would normally be closed to you, or your kind.*

This ability allows a character to use makeup(You must provide your own) to look like a different race in game. Perceive Cloak reveals the disguise.

ABILITY COST: 4CP      ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Infiltration Header; Any Two Infiltration Abilities

*UPGRADE- Disguise Other – This advanced skill allows a character to use makeup to make someone else look like a different race in game. Perceive/Remove Cloak reveals disguise.*

ABILITY COST: 2CP      ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Disguise Self

*Trap Dodge – With an uncanny quickness honed by singed clothing and eyebrows, you can deftly step aside from the majority of trap consequences.*

This ability allows a character to call DODGE if they should set off a trap, whether on purpose or by accident. This ability can only be used if they are 6 feet away from any other person. Characters gain a bonus use if they have already purchased ACROBATICS.

ABILITY COST: 4cp      ACTIVATION COST: 2FP

PREREQUISITE: Infiltration Header

*Rogue Mark – A series of marks that can tell the right person information about the area he is in, suggestions or caution, sometimes even aid for the fellow rogue.*

This skills gives the character a booklet of symbols of a “thieves language”. These marks deliver information and sometimes offer special abilities or actions that are unavailable to others.

ABILITY COST: 2CP

PREREQUISITE: Infiltration Header



## Investigator - 2CP

*There is always a logical explanation. All that it takes is some elbow grease and the will to keep turning the next stone.*

Investigator is a specialty header for characters always on the hunt for more information. The skills in the Investigator Header allow a character to ask extra questions in Time Blocks, read special tags in game, investigate bodies for cause of death, interrogate suspects, and even reveal cloaked enemies.

*Around the Block - All of these puzzle pieces fit together somehow. Maybe a trip to the library to research ancient Thrannish language dialects? Or would it just be easier to tail the guy and see where he leads you?*

This ability gives a character an additional time block question about a specific case or allows character to shadow a specific person during time blocks. When asking your additional question in time blocks make sure to mention that you are using this skill and reference the case you are working on.

ABILITY COST: 2CP

PREREQUISITE: Investigator Header

*Clue - Hey, over here! This looks important.*

This ability allows a character to be able to read specific Gray Clue Tags. Clue Tags will always be gray and always be marked with a large visible magnifying glass. Only a character with the Clue skill can read a Clue Tag, however anyone can notice it.

ABILITY COST: 2CP

PREREQUISITE: Investigator Header

*Forensics - Was it the bullet wound or the animal mauling? Either way he's dead and you have a lot of questions.*

After roleplaying examining a dead body for one minute, this ability allows a character to ask one of the following questions of a body that has recently died. You may perform this action as many times as you may like.

- What type of weapon, if any, killed you?
- What carriers, if any, were involved in your death?
- What race are you?
- What was the race of your killer?

ABILITY COST: 4CP

PREREQUISITE: Investigator Header

*Interrogate - It is amazing what a man will tell you when you lean on him.*

This ability allows a character to interrogate anyone he or she has physically restrained. Once the investigator has restrained the target with rope, cuffs (costume grade please, we

don't want to have to carry around bolt cutters), or a SUSTAINED BINDing ability, that target is DOMINATED and can be asked any of the following questions by the investigator only.

- Where were you at X time?
- Who were you with at X time?
- Do you recognize X person or X weapon?
- Why were you at X location?
- Why were you waiting for/talking to/dealing with X person?

As a note, the DOMINATE will only work for these questions and cannot be used in any other way during the interrogation. If you plan on "roughing your suspect up", make sure to ask for consent before engaging in physical roleplay.

ABILITY COST: 4CP                      ACTIVATION COST: 2FP

PREREQUISITE: Investigator Header

Sixth Sense - *Seeing through people, that's what you do. No matter where or how they are hiding.*

This ability allows a character to BY GESTURE PERCEIVE CLOAK. The Investigator can do this to someone who is cloaked in shadows or sometime trying to disguise his appearance.

ABILITY COST: 4CP                      ACTIVATION COST: 2FP

PREREQUISITE: Investigator Header

## Medic - 2CP

*One of the few people who carries around a knife, is covered in gore, and who you want near you in a fight.*

Medic is a specialty header for characters who want to have access to non-magical healing. This specialty header allows your character to improve their first aid training, repair maimed limbs, bring someone back from the brink of death, and patch up the wounded.

Advanced Aid - *You have been in the trenches so long that everything is guided by muscle memory.*

This skills allows a character to take 5 seconds off their cast time for any aid based skill. These skills includes First Aid, Field Medicine, Surgery, and Bandage. This skill can be purchased 3 times for a total of 15 seconds off of any aid based skill.

ABILITY COST: 4CP

PREREQUISITE: Medic Header

Field Medicine - Aid Ability - *The knee bone is connected to the leg bone...*

This ability allows a character to REMOVE MAIM from anyone with 30 seconds of roleplay. If you are struck in combat, the count resets and you must start resetting the limbs all over again.

ABILITY COST: 4CP

PREREQUISITE: Medic Header

Surgery - Aid ability - *Calm mind, steady hands, strong stomach all you need for the makings of a good surgeon.*

This ability allows a character to perform Surgery on any other character who has bled out and reached their Death Count. Surgery takes 5 minutes of roleplay after which the character the Surgery was performed on pulls a single stone from a bag of ten. A clear stone means the Surgery was successful and the character returns to life with 1BP, oSP, oFP and under the effects of a SHORT FATIGUE ALL. A black stone means the Surgery was unsuccessful and the character needs to head off to Death. If you draw a green stone it means you are alive, but at the soonest possible convenience request a complication card from a staff member.

ABILITY COST: 2CP

PREREQUISITE: Medic Header; Any Two Medic Abilities

UPGRADE: *You become more adept at saving people.* The odds of someone surviving a surgery increase.

ABILITY COST: 4CP

PREREQUISITE: Surgery

Trauma Team - *Blood up to your elbows, bandages, scissors, gauze, and alcohol everywhere? The more the merrier.*

This ability allows a second surgeon to join the first at the beginning of a Surgery roleplay. Both Surgeons must remain with the body for whichever Surgery count is longer, should either Surgeon have purchased Advanced Aid. At the end of the joint Surgery, the afflicted character may draw stones from each Surgeon's pouch and take the better result, if there is one.

ABILITY COST: 4CP

PREREQUISITE: Surgery

Bandage - Aid ability - *"Tis but a flesh wound." "Yeah well your flesh wound is watering my front yard right now."*

This ability allows a character with 30 seconds of continuous roleplay to heal 1 Blood on another character. The recipient of this skill must be conscious and stable (not bleeding out). For every additional 30 seconds after the first you can heal another 1 Blood all the way up to that character's maximum. You cannot heal over the character's maximum Blood or temporary Blood.

ABILITY COST: 2CP

PREREQUISITE: Medic Header

## Survivalist - 2CP

*The forested parts of Ora are still some of the most untamed and dangerous places in the world.*

Survivalist is a specialty header for characters who are more at home in the wild. The skills in this header allow a character to track certain targets, keep their wits about them, make friends with creatures, follow woodland markings, and pretend to be dead to survive another day.

Tracking – *Man? Machine? Animal? Monster? Everyone leaves footprints.*

This ability allows you to track a variety of different kinds of prey. Anything that can be tracked will be marked with a Orange Tracking tag with a large visible pawprint. This ability may be used during Time Blocks

ABILITY COST: 2CP

PREREQUISITE: Survivalist Header

Scout Dodge – *“Surprised? Not on your life. I saw him coming at me from a mile away.”*

This ability allows a character to RESIST any ranged or melee attack so long as they are the first person in their party to be hit. A strike from an opponent already engaged with the group does not count, and any subsequent attacks do not count either. This ability works whether the Survivalist is alone or in a group. If the Survivalist is alone, once combat has started this ability cannot make any further RESIST calls.

ABILITY COST: 4CP                      ACTIVATION COST: 2FP

PREREQUISITE: Survivalist Header

Charm Animal – *“See? I told you he was friendly.”*

This ability allows a character with 10 seconds of roleplay or paying the Activation Cost, to CHARM any creature with the Animal Trait on their NPC character sheet. (Use your discretion) Further purchases of this skill will allow a character to CHARM more than just Animals. With training the CHARM can extend into Dragons, Fey, Monsters, Plants.

ABILITY COST: 2CP                      ACTIVATION COST: 1FP

PREREQUISITE: Survivalist Header

Feign Death – *Slow your erratic breathing, calm your racing heart; that’s the line between life and death in the wilds. Discipline.*

This ability allows a character to pretend to be dead. While it won’t hold up under intense medical or divine scrutiny, it will fool all creatures and even some untrained sentient life. You may RESIST the first attack of any type while you are Feigning Death if a creature decides to inspect you viciously. Any subsequent attacks are taken as normal.

ABILITY COST: 4CP                      ACTIVATION COST: 2SP

PREREQUISITE: Survivalist Header

Hunter’s Mark – *Those that know how to perceive, benefit from the wilderness.*

This ability gives the character a booklet of symbols of a “Hunter’s language”. These marks deliver information and sometimes offer special abilities or actions that are unavailable to others.

ABILITY COST: 2CP

PREREQUISITE: Survivalist Header

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## Combat Style Headers

*Anyone can merely wield a weapon and try to make do, then there are those that have made learning a style of weapons training an art in itself.*

Combat Style Headers are a specific ways to approach a fight, and rely on what weapon, or weapon combination you bring to said fight. Each fulfill a specific role, and are made to work well within certain group combinations. Make sure to read the Compatible Proficiencies section for each Combat Style Header

### Duelist Header – 3CP

*Duelists are masters of the single weapon, though sometimes also wield buckler shields, firearms or Off Hand parrying weapons as well. Those that study the duelist path learn how to get the most of their preferred weapon, through the use of cunning trickery or through a staggering display of force. The bored noble is a duelist, as well as the brute with a club.*

Compatible Proficiencies – Single Mid-Class Weapon, Single Off Hand Weapon; Either can be paired with – An offhand Weapon; A Low Capacity Weapon; or a Shield[1].

Duelist Header Ability – Once per reset you may use the PARRY ability for free, even if you do not have the ability. If you have the PARRY ability, you may use this ability Twice per reset. These uses of PARRY count for the RIPOSTE ability if you have it.

#### Tier 1 Duelist

##### T1 – Stamina Abilities

Hobbling Strike – *You strike out against your enemies, temporarily disabling a limb from the pain of your attack.*

Allows Character upon Activation to Swing BIND. Bonus use if you have a Hobbling Strike from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Duelist Header; A Off Hand or Mid-Class Melee Proficiency

Crushing Strike – *With devastating force you strike out against your enemies, overpowering their defences.*

Allows Character upon Activation to add CRUSHING to one attack; Bonus use if swung with Axe or Blunt; Additional Bonus use if you have a Crushing Strike from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Duelist Header; A Off Hand or Mid-Class Melee Proficiency

Flooring Strike – *Those that manage to get their opponent to lose their footing gain an advantage against said opponent.*

Allows Character upon Activation to swing SLAM. Bonus use if you have a Crushing Strike from another Header (Maximum 2 Bonuses from Headers)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Duelist Header; A Off Hand or Mid-Class Melee Proficiency

Iron Grip – *It is in your single weapon that you rely upon the most, and thus you have learned how to have a truer grip.*

Resist the DISARM effect if you have no weapons or shield in offhand (Bracer Shield does not count for this ability); Bonus use if you have the Strength ability; Additional Bonus use if you have Iron Grip from another Header (Maximum 2 Bonuses from Headers)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Duelist Header

T1 – Stamina Upkeep Abilities

Bracer Shield – *You have learned how to use your forearm to block and parry incoming blows.*

Call Weapon Shield to strikes that hit from elbow to wrist on your off hand.

**NOTE – It is recommended that you wear an elbow guard for your safety and comfort.**

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

UPGRADE – Your Bracer Shield counts as a Shield[1] for the purposes of Guardian Header Abilities

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Duelist Header; Bracer Shield

Vicious Advantage – *Once your opponent has been sent to the ground you can quickly and viscously dispatch of them.* If you successfully SLAM an opponent, gain an immediate and free use of a MAIM or 5 attack to said opponent. NOTE – If you have this Ability through another header it applies to DUELIST without further cost.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

UPGRADE- If ANYONE successfully uses a SLAM against an Opponent (That is within striking distance) gain an immediate MAIM or 5 against said opponent

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Duelist Header; Vicious Advantage

#### T1 - Focus Abilities

Disarming Strike - *A quick flourish of your blade can render even the greatest opponent's weaponless.* Upon Activation, swing a DISARM.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Duelist Header, A Off Hand or Mid-Class Melee Proficiency

Piercing Strike - *A single strike that cuts through steel and bone with impunity.* Add PIERCING to your next attack; Bonus use if swung with Spear or Sword; Additional Bonus use if you have a Piercing Strike from another Header (Maximum 2 Bonuses) **NOTE**- This is either 1 or 2 free attacks per reset.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Duelist Header, A Off Hand or Mid-Class Melee Proficiency

Shielding Flourish - *Let it never be said that style gained you no advantage in a fight.* Twirl Weapons once while engaged with your opponent, Bestow WEAPON SHIELD to SELF.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Duelist Header, A Off Hand or Mid-Class Melee Proficiency

Pommel Strike - *A quick strike to the face renders most opponent's disinclined to press forward.* Perform a BY GESTURE DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Duelist Header, A Off Hand or Mid-Class Melee Proficiency

#### T1 - Focus Upkeep Abilities

Dancing Blade - *Duelists can move their blades so quickly they have been known to cut bullets straight out of the air.*

Weapon Shield vs Ranged Weapon attack(Bullets) when blocked by melee weapon.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

UPGRADE - Dancing blade can now also be used against a Grenade or Arrow (Call RESIST), if successful this negates the BLAST effect.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Duelist Header; Dancing Blade

Disorienting Advantage - *The final touch to a stylish disarming is a stylish kick in the teeth.*

If you successfully DISARM an opponent, gain an immediate and free use of a SLAM attack to said opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

UPGRADE - If ANYONE successfully uses a DISARM against an Opponent gain an immediate SLAM or 5 against said opponent

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Duelist Header; Disorienting Advantage

## Tier 2 Duelist

### T2 - Stamina Abilities

Concussing Strike - *Knocks the sense out of your opponent.*

Upon Activation, swing FOCUS FATIGUE.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

Diamond Edged Guard - *A Duelist's blades can withstand a force that would render lesser weapons useless.*

Upon Activation, Resist a single SHATTER on your weapon.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

Free Hand - *The Duelist's blades are so quick, it is often difficult to tell if they have moved at all.*

Upon Activation, add BY GESTURE to your attack.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

Silencing Strike - *A quick stab the renders your opponent winded.*

Upon Activation, swing a SILENCE.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Stamina Abilities

### T2 - Stamina Upkeep Abilities

Improved Vicious Advantage - If you successfully SLAM an opponent, gain an immediate and free use of a Subdue or 20 attack to said opponent.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 2 Duelist Stamina Abilities

UPGRADE - If ANYONE successfully uses a SLAM against an Opponent gain an immediate Subdue or 20 against said opponent

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP



PREREQUISITE: Duelist Header; Improved Vicious Advantage

Two Hands - When you wield your weapon two handed you modify your Mighty Strike ability in the following ways

Sword - BIND REND

Spear - 5 AND SLAM

Axe - MAIM

Blunt - SHATTER

UPGRADE - Allows use of Lancer Abilities in this stance

ABILITY COST: 6CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Duelist Header; 2 Tier 2 Duelist Stamina Abilities

T2 - Focus Abilities

Expeditious Exhaustion - *A series of jabs and flourishes that leaves your opponent too tired to retaliate.*

Upon Activation, strike your opponent with STAMINA FATIGUE.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

Invigorating Strike - *Some Duelist's seem to gain energy as they wear down their opponents.*

Upon Activation, swing DRAIN.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

Remise - *If at first you don't succeed, flourish again.*

If you fail to hit your opponent with an attack, you may activate Remise to attempt again at no additional cost.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

Lasting Impact - *A strong careful attack can last with an opponent more than a series of smaller attacks.*

Change duration of a Duelist attack from standard(10 seconds) to Short(1 Minute)

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; 2 Tier 1 Duelist Focus Abilities

T2 - Focus Upkeep Abilities

Riposte - *The Duelist parries so that he can prepare you for the killing blow.*

Every time you use the parry ability, gain use of one 1SP or 1FP ability you have for free.

ABILITY COST: 6CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; 2 Tier 2 Duelist Focus Abilities

UPGRADE - Every Time you use the parry ability, gain use of one ability up to TWO attributes you have for free. (1SP, 2SP, 1FP or 2FP)

ABILITY COST: 6CP ACTIVATION COST: 2FP

PREREQUISITE: Duelist Header; Riposte

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## Skirmisher Header - 3CP

*The skirmisher is an uncontained force on the field of battle. By wielding their chosen weapons in frightful displays of aggression and will. Wielding two weapons at the same time grants skirmishers unprecedented amounts of offense against their enemies. Skirmishers are masters at perfecting their strength and will, and preventing others from limiting them in engagements.*

Compatible Proficiencies - Must be dual wielding any combination of Mid-Class or Off Hand Weapons, or Wielding any Mid Class Weapon with a Medium Capacity Weapon, or any Off Hand Weapon with a Medium Capacity Weapon.

Skirmisher Header Ability - Once per reset you gain two free uses of either a crushing 5 attack, or a piercing 5 attack depending on your physreps (crushing if axe/blunt piercing if sword/spear, if you are using mixed weapon types you may use one of each or two of one)

### Tier 1 Skirmisher

#### T1 - Stamina Abilities

Arterial Strike - *A cutting attack that bleeds profusely.*

Upon Activation, swing a REND.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Skirmisher Header; Dual Wielding

Crushing Strike - *Overwhelm your opponent's defense with a well placed strike.*

Add CRUSHING to one attack; Bonus use if swung with Axe or Blunt; Additional Bonus use if you have a Crushing Strike from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Skirmisher Header; Dual Wielding

Frenzied Delirium - *Skirmishers can become so overcome by their bloodlust they sometimes have difficulty telling friend from foe.*

Induce RAGE TO SELF.

ABILITY COST: 2CP ACTIVATION COST: 1SP  
PREREQUISITE: Skirmisher Header; Dual Wielding

#### T1 – Stamina Upkeep Abilities

Restorative Rage – *Skirmishers anger can fuel their bodies better than the blood in their veins.*  
Every time you rage you gain the following bonus – Upon becoming affected by the RAGE effect receive an immediate BESTOW 1 BLOOD TO SELF.

ABILITY COST: 4CP ACTIVATION COST: 1SP Upkeep  
PREREQUISITE: 2 Tier 1 Skirmisher Stamina Abilities

UPGRADE – BESTOW 2 BLOOD instead of 1 BLOOD.  
ABILITY COST: 2CP ACTIVATION COST: 1SP Upkeep  
PREREQUISITE: Skirmisher Header, Restorative Rage

Defensive Rage – *Some Skirmishers can keep a somewhat level head while enraged. Somewhat.*  
You are able to use defensive abilities if you choose while under the RAGE effect.

ABILITY COST: 4CP ACTIVATION COST: 1SP UPKEEP  
PREREQUISITE: Skirmisher Header; 2 Tier 1 Skirmisher Stamina Abilities

UPGRADE – Every time you are affected by the RAGE effect you receive the following bonus – You gain one free use of the STRENGTH(1) ability.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP  
PREREQUISITE: Skirmisher Header; Defensive Rage

UPGRADE – You gain one free use of the STRENGTH(1) or STRENGTH(2) abilities

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP  
PREREQUISITE: Skirmisher Header; Defensive Rage(Upgraded)

UPGRADE – You gain one free use of any ability that is classified as a Strength Ability

ABILITY COST: 2CP UPKEEP ACTIVATION COST: 1SP UPKEEP  
PREREQUISITE: Skirmisher Header; Defensive Rage(Upgraded)

#### T1 – Focus Abilities

Disarming Strike – *A quick strike that relieves your opponent of his weapon.*

Swing DISARM; Bonus use if you have a Disarming Strike from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1FP  
PREREQUISITE: Skirmisher Header, Dual Wielding

Piercing Strike – *A forceful attack that cuts through the thickest armor as if it were cloth.*

Add PIERCING to next attack; Bonus use if swung with Spear or Sword; Additional Bonus use if you have a Piercing Strike from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1FP  
PREREQUISITE: Skirmisher Header, Dual Wielding

Clear Mind - *Even the most beguiling of words do little to sway the will of a Skirmisher.*

RESIST CHARM; Bonus use if you have the Willpower(1) Ability

ABILITY COST: 2CP ACTIVATION COST: 1FP  
PREREQUISITE: Skirmisher Header, Dual Wielding

Shielding Flurry - *A sudden flurry of swings that can shield against incoming melee attacks.*

Gain a WEAPON SHIELD; Bonus if from other header

ABILITY COST: 2CP ACTIVATION COST: 1FP  
PREREQUISITE: Skirmisher Header, Dual Wielding

T1 - Focus Upkeep Abilities

Dancing Blade - *A sudden explosion of swings that cuts bullets from the air.*

Call WEAPON SHIELD vs Ranged Weapon attack(Bullets) when blocked by melee weapon.

This skill is reactionary and should be used like a dodge or a parry.

ABILITY COST:4CP ACTIVATION COST:1FP UPKEEP  
PREREQUISITE: Skirmisher Header, 2 Tier 1 Skirmisher Focus Abilities

UPGRADE - Dancing blade can now also be used against a Grenade or Arrow (Call RESIST), if successful this negates the BLAST effect.

ABILITY COST:2CP ACTIVATION COST-1FP UPKEEP  
PREREQUISITE:Skirmisher Header, Dancing Blades

## Tier 2 Skirmisher

T2 - Stamina Abilities

Oppressive Attack - *Skirmishers can shake off attempts to unbalance them in combat.*

RESIST DISENGAGE, this counts as a Strength Ability for the purpose of the enduring strength ability (physicality)

ABILITY COST:4CP ACTIVATION COST:2SP  
PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Stamina Abilities

Crimson Arc - *Cut a wide swath of carnage through the surrounding opponents.*

AREA REND; Bonus use if you have the Rending Strike Ability

ABILITY COST:4CP ACTIVATION COST:2SP  
PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Stamina Abilities

Crushing Flurry - *A series of swings that can bash through even the mightiest defenses.*

Crushing for next three swings, Bonus use if you have the Crushing strike ability, additional bonus if you are wielding an axe or club type weapon

ABILITY COST:4CP ACTIVATION COST:2SP

PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Stamina Abilities

Deep Cut - *A vicious strike that renders the limb it hits useless.*

Swing MAIM, bonus use if you have maim from another header

ABILITY COST:4CP ACTIVATION COST:2SP

PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Stamina Abilities

T2 - Stamina Upkeep Abilities

Satisfying Momentum - *Sometimes a Skirmisher can let the momentum of his swing do most of the work.* Every time you swing a 5, gain a free bonus use of an attack of 5

ABILITY COST: 6CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Stamina Abilities

T2 - Focus Abilities

Whirlwind Attack - *A vicious spinning attack that devastates surrounding opponents.*

AREA 5; Bonus use if shielding flurry

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Focus Abilities

Piercing Flurry - *A series of attacks that cut through armor like paper.*

PIERCING for the next three swings, bonus if you have piercing strike ability, additional bonus if you are wielding a sword or spear type weapon

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE:Skirmisher Header, 2 Tier 1 Skirmisher Focus Abilities

Overwhelming Blow - *A strike strong enough to render defending weapons unuseable.*

Swing SHATTER, bonuses

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Skirmisher Header, 2 Tier 1 Skirmisher Focus Abilities

Tumbling Recovery - *A Skirmisher can withstand even the most violent of attacks.*

Modify Subdue to a non-negatable 5 and SLAM

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Skirmisher Header, 2 Tier 1 Skirmisher Focus Abilities

T2 - Focus Upkeep Abilities

Eviscerating Momentum - *The more blood a Skirmisher spills, the faster he can spill it.*

Every time you killing blow three enemies you gain a free attack of 5.

ABILITY COST: 6CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

UPGRADE – Receive your Eviscerating Momentum upon rendering a killing blow to two enemies rather than three.

ABILITY COST: 6CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Skirmisher Header, Eviscerating Momentum

Furious Retaliation – *If you don't manage to land your first strike on a Skirmisher, you may not get the chance to land any at all.*

Any time you use the DODGE ability you gain an immediate use of a 1 or 2 point Skirmisher ability that you have already paid the Ability Cost for.

ABILITY COST: 6 CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

Upgrade – Furious Retaliation now yields a 1, 2 or 3 point Skirmisher ability every time you use DODGE.

ABILITY COST: 6 CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Skirmisher Header, Furious Retaliation

### Tier 3 Skirmisher

#### T3 – Stamina Abilities

Flash Step – *In a blur of movement and adrenaline, a Skirmisher can slip across the battlefield.*

Cast BLINK ON SELF.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Stamina Abilities

Vicious Outburst – *A shout that drives yourself and nearby opponents into a furious frenzy.*

SHORT AREA RAGE / RAGE ON SELF.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Stamina Abilities

Ruthless Fury – *Don't tell a Skirmisher what to do, it just makes him more angry.*

Upon receiving a DOMINATE, call MODIFY DOMINATE TO RAGE.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Stamina Abilities

Tough as Nails – *The Skirmisher can brush aside all but the most fatal of damage.*

Modify 20 to a non-negatable 5 REND and SLAM. Call MODIFY TO 5 REND and SLAM.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Stamina Abilities

#### T3 – Focus Abilities

Ricochet – *A parrying strike that can redirect a small projectile back at its source or into another target.*

Upon Activation, call MODIFY vs. RANGED WEAPON ATTACK (bullet or thrown weapon) TO GESTURE. Remember to identify the person you are redirecting the attack to, particularly if you are fighting in the dark; bonus use if successfully knock bullet out of air. You cannot ricochet arrows.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

UPGRADE – You can now Ricochet larger projectiles such as arrows.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Skirmisher Header, Ricochet

Recoil – *A parrying strike that can redirect any small magical or alchemical attack back at its source or into another target.*

Upon Activation, call MODIFY vs. PACKET ATTACK TO GESTURE. Remember to identify the person you are redirecting the attack to, particularly if you are fighting in the dark; bonus use if successfully knock packet out of air

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

Deflection – *A parrying blow that can redirect an incoming melee attack back on itself or into another target.*

If struck with a melee attack, call MODIFY TO BESTOW, this must be used immediately as your next attack, can not be used if attack is modified with STEALTH.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

Overpowering Stomp – *Cut a bloody swath through your opponents, knocking everyone around you to the ground.*

AREA 5 and SLAM, bonus use if Whirlwind attack

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Skirmisher Header, 2 Tier 2 Skirmisher Focus Abilities

## Tier 4 Skirmisher

### T4 – Stamina Abilities

Crushing Assault – *A series of devastating attacks that can bend steel and warp bone.* Swing

Crushing for 30 Seconds; bonus use if Crushing Flurry

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Skirmisher Header, 2 Tier 3 Skirmisher Stamina Abilities

Unrelenting Flurry - *Three gruesome attacks that leave their recipients short on blood and time.*  
Your next 3 attacks swing for 20. Attacks are blown even if they do not hit or cause damage.  
ABILITY COST: 8CP ACTIVATION COST: 4SP  
PREREQUISITE: Skirmisher Header, 2 Tier 3 Skirmisher Stamina Abilities

#### T4 - Focus Abilities

Piercing Assault - *A series of crippling attacks that cut through even the toughest armor.*  
Swing PIERCING for one minute; bonus use if you have already purchased Piercing Flurry.  
ABILITY COST: 8CP ACTIVATION COST: 4FP  
PREREQUISITE: Skirmisher Header, 2 Tier 3 Skirmisher Focus Abilities

Juggernaut - *Attacks slide off the Skirmishers back as he cuts through his enemies.*  
Gain WEAPON SHIELDS for 1 minute, must not stop moving  
ABILITY COST: 8CP ACTIVATION COST: 4FP  
PREREQUISITE: Skirmisher Header, 2 Tier 3 Skirmisher Focus Abilities

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## Guardian Header - 3CP

*Scholars who master in the arts of negation and command of battlefields, guardians are the iron walls in both ancient and modern warfare. By dedicating themselves in tactics that exploit their enemies and as well as becoming a bulwark of physicality to negate a vast amount of harassment Guardians survive where others often fall.*

Compatible Proficiencies - Any applicable weapon with a Shield(1) or Shield(2). Must have Shield in hand.

Guardian Header Ability- Plant - Guardians have the ability with an uninterrupted three count to establish a line and hold it. Doing so requires you to not move from the location you have “planted” yourself, while planted you gain certain benefits. Certain abilities that Guardian possess require this to function.

Once per reset when you Plant yourself you may either a) resist three crushing attacks, or b) call three weapon shields to successful attacks to your person. These can be mixed and matched as needed to a maximum of three total uses of defense.

### Tier 1 Guardian

#### T1 - Stamina Abilities

Advance - *The Guardian always takes the fight to the enemy.*



Take up to 5 steps while planted – whatever bonuses or abilities that are active that require PLANT are maintained by this action.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Guardian Header

Iron Grip – *A Guardian's weapon might as well be welded to his hand.*

RESIST DISARM; bonus use if you have already purchased Strength(1).

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Guardian Header

Guarded – *Bracing for an impact can allow the Guardian to absorb even the most weapon warping blows.*

RESIST CRUSHING.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Guardian Header

Hobbling Strike – *The Guardian pulls his swing at the last minute, stepping in to temporarily disable his opponent's arms.*

Upon Activation, strike your target and call BIND.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Guardian Header

T1 – Stamina Upkeep Abilities

Iron Advance – *With every step forward against the unending tide of enemies, their armor gets stronger.*

While active, every time you use the ADVANCE ability gain a BESTOW 1 ARMOR

ABILITY COST: 4CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

UPGRADE – BESTOW 2 ARMOR rather than 1 ARMOR

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Guardian Header; Iron Advance

T1 – Focus Abilities

Taunting Strike – *An insulting attack that causes the opponent to lose his head in the midst of battle, focusing all his efforts on the Guardian.*

Upon Activation, swing RAGE ON ME. The target will be forced to attack the Guardian for the length of time of the RAGE or until it is cured. This is different from the Skirmisher ability RAGE ON SELF.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Guardian Header

Shielded – *The Guardian's shield is his most powerful defense.*

RESIST BY GESTURE. Resist any BY GESTURE attack.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Guardian Header

Iron Mind - *The Guardian rarely loses his head in a fight.*

RESIST RAGE; Bonus use if you have Willpower.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Guardian Header

Intimidate - *This threatening bellow pushes back opponent's as handedly as any shield.*

Upon Activation, strike the ground and call AREA DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Guardian Header

## Tier 2 Guardian

### T2 - Stamina Abilities

Improved Iron Grip - *For all their bulk, Guardians are surprisingly slippery when it comes to being bound.*

RESIST BIND ARMS or LEGS; Bonus use if you have Iron Grip; Additional Bonus if you have Strength(2)

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

Shield Bash - *With a single thrust of their shield the Guardian can put even the most stalwart opponent on his back.*

Upon Activation call BY GESTURE SLAM and make an aggressive forward movement with your shield. Do not use your shield to hit your target.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

Improved Guarded - *The harder he is hit, the harder the Guardian stands firm.*

While Planted and not moving, or ADVANCING; RESIST CRUSHING 3 times. Bonus use if you have Guarded

**NOTE - While you do not lose your resist crushings from this if you break plant early, you can not use if you are not planted.**

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

Head Crack - *The Guardian cracks his opponents skull, rattling his mind and halting his thoughts.*

Upon Activation, swing FOCUS FATIGUE

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

Iron Roots – *Strikes that would render a lesser man's limbs useless seem to only temporarily inconvenience the Guardian.*

When this ability is activated, and as long as you are planted MODIFY MAIM TO BIND.

Moving without ADVANCING ends this benefit.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Stamina Abilities

## T2 – Focus Abilities

Taunting Shout – *With an insulting shout, the Guardian draws the attention of the enemy to himself.*

Upon Activation, BY GESTURE RAGE ON ME.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Focus Abilities

Form the Line – *Standing beside a Guardian in battle is inspiring enough to improve the defense of any warrior.*

While PLANTED – BESTOW WEAPON SHIELD BY TOUCH – The recipient must stay within arms length or he loses the WEAPON SHIELD.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Focus Abilities

Disabling Blow – *A single powerful swing that takes your opponent a few moments to recover from.*

Upon Activation, swing STAMINA FATIGUE at the target;

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Focus Abilities

Throat Punch – *With a flick of their wrist, the Guardian can render an opponent gasping for breath and unable to speak.*

Upon Activation, cast a BY GESTURE SILENCE at the target.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Guardian Header; 2 Tier 1 Guardian Focus Abilities

## T2 – Focus Upkeep Abilities

Lasting Effect – *Raging opponents always seem to stay so much longer when focused on the Guardian.*

While active this ability modifies all Guardian RAGE calls to be Short(one minute) in duration rather than the standard 10 seconds.

ABILITY COST: 6CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Guardian Header; 2 Tier 2 Guardian Focus Abilities

UPGRADE - While active this ability modifies all Guardian DOMINATE calls to be Short (If you so choose)

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Guardian Header; Lasting Effect

Enduring Shield - *Lending his strength to his shield will see the Guardian through many difficult battles.*

While active and PLANTED, any SHATTER attacks to your shield are RESISTED until you break PLANT. If you resist a SHATTER in this manner, the moment your PLANT is broken call SHATTER SHIELD.

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Guardian Header; 2 Tier 2 Guardian Focus Abilities

UPGRADE - When your shield is SHATTERED call an immediate and free AREA DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Guardian Header; Enduring Shield

### Tier 3 Guardian

#### T3 - Stamina Abilities

Thunderclap - *A stomp to the ground will render your opponents dazed for a time.*

Stomp the ground, call AREA STUN.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Stamina Abilities

Shoulder Throw - *Toss an encroaching opponent away from you.*

BY GESTURE BLINK (target)

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Stamina Abilities

Grounded - *The Guardian is seldom moved from his defensive position.*

RESIST BLINK

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Stamina Abilities

#### T3 - Focus Abilities

Fall in Line - *A Guardian's resolve can change the hearts and minds of those he fights against.*

BY GESTURE or swing DOMINATE; must be one of the following orders; Attack me,

Halt(Cannot advance in any way can still fight where you are)

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Focus Abilities

Taunting Bellow – *The Guardian lets out a attention grabbing shout that makes every opponent in that area take notice.*

Upon Activation, cast AREA RAGE ON ME.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Focus Abilities

Inspiring Defense – *With a shout all allies close by can benefit from the defense of the Guardian.*

While PLANTED, call AREA BESTOW WEAPON SHIELD,

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Guardian Header, 2 Tier 2 Guardian Focus Abilities

#### Tier 4 Guardian

##### T4 – Stamina Abilities

Relentless Barricade – *Even the mightiest attacks will not break a Guardian’s resolve.*

RESIST CRUSHING for 30 Seconds.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Guardian Header, 2 Tier 3 Guardian Stamina Abilities

Stunning Flurry – *You will create order where there was chaos.*

Three attacks of STUN.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Guardian Header, 2 Tier 3 Guardian Stamina Abilities

##### T4 – Focus Abilities

Relentless Ward – *Your determination is greater than their attack.*

RESIST PIERCING for 30 Seconds

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Guardian Header, 2 Tier 3 Guardian Focus Abilities

Deflection – *Skilled Guardians can rebound magic and toxins from their shields.*

Upon activation allows you to MODIFY any packet attack into a free and immediate BY GESTURE Attack.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Guardian Header, 2 Tier 3 Guardian Focus Abilities

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## Lancer Header - 3CP

*Lancers are completely dedicated to their weapons. Using a stunning display of savagery and grace they are able to control the battlefield in unique ways. By taking advantage of the massive amount of reach their chosen weapons are able to deliver, Lancers learn how to harass and maneuver their enemies into vulnerable positions.*

Compatible Proficiencies - Any Two Hander

Lancer Header Ability - Once per reset, you may activate your header ability to make your next 3 swings BIND, DISARM, or SLAM. You can use these calls split up among these swings as you please, such as swinging 2 DISARMS and a SLAM or 3 BINDS.

### Tier 1 Lancer

#### T1 - Stamina Abilities

Hobbling Jab - *A Lancer is so quick with his weapon that some opponents drop their guard, leaving them wide open for a cutting strike.*

Upon Activation, swing a BIND at your opponent.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Lancer Header

Flooring Strike - *Smash into your opponent, knocking him to the floor.*

Swing a SLAM upon Activation.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Lancer Header

Guarded - *A Lancer is dexterous but occasionally needs to be able to brace for a heavy attack.*

Upon Activation, resist a CRUSHING strike.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Lancer Header

Iron Grip - *A Lancer is not easily separated from his weapon.*

Resist the DISARM effect; Bonus use if you have the Strength ability; Additional Bonus use if you have Iron Grip from another Header (Maximum 2 Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Lancer Header

#### T1 - Stamina Upkeep Abilities

Shield of Steel - *Some Lancers are so skilled with their weapon they are able to block incoming attacks while making use of other offensive capabilities.*

Upon activation allows Lancer to plant her or his weapon on the ground and use it to block attacks by pivoting the weapon. During this time up to off hand, low capacity, medium capacity, mid-class or high capacity weapons can be used(Provided character has proficiency). Character can also use any spell casting he or she may have while in this stance as if the weapon was a shield.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

UPGRADE - Your Shield of Steel counts as a Shield[1] for the purposes of Guardian Header Abilities

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header; Shield of Steel

Vicious Advantage - *Once your opponents has been sent to the ground you can quickly and viscously dispatch of them.*

If you successfully SLAM an opponent, gain an immediate and free use of a MAIM or 5 attack to said opponent. NOTE - If you have this Ability through another header it applies to LANCER without further cost.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

UPGRADE - If ANYONE successfully uses a SLAM against an Opponent (That is within striking distance) gain an immediate MAIM or 5 against said opponent

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header; Vicious Advantage

Hobbling Advantage - *Once your opponent is compromised it's an easy thing to step in and finish him off.* If you successfully BIND an opponent, gain an immediate and free use of a REND attack to said opponent

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

UPGRADE - If ANYONE successfully uses a BIND against an Opponent (That is within striking distance) gain an immediate REND or 5 against said opponent.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Lancer Header; Hobbling Advantage

T1 - Focus Abilities

Whirling Dervish - *Spinning like a whirlwind, the Lancer creates a large area of threat and forces his opponent back.*

Upon Activation allows the Lancer to perform an AREA DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Lancer Header

Disarming Jab – *Not meant to cause harm, this attack is used to separate an opponent from his weapon.*

Upon Activation swing a DISARM at your opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Lancer Header

Infuriating Jab – *With a few quips and barbs, send your opponent into an uncontrollable frenzy.*

Upon Activation swing a RAGE at your opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Lancer Header

Crimson Jab – *Cutting a man across the gut makes him reconsider his life choices.* Upon Activation, swing a REND at your opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP

T1 – Focus Upkeep Abilities

Dancing Lance – *A Lancer can move his weapon so quickly he can knock projectiles and bullets from the air.*

WEAPON SHIELD vs Ranged Weapon attack(Bullets) when blocked by melee weapon.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

UPGRADE – Dancing Lance can now also be used against a Grenade or Arrow (Call RESIST), if successful this negates the BLAST effect.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header, Dancing Lance

Bloody Advantage – *If being gutted wasn't devastating enough, a Lancer's next move will be to relieve you of your weapon.* If you successfully REND an opponent, gain an immediate, free use of DISARM to said opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

UPGRADE – If ANYONE successfully uses a REND against an Opponent that is within your striking range, gain an immediate DISARM against said opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header; Bloody Advantage

Disarming Advantage – *When a Lancer has relieved you of your weapon, he will quickly close the distance to knock you to the ground.*



If you successfully DISARM an opponent, gain an immediate and free use of a SLAM attack to said opponent. NOTE – If you have this Ability through another header it applies to LANCER without further cost.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

UPGRADE – If ANYONE successfully uses a DISARM against an Opponent gain an immediate SLAM or 5 against said opponent.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Lancer Header, Disarming Advantage

## Tier 2 Lancer

### T2 – Stamina Abilities

Disorienting Blow – *A quick strike to ring your opponent's bell.* \Upon Activation, swing a STUN at your opponent.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

Improved Hobbling Jab – *A complex maneuver that renders the target unable to move his arms or legs.*

Upon Activation, swing a BIND ARMS or LEGS at your opponent.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

Debilitating Jab – *With one precise strike, the Lancer renders his opponents limb useless.*

Upon Activation swing a MAIM at your opponent's limb of choice.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

Head Crack – *A swift jab with the butt of your weapon makes it difficult for your opponent to draw on his mental faculties.*

Upon Activation, swing a FOCUS FATIGUE.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Stamina Abilities

### T2 – Stamina Upkeep Abilities

Knight's Stance – *Lancer's have often trained in other weapon styles and when called upon can get a decently vicious strike from any variety of weapon, but especially their own.*

Upon activation every time you wish to use MIGHTY STRIKE, you can make any call from any type of physrep, as well as one bonus use if you have the correct physrep.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Stamina Abilities

UPGRADE- If you have the correct type of Phys Rep, when you use MIGHTY STRIKE you may use the upgraded abilities from the [DUELIST](#) TWO HANDS ABILITY

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Lancer Header, Knight's Stance

## T2 - Focus Abilities

Revealing Flurry - *You swing your weapon wildly revealing hidden enemies.*

Upon Activation, call AREA REMOVE CLOAK. CLOAKed opponents up to six feet away from you will be forced to reveal themselves.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

Throat Shot - *A single jab to the throat renders your opponent unable to speak or cast spells.*

Upon Activation, strike your opponent and call SILENCE, SHORT.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

Fracturing Jab - *A single devastating strike that can render an opponent's weapon, shield, or armor compromised.*

Upon Activation, swing a SHATTER at your opponent. You must strike the object (Weapon, Shield, or Armor) you are attempting to shatter.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

Fatiguing Blow - *A series of quick attacks that renders your opponent physically exhausted.*

Upon Activation, strike your opponent with the STAMINA FATIGUE ability.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Lancer Header, 2 Tier 1 Lancer Focus Abilities

## T2 - Focus Upkeep Abilities

Force of Will - *A Lancer can continue to use his weapon long after it would have been rendered useless to others.* If your weapon is shattered you call MODIFIED and are able to continue to use the physrep (though you are unable to use abilities with weapon)

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Focus Abilities

UPGRADE - You may use the Willpower(2) ability to call RESIST to SHATTER of your LANCER weapon, this still counts as using Willpower for the purposes of Willpower(enduring).

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Focus Abilities

## Tier 3 Lancer

### T3 – Stamina Abilities

Cleave – *A complex series of attacks that leaves your opponent severely damaged.*

Upon Activation, you may strike your opponent once calling, 20 DAMAGE.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Stamina Abilities

Whirlwind Strike – *A spinning attack that knocks opponents to the grounds.*

Upon Activation, strike the ground in front of you and call AREA SLAM.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Stamina Abilities

Encasing Strike – *A truly painful attack that renders the opponent unable to move his arms and legs.*

Upon Activation, strike your opponent and call BIND ALL LIMBS.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Stamina Abilities

Coup de Grace – *A single devastating blow that renders you opponent unconscious.*

Upon Activation, strike your opponent and call SUBDUE.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Stamina Abilities

### T3 – Focus Abilities

Deflecting Strike – *With careful training a Lancer can turn an opponent's magic back on them.*

Modify packet attack to by gesture

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Focus Abilities

Disorienting Shout – *An unsettling sound that dazes nearby opponents.*

Upon Activation, strike the ground and call AREA STUN.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Focus Abilities

Maddening Howl – *A bewildering sound that causes your opponents to temporarily attack random nearby targets.*

Upon Activation, strike the ground and call AREA RAGE.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Lancer Header. 2 Tier 2 Lancer Focus Abilities

Quickening - *A Lancer can sometimes move so quickly that it is impossible to see the projectile he has thrown.*

Upon Activation, modify your next RANGED ATTACK to the call BY GESTURE. No ranged attack projectile need be thrown.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Lancer Header, 2 Tier 2 Lancer Focus Abilities

#### Tier 4 Lancer

##### T4 - Stamina Abilities

Crippling Blow - *A series of strikes that renders all your opponent's limbs unusable.*

Upon Activation, strike your opponent and call MAIM ALL LIMBS.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Lancer Header, 2 Tier 3 Lancer Stamina Abilities

Discombobulate - *A calamitous strike that breaks your opponent's concentration and temporarily disables the use of their mental faculties.*

Strike your opponent and call LONG FOCUS FATIGUE.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Lancer Header, 2 Tier 3 Lancer Stamina Abilities

##### T4 - Focus Abilities

Disabling Strike - *An impairing strike that renders your opponent physically compromised.*

Upon Activation, strike your opponent and call LONG STAMINA FATIGUE.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Lancer Header, 2 Tier 3 Lancer Focus Abilities

Jugular Smash - *A traumatic blow to the throat disables your opponent's ability to speak for some time.*

Upon Activation, strike your opponent and call LONG SILENCE.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Lancer Header, 2 Tier 3 Lancer Focus Abilities

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## Operative Header - 3CP

*Masters of using covert tactics against their enemies, the operative excels with sudden violent ambushes and quick retreats. Using hit and fade tactics with a mixture of melee and gunplay they*

*quickly exploit their opponents weaknesses to gain an upper hand. A brigand on a lonely road is an operative, as is the professional assassin.*

Compatible Proficiencies – Off Hand Weapons; Low Capacity Weapons. May wield either with a Shield(1) or Shield(2)

Proficiency Note – While you may wield other one handed weapons with the ones stated above, you may only use Operative Abilities through either your Off Hand weapon or your Low Capacity Weapon.

Operative Header Ability – Hit and Run Tactics – *Operatives are unmatched in their abilities to suddenly hide or, without warning, strike.* Once per reset use either the STEALTH or CLOAK abilities for free; Bonus use of each if you have purchased said abilities.

### Tier 1 Operative

#### T1 – Stamina Abilities

Throat Strike/Shot – *A vicious attack rendering your opponent unable to call for help or incant.*

Allows Character upon activation to either swing or shoot a SILENCE

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Operative Header; Off Hand and/or Low Capacity Proficiency

Flooring Strike/Shot – *Deny an opponent's balance to gain an advantage.*

Allows Character upon activation to either swing or shoot a SLAM. Bonus use if you have a Flooring Strike or a Flooring Shot ability from another header (maximum of two free bonus uses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Operative Header; Off Hand and/or Low Capacity Proficiency

Arterial Strike/Shot – *Using precision to deliver a devastating wound.*

Allows Character upon Activation to either Swing or Shoot a REND. Bonus use if you have a Arterial Strike or a Arterial Shot ability from another header (maximum of two free bonus uses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Operative Header; Off Hand and/or Low Capacity Proficiency

Hobbling Shot/Strike – *A surgical strike to impair an opponent due to great pain.*

Allows Character upon Activation to Swing or Shoot a BIND. Bonus Use if you have a Hobbling Shot or Hobbling Strike from another header (maximum of two free bonus uses)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Operative Header; Off Hand and/or Low Capacity Proficiency

#### T1 – Stamina Upkeep Abilities

Heightened Defense – *An Operative knows how to get the most potential out of her or his equipment.* Upon Upkeep Activation, when wearing Light Armor gain benefits of Heavy Armor (10AP)

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Operative Header; Any two Tier One Stamina Abilities

#### T1 – Focus Abilities

Stealth – *A sudden ambush hinders your opponent's ability to defend themselves.*

Allows Character upon Activation to add the STEALTH carrier to an attack. Attack must hit back while you are able to see both shoulder blades of your target.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Operative Header; Off Hand and/or Low Capacity Proficiency

Cloak – *Most Operatives have an almost supernatural ability to conceal themselves.*

Allows Character upon Activation to call the CLOAK effect on either themselves or a defeated opponent (A dead or SUBDUE body for example). If you hide for ten seconds with no one around you may do this for free, once cloaked you may choose to move for ten seconds. After this duration your CLOAK does not end, however it will cost either another Activation, or another count of ten seconds.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Operative Header

Dirty Fighting – *The most dangerous type of opponent is a cornered one.*

Allows Character upon Activation to BY GESTURE DISENGAGE; Bonus use if you have an Ability that gives you BY GESTURE DISENGAGE from another header (Maximum of Two Bonuses)

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Operative Header

Shielding Flourish – *By distracting your enemies with a quick flourish of your weapons you are able to prepare yourself against attack.*

Allows Character upon Activation to BESTOW WEAPON SHIELD TO SELF. Ability should be role played with a twirl or flourish of your weapons.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Operative Header; a Off Hand or Low Capacity Proficiency

#### T1 – Focus Upkeep Abilities

Study – *With patience and careful study a smart operative can gain significant advantage on their targets.*

Allows Character upon Upkeep Activation the following bonus – Every Time you observe a Target for ten seconds while under the CLOAK effect gains a free use of the STEALTH carrier in an attack against said opponent. As the per the rules of CLOAK this ends the CLOAK effect.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Operative Header; Any two Tier One Focus Ability

UPGRADE - Every time you and under the CLOAK effect your first attack out of CLOAK has a free STEALTH carrier.

ABILITY COST: 4CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Operative Header, Study

## Tier 2 Operative

### T2 - Stamina Abilities

Choke Hold - *Using advanced combat techniques your opponent is brought down.*

Allows Character upon Activation to Shoot a CHOKE or swing a SUSTAINED CHOKE. To maintain the SUSTAINED duration weapon must be placed against target and kept upon target. (Safety Note - There is no reason that you should dig or uncomfortably press your boffer into someone, place the flat of the blade or strike and lightly hold against target) If you are able to maintain CHOKE on target for one minute you gain a free and immediate LONG SUBDUE to said target.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Operative Header; 2 Tier 1 Operative Stamina Abilities

UPGRADE - If you come upon a target that is under the CHOKE effect, you can apply a SUSTAINED CHOKE for free by placing a Off Hand weapon upon the target.

ABILITY COST: 4 CP ACTIVATION COST: 2SP

PREREQUISITE: Operative Header; Choke Hold

Debilitating Strike - *With fractured bones and dislocated tendons you press your attack.*

Allows Character upon Activation to Swing or Shoot the MAIM effect.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Operative Header, 2 Tier 1 Operative Stamina Abilities

Momentum - *Once an attack lands, it becomes much easier to press the advantage.*

Allows Character upon Activation the following bonus - If any Operative Header attack lands you can activate momentum to use same attack again. The Assassinate and Snipe abilities can not be used with this Ability.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Operative Header; 2 Tier 1 Operative Stamina Abilities

Slay - *The most dangerous of attacks.*

Allows character upon Activation to swing or shoot an attack of 20.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Operative Header; 2 Tier 1 Operative Stamina Abilities

## T2 - Stamina Upkeep Abilities

Ambushed – *From the shadows most targets become left defenseless.* Allows Character upon Upkeep Activation the following bonus – Every time you leave the CLOAK effect gain a free and immediate use of CRUSHING to your next attack.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Stamina Abilities

Shadow Dance – *You mastery of concealment lends itself to your traversal.*

Allows Character upon Upkeep Activation the following bonus – Every time you end moving from the BLINK effect, you may use a free and immediate CLOAK to SELF.

ABILITY COST: 2CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Operative Header; 2 Tier 2 Operative Stamina Abilities

## T2 - Focus Abilities

Enduring Concealment – *Those that have dominion over the shadows often wish to remain there.*

Allows Character upon Activation to RESIST REMOVE CLOAK

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Operative Header; 2 Tier 1 Operative Focus Abilities

Shattering Strike/Shot – *Sometimes the easiest way to render an enemy useless is to leave them no other option.*

Allows Character upon Activation to Shoot or Swing SHATTER

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Operative Header, 2 Tier 1 Operative Focus Abilities

Staggering Strike/Shot – *Rendering your opponent senseless allows for the perfect opportunity to strike.*

Allows Character upon Activation to Shoot or Swing STUN

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Operative Header, 2 Tier 1 Operative Focus Abilities

Waylay – *You strike out knocking your opponent unconscious.*

Allows Character upon Activation to Shoot or Swing a SUBDUE

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Operative Header, 2 Tier 1 Operative Focus Abilities

UPGRADE – For an additional 1FP you may make your SUBDUE a SHORT SUBDUE if you wish.

ABILITY COST: 4CP ACTIVATION COST: 3FP

PREREQUISITE: Operative Header, Waylay



## T2 - Focus Upkeep Abilities

Walking Cloak - *Those that dance in the Shadows learn how to do so with great care and precision.*

Allows Character upon Upkeep Activation the following bonus - You may freely move up to one minute while under the CLOAK effect rather than the normal ten seconds.

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Focus Abilities

UPGRADE - You may have five minutes of movement while under the CLOAK effect.

ABILITY COST: 6CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Operative Header, Walking Cloak

## Tier 3 Operative

### T3 - Stamina Abilities

Incapacitate - *You have surgical knowledge on how to render your targets helplessly listing in silent pain.*

Allows Character upon Activation to Swing or Shoot SHORT BIND ALL SILENCE; bonus use if you have Hobbling Shot/Strike; bonus use if have Throat Shot/Strike.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Stamina Abilities

Leg Sweep - *Striking hard and low you bring your opponents to the floor, hard.*

Allows Character upon Activation to call AREA SLAM; Bonus use if you have Flooring Shot/Strike

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Stamina Abilities

Traversal - *A fluid graceful movement, that borders the paranormal.*

Allows Character upon Activation to use BLINK to SELF

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Stamina Abilities

### T3 - Focus Abilities

Group Concealment - *One such as yourself is so skilled with stealth, you are able to help others hide as well as you do.* Allows Character upon Activation to call AREA LONG CLOAK

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Focus Abilities

Nimble - *Your control of battlefield movement is uncontested.*

Allows Character upon Activation to RESIST BLINK; Bonus use if you also have the DODGE Ability

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Focus Abilities

UPGRADE - Instead of RESIST you may call MODIFY to BESTOW to SELF

ABILITY COST: 8CP ACTIVATION COST: 3FP

PREREQUISITE: Operative Header, Nimble

Quiescence - *When you strike there is hardly a whisper.*

Allows Character upon Activation to call AREA SILENCE

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Operative Header, 2 Tier 2 Operative Focus Abilities

## Tier 4 Operative

The Fourth Tier of Operative functions differently than the other headers with Fourth Tier abilities. Rather than costing Four Stamina or Four Focus respectively, after unlocking to the fourth tier gives you access to a new attack, and a new Upkeep Ability per branch.

### T4 - Stamina Abilities

Assassinate - *Devastating to your enemies, but at a cost.*

Allows Character upon Reduction Activation to Swing DEATH.

ABILITY COST: 8CP ACTIVATION COST: 3 Blood Reduction

PREREQUISITE: Operative Header, 2 Tier 3 Operative Stamina Abilities

Master of Stealth - *You have reached the pinnacle of covert attacks.*

Allows Character upon Upkeep Activation the following bonus - Every time you swing a SUBDUE or 20 using the STEALTH carrier, Gain a Free and immediate use of either attack.

ABILITY COST: 8CP UPKEEP COST: 2SP UPKEEP

PREREQUISITE: Operative Header, 2 Tier 3 Operative Stamina Abilities

### T4 - Focus Abilities

Snipe - *A cold and ruthless attack.*

Allows Character upon Reduction Activation to Shoot DEATH.

ABILITY COST: 8CP ACTIVATION COST: 3 Blood Reduction

PREREQUISITE: Operative Header, 2 Tier 3 Operative Focus Abilities

Master of Shadows - *Your reflexes are faster than their actions.*

Allows Character upon Upkeep Activation the following bonus - if CLOAK is removed gain an immediate and free AREA STUN

ABILITY COST: 8CP UPKEEP COST: 2FP UPKEEP

PREREQUISITE: Operative Header, 2 Tier 3 Operative Focus Abilities

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## Archery Header - 3CP

*Though a fading trend in this modern world, there are those that enjoy the use of the old ways of doing things. Cumbersome and slow to draw and fire, Archers make up for it by massive amount of whelmed power they hold in their hands.*

Compatible Proficiencies- 20lb Bow

Archery Header Ability - If you take this header power for your reset, you may shoot either the CRUSHING or PIERCING effect every time you fire from your bow.

### Tier 1 Archery

#### T1 - Stamina Abilities

Greater Hobbling Shot - *Shoot a set of bolas, restraining your opponent's arms or legs.*

Upon Activation, shoot your target and call BIND ARMS or LEGS.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Archery Header

Debilitating Shot - *A single shot that renders an opponent's limb useless.* Upon Activation, shoot your target and call MAIM <limb>.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Archery Header

Flooring Blast - *An explosive shot that sends your opponent to the floor.*

Upon Activation, shoot your target and call SLAM BY BLAST.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Archery Header

Invigorating Shot - *A single shot that drains the target and restores yourself.*

Upon Activation, shoot your target and call DRAIN.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Archery Header

#### T1 - Stamina Upkeep Abilities

Ruthless Shots – *You hammer your enemies, following up each shot with one more deadly.*  
While active, each time you successfully hit an enemy with an archery skill, you gain a bonus archery shot of 5.

ABILITY COST : 2CP ACTIVATION COST : 1SP UPKEEP

PREREQUISITE : Archery Header, 2 Tier 1 Archery Skills

T1 – Focus Abilities

Clearing Maneuver – *A maneuver that can halt an opponent's advance.*

Upon Activation, call BY GESTURE DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Archery Header

True Shot – *A stronger draw leads to a more devastating shot.*

Upon Activation, call BY GESTURE 5.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Archery Header

Disarming Shots – *Twin shots that are strong enough to push through shields, and blow the weapons out of an opponent's hands.*

Upon Activation, shoot your target and call CRUSHING DISARM x2.

ABILITY COST: 2CP ACTIVATION COST: 1 FP

PREREQUISITE: Archery Header

Braced – *The Archer prepares to guard himself against a melee strike.*

Upon Activation, make as if you are bracing for an attack and call BESTOW WEAPON SHIELD TO SELF.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Archery Header

T1 – Focus Upkeep Abilities

Protective Reload – *The Archer is wary of attacks, especially when nocking a new arrow.*

Every time you *draw* a new arrow to be fired you gain a WEAPON SHIELD for 5 seconds. This WEAPON SHIELD dissipates after 5 seconds or once your arrow is nocked, whichever comes first.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Focus Abilities

## Tier 2 Archery

T2 – Stamina Abilities

Slaying Shot – *A single devastating shot that renders your target severely injured.*

Upon Activation, shoot your target and call 20.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Stamina Abilities

Greater Debilitating Shot - *A single shot that renders your targets legs or arms useless.*

Upon Activation, shoot your target and call MAIM LEGS or ARMS; bonus use if you have purchased Debilitating Shot already.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Stamina Abilities

Disorienting Blast - *An explosive shot that disorients the targets and halts forward progress.*

Upon Activation, shoot your target and call DISENGAGE BY BLAST.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Stamina Abilities

Arrow Catch - *Archers have been known to catch arrows straight out of the air and fire them back before their opponents can respond.*

Upon receiving a RANGED ATTACK (arrow only), call MODIFY RANGED ATTACK to BESTOW TO SELF and fire the same shot back at your target or any other; bonus use if you actually catch it.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Stamina Abilities

## T2 - Focus Abilities

Infuriating Blast - *An explosive irritating shot that causes the targets to fly into a frenzy.*

Upon Activation, shoot your target and call RAGE BY BLAST.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Focus Abilities

Fracturing Shot - *A shot that can bend or even break a weapon.*

Upon Activation, shoot your target and call SHATTER WEAPON or SHIELD.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Focus Abilities

Focused Blast - *An explosive shot that damages all targets in its path.*

Upon Activation, shoot your target and call 5 BY BLAST.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Focus Abilities

Crimson Blast - *An explosive shot that can gut all targets in its path.*

Upon Activation, shoot the target and call REND BY BLAST.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Archery Header, 2 Tier 1 Archery Focus Abilities

### Tier 3 Archery

#### T3 - Stamina Abilities

Debilitating Blast - *An explosive shot that damages extremities in its path.* Upon Activation, shoot your target and call MAIM LEG or ARM BY BLAST.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Archery Header, 2 Tier 2 Archery Stamina Abilities

Concussive Blast - *An explosive shot that severely incapacitates all in its path.*

Upon Activation, shoot a FOCUS FATIGUE BY BLAST

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Archery Header, 2 Tier 2 Archery Stamina Abilities

#### T3 - Focus Abilities

Quiescence Blast - *An explosive shot that renders all targets in its path mute.*

Upon Activation, shoot your target and call SILENCE BY BLAST.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Archery Header, 2 Tier 2 Archery Focus Abilities

Exhaustive Blast - *An explosive shot that severely incapacitates all in its path.*

Upon Activation, shoot a STAMINA FATIGUE BY BLAST

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Archery Header, 2 Tier 2 Archery Focus Abilities

### Tier 4 Archery

#### T4 - Stamina Abilities

Fatal Shot - *A single shot meant to put your target in the ground.*

Upon Activation, shoot your target and call DEATH. You may only purchase Fatal Shot once.

ABILITY COST: 8CP ACTIVATION COST: 3 Blood

PREREQUISITE: Archery Header, 2 Tier 3 Archery Focus Abilities

Barrage of Arrows - *Three successive shots meant to devastate their targets and leave them grievously injured.*

Upon Activation, shoot three targets calling 20 for each shot.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Archery Header, 2 Tier 3 Archery Stamina Abilities

#### T4 - Focus Abilities

Fatal Shot - *A single shot meant to put your target in the ground.*

Upon Activation, shoot your target and call DEATH. You may only purchase Fatal Shot once.  
ABILITY COST: 8CP ACTIVATION COST: 3 Blood  
PREREQUISITE: Archery Header, 2 Tier 3 Archery Focus Abilities

Grenadier Shot - *A single explosive shot meant to devastate all in its path.* Upon Activation, shoot your target and call 20 BY BLAST.  
ABILITY COST: 8CP ACTIVATION COST: 4FP  
PREREQUISITE: Archery Header, 2 Tier 3 Archery Focus Abilities

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## Marksmanship Header - 3CP

Compatible Proficiencies- Low-Capacity Firearms

Marksmanship Header Ability - Aim - Twice per reset you can roleplay aiming at a target. If you Aim for ten seconds you gain a free use of a Tier 1 Marksmanship Ability (even if you don't have it), if you aim for thirty seconds you gain a free use of a Tier 2 Marksmanship ability (even if you don't have it yet). Attacks should be made towards the target you were aiming at.

### Tier 1 Marksmanship

T1 - Stamina Abilities

Pistol Whip/Riflebutt - *Crack your target in the skull, slowing his forward momentum.*

Upon Activation, gesture at your target and call BY GESTURE DISENGAGE; bonus use if you have Pistol Whip/Riflebutt from another header

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Marksmanship Header

Crushing Shot - *Fire a impact shot that can cause damage through your target's shield.*

Upon Activation, shoot your target and call CRUSHING; bonus if you have crushing shot from another header; Additional bonus use if used with a MEGA type phys-rep.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Marksmanship Header

Aterial Shot - *Fire a precise shot that pierces a major artery, quickly hastening your target's demise.*

Upon Activation, shoot your target and call REND; bonus use if you have Focused Shot.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Marksmanship Header

Infuriating Shot - *Fire a irritating shot that causes your target to fly into a frenzy.*

Upon Activation, shoot your target and call RAGE.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Marksmanship Header

T1 - Stamina Upkeep

Honeypot - *Follow up a successful devastating shot with more insult or more injury.* If you successfully hit your target with a REND, gain a free and immediate 5 or SLAM to target

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Marksmanship Header, 2 Tier 1 Marksmanship Stamina Abilities

UPGRADE - If anyone hits your target with a REND, get a free and immediate 5 or SLAM.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Marksmanship Header, Honeypot

Combat Psychology - *Knowing when to fight and when to back off is the sign of a successful Marksman.*

If you successfully hit your target with a RAGE, gain a free and immediate AREA DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Marksmanship Header, 2 Tier 1 Marksmanship Stamina Abilities

UPGRADE - If anyone hits your target with a RAGE, get a free and immediate use of BY GESTURE DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Marksmanship Header, Combat Psychology

T1 - Focus Abilities

Piercing Shots - *Two successive attacks that cut through even the toughest armor as if it were cloth.* Upon Activation, your next two shots will have the PIERCING carrier Bonus use if you have Piercing Shot from another header; Additional bonus use if used with a Vortex type phys rep

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Marksmanship Header



Flooring Shot – *A single impact shot that lays your target out on the ground.*

Upon Activation, shoot your target and call SLAM.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Marksmanship Header

Hobbling Shot – *A single shot that disables your targets arms or legs.*

Upon Activation, shoot your target and call BIND ARM or LEG.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Marksmanship Header

Disarming Shot – *A precise shot that knocks the weapon out of your target's hand.*

Upon Activation, shoot at your target and call DISARM.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Marksmanship Header

T1 – Focus Upkeep

Tactical Reload – *The Marksman is wary of attacks, especially when reloading his firearm.* Every time you RELOAD your firearm gain a WEAPON SHIELD for 5 seconds. This WEAPON SHIELD dissipates after 5 seconds or once your firearm is completely loaded, whichever comes first.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Focus Abilities

## Tier 2 Marksmanship

T2 – Stamina Abilities

Concussive Shot – *A single shot that causes your target to lose focus and reduce his mental capacity for a time.*

Upon Activation, shoot your target and call FOCUS FATIGUE.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Stamina Abilities

Debilitating Shot – *A single shot that renders one of your target's limbs useless.*

Upon Activation, shoot your target and call MAIM LEG or ARM.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Stamina Abilities

Fracturing Shot – *A single shot that can bend or even break a target's weapon.* Upon Activation, shoot your target and call SHATTER.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Stamina Abilities

Enduring Effect - *A modified draw that causes the following shot to last much longer than it normally would.*

Upon Activation, your next Marksmanship ability is modified to SHORT.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Stamina Abilities

## T2 - Focus Abilities

Improved Hobbling Shot - *A single shot that disables both of your target's arms or both of their legs.*

Upon Activation, shoot your target and call BIND ARMS or LEGS; Bonus if you have already purchased Hobbling Shot.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Focus Abilities

Disorienting Shot - *A single shot that stuns your target.*

Upon Activation, shoot your target and call STUN.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Focus Abilities

Throat Shot - *A single impact shot to the throat makes it difficult for your target to speak or incant.* Upon Activation, shoot your target and call SILENCE.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Focus Abilities

Exhaustive Shot - *A single shot that physically incapacitates your target.* Upon Activation, shoot your target and call STAMINA FATIGUE.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Marksmanship Header. 2 Tier 1 Marksmanship Focus Abilities

## T2 - Focus Upkeep

Tactical Momentum - *As your target tires, you only grow stronger.*

Every time you successfully attack with a FATIGUE type attack, gain 1 of the following Bonuses

- BESTOW WEAPON SHIELD TO SELF
- Immediate and free use of REND
- Immediate and free use of DISARM

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Marksmanship Header. 2 Tier 2 Marksmanship Focus Abilities

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## Soldier Header - 3CP

Compatible Proficiencies - Medium Capacity Weapons

Soldier Header Ability

### Tier 1 Soldier

T1 - Stamina Abilities

Pistol Whip/Riflebutt - *Crack your target in the skull, slowing his forward momentum.*

Upon Activation, gesture at your target and call BY GESTURE DISENGAGE; bonus use if you have this ability from another header

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Soldier Header

Aterial Shot - *Fire a precise shot that pierces a major artery, quickly hastening your target's demise.*

Upon Activation, shoot your target and call REND; bonus

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Soldier Header

Crushing Shot - *Fire a impact shot that can cause damage through your target's shield.*

Upon Activation, shoot your target and call CRUSHING; Bonus use if you have Crushing shot from another header; Additional Bonus use if fired from a MEGA type phys-rep

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Soldier Header

Mighty Gun - *To a soldier their gun can be turned into an improvised melee weapon.*

Upon activation you can make a By Gesture Attack from any of the options from the Mighty Strike list.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Soldier Header

T1 - Stamina Upkeep Abilities

Grit - *A Soldier has a lot more blood in him than other men, enough that it takes a while for it to bleed out of him.* MODIFY any REND call to LONG.

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Stamina Abilities

*Stack Up - A Soldier leads his team through many difficult situations, and his skill is what keeps his compatriots alive.*

Every time you approach a door or similar choke point with at least 2 other gun wielders, gain an immediate and free use of the RALLY ability. (BESTOW AREA WEAPON SHIELD) (usable once per chokepoint).

ABILITY COST: 2CP ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Stamina Abilities

T1 - Focus Abilities

*Quick Draw - A Soldier's gun is out of its holster, fired, and reholstered before the opponent can blink.*

Upon Activation, gesture at your opponent and call BY GESTURE 5.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Soldier Header

*Piercing Shots - Two successive attacks that cut through even the toughest armor as if it were cloth.* Upon Activation, your next two shots will have the PIERCING carrier. Bonus use if you have Piercing Shot from another header; Additional bonus use if used with a Vortex type phys rep

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Soldier Header

*Disarming Shot - A precise shot that knocks the weapon out of your target's hand.* Upon Activation, shoot at your target and call DISARM.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Soldier Header

T1 - Focus Upkeep Abilities

*Red Hot Iron - The tip of a Soldier's gun is red with how often he fires it.*

Every time you shoot for 5, shoot for another bonus 5. You may only get 1 free 5 before you must spend points again.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

*UPGRADE - Emergency Triage - If you choose you may instead of gaining your bonus 5 immediately restore 5 Blood to a bleeding out person.*

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Soldier Header, Red Hot Iron

Tactical Reload – *The Soldier is wary of attacks, especially when reloading his firearm.* Every time you RELOAD your firearm gain a WEAPON SHIELD for 5 seconds. This WEAPON SHIELD dissipates after 5 seconds or once your firearm is completely loaded, whichever comes first.

If you purchase this from another header it also counts for this header

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

UPGRADE – If your gun jams or misfires gain a free and immediate BY GESTURE DISENGAGE.

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Soldier Header, Tactical Reload

## Tier 2 Soldier

### T2 – Stamina Abilities

Crushing Volley – *A series of three shots that can injure even through a shield.*

The next three shots shoot for CRUSHING; bonus if you have already purchased Crushing Shot.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Stamina Abilities

Invigorating Shot – *A single shot that tires your target as it restores you.*

Upon Activation, shoot your target and call DRAIN.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Stamina Abilities

Rally – *A shout that fortifies the defenses of your nearby allies.*

Upon Activation, call AREA BESTOW WEAPON SHIELD.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Stamina Abilities

### T2 – Stamina Upkeep Abilities

Endure – *A Soldier has hardened his body against even the most devastating wounds.*

Upon Activation, call MODIFY 20 to 5 REND and SLAM. MODIFY 20 to non negatable 5 REND and SLAM.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Stamina Abilities

Team Coordination – *When everyone is pulling their weight, enemies quickly run out of morale and blood.*

If an opponent is hit with a DISARM or BIND you gain a free attack of 5 against said opponent, this 5 counts for Red Hot Iron.

ABILITY COST: 4CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Stamina Abilities

## T2 - Focus Abilities

Clustered Shots - *A series of three shots that have a little extra punch.*

Your next three shots shoot for 5.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

Piercing Volley - *A series of five shots that cut through your target's armor like cloth.*

You next five shots have the PIERCING carrier; bonus use if you have already purchased Piercing Shots.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

Sweeping Shot - *A whirlwind of shots that scatter in every direction around you.*

Upon Activation, shoot once into the air and call AREA 5.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

Unrelenting Assault - *A Soldier can keep fight even under the most strenuous of conditions.*

Upon Activation, call RESIST DISENGAGE, counts as a Will Ability for Enduring Willpower.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Soldier Header, 2 Tier 1 Soldier Focus Abilities

## T2 - Focus Upkeep Abilities

Determination - *Even when a Soldier is physically compromised, he is still able to attack.*

If your arms are MAIMED, call MODIFY. You may still use your gun, but can not use attack abilities or abilities that require use of arms until the MAIM has been removed.

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Focus Abilities

Attack Plan - *Soldiers are trained not just for who to fight in a battle, but where to be.*

If an opponent is hit with a SLAM or REND, you gain a free attack of 5 against said opponent, this counts for Red Hot Iron.

ABILITY COST: 4CP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Focus Abilities

## Tier 3 Soldier

### T3 - Stamina Abilities

Combatives - *A Soldier uses a gun, unless you get in his face; and then he will use whatever is available to him.*

Upon Activation, if struck by a MELEE attack, call MODIFY to BY GESTURE. Then gesture and use the call you were just hit by on someone else.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Stamina Abilities

Headshot - *From a distance, put one right between the eyes.*

Upon Activation, shoot a SUBDUE.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Stamina Abilities

Improved Pistol Whip/Rifle Butt - *Crack your target in the skull, slowing his forward momentum.* BY GESTURE CHOKE; bonus use if you have already purchased Pistol Whip/Rifle Butt

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Stamina Abilities

### T3 - Focus Abilities

Retaliate - *Sometimes one particular target will draw your ire, woe be to him.*

Upon hit, MODIFY to BESTOW to SELF vs Ranged; immediate next two attacks shoot for 20. These strikes can hit different targets.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Focus Abilities

Charged Gun - *The residue of a spell or alchemical attack sometimes is absorbed by your projectile.*

If struck with spell or toxin packet MODIFY to BESTOW to SELF, use immediately for your next attack.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Soldier Header, 2 Tier 2 Soldier Focus Abilities

## Tier 4 Soldier

### T4 - Stamina

Crushing Assault- *Your gun's bullets hit harder than a train.*

Shoot with the CRUSHING carrier for 45 Seconds.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Soldier Header, 2 Tier 3 Soldier Stamina Abilities

T4 - Focus

Piercing Assault - *Your gun's bullets can pierce through armor and bone.* Shoot with the PIERCING carrier for 1 minute.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Soldier Header, 2 Tier 3 Soldier Focus Abilities

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## Magic Headers

*The will of the miracle workers is a powerful one. Filled with mysteries that Science has yet to fully explain.*

In the world of Ora while technological wonders have arisen as civilization marches into the modern era, the powerful and ancient world of magic still exists much as it has for untold centuries. The Divine, Performer and Thaumaturge Headers harness that power.

### Divine Magic - 3CP

*Through their words and deeds we feel the warmth of the gods around us. Whether called Clerics, Druids, Priests or Oracles these women and men of the divine show us the way.*

Divine magic, unlike Thaumaturgic Magic, has more to do with faith rather than study. Though there are differences from one pantheon to another, there is a foundation of powers they can call upon to enact what they believe to be for the betterment of all, or in their God's will. The Divine magic header is different from performers and Thaumaturgists as it is remembering specific prayers to perform specific abilities. For an idea of how to go about creating and using your Divine Incants, see the Cleric Domain Appendix. The other difference is the Sermon ability, which functions much more like a performer as it requires a longer incant to do a much bigger effect. Always check if the Prayer Ability you are purchasing has a Sermon connected to it so you can prepare yourself if the need to use said ability arises. **NOTE- Sermons have a performance time and their own Activation cost.** Finally if one so chooses a Divine Caster can pursue the making of Holy Items by Purchasing the Blessing Abilities(see the Crafting Appendix for more information)

Divine Header Power - Place of Prayer - *By speaking the words and performing the ceremony you make a holy place, if only for a small time.* With this header power active you may consecrate a place to your faith. After you perform the ceremony detailed in your Faith



packet anyone who enters the space of your faith can reset in ten minutes rather than fifteen. This effect ends once you make a different header power active.

### Tier 0 Divine

Healing Touch – *Your hand becomes wreathed in holy energy.*

Upon casting you gain the ability to restore 1 point of blood to the next five people you encounter who are bleeding out.

ABILITY COST: 2CP ACTIVATION COST: 1SP or 1FP

PREREQUISITE: Divine Header

Bless Weapon – *You speak your words and your weapon alights in Divine energy.*

Upon activation your weapon swings for DIVINE if you wish it to.

ABILITY COST: 2CP

SERMON : *A simple prayers against those that would harm you.*

The recipients of your sermon can call DIVINE for five minutes from their weapon strikes.

Call AREA BESTOW LONG DIVINE by WEAPON

ACTIVATION COST: 1SP or 1FP

PREREQUISITE: Divine Header

Commune to Spirit – *You call out to those that have recently died.*

Cast Commune Spirit by Divine

ABILITY COST: 2CP ACTIVATION COST: 1SP or 1FP

PREREQUISITE: Divine Header

Divine Shield – *You protect yourself from others of other faiths.* Bestow Divine shield to self.

ABILITY COST: 2CP ACTIVATION COST: 1SP or 1FP

SERMON: *A small prayer for those about to combat those of the wrong faith.* Thirty Second Performance, lead prayer with at least three other people, Call AREA BESTOW DIVINE SHIELD

ACTIVATION COST: 2FP

PREREQUISITE: Divine Header

### Tier 1 Divine

Blessing – Allows a Divine Caster to spend components and money over timeblocks to create Tier 1 Prayers and/or Blessings. Also grants one free Tier 1 Blank for the use of crafting over Time Blocks.

ABILITY COST: 2CP

PREREQUISITE: Any Tier 1 Divine Ability

### T1 Stamina

Holy Wrath – *You call upon your god or goddess to strike out against your enemies.* You gain five packets each able to be thrown for DIVINE (1 Divine damage)

ABILITY COST: 2CP                      ACTIVATION COST: 1SP

PREREQUISITE: Divine Header

Restore Blood – *You call upon your god or goddess to sooth the wounds of your allies.* Restore 5 Blood by Touch.

ABILITY COST: 2CP                      ACTIVATION COST: 1SP

SERMON: *A small prayer for those that are about to meet great danger.* Thirty Second Performance. Lead a Prayer with at least three other people, call AREA RESTORE 5 BLOOD  
ACTIVATION COST: 2SP

PREREQUISITE: Divine Header

Restore Stamina – *You give soothing words of your faith to bring endurance to your companion.* You Restore 1 Stamina by Touch.

ABILITY COST: 2CP                      ACTIVATION COST: 1SP

PREREQUISITE: Divine Header

Binding Chant – *Your words hold your enemies at bay, for a time.* Throw a SUSTAINED BIND LIMB, BY DIVINE , if attack is successful hold out your hand and begin to chant.

ABILITY COST: 2CP                      ACTIVATION COST: 1SP

PREREQUISITE: Divine Header

T1 Stamina Upkeep

Infused Words – *You lend more of your energy to helping those that need it.* Everytime you cast a restore 5 Blood you gain one bonus restore 5 blood.

ABILITY COST: 2CP                      ACTIVATION COST: 1SP UPKEEP

PREREQUISITE: Divine Header, 2 Tier 1 Stamina Abilities

T1 Focus Abilities

Disarming Words – *You force your enemy to lose their grip.* Cast DISARM by packet

ABILITY COST: 2CP                      ACTIVATION COST: 1FP

PREREQUISITE: Divine Header

Disengaging Blast – *You speak out against your enemies and make them relent.* Cast AREA DISENGAGE by DIVINE.

ABILITY COST: 2CP                      ACTIVATION COST: 1FP

PREREQUISITE: Divine Header

Restore Focus – *Your soothing words give clarity to your companions.* You cast Restore Focus by Touch

ABILITY COST: 2CP                      ACTIVATION COST: 1FP

PREREQUISITE: Divine Header

Improved Bless Weapon – *You speak and your weapon alights with the ability to do great harm to those that are trying to hurt you.* Call either Bestow Divine Crushing or Divine Piercing to Weapon. Bonus use if you have Bless Weapon

ABILITY COST: 2CP                      ACTIVATION COST: 1FP

PREREQUISITE: Divine Header

T1 Focus Upkeep

Vigilant Words – *Your attack has failed, though your deity will still attempt to save you.* If your Disengage is Resisted gain a free and immediate Weapon Shield.

ABILITY COST: 2CP                      ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Divine Header, 2 Tier 1 Focus Abilities

## Tier 2 Divine

Tier 2 Blessing – Allows a Divine Caster to spend components and money over Timeblocks to create Tier 2 Prayers and/or Blessings. Also grants one free Tier 2 Blank for the use of crafting over Time Blocks

ABILITY COST: 4CP

PREREQUISITE: Any Tier 2 Divine Ability

T2 Stamina Abilities

Debilitating Words – *You are able to muddle the thoughts of your enemy, or inspire them.* Cast DIVINE FOCUS FATIGUE or REMOVE FATIGUE.

ABILITY COST: 4CP                      ACTIVATION COST: 2SP

PREREQUISITE: Divine Header, 2 Tier 1 Stamina Abilities

Draining Words – *Your deity grants you restoration after dealing a crucial blow against your enemies.* Cast DIVINE DRAIN at your target.

ABILITY COST: 4CP                      ACTIVATION COST: 2SP

PREREQUISITE: Divine Header, 2 Tier 1 Stamina Abilities

Cutting Words – *You have the power to both inflict or heal.* Cast either Divine Maim Limb or Remove Maim.

ABILITY COST: 4CP                      ACTIVATION COST: 2SP

PREREQUISITE: Divine Header, 2 Tier 1 Stamina Abilities

Suffocating Chant – *Sometime violence is only solved when people are incapable of causing it.*

Cast by packet or gesture Divine Sustained Choke. Hold you arm up and chant during the duration. If you maintain the Choke effect on target for one minute gain an immediate and free use of a Subdue to target.

ABILITY COST: 4CP                      ACTIVATION COST: 2SP

PREREQUISITE: Divine Header, 2 Tier 1 Stamina Abilities

## T2 Stamina Upkeep

Protective Words – *You wish to help those around you more and those that you put your faith in assist you.* Upon activation you can apply any prayer that would have restored blood to restore armor instead.

ABILITY COST: 6CP ACTIVATION COST: 2SP UPKEEP

PREREQUISITE: Divine Header, 2 Tier 2 Stamina Abilities

## T2 Focus Abilities

Baneful Words – *You speak out against the true enemies of your pantheon.* Cast a Divine Outsider Bane. Your faith packet details your options in this regard.

ABILITY COST: 4CP ACTIVATION COST: 2FP

SERMON: *You lend your guidance to those that would fight the monsters of the dark.* Call a Bestow Divine Outsider Bane. One minute performance.

ACTIVATION COST: 2FP

PREREQUISITE: Devine Header, 2 Tier 1 Focus Abilities

Exhausting Words – *Your deity takes away your enemies' strength, or lends words of encouragement to your friends.* Cast either Divine Stamina Fatigue or Remove Stamina Fatigue

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Devine Header, 2 Tier 1 Focus Abilities

Concussing Prayer – *You speak with the force that your deity commands and your opponents are left reeling.* Cast Divine Stun

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Devine Header, 2 Tier 1 Focus Abilities

Shattering Prayer – *You speak and your opponent's weapons fall to pieces, or your companions equipment heals itself.* Cast Divine Shatter or Remove Shatter.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Devine Header, 2 Tier 1 Focus Abilities

## T2 Focus Upkeep

Transfer of Harm – *You are able to use some of the harmful intent that you removed to empower you for later.* Upon Activation, every time you remove an effect from someone you can then cast a Divine version of that effect via spell packet at no cost.

ABILITY COST: 4CP UPKEEP ACTIVATION COST: 2FP UPKEEP

PREREQUISITE: Devine Header, 2 Tier 2 Focus Abilities

### Tier 3 Divine

Tier 3 Blessing - Allows a Divine Caster to spend components and money over Timeblocks to create Tier 3 Prayers and/or Blessings. Also grants one free Tier 3 Blank for the use of crafting over Time Blocks

ABILITY COST: 6CP

PREREQUISITE: Any Tier 3 Divine Ability

#### T3 Stamina Abilities

Greater Holy Wrath - *You strike out against your opponents in a frightful display of Divine power.* You may either a) Throw three bolts of Divine 5, or b) Throw a Single Bolt of Divine 20. Either of these bolts may instead be a weapon strike delivered by you. Bonus use if you have Holy Wrath.

ABILITY COST: 6CP                      ACTIVATION COST: 3SP

PREREQUISITE: Devine Header, 2 Tier 2 Stamina Abilities

Spirit Walk - *A ghostly form moves fluidly past all obstacles.* Cast either Blink to Self, or Bestow Divine Blink.

ABILITY COST: 6CP                      ACTIVATION COST: 3SP

PREREQUISITE: Devine Header, 2 Tier 2 Stamina Abilities

Martyrdom - *You challenge those that challenge your word.* Call AREA DIVINE RAGE ON ME or Area REMOVE RAGE BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 3SP

PREREQUISITE: Devine Header, 2 Tier 2 Stamina Abilities

Quelling Prayer - *You pray to your deity to allow no further harm to come.* Cast DIVINE SUBDUE or REMOVE SUBDUE BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 3SP

PREREQUISITE: Devine Header, 2 Tier 2 Stamina Abilities

#### T3 Focus Abilities

Shield of Faith - *You say a prayer and your words yield a great protection.* Cast Bestow Two Weapon Shields

ABILITY COST: 6CP                      ACTIVATION COST: 3FP

SERMON: *You ready a group of believers for battle.* 45 Second Performance, call AREA BESTOW 2 WEAPON SHIELDS BY DIVINE.

ACTIVATION COST: 3FP

PREREQUISITE: Devine Header, 2 Tier 2 Focus Abilities

Prayer of Freedom - *You stop this insidious enslavement in the name of your deity.* Cast REMOVE DOMINATE BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 3FP  
PREREQUISITE: Devine Header, 2 Tier 2 Focus Abilities

Calling Prayer – *Your words reach out beyond to save someone.* Call a Line of Voice <target's name>, either REMOVE CHARM or REMOVE RAGE BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 3FP  
PREREQUISITE: Devine Header, 2 Tier 2 Focus Abilities

Resounding Peace – *You call to the heavens and earth.* Cast a LINE OF VOICE DIVINE  
DISENGAGE.

ABILITY COST: 6CP                      ACTIVATION COST: 3FP  
PREREQUISITE: Devine Header, 2 Tier 2 Focus Abilities

#### Tier 4 Divine

Tier 4 Blessing – Allows a Divine Caster to spend components and money over Timeblocks to create Tier 4 Prayers and/or Blessings. Also grants one free Tier 4 Blank for the use of crafting over Time Blocks

ABILITY COST: 8CP  
PREREQUISITE: Any Tier 4 Divine Ability

#### T4 Stamina

Gift from Beyond – *You ask your deity to hear your plea.* Cast a BESTOW 2 STAMINA BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 4FP  
PREREQUISITE: Devine Header, 2 Tier 3 Stamina Abilities

Reincarnation – *You sacrifice your Blood to save someone else.* Cast a REMOVE DEATH BY DIVINE; Bonus use if you have Resurrection.

ABILITY COST: 6CP                      ACTIVATION COST: 3BP Reduction  
PREREQUISITE: Devine Header, 2 Tier 3 Stamina Abilities

#### T4 Focus

Clarity from Beyond – *You ask your deity to hear your plea.* Cast a BESTOW 2 FOCUS BY DIVINE.

ABILITY COST: 6CP                      ACTIVATION COST: 4FP  
PREREQUISITE: Devine Header, 2 Tier 3 Focus Abilities

Resurrection – *You sacrifice your Blood to save someone else.* Cast a REMOVE DEATH BY DIVINE; Bonus use if you have Reincarnation

ABILITY COST: 6CP                      ACTIVATION COST: 3BP Reduction  
PREREQUISITE: Devine Header, 2 Tier 3 Focus Abilities

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## Performer Header - 3CP

Those few individuals that have learned how to use their words, actions and song to tap into a form of power known as the song of creation. By using this power their words inspire and uplift those that would listen, bestowing super natural abilities to their followers. The populist politician is a performer, as well as the tavern bard or the traveling story teller.

Performer Header Ability - Once per reset you may use the Deep Breathing Ability for free. Once per reset you may use the Belt It Out ability for free. If you have either of these abilities you gain an additional bonus use for each.

### Tier o Abilities

Unlike other headers there are some abilities that a Performer can purchase ahead of time rather than the standard Tiered system. Those Abilities are as follows

Belt It Out - Modify a BY GESTURE ability to a LINE OF VOICE ability, and can be used over indirect or long-distance communications, such as radio (call INDIRECT VOICE); bonus use if you have DEEP BREATHING;

ABILITY COST: 6CP ACTIVATION COST: 4 SP or 4 FP or 2 IT

PREREQUISITE: Performer Header

Campfire Songs - When around special tagged areas, Performers can lead songs to people who are not performers. When they do this, everyone who joins into the Performance receives the benefit at no additional cost. To Perform, state ALL WHO JOIN IN<Bonus Type>, and then begin the performance as usual.

ABILITY COST: 2CP ACTIVATION COST: Cost of Initial Spell

PREREQUISITE: Performer Header

Deep Breathing - Modify a BY GESTURE ability to an AREA ability.

ABILITY COST: 2CP ACTIVATION COST: 2 SP or 2 FP or 1 IT

PREREQUISITE: Performer Header

Harmonic Performance - A group of Performers can coordinate a performance that allows them to use either large abilities, or chaining together multiple effects that they can split the cost of said performance amongst each other. See APPENDIX oo for more information of this ability.

ABILITY COST- ACTIVATION COST-

PREREQUISITE: Performer Header

### Tier 1 Performer

#### T1 - Stamina

Command - *With the power of your voice, restore your allies physical well being.* BY GESTURE

BESTOW 1 STAMINA; 15 Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1 SP

PREREQUISITE: Performer Header

Work Up - *Your voice inspires your ally to be strong beyond his means.* BY GESTURE BESTOW

STRENGTH(1); 15 Second Performance

ABILITY COST: 2 CP ACTIVATION COST: 1 SP

PREREQUISITE: Performer Header

Courage - *Your voice inspires your ally to stand his ground in a fight.* BY GESTURE BESTOW

RESIST DISENGAGE; 15 Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Performer Header

Shout - *Your voice is strong enough to throw your target to the ground.* BY GESTURE SLAM; 1

Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Performer Header

#### Tier 1 - Stamina Upkeep Abilities

Marching Tune - *Your beat allows your ally to draw on extra physical strength.* Modify duration of Strength (1) to Sustained

**While performer sings/performs target gains strength 1 as long as performance keeps up**

ABILITY COST- 2CP ACTIVATION COST- 1SP UPKEEP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Stamina Abilities

#### T1 - Focus Abilities

Inspire - *With the power of your voice, restore your allies mental well being.* BY GESTURE

BESTOW 1 Focus; 15 Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1 FP

PREREQUISITE: Performer Header

Assure - *Your voice inspires your ally to strengthen his mental fortitude.* BY GESTURE BESTOW

WILLPOWER(1); 15 Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1FP



PREREQUISITE: Performer Header

Empathy – *Your music can stir even the most foreign life to predispose themselves to you.* BY GESTURE COMMUNE

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Performer Header

Bluff – *A loud pulse of music that pauses a target in his tracks.* BY GESTURE DISENGAGE; 1 Second Performance

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Performer Header

T1- Focus Upkeep Abilities

Round – *With a continuous stream of music you empower your ally with a stronger mind.* Modify duration of Willpower(1) to Sustained

ABILITY COST: 2CP ACTIVATION COST: 1FP UPKEEP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

## Tier 2 Performer

T2 - Stamina

Conviction – *Grant your allies greater strength of blows through the power of your words.* BY GESTURE BESTOW 5 damage on next attack; 30 Second Performance

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Stamina Abilities

Invigorate – *Your voice tempers your allies body from his wounds.* BY GESTURE BESTOW 3 Blood; 30 Second Performance

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Stamina Abilities

Intervention – *Your music can convert even the most changed mind.* BY GESTURE REMOVE CHARM; 30 Second Performance

ABILITY COST: 4 CP ACTIVATION COST: 2SP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Stamina Abilities

Warm Up – *Practicing your scales before combat can ensure you shrug off attempts to silence your music.* BESTOW RESIST SILENCE to SELF; 30 Second Performance

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Performer Header, 2 Tier 1 Performer Stamina Abilities

## T2 - Focus Abilities

Endear - *Your music can convert even the most unruly of targets to your cause.* BY GESTURE SHORT CHARM;30 Second Performance  
ABILITY COST: 4CP ACTIVATION COST: 2FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

Soothe - *Your music can heal even the most savage of wounds.* BY GESTURE RESTORE BLOOD(5);30 Second Performance  
ABILITY COST: 4CP ACTIVATION COST: 2FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

Calm - *Your voice can calm even the most feral of targets.* BY GESTURE REMOVE RAGE;30 Second Performance  
ABILITY COST: 4CP ACTIVATION COST: 2FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

Carry Voice - *Your voice can carry across the winds to distant ears.* Deliver a message to a distant person; 30 Second Performance  
ABILITY COST: 4CP ACTIVATION COST: 2FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

## Tier 3 Performer

### T3 - Stamina

Awaken - *Your music can rouse your ally to wakefulness.* BY GESTURE REMOVE SUBDUE; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Stamina Abilities

Intimidate - *Your voice shocks your opponent into silence.* BY GESTURE SHORT SILENCE; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Stamina Abilities

Work Up(2) - *Your voice inspires your ally to be strong beyond his means.* BY GESTURE BESTOW STRENGTH(2); Bonus use if you have Work Up(1); 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Stamina Abilities

Instigate – *Sometimes people just can't appreciate your quality caterwauling.* BY GESTURE  
SHORT RAGE; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Stamina Abilities

### T3 – Focus Abilities

Lullaby – *Your soothing voice can lull even the most aggressive targets to sleep.* BY GESTURE  
LONG SUBDUE; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Focus Abilities

Paranoia – *You play a tune that makes your ally's hair stand on end.* BY GESTURE BESTOW  
DODGE; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Performer Header, 2 Tier 2 Performer Focus Abilities

Assure(2) – *Your voice inspires your ally to strengthen his mental fortitude.* BE GESTURE  
BESTOW WILLPOWER(2); Bonus use if you have Assure(1); 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

Lucid Dream – *Your music can create allies from the strangest places.* BY GESTURE SUSTAINED  
ANIMATE SLEEP; 45 second performance  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Performer Header, 2 Tier 1 Performer Focus Abilities

## Tier 4 Performer

### T4 – Stamina

Demoralize – *Your voice stresses your opponent to his mental limits.* BY GESTURE LONG  
FOCUS FATIGUE; 1 min performance  
ABILITY COST: 8CP ACTIVATION COST: 4SP  
PREREQUISITE: Performer Header, 2 Tier 3 Performer Stamina Abilities

Clip Strings – *Your voice destabilizes the hold another man has over your ally.* BY GESTURE  
REMOVE ANIMATE; 1 min performance  
ABILITY COST: 8CP ACTIVATION COST: 4SP  
PREREQUISITE: Performer Header, 2 Tier 3 Performer Stamina Abilities

### T4 – Focus

Liberate - *Your music can bring your allies to their senses.* BY GESTURE REMOVE DOMINATE;  
1 min performance.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Performer Header, 2 Tier 3 Performer Focus Abilities

Discourage - *Your voice stresses your opponent to his physical limits.* BY GESTURE LONG  
STAMINA FATIGUE; 1 min performance

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Performer Header, 2 Tier 3 Performer Focus Abilities

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## Thaumaturgy - 3CP

*A Thaumaturge is an old word from the ancient world for “miracle worker”, though in today’s modern times we commonly refer those that practice this art as Mages, Arcanists, Wizards and other grandiose titles. Regardless of what you call them, those that work the arcane arts have learned how to invoke their will upon the world.*

The last type of magical or other worldly power that exists is known as Thaumaturgy. A Thaumaturge is an old word from the ancient world for “miracle worker”, though in today’s modern times we commonly refer to those that practice this art as Mages, Arcanists, Wizards and other grandiose titles. Regardless of what you call them, those that work the arcane arts have learned how to invoke their will upon the world.

Thaumaturgy Header Power - Adept - *You are fairly certain you understand how everything works.* If you activate this header power then you can select one symbol that is equal or less than the highest symbol you know. Until you activate another header power or change symbols you have full use of that symbol.

In Sins of a Nation we have a fully developed Magic system that differs from our other headers in a couple of ways. If you are interested in playing a Thaumaturge or Mage in this game you should read the “Rules of Magic” (Appendix Document on our facebook page) .

Much of what is in this header will probably not make sense without reading that section first. That document will also become useful in the creating and updating of your character as they are far too many symbols to reasonably list in this document. Finally if one so chooses a Thaumaturge can pursue the making of Arcane Items by Purchasing the Runecrafter Abilities (see the Crafting Appendix for more information)

Apprentice Symbols - The following are Symbols that you receive simply from purchasing the Thaumaturgy Header. These symbols are known as *Apprentice Symbols*, and are considered the basics of casting magic.

### Apprentice Symbols

Upon purchase of the Thaumaturgy Header the Character immediately gains the following Abilities.

Element - One of the Ten Prime Forces; After your first free Element, all others can be purchased at 3CP each. (Aether, Air, Earth, Fire, Light, Metal, Nature, Shadow, Void and Water)

ABILITY COST: 0CP for the first/ 3CP thereafter ACTIVATION COST: None(As Element) 1SP or 1FP (As Target cost\*)

PREREQUISITE: Thaumaturgy Header

Cantrip - Upon Purchase of the Thaumaturgy Header character immediately learns the CANTRIP symbol for free. A Cantrip symbol is Not compatible with effects; used only to deliver 1 elemental damage by bolt, touch, or weapon strike. You can use your Cantrip for free with any element you possess.

ABILITY COST: No Cost

PREREQUISITE: Thaumaturgy Header

Instant - Upon Purchase of the Thaumaturgy Header character immediately learns the Instant symbol for free

ABILITY COST: No Cost

PREREQUISITE: Thaumaturgy Header

10 Seconds - *Vellox* - Upon Purchase of the Thaumaturgy Header character immediately learns the Vellox Symbol for free

ABILITY COST: No Cost ACTIVATION COST: No Cost

PREREQUISITE: Thaumaturgy Header

Until Used - *Paratus* - Upon Purchase of the Thaumaturgy Header character immediately learns the *Paratus* Symbol for free

ABILITY COST: No Cost      Activation COST: No Cost

PREREQUISITE: Thaumaturgy Header

By Bolt - *Illis* - Upon Purchase of the Thaumaturgy Header character immediately learns the *Illis* Symbol for free

ABILITY COST: No Cost      Activation COST: No Cost

PREREQUISITE: Thaumaturgy Header

By Touch - *Contago* - Upon Purchase of the Thaumaturgy Header character immediately learns the *Contago* Symbol for free

ABILITY COST: No Cost      Activation COST: No Cost

PREREQUISITE: Thaumaturgy Header

By Strike - *Caedis* - Upon Purchase of the Thaumaturgy Header character immediately learns the *Caedis* Symbol for free

ABILITY COST: No Cost      Activation COST: No Cost

PREREQUISITE: Thaumaturgy Header

### Advanced Symbols

After your Apprentice Symbols, you may purchase any of the symbols listed in the Appendix - The Rules of Magic, though you must start with Tier 1 Symbols, and can not purchase Tier 2 Symbols until you have two Tier 1 of the correct type. (For Example you need two Tier 1 Stamina Symbols before you can start to purchase a tier 2 Stamina Symbol etc)

#### Tier 1 Symbols

Select any Tier 1 Symbol,

ABILITY COST: 2CP

PREREQUISITE: Thaumaturgy Header

Tier 1 Runecrafting - Allows a Thaumaturge to spend components and money over Timeblocks to create Tier 1 Scrolls and/or Rune Plates. Also grants one free Tier 1 Blank for the use of crafting over Time Blocks

ABILITY COST: 2CP

PREREQUISITE: Thaumaturgy Header, A Tier 1 Thaumaturgy Symbol

#### Tier 2 Symbols

Select any Tier 2 Symbol, must have two tier 1 Symbols of the correct type(Stamina/Focus).

ABILITY COST: 4CP

PREREQUISITE: Thaumaturgy Header, 2 Tier 1 Thaumaturgy Symbols

Tier 2 Runecrafting - Allows a Thaumaturge to spend components and money over Timeblocks to create Tier 2 Scrolls and/or Rune Plates. Also grants one free Tier 2 Blank for the use of crafting over Time Blocks

ABILITY COST:4CP

PREREQUISITE:Thaumaturgy Header, A Tier 2 Thaumaturgy Symbol

### Tier 3 Symbols

Select any Tier 3 Symbol, must have two tier 2 Symbols of the correct type(Stamina/Focus).

ABILITY COST: 6CP

PREREQUISITE: Thaumaturgy Header, 2 Tier 2 Thaumaturgy Symbols

Tier 3 Runecrafting - Allows a Thaumaturge to spend components and money over Timeblocks to create Tier 3 Scrolls and/or Rune Plates. Also grants one free Tier 3 Blank for the use of crafting over Time Blocks

ABILITY COST: 6CP

PREREQUISITE: Thaumaturgy Header, a Tier 3 Thaumaturgy Symbol

### Tier 4 Symbols

Select any Tier 4 Symbol, must have two tier 3 Symbols of the correct type(Stamina/Focus).

ABILITY COST:8CP

PREREQUISITE: Thaumaturgy Header, 2 Tier 3 Thaumaturgy Symbols

Tier 4 Runecrafting - Allows a Thaumaturge to spend components and money over timeblocks to create Tier 4 Scrolls and/or Rune Plates. Also grants one free Tier 4 Blank for the use of crafting over Time Blocks

ABILITY COST: 8CP

PREREQUISITE: Thaumaturgy Header, A Tier 4 Thaumaturgy Symbol

### Tier 5 Symbol

Select any Tier 5 Symbol, must have two tier 4 Symbols of the correct type(Stamina/Focus).

ABILITY COST:10CP

PREREQUISITE: Thaumaturgy Header, 2 Tier 4 Thaumaturgy Symbol

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# Crafting Headers

Crafting Headers are a mixture of two distinct but connected abilities. The first are the combat abilities that a Character can purchase much like any other ability you may find in this rulebook. The Second are Crafting Abilities, these can be found in the Artisan, Alchemist (Which you will find below) as well as in the Divine and Thaumaturge headers. These skills allow you to turn your abilities into equipment and items over Timeblocks by spending in game money and/or components to create them. (Note; the system for crafting items will be released 4/13.)

## Alchemy - 3CP

Alchemy is a science that uses different compounds to make either different types of toxins (negative effects) or tonics (positive effects) that can be either mixed into drinks and food, or thrown in the form of gas globes (packets). All Alchemical effects use a base element (aether, air, earth, fire, light, metal, nature, shadow, void, water) to “hold” their effects. Upon purchase you gain your first element for free, this represents knowledge of a specific type of compound. As you purchase abilities you learn more complex properties that you can apply to your toxins or tonics.

### Tier 0 Alchemy

#### Alchemical Element

One of the Ten Prime Forces; After your first free Element, all others can be purchased at 3CP each. (Aether, Air, Earth, Fire, Light, Metal, Nature, Shadow, Void and Water)

ABILITY COST: 3CP      ACTIVATION COST: None

PREREQUISITE: Alchemy Header

#### Toxin Globe

Allows character to throw a toxic “Gas Globe” of your element at your target. Call <ELEMENT TYPE> TOXIN with every throw. (i.e if you have access to the FIRE element the call would be FIRE TOXIN)

ABILITY COST: 0 (free with header)      ACTIVATION COST: None

PREREQUISITE: Alchemy Header

#### Toxin Blade

This skill allows a character to swing any TOXIN that they have access to.

Ability Cost: 0 (free with header)      ACTIVATION COST: None

PREREQUISITE: Alchemy Header



### Shield

This tonic grants a BESTOW TOXIN SHIELD, or an <Element Type> Shield.

ABILITY COST: 2CP ACTIVATION COST: 1FP or SP

PREREQUISITE: Alchemy Header

### Anticoagulant Toxin

This toxin RENDs its target's body.

ABILITY COST: 2CP ACTIVATION COST: 1FP or SP

PREREQUISITE: Alchemy Header

## Tier 1 Alchemy

### Stamina

#### Caustic Acid

This toxin causes damage to it target. 5 <ELEMENT TYPE> TOXIN

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Alchemy Header

### Concussive Gas

This toxin cuts through shields. CRUSHING <ELEMENT TYPE> TOXIN

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Alchemy Header

### Vertigo

This toxin causes the target to fall to their knees. SLAM <ELEMENTAL TYPE> TOXIN

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Alchemy Header

### Adhesive

This toxin causes the target's arm or leg to be bound. BIND <ELEMENTAL TYPE> TOXIN

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Alchemy Header

### Focus

#### Restorative

This tonic RESTOREs 5 points of Blood.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Alchemy Header

### Grease

This toxin causes the target's hands to become slick and makes it difficult to handle a weapon or shield. DISARM <ITEM> TOXIN.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Alchemy Header

#### Madness Toxin

This toxin induces your target with temporary madness. RAGE <ELEMENTAL TYPE> TOXIN

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Alchemy Header

#### Charming Toxin

This toxin alters the mind of the target, making them more agreeable to your point of view.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Alchemy Header

#### Upkeep

##### Large Batch

Whenever you create a Tier 1 TOXIN or a TONIC for use, you immediately create an identical one for no extra cost.

ABILITY COST: 2CP ACTIVATION COST: 1FP or SP UPKEEP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Abilities

### Tier 2 Alchemy

#### Universal

##### Antidote

This tonic remove any negative alchemical effect that you know for the effect cost. REMOVE <ALCHEMICAL EFFECT> BY TONIC,

ABILITY COST: 4CP ACTIVATION COST: 2SP or FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Abilities

#### Pain Killer

This tonic BESTOWs 1 BP to your target.

ABILITY COST: 4CP ACTIVATION COST: 2SP or FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Abilities

#### Stamina

##### Catalyst

This compound, when added to the toxins you already know will give them the SHORT duration. SHORT <TOXIN CALL>

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Stamina Abilities

### Withering Toxin

This toxin withers your targets limb, rendering it useless. MAIM <ELEMENT TYPE> TOXIN

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Stamina Abilities

### Exhaustion Toxin

This toxin drains the target of his physical energy. STAMINA FATIGUE <ELEMENT TYPE> TOXIN.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Stamina Abilities

### Tonic of Vigor

This tonic grants an ally some of his physical energy back. BESTOW 1 STAMINA TONIC

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Stamina Abilities

### Focus

#### Volatile Charge

This compound, when added to the toxins you already know will turn them into gas grenades. AREA <TOXIN CALL>

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Focus Abilities

### Choking Gas

This toxin causes the target's lungs to constrict, making it difficult to breath. <ELEMENT TYPE> CHOKE TOXIN

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Focus Abilities

### Burnout Toxin

This toxin drains the target of his mental energy. FOCUS FATIGUE <ELEMENT TYPE> TOXIN.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Focus Abilities

### Tonic of Alertness

This tonic grants an ally some of his mental energy back. BESTOW 1 FOCUS TONIC.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Alchemy Header, 2 Tier 1 Alchemy Focus Abilities

### Upkeep

#### Toxic Blood

Interacting with toxins has altered your body chemistry such that your resistance to their effects is much more robust. You may RESIST any 5 calls with the TOXIN carrier this reset.  
ABILITY COST: 4CP ACTIVATION COST: 2FP or SP UPKEEP  
PREREQUISITE: Alchemy Header, 2 Tier 2 Alchemy Abilities

### Tier 3 Alchemy

#### Stamina

##### Load Grenade

This ability allows a character to load their alchemical compound into a Grenade. Add the BY BLAST call to any Alchemical Ability you already know. (Requires a Grenade prop)  
ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Alchemy Header, 2 Tier 2 Alchemy Stamina Abilities

#### Volatile Acid

This toxin contains extremely volatile and caustic compounds of your character's element type.\

ABILITY COST: 6CP ACTIVATION COST: 3SP  
PREREQUISITE: Alchemy Header, 2 Tier 2 Alchemy Stamina Abilities

#### Focus

##### Dominate Toxin

This toxin alters a target's mind and take complete control over it. DOMINATE <ELEMENT TYPE> TOXIN  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Alchemy Header, 2 Tier 2 Alchemy Focus Abilities

#### Knock Out Gas

This toxin immediately knocks out its target. SUBDUE <ELEMENT TYPE> TOXIN  
ABILITY COST: 6CP ACTIVATION COST: 3FP  
PREREQUISITE: Alchemy Header, 2 Tier 2 Alchemy Focus Abilities

### Tier 4 Alchemy

#### Stamina

##### Greater Catalyst

This compound, when added to the toxins you already know will give them the LONG duration. LONG <TOXIN CALL>  
ABILITY COST: 8CP ACTIVATION COST: 4SP  
PREREQUISITE: Alchemy Header, 2 Tier 3 Alchemy Stamina Abilities

Focus

Greater Volatile

This compound, when added to the toxins you already know will give them the BY VOICE delivery.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Alchemy Header, 2 Tier 3 Alchemy Focus Abilities

## Artisan Header - 3CP

The Artisan Header is broken down into two paths of specialization, Engineering for those with an emphasis on Stamina, and Smithing for those with an emphasis on Focus.

Engineering allows you to work with firearms and grenades. Smithing allows you to work with melee weapons and shields.

Tier 0

Calibration

This ability allows a character to roleplay adjusting, cleaning, and maintaining a weapon you are proficient in for 30 seconds and gain BESTOW PROFICIENCY; the bestowed proficiency is relevant to the weapon.

ABILITY COST: 2CP ACTIVATION COST: 1FP or 1SP

PREREQUISITE: Artisan Header

Field Fortification

This ability allows a character to roleplay repairing, cleaning, and maintaining a set of armor for 30 seconds, and gain a BESTOW 1 ARMOR.

ABILITY COST: 2CP ACTIVATION COST: 2FP or 2SP

PREREQUISITE: Artisan Header

Armor Restore

This ability allows an Artisan to restore 5 pts of Armor

ABILITY COST: 2CP ACTIVATION COST: 1FP or 1SP

PREREQUISITE: Artisan Header

Armor Efficiency

This ability allows an Artisan to custom fit their own armor rig to be more effective in combat. Get 10 pts from light armor

ABILITY COST: 2CP ACTIVATION COST: 1FP or 1SP Upkeep

PREREQUISITE: Artisan Header, 1 Tier 0 Artisan Ability

# Engineer

## Tier 1

### Tier 1 Masterwork Item-

#### Crushing Bullet

This ability allows a character to BESTOW SHOOT CRUSHING to a specific firearm; Bonus use if you have Crushing Shot(one bonus use per); additional bonus use if recipient's weapon shoots MEGA darts.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Artisan Header

#### Piercing Bullet

This ability allows a character to BESTOW SHOOT PIERCING twice to a specific firearm; Bonus use if you have Piercing Shot(one bonus use per); additional bonus use if recipient's weapon shoots VORTEX Discs.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Artisan Header

#### Tinker

This ability allows a character to roleplay oiling, cleaning and working with a firearm for 30 seconds, gain a BESTOW 5 damage on next attack. Bonus use if you have Focused Shot.

Counts for Red-Hot Iron.

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Artisan Header

#### Grenade

This ability allows a character to use a SLAM BY BLAST grenade (see phys reps section for how to make grenades phys-reps)

ABILITY COST: 2CP ACTIVATION COST: 1SP

PREREQUISITE: Artisan Header

### Tier 1 Stamina Upkeep

#### Automail Limb

This ability allows an engineer to gain the use of a mechanically engineered or mechanically augmented arm, better known as Automail. The character gains the use of the Bracer Shield skill. This ability can either be repped with a heavily armored arm or a fully mechanical arm.

ABILITY COST: 2CP ACTIVATION COST: 1SP Upkeep

PREREQUISITE: Artisan Header, 2 Tier 1 Engineering Abilities

## Tier 2

### Iron Sights

This ability allows a character to BY GESTURE any Firearm Ability they already have purchased.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Artisan Header, 2 Tier 1 Engineering Abilities

### Repair/Sabotage/Break

This ability allows a character to BESTOW RESIST SHATTER or REMOVE SHATTER on a ranged weapon; Bonus if you also have Tinker; Bonus if you have Maintenance. Allows character to shoot a SHATTER, Allows use of a Sabotage sticker after one minute of roleplay with a firearm.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Artisan Header, 2 Tier 1 Engineering Abilities

### Disorienting Grenade

This ability allows a character to throw a DISENGAGE BY BLAST grenade.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Artisan Header, 2 Tier 1 Engineering Abilities

### Gas Mask

This ability allows a character to RESIST any attack with the BY TOXIN carrier.

ABILITY COST: 4CP ACTIVATION COST: 2SP

PREREQUISITE: Artisan Header, 2 Tier 1 Engineering Abilities

### Tier 2 Stamina Upkeep

#### Clear Jam

This ability allows a character to gain a free and immediate BY GESTURE 5 if their firearm jams or misfires in combat.

ABILITY COST: 4CP ACTIVATION COST: 2SP Upkeep

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Abilities

### Efficient Tinkering

While active, you may use Tinker on up to 3 firearms at once for 1 SP; it takes 1 minute of roleplay to maintain all 3 firearms.

ABILITY COST: 4CP ACTIVATION COST: 2SP Upkeep

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Abilities

## Tier 3

### Slaying Bullet

This skill gives a character the ability to BESTOW 20 to the next shot on any firearm.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Stamina Abilities

### Shock Absorption

This skill gives a character the ability to BESTOW RESIST BLAST on themselves or another player.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Abilities

### Explosive Grenade

This skill gives a character a grenade that he can throw for 5 BY BLAST.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Abilities

### Spring Heel

This ability allows the character to run from a combat situation for 10 seconds. During this time the character may call RESIST to any incoming attack as long as they are fleeing from the fight.

ABILITY COST: 6CP ACTIVATION COST: 3SP

PREREQUISITE: Artisan Header, 2 Tier 2 Engineering Abilities

## Tier 4

### Voltaic Shield

This skill allows a character to BESTOW WEAPON SHIELD (10 secs). For the duration of the effect, the recipient can call WEAPON SHIELD to any attacks they receive that can be shielded in such a way.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Artisan Header, 2 Tier 3 Engineering Abilities

### High Caliber/High Cyclic Rate

This skills allows a character to BESTOW CRUSHING or PIERCING (10 secs) from any firearm. For the duration of the effect, the recipient may call the appropriate carrier (either CRUSHING or PIERCING) with every shot of their firearm.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Artisan Header, 2 Tier 3 Engineering Abilities

### Fracturing Grenade

This skill allows a character to throw a grenade that can MAIM BY BLAST.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Artisan Header, 2 Tier 3 Engineering Abilities



### Devastating Grenade

This skill allows a character to throw a grenade that can damage 20 BY BLAST.

ABILITY COST: 8CP ACTIVATION COST: 4SP

PREREQUISITE: Artisan Header, 2 Tier 3 Engineering Abilities

## Smith

### Tier 1

#### Hone

This skill allows a character to BESTOW PIERCING to any melee weapon. Bonus use if you have Piercing Strike(one bonus use per); Additional bonus use if recipient weapon is a sword or spear.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Artisan Header

#### Weighted

This skill allows a character to BESTOW CRUSHING to any melee weapon. Bonus use if you have Crushing Strike(one bonus use per); Additional bonus use if recipient weapon is an axe or blunt.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Artisan Header

#### Maintenance

This skill allows a character to roleplay oiling, cleaning, and honing a weapon for 30 seconds. BESTOW 5 on the next melee strike. Bonus use if you have Power Strike.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Artisan Header

#### Reinforce

This skill allows a character to BESTOW RESIST CRUSHING or RESIST PIERCING to any armor.

ABILITY COST: 2CP ACTIVATION COST: 1FP

PREREQUISITE: Artisan Header

#### Upkeep

##### Efficient Reinforcement

While active, when you fully repair any set of armor, gain a bonus use of Reinforce.

ABILITY COST: 2CP ACTIVATION COST: 1FP Upkeep

PREREQUISITE: Artisan Header, 2 Tier 1 Smithing Abilities

## Tier 2

### Repair/Break

This ability allows a character to BESTOW RESIST SHATTER or REMOVE SHATTER on a melee weapon or Shield; Bonus if you also have Tinker; Bonus if you have Maintenance. Allows character to swing a SHATTER.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Artisan Header, 2 Tier 1 Smithing Abilities

### Grounded Shield

This skill allows a character to BESTOW RESIST ELEMENTAL to a shield. The shield can RESIST the first elemental attack that hits it.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Artisan Header, 2 Tier 1 Smithing Abilities

### Crooked Edge

This skill allows a character to use a slight curve in their melee weapon to DISARM their opponent. DISARM <Shield/Weapon> BY GESTURE.

ABILITY COST: 4CP ACTIVATION COST: 2FP

PREREQUISITE: Artisan Header, 2 Tier 1 Smithing Abilities

### Upkeep

#### Efficient Maintenance

While active, you may use Maintenance on up to 3 melee weapons at once for 1 FP; use the skill in this way takes 1 minute of roleplay to maintain all 3 melee weapons.

ABILITY COST: 4CP ACTIVATION COST: 2FP Upkeep

PREREQUISITE: Artisan Header, 2 Tier 2 Smithing Abilities

## Tier 3

### Microfilament Edge

This skill gives a character the ability to BESTOW 20 to the next swing on any melee weapon.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Artisan Header, 2 Tier 2 Smithing Abilities

### Weighted Pommel

This skill gives a character the ability to BESTOW CHOKE BY GESTURE.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Artisan Header, 2 Tier 2 Smithing Abilities

### Shield Wall

This ability allows a character to BESTOW RESIST BLAST on any Shield

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Artisan Header, 2 Tier 2 Smithing Abilities

### Reinforced Helm

This ability allows a character to RESIST SUBDUE.

ABILITY COST: 6CP ACTIVATION COST: 3FP

PREREQUISITE: Artisan Header, 2 Tier 2 Smithing Abilities

## Tier 4

### Heavy Metal Construction

This ability allows a character to BESTOW CRUSHING/PIERCING (10 secs) on any melee weapon. For the duration of the effect, the recipient may call the appropriate carrier (either CRUSHING or PIERCING) with every swing of their weapon.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Artisan Header, 2 Tier 3 Smithing Abilities

### Ultralight Shield

This ability allows a character to BESTOW WEAPON SHIELD (10 secs). For the duration of the effect, the recipient can call WEAPON SHIELD to any attacks they receive that can be shielded in such a way.

ABILITY COST: 8CP ACTIVATION COST: 4FP

PREREQUISITE: Artisan Header, 2 Tier 3 Smithing Abilities

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## Traits and Flaws

*There are few who I know that are entirely exceptional, though I do know a few. There are few who I know, who are entirely wretched. Though I do know a Few. Most I feel, are a mix, and as we go through this life, we must constantly strive to overcome our faults, or risk succumbing to them.*

Traits and flaws are way to add even more personality, challenge, and uniqueness to the characters of Sins of a Nation. Traits are positive features of a character that empower her or him, or lend some key feature to their character concept.

## Traits

Traits cost CP like all of the other abilities and yield some positive ability or result from doing so. They can be purchased at character creation, or can be sought after and purchased during game. Acquiring these abilities in game usually require some goal to be pursued and accomplished, as well as the spending of CP. This is not always the case, however, and if after character creation you are interested in purchasing a Trait you should speak to staff.

You may have up to 10CP of Traits.

### Bloodline

Your character's family history is, well... complicated. By taking this Trait, your character has features and characteristics of other non-humanoid things. Whether it be a Djinn, Demon, Fey, Dragon, Elemental or something unknown, you benefit from this bloodline in a couple of ways. Cosmetically, whatever you pick you should add to your racial costuming with features from your Bloodline. Whether your eyes are orange and you smell of brimstone, to having matted wet looking hair and webbed hands, this trait is an opportunity to add subtle hints to your character's origins. Mechanically, this trait allows you to pick any two Tier 1 abilities, and use them via one of the twelve standard carriers (choose one). You may use either of these abilities at standard cost without prerequisites, though they must always be delivered with the carrier you choose. In regards to Humonculi this trait is understood as extra properties that were built in at the time of creation. For Arisen, this trait is the process of certain abilities from the creator spirit being expressed into you. Talk to Staff about this trait if you need costuming advice.

TRAIT COST: 5CP

### Meditative State

Three times per event, you may reset in 5 Minutes rather than 15.

TRAIT COST: 4CP

### Prestige

Your character is a minor but ranking member of an organization of your choosing, for instance an industrial company manager, petty military officer, or of minor noble heritage. This affords your character a certain amount of respect in their field, and guarantees a contact appropriate to your prestige. Generates 1 Influence Token each Expedition.

TRAIT COST: 4 CP

### Sentimental Item

You have *something*, whether it be a piece of jewelry, an old letter, or your trusted weapon. The important thing is that it means the world to you. If you reset with your Sentimental Item, you may gain a free BESTOW 1 to either Stamina or Focus.

TRAIT COST: 4CP

### Vigor

Your character is of superb health and you can exert yourself more than most can. You may Upkeep one Tier 1 Stamina or Focus Upkeep with your Blood points, rather than the resource points associated with the skill.

TRAIT COST: 4 CP

### Wealth

Your Character has come into some wealth, or wealth seems to find him or her no matter where they go. At check in each game, you receive an amount of shares based on your wealth rank; for rank 1, you gain 35 Shares, and for rank 2 you gain 50 Shares,

TRAIT COST: 3 CP for Rank 1 / 5 CP for Rank 2

## Flaws

Flaws give CP, allowing you to purchase even more proficiencies and abilities(provided you remain at or below the current cap) though carry with them some burden or obstacle. They can be taken at character creation, or could be inflicted upon you due to in-game consequences and actions. Getting rid of these burdens usually requires accomplishing in game tasks and challenges, as well as the refunding of the CP they lent.

You may gain up to 10CP of Flaws.

### Addiction

Your character has found the hooks of chemical dependency in them. Whether it be something as simple as alcohol, or more intense substances like laudanum you find yourself unable to fully function without your fix of choice.

For every hour that you do not take the substance you are addicted to, two minutes are added to the amount of time it take for you to reset. The moment you take your preferred drug, your reset is set back to normal. Addiction comes in three levels. These represent the amount of cost and difficulty to find the addictive substance.

Level 1 Drugs are things like nicotine, alcohol, caffeine and other such substances

Level 2 Drugs are things like opiates, stimulants such as cocaine, and other valued “habit forming” substances

Level 3 Drugs are the truly esoteric and include things like Demon Blood, Fey Tears and other hard to find substances

You should speak to staff before taking this Flaw.

FLAW BONUS- 3CP at Level 1  
6CP at Level 2  
9CP at Level 3

### Blightsore

For whatever reason your character has managed to contract a disease usually reserved for apprentice thaumaturgists and those that live around the blighted zone. This can be represented with either glow in the dark make-up, or white or red patches that accumulate near the throat and ears. Upon taking this flaw your character's Blood is put under a 1BP Reduction at the beginning of an event

FLAW BONUS: 4CP

### Debt

Maybe your character is bad with money. Maybe they have someone relying on them to make ends meet. For whatever reason no matter what your character does, it seems they lose a little bit more than they intended.

Upon taking this flaw your character loses a small amount of money each event.

FLAW BONUS- 2CP at Level 1  
4CP at Level 2

### Low Pain Tolerance

Your character has never been good at stomaching pain, and to their detriment it can lead an already dangerous situation to a worse one. Everytime you take a 5 or 20 you also take a non-resistable SLAM.

FLAW BONUS: 3CP

### Old

Your character has spent some time in this world before seeking out the expedition, and is shown to be worse because of it. Upon taking this Flaw, you may become marked for death on your first visit to death's realm (normally you do not need to truly worry until you have died twice) furthermore each visit is more taxing than normal

FLAW BONUS-5CP

### Wanted

Your character has a bounty out for them, someone somewhere wants to catch you. And that's a fate you would rather avoid. Wanted comes in two levels, the higher the level the more well known your last location or crime is. You should speak to Staff before taking this flaw.

FLAW BONUS-3CP at Level 1  
5CP at Level 2

## **Appendix - Influence Tokens**

Influence Tokens are a system that allows people to trade deals and give bonuses based off of their character's reputation and their ability to move within political, corporate and criminal circles. The Influence Header and the Authority header are a source for generating Influence tokens, though you can earn or buy tokens from other players and npcs. Since the token is a representation of your Character's influence, it is not possible to steal a token from anybody else.

### **Event Bonuses**

At the beginning of each event, you may select a number of bonuses equal to the number of Influence tokens you have.

1. Because of your influence, you know a Thaumaturge or two that are willing to help you out. Start an event with a Weapon Shield or a <element> shield.
2. Because of your influence, you know an Alchemist or two that are willing to help you out. Start an event with your number of Influence tokens worth of Tier 0 Tonics or Toxins, these items are removed from play after the event and can not be stock-piled.
3. Because of your influence, you know an Artisan or two that are willing to help you out. Start an event with your number of Influence tokens worth of Tier 0 ammunition or equipment, these items are removed from play after the event and can not be stock-piled.

4. Because of your influence, you know people that are good at sniffing out falsehoods. Confirm/Deny three rumors from the rumor sheet at the start of the event.
5. Because of your influence, you have access to illegal or stolen goods. At the start of the event you may pick two items per influence tokens you have from the Crime Goodie Bag.
6. Because of your influence, you are in the know as far as drug trafficking is concerned. At the start of an event, find out what drugs are “Trending”
7. Because of your influence, you know a few people around the commodities exchange. Find out if three stocks are going to rise or fall during the event.
8. Because of your influence, you have access to corporate or government equipment. Prototypes and in-beta equipment. At the start of the event, pick two items from your experimental tech goodie bag.

### **Advanced Bonus**

Must have 3 Influence tokens to select from list below, You may only have one advanced bonus active at a time.

1. Because of your influence, you have access to the hired muscle in town. At the start of the event, schedule a single goon to assist you on one job.
2. Because of your influence, you have access to technology and weaponry that few others do. At the start of the event, schedule the use of experimental tech to assist you for one job.
3. Because of your influence, you have access to lawyers/ambassadors that are willing to work for you. If you are accused of a crime, you will receive an NPC to assist you.

### **Timeblock Bonuses**

For each month of timeblocks you may select a number of bonuses equal to the number of Influence tokens you have.

Notably, you may also cash in Influence Tokens you have to gain more bonuses than normal.



1. Over Timeblocks sniff out one secret about an individual (May take more than one month of timeblocks)
2. Because of your influence, you know people willing to spread falsehoods for you (Create one rumor per month)
3. Ask one Yes/No Question about your group/faction/gang
4. Hide secrets, dictate one thing about your character that you don't want anybody to know,
5. Get one item smuggled in/out of Aldgate past customs.
6. Send a number equal to your influence tokens of encoded messages to people

### **Advanced Bonus**

Must have 3 Influence tokens to select from list below, You may only have one advanced bonus active during one month of timeblocks.

- Greater Rumor - Create a rumor that is more difficult to ascertain
- Greater Truth - Find out if a Greater Rumor is true or false
- Greater Secret - Make a secret harder to find out
- Reveal Greater Secret - Put more effort into finding out the truth about someone
- Espionage - Get a report of other people's use of influence standard bonuses during a month of timeblocks.

### **Cashing In**

Favor tokens are unique in that they have a value that increases drastically to their amount. For every token that you have, the overall value of each token increases by one. i.e while a single favor token can be cashed in for two Shares, three can be cashed in for twelve. The amount of benefit that you can receive from this is limited to your batch size.

A group of favor tokens cashed in this way is called a "batch". For starting characters, a batch size is three tokens. Anytime you cash in your tokens, they will be broken into groups

of three or less. The more batches you have, the greater potential value you have gained from the tokens.

#of Tokens	Value in Shares	Token to Share Value
1	2	2
2	6	3
3	12	4

#### Advanced Influence

Those that have gained the Advanced Influence Ability may gain larger numbers of tokens in a batch.

4	20	5
5	30	6
6	42	7

**Estate Influence** - Once you have taken the Estate Ability you gain access to the estate chart. As long as you have 3 influence you may select one bonus from the following. Additional Bonuses can be purchased at event for two Influence Tokens apiece

Bought Off - Prevent thieves for one night

Creature Comforts - Reset in 10 mins for 1 day

Typewriter - Send more messages during timeblocks

Lap of luxury - Once a weekend call AREA LONG CHARM while hosting guests, this can be done again by spending one Influence token

Defense Strategy - Once per weekend call AREA LONG DISENGAGE while defending estate from attackers, this can be done again by spending one Influence token

Ammo Cache - Once per weekend you can gain twice your amount Influence tokens of limited ammo