



THE SWORLD OF OZ

A LIVE ACTION ROLEPLAYING GAME BY LAST GAMES

VERSION 5.0

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General Information

Principle of the Rules: The rules define what you can do beyond your everyday reality. This book goes over the various effects and verbage you will need to know to make a character and interact with The World of Oz's system. The rules are meant to support roleplay, not define it. Fun is the goal for every part of the rules, whether it's a single skill or the entire combat system.

The World of Oz utilizes a Standardized Call system, enabling players to easily grasp the fundamental rules of combat and gameplay by learning the systems detailed on pages 10-15. While it is advisable for players to peruse the entire rulebook, these core rules will guide players in handling combat and understanding the various Out-of-Game calls they may encounter during play. To create a Player Character, it is essential to read through the Character Creation chapter, which will determine the additional chapters applicable to your character. Unlike previous editions, there is no need to memorize every spell, alchemy, etc., as they all employ the Standard Call system to indicate their effects.

Policies and Procedures: Please see our [Policies and Procedures Manual](#) for our mission statement, core values, anti-discrimination policies, camp procedures, and other various topics not covered in the core rulebook.

What You See: ...is What You Get. That's our motto. Do not describe to other players what they are seeing or what you are doing. Show it with props, costuming, masks, and makeup. The reactions are longer lasting if you actually see what you are supposed to be seeing. Players should react to costuming as if it was real.

Honor System: This game operates mainly on the honor system. It is up to you to tear your tags and track your character's stats. Please don't cheat; it defeats the purpose of the rules.

Player Created Spectacles: Players may create their own spectacles by putting on shows, hosting demonstrations of their inventions, casting flashy rituals, etc. These player-created spectacles won't usually have any IG benefit other than the fun they provide for your fellow players. The ST team may opt to give some sort of game effect for particularly high-production or impactful spectacles that are related to a plotline, but these should be coordinated at the game, as STs won't be pre-approving these things between games. These are great ways to entertain other players, make the game overall more fun, explain a change in a character's appearance or personality, a rewrite of skills, etc.

Self-Applied Penalties: Players can opt to penalize themselves by taking damage, making their character unable to use an ability, etc., for any duration they wish during a game. This can be done for thematic reasons or as part of a player spectacle gone wrong. These self-applied penalties cannot be forced on another player and are entirely optional.

Flubs: It is important that you do your best to use the correct terms to make Effect Calls. If a mistake is made and it's clear what the intended effect was, take it anyways. If a mistake is being made regularly, you can take some time after an active scene to help the player with the rules.

Storyteller Rules: Storytellers use the same rulebook as players for most things, and Effect Calls are the same as the player rulebook. They do have more freedom when it comes to creating NPCs, particularly when building weak NPCs and extra-strong NPCs. Expect NPCs to use the same Effect Calls but be able to access them in ways/combinations not accessible to PCs. STs may also create custom tags and props that will have their purpose explained on the tag. Any resources gained from these tags are in addition to anything found in this book and don't count towards any limits, unless stated on the ST tag.

Printable Version: For a printable version of the rulebook, [please visit this link](#).

Terminology

Boffer: A foam weapon used in combat reenactment. Boffers are made of soft padding and foam, and they must meet the safety standards defined in the weapon specifications to ensure everyone's safety during combat scenes in the game. All weapons used in The World of Oz must be commercially produced latex/foam weapons or made to appear as realistic as possible while adhering to weapon specifications for immersion purposes. Claw and brawler weapons are the only exceptions to this rule, where simple black foam weapons are allowed. Weapon specifications are listed at the end of the rulebook.

Character Sheet: A character sheet lists your character's current information, such as skills and HP. Sheets are provided by Check-in. You must carry the sheet on your person at all times while you play that character. Only staff may review your character information, for rules purposes.

Currency: There are two types of currency in Oz: coins, called bits, and officially stamped gems, called emeralds. Check-in provides currency for new characters, and currency can be earned through various means while playing the game. Five bits equal one emerald. Staff is not responsible for lost or damaged currency.

Diseases: An ongoing effect on your character caused by being hit with a disease attack. A Disease attack can use any delivery method along with the Effect Call "Disease: (name of disease)." After being hit with such an attack, the player must visit ST and receive their Disease card as soon as they reasonably can, before the end of that event. Being hit by a Disease attack of the same name as a card you have does nothing. Disease use is detailed in the Disease chapter.

Effect Call: This is an OOG statement used when you are conveying an IG effect to another player so they know how to react. Pause long enough between calls to give your opponent time to react. Effect Calls can have a qualifier that is stated first, such as "By Voice".

Game Boundary: There are areas where a player can reach and immediately go out of the game. Exact game boundaries are defined in the policies and procedures manual.

Health Points (HP): Health points represent how much damage a character can take before becoming unconscious. Each time you lose HP, subtract that amount from your current HP rating. You begin each event with full HP. You cannot regain more HP than your maximum pool rating. A PC begins the game with 10 HP and may never have more than 20 HP at any given time, regardless of Effect Calls and other benefits (except in the case of a boon).

In-Game (IG): A term used to indicate an action between characters or an item in the game world during an event. During game hours, please stay IG as much as possible by continuously acting as the character you are portraying to help create a believable atmosphere.

Out of Game (OOG): A term used to indicate actions and items in real life during game hours at an event, i.e., when not acting as your character, you are out-of-game. Players currently IG won't interact with you while you are OOG, which is indicated by wearing an orange headband, holding up crossed fingers, or holding a weapon or fist on top of your head. You are permitted to be OOG if you arrive late, if you're asking a question about the game, if you're asking a player to explain an Effect, if your character was killed, if you're walking from a game boundary to character switch, if you're reminding a player of proper rules use, if you are injured, sick or tending a personal issue (please let staff know). Outside of these exceptions, we ask that players be IG as much as possible, to maintain the immersive environment of the LARP. OOG areas are restrooms, the main parking lot, under bunks, ST camp (where our Storytellers host our props and NPCs), outside game boundaries, and Check-in during Check-in hours.

Packet: These are small, soft "bean bags" handmade with cloth and birdseed. Packets are used to represent special effects like magic or alchemy. Since packets are thrown at other players, it is important that each and every packet meets the safety standards detailed in the weapon specifications section at the end of the rulebook.

Prop: Props are items that are attached to tags or are tags in and of themselves, then having special effects in the game world. All props must fit within the steampunk/fantasy theme of the game. All player-provided props must be returned to their rightful owners at event end, even if the tag was stolen. Staff is not responsible for lost or damaged props, however, any instance of OOG theft should be reported.

Storytellers (ST): Storytellers, or STs, are the creative minds behind the scenes. You may hear this role referred to as the Plot Team, as these terms are used interchangeably within the local Larp community. They write the storyline and manage the plot that players will experience in the game environment. NPC volunteers, who take on various characters and villain roles, typically bring these stories to life during events. The STs operate from the ST camp, serving as a hub where you can seek information, ask questions, or sign up to assist with an NPC shift.

Tags: These are small pieces of paper issued by Check-in containing information to represent various items and effects governed by the rules herein. The rules will be either outlined on the tag or within this book. Staff is not responsible for lost or damaged tags. To receive a tag, your character must have the necessary skill and pay the cost to Check-in. Consumable Tags (Scrolls, Alchemy, etc.) MUST be torn as soon as possible after use. For your character to read a chemical, spell, art, experiment, or item tag, your character must have the skill to create the tag.

Will Points (WP): Will Points represent how many spells, techniques, or rituals a character can use before becoming exhausted. Each time you use WP, subtract that amount from your current WP rating. You begin each event with full WP, unless used at check-in to craft certain items. You cannot regain more WP than your maximum pool rating. A PC begins the game with 10 WP and may never have more than 20 WP at any given time, regardless of Effect Calls and other benefits (except in the case of a boon).



Items

Ammunition: Firearm ammunition (foam darts for approved dart shooters) is challenging to keep track of and easily destroyed. It is legal to reuse ammo, but identifying its owner is difficult. If you have special ammunition you're attached to, please refrain from bringing it. At the game's end, try to take only what you brought and leave any unclaimed ammo at ST camp. To help keep the site clean, consider picking up unclaimed spent ammo, especially in remote areas. Ammunition doesn't require a tag and cannot be sundered.

Apparatus: Resembling a machine, steampunk, or stylized fantasy design, an Apparatus combines a spell scroll with a specific chemical ("Fuel") to grant any character the use of that spell without destroying the scroll or chemical. The Apparatus chapter lists which fuel to use, along with the rules for using, attuning, and creating an Apparatus.

Armor: Wearing torso-covering armor provides some protection against damage, excluding magic or chemical damage. Armor, made of any material resembling real armor, grants the Armor Effect. If a set of armor is sundered, it must be repaired before you can benefit from wearing it.

Artifact: An Artifact is an item granting the wearer an effect listed on the tag. Any character can use an Artifact but may be restricted by the Artifact's nature. There is no limit to the number of Artifacts you may carry, except for physical limitations or as noted in the Artifact description. An Artifact only exists if the tag is attached to a prop. Artifacts can't be sundered.

Art Scroll: Different from a spell scroll, an Art scroll is a full paper sheet with Art instructions. Only characters with the Practitioner of Arts skill can perform Arts. Once performed, even unsuccessfully, the scroll must be destroyed unless otherwise stated in the Art description found on the scroll. More info can be found in the [Arts Sourcebook](#).

Brawler: Short black boffers representing fists and punching. All characters can use brawler boffers. Brawlers have no effect when not actively wielded, such as when they are worn on the belt. Weapon specifications are listed at the end of the rulebook. Brawl weapons cannot be sundered, disarmed, and don't require a tag.

Bow: A LARP-safe bow. Weapon specifications are listed at the end of the rulebook. Bows don't require a tag but they can be sundered, requiring repair before they can be used again.

Chemical: A potion created by an alchemist that any character can use to cause various effects. A chemical is represented by a bottle or packet. The chemical tag must be destroyed after use. Chemical effects bypass shields unless the defender's appropriate skill/expertise is high enough. Bottles can be any liquid-holding container, and two types exist: "Single Use Bottles" and "Storage Bottles".

Claws: Long black boffers representing claws. Claws have no effect when not actively wielded, such as when they are worn on the belt. Weapon specifications are listed at the end of the rulebook. Claw weapons cannot be sundered or disarmed, and don't require a tag.

Firearm: Represented by store-bought dart shooters like Nerf and Buzz Bee. Weapon specifications are listed at the end of the rulebook. Firearms don't require a tag but they can be sundered, requiring repair before they can be used again.

Invention: Special items created through experiments. These items have various game effects described on the experiment sheet and tag. An experiment result must have the accompanying tag attached.

Lock: Use a padlock prop in a medieval, fantasy, or antiqued style. To use a lock on a door, hang it on the door handle with string. To lock a container, attach the lock in a manner that doesn't actually lock the container. Opening a lock requires unlocking it with a key matching the number on its tag or picking the lock with the appropriate skill. If a lock is used on a door, it only locks the side that the lock is present, meaning you'd need two locks to lock both sides of a door.

Build

Melee Weapon: A catch-all for swords, daggers, clubs, and any other weapon used for striking. Melee weapons have no effect when not actively wielded, such as when they are worn on the belt. Weapon specifications are listed at the end of the rulebook. Melee weapons don't require a tag but they can be sundered, requiring repair before they can be used again.

Shield: A character must possess the Shield skill to use one. Shields must be boffer safe per weapon specs. A shield should not be used to defend all legal strike zones at once. Shields have no effect when not actively wielded, i.e., when worn on the back. Weapon specifications are listed at the end of the rulebook. Shields don't require a tag but they can be sundered, requiring repair before they can be used again.

Spell Scroll: A paper tag. Only characters with the Scroll Scribe skill can cast from a spell scroll. Scroll Scribes cast the spell once, then destroy the scroll tag.

Thrown Weapon: A catch-all for small coreless daggers, sticks, rocks, and any other weapon used for striking. Represented by coreless foam toys, either handmade or store-bought. Weapon specifications are listed at the end of the rulebook. Thrown weapons don't require a tag but they can be sundered, requiring repair before they can be used again.



Miscellaneous

Carrying and Storing Items: In-game items must be carried in specific areas on your person: hands and forearms, head and neck, belt pouches/bags, satchels/packs, shoes and lower legs, and vest and coat pockets. Items for the character you are actively playing should be stored in an in-game (IG) area, even if hidden in the woods within the game boundary. Items for other characters should be kept in an out-of-game (OOG) area.

Carrying / Moving an Incapacitated Character: Any character can move an immobile character by saying "I'm picking you up" and leading them around, hand on shoulder. Physical lifting is not allowed. Only one character can be carried at a time, at a walking pace, without engaging in combat. If the carried character is attacked, they are affected.

Detaining a Character: Detaining a character should ensure player safety without restricting movement. A locked room can be used, but the detained character can escape after 30 minutes if unguarded. Binding involves tying up a character, and they can work free after 10 minutes. Break-away cuffs are permitted.

Diseases: You may encounter various diseases in the World of Oz. If you contract a disease, you will be given a special disease card by an ST representative with the rules specifics. Diseases take effect as soon as you receive the card and you can be treated any time after that. If you have received the cure, destroy the disease card at your first opportunity. Only a character with Examiner 3 or a staff member may look at your disease card.

Fade To Black: A player can call "Fade to Black" when a scene becomes too intense. The scene should stop, and players involved should discuss what happens. The level of detail must be agreed upon by all involved. A Fade to Black cannot be used during combat or to prevent a character from dying.

Pause Game: "Pause Game" is used for emergency situations. All players stand still and quiet while the matter is attended to. It can be called by anyone and ended by the person who initially called it or a staff member calling "3, 2, 1, Game on!" once resolved.

Physical Role-Play: Players can engage in physical role-play with consent. Permission is essential, and players must be careful not to cause harm. Physical role-play can be negotiated beforehand or in the heat of the moment with a brief description of intent. A player may revoke consent to physical roleplay at any time and this must be honored.

Searching and Thieving: This section refers to pretend theft. Real life theft of anything that does not belong to you, including food, will not be tolerated. Now let's talk about how your character can take items from other characters.

- **In-Game Items:** Only items with official Oz game tags—artifacts, spell scrolls, Art scrolls, bottled alchemy, bits, emeralds, locks, keys, completed apparatus, and apparatus weapons—are allowed. Non-tagged items like weapons, armor, ammo, and shields can only be taken with the owner's permission. If an item with AP or charges (e.g., Force Field Artifact) is found or stolen, assume it's out of AP or charges.
- **Handling Props:** Respect others' props; no deliberate damage. Weapons/ammo from fallen foes can be used or carried. Return player-provided props (except game-provided) promptly, unless owner permits use until leaving the campsite.
- **Thieving from a Character:** Touch the player's shoulder and say, "Searching you 1, searching you 2, searching you 3," identifying the search area. The target must truthfully reveal lootable items in that area. Repeat "Searching X Area" without the 3 count for each new area. Searchable areas are Arms, Head, Chest, Legs, Belt, or Bag. If interrupted, initiate the 3-count to resume searching. NPCs can state they carry nothing after the 3-count if no stealable items are present.

Sleep: While asleep, characters cannot use effects or abilities unless stated otherwise. Interaction with a sleeping character should involve waking the player up first. The first attack on a sleeping character cannot be resisted.

Tagged Buildings: Buildings with tags on the front door have OOG instructions on ongoing effects. These effects can be beneficial or detrimental. Players can work with guilds to turn structures into beneficial tagged buildings. A building may have only one beneficial tag at a time.

Will Points at Check-in: Some abilities allow spending Will Points (WP) during check-in. WP cannot be regained during check-in or before game on. Characters start the game with the remaining WP after check-in and can regain them by normal means after game on, up to their maximum.



Combat

Damage System & Dying

Standard Damage: If damage isn't called, assume all attacks are doing their standard damage:

Weapon Type	Standard Damage
Boffer Damage	2 (melee, brawler, claws, thrown)
Projectile Damage	4 (firearms, arrow)

Damage Stacking: If any skill/spell etc causes damage, and is delivered through a weapon, the new damage replaces the old, it does not stack.

Damage Reduction: There are ways to have damage reduced. The most common is the Armor effect. No attack can be reduced below one damage (unless otherwise noted).

Losing HP: Damage taken is subtracted from your character's HP.

Unconscious: If your character's HP reaches zero, promptly act unconscious for 10 minutes, responding with "Unconscious" to examiner inquiries. Without appropriate healing within this time, your character is considered **Dead**. During this period, refrain from using any abilities and roleplay being unconscious. If mobility is an issue, you may take a knee or slump to signify being knocked unconscious.

Dead: If your character is not healed by the end of the Unconscious duration, roleplay the body for a minimum of 10 minutes. After this period, you can continue playing the body for as long as you wish. Upon choosing to go out-of-game (OOG), the body rots away. You have the option to leave in-game (IG) items where you died or have them dissolve with your body. While your character is dead, respond with "Dead" to examiner inquiries and engage with effects applicable to deceased characters.

Attack Types

Boffer Rules: Each strike must be a full 45-degree swing with minimal force. Thrusting and stabbing are not allowed. If your attacks are too quick for your opponent to say "resist," you may be asked to slow down. Any boffer hit, regardless of force, counts as a hit. When attacked, you can take the damage, physically dodge, ignore it using protective effects, or block with a shield, claws, or melee fighter weapons (not blasters/bows). To avoid causing damage, call "Zero" with each strike when choosing to pull your blow and strike a character.

Projectile Rules: Projectiles include darts/disks fired from a firearm and boffer arrows shot from a bow. These cannot be blocked or deflected by weapons. A hit anywhere on your person counts as a hit. When attacked, you can take the damage, physically dodge, ignore it using protective effects, or block with a shield (if you have the proper skill level). If a blaster launches multiple darts simultaneously, it still counts as a single strike with 4 points of damage. While more likely to hit and capable of hitting multiple targets, it does not double damage to a single target with one attack.

Other Combat Considerations

Illegal Striking Areas: Attacks will not be counted against a character if the player is struck in the following areas: head, hands, feet, and groin. Intentionally using an illegal striking area to block/deflect a strike to avoid taking damage is not permitted.

Combat In Doorways: Combat in doorways poses safety risks, especially with attempts to slam doors or blind attacks. To address these concerns:

- **Door Open/Closed:** Once a door is opened in combat, it cannot be closed until combat fully resolves. If accidentally or intentionally closed during combat, a pause will be called, the door reopened, and combat resumed. The door mechanically takes no damage during combat.
- **Targeting in Doorways:** During combat, those firing Nerf firearms or swinging boffer weapons can only target individuals fully exposed in the doorway. Players behind or obscured by the exposed person are not valid targets. Players behind the exposed person should not shoot or swing weapons past them. To enter combat, individuals behind the exposed person should exit fully before engaging.

Effects: You can be under the effect of multiple Effect Calls. Effect Calls do not stack and if a new effect would cause you to act contrary to the instructions of another effect, the previous effect is overridden by the new one. The only exceptions to this are Species, Arts and Artifacts. Arts and Artifact effects cannot be overridden, unless specified in the Art or Artifact.



Delivery Methods

Effect Calls can be delivered through various methods, specified by each skill, spell, or alchemy. If an effect doesn't resolve instantly (e.g., applying healing or dealing damage), follow the listed durations for each delivery method.

- **Weapon Delivery:** If an effect is delivered via a weapon, the attack inflicts both normal damage and delivers the effect. Resisting the damage does not resist the effect, and vice versa.
- **Special Effects:** Some effects have unique durations specified separately.

Effect Duration Chart	
Applied	10 minutes
Ingested & Touch	5 minutes
Bow/Thrown, Claw / Brawl, Firearm, Gesture, Melee, & Packet	30 seconds
Voice	15 seconds

Applied: Mime the application of the chemical to the item called for in the description for at least 3 seconds and place the chemical tag on the item.

- **Duration:** 10 minutes

Bow / Thrown Weapon: Use a bow to shoot an arrow or hit a player with a thrown weapon. If the projectile hits anywhere other than a shield or an illegal striking area, the player's character takes the weapon damage and any attached effect. Shields cannot block this delivery method without the appropriate skill. Effect Calls must be completed before the strike occurs. This method cannot target the caster.

- **Duration:** 30 seconds

Claw/Brawler: Strike a player with a claw or brawler. If the attack hits the player, their character takes the effect and standard damage. If blocked with a boffer, the effect misses. Shields cannot block this delivery method without the appropriate skill. Effect Calls must be completed before the strike occurs. This method cannot target the caster.

- **Duration:** 30 seconds

Firearm: Shoot a player with a firearm prop. If the shot hits the player, their character takes the weapon damage and any attached effect. If the projectile hits anywhere other than a shield or an illegal striking area, the character takes the effect. Shields cannot block this delivery method without the appropriate skill. Effect Calls must be completed before the strike occurs. This method cannot target the caster.

- **Duration:** 30 seconds

Gesture: Certain abilities require a gesture, usually pointing. If a player gestures at you and states an effect, follow the instructions. The time limit for these effects is typically based on a condition being met (e.g., "Obey: do X until I break line of sight"). If no condition is stated, assume the effect lasts 30 seconds. Gestured abilities can be resisted normally.

- **Duration:** 30 seconds or until the gesture is broken (based on call instructions)

Ingested: Represented by a single tag on a bottle, bottom of a cup, or edge of a plate. You can voluntarily "drink" from a bottle, involuntarily "drink" from the cup or plate, or a player may mime pouring the contents of a bottle into your mouth. If there is more than one tag in the bottle, all tags are destroyed, but you only experience one effect. If attached to a cup or plate, the effect is activated with the first bite or drink of the laced food or drink.

- **Duration:** 5 minutes

Melee: Strike a player with a melee weapon. If the attack hits the player, their character takes the effect and the standard damage. If the strike is blocked with a boffer, the effect misses. Shields cannot block this delivery method without the appropriate skill. Effect Calls must be completed before the strike occurs. This method cannot target the caster.

- **Duration:** 30 seconds

Packet: Throw a packet at a player. If it hits the player anywhere other than a shield or an illegal striking zone, their character takes the effect. Shields cannot block this delivery method without the right skill or advanced skill level. Effect Calls must be completed before the packet is thrown. These cannot target the caster.

- **Duration:** 30 seconds

Touch: Gently touch the target player, preferably on the shoulder or hand. This delivery method shouldn't be used in active combat but can be employed on a stunned, downed, or unaware opponent.

- **Duration:** 5 minutes

Voice: Voice deliveries are executed via a special qualifier phrase and affect everyone who can hear the call, excluding the speaker. Unless otherwise stated, voice deliveries should be spoken in a loud, stern tone but shouldn't be screamed, as this delivery is meant to impact people in the immediate 10-20ft, not the entire camp. These are delivered by stating "By Voice (Effect Call)". For instance: "By Voice, Restore: 1 HP" would grant 1 HP to all within earshot.

- **Duration:** 15 seconds



Effect Calls

The Effect Call system offers verbal indicators of events in the game world, representing magic spells, chemicals, and game skills. This chapter is important to commit to memory, as it will aid you in easily taking and delivering effects during the World of Oz events. **This is one of the most important sections of the book to commit to memory.**

These verbal calls are considered Out of Game and can be used even if a character is unable to speak. The only in-game indicator of an effect is the result it has on the target and the delivery method (packet, boffer, touch, ingested, or the special "voice" delivery). Effects of the same type do not stack. If a character has the same effect type placed on them, it replaces the current one with the new effect and duration.

A player may opt to add additional "flavor" to their Effect Calls as long as the Effect Call is clearly spoken and in proper order. For instance, a witch may wish to cast a Destruction spell by saying, "4 damage Hell Fire!" Players and NPCs may react to this normally or may opt to react with a "Self Applied Penalty" (see page 3).

Armor: Reduces damage taken by one from all sources, cannot reduce damage below 1. This effect can be applied by wearing physical armor or gaining the benefit from a spell, chemical, skill, or species ability.

Create Undead: Restores a willing or Unconscious character to max Will and Health, turning them Undead. Undead characters act normally unless commanded otherwise by their creator, except they can't take actions that harm or hinder the creator. Undead may resist Obey effects except those from their creator.

- The character who casts undead on a target may use the following Obey effects on the victim until the end of the duration. Obey: attack your allies, attack my target, defend me, or follow me.
- If an Undead has their Health or Will drop to zero the character enters the **Dead** status.
- At the end of the effect's duration, the character returns to normal with 1 current HP and WP. This occurs even if the status is ended prematurely (like in the case of a Remove: Undead).

Damage: Alters standard weapon damage values; called as "X damage," where X is the number dealt.

Defense: Provides protection; a brief description follows the call, such as "Defense: take no damage until you move."

Disarm: Forces the target to drop whatever stated item is being held, such as "Disarm: weapon". If the target is holding multiple of the same item and you don't specify which one you're targeting, they choose which item to drop.

Disease: Disease is a special effect that is used by the ST team. Disease effects will always be followed by the name of the disease being transmitted (for instance: Disease: Emerald Sickness). If you are hit with a disease, report to ST camp as soon as convenient (you shouldn't leave in the middle of combat or a scene). When you arrive at ST camp, you will receive a disease card and/or instructions.

Empower: Adds to the target's base damage, health, or will.

- Note: The target's maximum HP or WP is boosted along with the stated amount. For example, if the current HP is 9 of 12 and Empower: 3 HP is received, it becomes 12 of 15. However, a PC may never have more than 20 HP or WP at any given time.

Inflict: Renders the target extremely vulnerable. While inflicted you may only walk slowly, crawl, or roleplay the effect (laugh, scream in pain, etc). Inflict will include some sort of qualifier like: nausea, pain, hallucinations, etc.

Knock Back: Forces the player who is hit to move back 10ft or wait 10 seconds before attacking again, if they are unable to move back safely.

No Effect: Indicates that the effect or attack doesn't work on the target, under the current conditions.

Obey: Forces the target to follow a specified command that must be safely followed to the best of their ability.

- For example: “Obey: fight only me until I flee.”

Recovery: Allows the user to instantly gain 1 hit point when their character reaches the Dead status. Unlike other effects, this effect lasts either until the end of the event, until removed, or until used.

Remove: Eliminates an existing specified effect from a target.

- For example: “Remove: Suppress” removes the Suppress effect from the target.

Resist: Indicates that a Skill, Chemical, or Spell was used to resist the attack.

Restore: Replenishes Will or Health by a specified amount. For example: “Restore: 4 HP” heals the target by 4.

Sense: Allows the player to gain knowledge about another character; the target must answer honestly.

- For example: Sense: what is your current HP?

Sunder: Destroys a tagged item or disables an untagged item; can only be used on worn or held items. Weapons, firearms, armor, or shields that have been sundered may not be used until repaired via “Remove: Sunder”. Artifacts and Apparatuses can’t be sundered by PCs, however, NPCs may possess this ability overriding this restriction.

Suppress: Temporarily disables a specific action, such as Arms, Legs, Body, Healing, or Will. The following are common things that can be targeted by the Suppress effect, however, other more specific targets (like skills) can exist:

- **Arms:** Target is unable to utilize their arms to throw packets, hold game items, etc.
- **Legs:** Target is unable to move from their current spot.
- **Body:** Target is unable to move, speak, or utilize any game abilities. If possible, the target should safely collapse to the ground.
- **Healing:** Target is unable to have any health restored until effect is removed.
- **Will:** Target is unable to utilize any game skills or spells that require the expenditure of Will.

Stun: Renders the character unable to speak or take any action on their feet; the effect ends if the target takes damage.

Weaken: Reduces the value of the target’s maximum damage, health, or will.

- For example: “Weaken: 4 HP” reduces the target’s maximum health by 4.



Character Creation

Step I: Species

Oz is home to many species. The options provided for species are intended to encompass a wide variety. You should choose the species that best suits the Oz denizen you wish to create. Please consult with a Character Guide if you have any questions about this. Selecting a species for your character determines their abilities, quirks, and appearance restrictions.

- Changeling: Shapeshifting animals; human and hybrid forms are available IG.
- Construct: Artificial creations or resurrected creatures, the variety is endless.
- Human: Many Oz natives and earthly immigrants (called Storm Riders) are Human alike.
- Immortal: Magical beings that come in a wide variety of types, ranging from fantasy creatures that don't fit in the other species (such as fairies, elves, giants, wheelers, & scoodlers) to the personification of aspects of the world.
- Mangaboo: Plant people, native to the neighboring Vegetable Kingdom.
- Nomes: Stone-faced, these people's kingdom is often at odds with Oz.
- Viewer: Feline humanoids, their fierce faces bely a gentle nature.

Step II: Guild

The land of Oz boasts a vibrant culture, overseen by the Trifecta of Ozma, Azkadellia, and the Scarecrow. Beneath their leadership, various Guilds thrive, and most Oz citizens are proud members of a guild, though exceptions exist. There are even secret guilds, hidden from the public eye that your character may have a chance to learn about and join through gameplay. For comprehensive details on each Guild or reasons for not being in one, refer to the wiki or consult a Character Guild.

Guilds are categorized by their association with a member of the Trifecta and by their affiliation with Labour, Emerald, or War. Each guild offers three achievable ranks for player characters. All characters commence at the first rank of their Guild, receiving 2 emeralds during check-in at the beginning of every game (starting from their second game) and a unique mechanical benefit. The emerald reward increases by one for each higher rank attained, capping at 4 emeralds. The mechanical benefit is static and the character keeps it, unless they leave their guild. Ranks are earned through role-play, character accomplishments, and are subject to control by the ST team. There is no Experience Point cost for Guilds or ranks. It's essential to note that a character may lose rank if they displease their Guild.

If approved by the Character Guide team, a character may start the game without a guild but they will not receive the normal guild benefits until they join one.

- **Artificers:** Ozma/Labour Guild. Many well known witches, wizards, and Immortals belonged to the Artificers. This Guild focuses on the study and practice of magic.
 - **Benefit:** 3 extra Scrolls or blank Scroll tags at check in, 1 extra Art Scroll at check in, or increase max WP by 1.
- **Bit Lenders:** Ozma/Emerald Guild. The Guild functions as Oz's bank, both storing money for the wealthy and lending money to those with lesser means.
 - **Benefit:** 3 extra Emeralds at check in.
- **Bureaucrats:** Azkadellia/Emerald guild. Bureaucrats, secretaries, and accountants belong to this Guild.
 - **Benefit:** May call "Resist" to Obey or Inflict effects that would interfere with or alter their completion of bureaucratic duties 3 times per day.
- **Civil Authority:** Azkadellia/War Guild. This is the only nationally recognized police force in Oz.
 - **Benefit:** Increase max HP or WP by 1.

- **(Civil Authority) Tinmen:** Azkadellia/War Guild. Tinmen are a special branch of the civil authority who act as agents in the field. Tinmen answer to high ranking members of the civil authority and are given a certain amount of autonomy to accomplish their goals.
 - **Benefit:** 3 free uses of Obey: lay down your weapons, or Obey: stop where you are per event by Gesture delivery.
- **Drudgers:** Azkadellia/Emerald Guild. This Guild traffics exclusively in prisoners serving a sentence or contracted indentured servants to serve in varying capacities: laborers, personal guards, tutors, etc. It should be noted, slavery was completely outlawed in the Land of Oz.
 - **Benefit:** 3 free uses of Obey: follow me, or Obey: complete [x] task by Gesture delivery per day.
- **Grubbers:** Scarecrow/Labour guild. Farmers, hunters, and any other who use the land's natural resources to feed the always-hungry population of Oz belong to this Guild.
 - **Benefit:** Can Restore 1 HP to others from food they serve.
- **Hospitality:** Ozma/Emerald Guild. Innkeepers, maids, masseurs, performers, and courtesans all look to this guild for membership and guidance.
 - **Benefit:** Can Restore 1 WP to others through use of their service.
- **Ivory Tower:** Scarecrow/Emerald Guild. Academics, philosophers, and artists fill the ranks of this guild.
 - **Benefit:** Can Touch deliver Empower: 1 WP to others by talking about their area of expertise/study with them for at least 1 minute.
- **Masons:** Azkadellia/Labour Guild. Most builders, miners, and other such contributors to the townships and road systems of Oz belong to this Guild. As well as artisans of all kinds.
 - **Benefit:** Create one building tag at check in (expires at end of event). If no building tags are available, gain 3 emeralds.
- **Mephatics:** Scarecrow/Labour Guild. This guild is composed of various alchemists, potion-makers, and poisoners.
 - **Benefit:** 3 extra Chemicals or blank Chemical tags at check in.
- **Mercantile:** Ozma/Emerald Guild. This Guild holds jurisdiction over the sale and trade of inanimate objects.
 - **Benefit:** Can always buy items from the starting character chart at check in.
- **Ozma's Army:** Ozma/War Guild. Almost all female. This Guild has jurisdiction over civil espionage and defense within their assigned jurisdiction.
 - **Benefit:** Level 1 in a social skill (Bolsterer, Motivator, or Social Engineer) the character does not already possess.
- **(Ozma's Army) Royal Society of Witch Hunters:** Tasked with discovering Wicked Witches in Oz and bringing them to trial in the emerald city if possible, or removing them from power by any means available if not. They are met with some suspicion by many Dark Witches due to their historical role policing the use of all Dark magic, but now that the use of Dark magic is legal in Oz they have honed their focus and even recruited Dark Witches into their ranks.
 - **Benefit:** 3 free uses of Suppress Witch Skill per day via Packet delivery.
- **Rippers:** Ozma/Labour Guild. The Guild consists of doctors, nurses, dentists, and other medically inclined Ozians who heal.
 - **Benefit:** Healing with Examiner 2 is reduced from a 15 second count to a 10 second count.
- **Scarecrow's Army:** Scarecrow/War Guild. Members of this Guild have jurisdiction over international espionage and defense within their assigned jurisdiction.
 - **Benefit:** Level 1 in a weapon skill (Gunslinger, Melee Fighter, or Sharpshooter) the character does not already possess.
- **(Scarecrow's Army) Communications Division:** The largest organized network for sending and receiving messages and parcels in Oz. While this division was originally tasked with internal military communications within Scarecrow's Army it now serves as the public postal service used by all of Oz.
 - **Benefit:** 3 free uses of the Protection spell per day.
- **Tinkers:** Scarecrow/Labour Guild. This Guild consists of inventors, tinkerers, and a variety of other mechanically inclined or scientifically minded people.
 - **Benefit:** 1 extra apparatus creation per event

Minor Guilds: These guilds don't have the political power of ruling guilds, but they are still backed by the Trifecta and provide similar benefits to members such as support for gaining citizenship, protection from conscription by War Guilds, and pay.

- **Fateweavers (Ozma):** Ozians who possess prescience in all forms find common ground in the Fateweavers. By innate or magical foresight, or through the use of foci such as runes, tarot, or scrying, the Fateweavers offer insight into what lies ahead for those with the courage or foolishness to ask.
 - **Benefit:** May request foresight into one topic from ST each event (ST decides how much information the Character receives).
- **Law Ward Guild (Scarecrow):** The judicial guild of Oz. They interpret Ozian and local laws as judges, represent citizens in court as lawyers, and advise local lawmakers as to whether proposed local laws would conflict with higher order laws of Oz or not.
 - **Benefit:** May call "Resist" to Obey or Inflict effects that would impair or alter their judgment in a case or interpretation of a law 3 times per event.
- **Office of Compliance and Efficiency (Azkadellia):** A conglomerate of various inspectors, consultants, auditors, and analysts. Members of this guild monitor the policies and procedures of various entities both privately owned and guild operated, as well as assessing how closely the actual operations of these entities follow these guidelines.
 - **Benefit:** 3 free uses of Obey: let me in, or Obey: let me see that per event via the Gesture delivery.
- **Old Coots (Scarecrow):** Originally a social guild for retired Ruling Labor Guild Members (Grubbers, Tinkers, Masons, etc.), the guild has expanded to include many Ozians whose labor and manufacturing based professions don't fall under the purview of any specific ruling guild. Seamstresses, toymakers, chandlers, and many others are found in the ranks of the Old Coots.
 - **Benefit:** 1 free use of By Voice, Obey: listen to me complain (followed by at least 15 seconds of the Character complaining loudly) per day.
- **Wordsmiths (Independent):** Members of the free press, including reporters, editors, and distributors of fact and opinion based publications. Founded by the Wright Brothers of Stronghold Horizon.
 - **Benefit:** 3 free uses of Obey: tell me about [topic] per event via the Gesture delivery.



Step III: Customize

Experience Points: Experience points (XP) are used to customize your character. New characters are allotted 21 XP plus the player's current XP. Not all items listed below will be available for your character.

Starting HP & WP: All characters begin the game with 10 HP and 10 WP. These values can be increased with certain Skills, items, Boons, and Species Abilities.

Skills & Advanced Skills: A character needs at least one Skill but can't have more than 5 total skills/advanced skills. This restriction aims to avoid characters being entirely self-sufficient and promotes collaboration. To acquire an Advanced Skill, a player must fulfill prerequisites. So a character who meets the prereqs could have 3 skills and 2 advanced skills or any other viable combination.

XP Costs	
Advance Skill	6
Boon*	6
Ancestral Bond	9
Skill	3
Spell**	2
Emerald ***	1

*A player may purchase 1 Boon per character each event. The Boon lasts for the duration of the event and is then lost.

**You must have a level 1 spell for each level 2 spell and a level 2 spell for each level 3 spell within the same path of magic.

***A player may purchase up to 5 emeralds per event at 1 XP/emerald.

Step IV: Check-in

The final step is to report to Check-in when you arrive at the camp. Check-in will provide you with currency and tags, if any, for your character. If you submitted a character online before the event, you may receive a player packet containing those items. Check-in will collect the event fee and address any questions you may have before sending you out into the World of Oz.

Beginning Currency and Items: Each new character is given a total of 10 emeralds to begin the game. They may use those to purchase the following items at Starting Character Rates when they first create a character, other than Lvl 4 Art Scrolls, Artifacts, Apparatus, and Antidotes. See page 19 for Starting Character & Black Market Item Rates chart.

New characters starting with any of the production Skills (Alchemist, Practitioner of Arts, and Scroll Scribe) will gain a pool of 1 emerald per level of production Skill(s) they start with, useable only to craft items they are able to produce per those Skills. Any currency from this pool not used for starting production does not carry over into game as actual emeralds.

Step V: Advancement

You can add or upgrade all your abilities by spending experience points. You may spend 1 XP to remove a Skill or Advanced Skill from your character. Experience Points can be transferred to other players by emailing Check-in to make the transfer.

All spent XP are lost if the character they are spent on is killed. A player may decide to retire a character and receive half of their spent XP in return.

Earning Experience Points: Check-in records earned experience points and you can then use them to update your character. A participant can earn XP through the following methods:

Attend Event	3 per event attended for any duration
Staff	3 per event attended for any duration
Storytellers	6 per event attended for any duration
NPCing	1 per hour, min 1 per role (up to 3)
\$15 Cash Donation	Buys 1 Experience Point
Miscellaneous	Variable. <i>Staff may award XP for various contributions to the game including material and service based donations.</i>

Starting Character & Black Market Item Rates			
Level 1 Chemical	3 bits	Level 1 Spell Scroll	3 bits
Level 2 Chemical	4 bits	Level 2 Spell Scroll	4 bits
Level 3 Chemical	1 emerald	Level 3 Spell Scroll	1 emerald
Level 1 Art Scroll	2 emeralds	Common Artifact	4 emeralds
Level 2 Art Scroll	3 emeralds	Unusual Artifact	7 emeralds
Level 3 Art Scroll	4 emeralds	Rare Artifact	10 emeralds
Level 4 Art Scroll	5 emeralds	Legendary Artifact	13 emeralds
Lock	1 emerald	Apparatus	
Key	3 bits	2 bits plus the BMR of the components	
Antidote	2 emeralds		



Species

Once you choose a species, the ability category and quirk will be automatically recorded. You will need to choose one ability from your species ability category to start. You may purchase additional abilities by spending XP on Ancestral Bond. For specific details, please refer to the online wiki on our website. Characters of any species can originate from any region of Oz. Refer to the Wiki for information on the regions of Oz, as well as species.

Changeling: Changelings are shapeshifters with the ability to change their form between that of a human and that of a humanoid animal. Changelings are known as being the best teachers of magic, and also the best of spies.

- **Ability Group:** Shapeshift
- **Quirk:** Breed
- **Costume Requirement:** Human form does not have any requirements. Shapeshift form requires: two or more obvious animal features, such as ears, nose, tail, paws, fur/scales makeup; or wearing an animalistic face mask.

Construct: These creatures are not born; they are made when a Practitioner of Arts performs the Construct Rebirth experiment or they are made from scratch. Since the appearance of a Construct is the whim of the creator, there is a wide range of Construct types. Constructs may be in the service of another or free to do as they choose.

- **Ability Group:** Resilient
- **Quirk:** Artificial Life
- **Costume Requirement:** Makeup, mask or other costuming indicative of being a manufactured person, such as stitches, patchwork, or mechanical pieces.

Human: Humans come in many varieties. Humans are either a native of Oz or a traveler from Earth. Native Ozian Humans often identify themselves by the region they are from (Quadlings, Winkies, Munchkins, and Gillikins) as opposed to just “human”. They are also known for adorning themselves in the colors of their region.

- **Ability Group:** Adept
- **Quirk:** Motivated
- **Costume Requirement:** None

Immortal: Immortal is a loose term to describe elves, fairies, and other creatures of magic. Where Changelings are known for teaching magic, Immortals are known for being made of it.

- **Ability Group:** Magical
- **Quirk:** Fragile Life
- **Costume Requirement:** Magical features displayed through makeup, prosthesis, costuming, and/or mask, such as pointed ears, wings, or horns.

Mangaboos: Mangaboos are a plant based species that live in the subterranean land of the Mangaboos, also called the Vegetable Kingdom. They tend to display plant features and attractive clothing which grows on their bodies. All Mangaboos are grown on bushes or in the ground and are picked when ripe. There are men and women, but no children. They are expressionless, rarely showing any emotion on their faces. They are often perceived as cold and heartless by other species. They are notably short lived compared to the other species of Oz, usually only living 5-10 years after being picked.

- **Ability Group:** Plant-like
- **Quirk:** Not of this World
- **Costume Requirement:** Plant-like features through makeup, clothing, and/or prosthesis, such as vines, leaves, or fruit.

Nome: Tinkerers and inventors, Nomes tend to care more about a machine than a person. They come from a deep underground kingdom, which is considered an independent and hostile nation.

- **Ability:** Degenerate
- **Quirk:** Egg-streme Reaction

- **Costume Requirement:** Grey (stone) makeup on all exposed skin. A red pointed cap at least 10" tall that is worn or carried is suggested, but not required.
- **Note:** Extra CGing is required to play a Nome.

Viewer: The telepathic Viewers are known for their gentle, patient, and kind ways despite their sometimes ferocious feline appearance. While lion Viewers are the most common, Viewers are made up of all cat species. (Viewers are seen in the miniseries *Tin Man*)

- **Ability Group:** Mind-wise
- **Quirk:** Vulnerable Mind
- **Costume Requirement:** Cat makeup or mask.

Species Ability

Each species has its own unique abilities. These abilities may greatly alter your character choices. You must choose one of the options presented for your species.

Adept: Humans are incredibly varied and flexible until their mind has been made up.

- **Healthy:** Gain 2 additional HP.
- **Resourceful:** Gain 2 additional WP.
- **Willful:** You may call "Resist" to an Obey effect call 3 times per day.

Degenerate: Nomes make the best of overindulgence.

- **Avarice:** You have Scoundrel skill at level 1. This skill does not count towards your Skill limit and higher levels may be purchased normally.
- **Devour:** Hold any **tagged** item that can be sundered; mime eating it for 60 seconds, without being attacked. At the end of the timer call "Sunder: (item)".
- **Earthly:** You may cast Anchor 3 times an event without spending WP.

Magical: Immortals are creatures of pure magic.

- **Aspect:** Pick a level 1 spell. You may cast that spell 3 times per day without spending WP.
- **Graced:** Gain an additional 4 WP.
- **Insight:** You may sense the current WP of a character using the Touch delivery method. Say "Sense: what is your current WP?". That character must immediately answer truthfully OOG with the number.

Plant-like: All Mangaboo have an aspect of some plant to their nature.

- **Growth:** You may use Restore: 3 HP on yourself 3x per event.
- **Rational:** You may call "No Effect" to any Obey effects that would alter your character's emotional state. This includes spells like Provoke & Inspire or alchemical effects such as Paranoia or Rage.
- **Sap:** Pick a level 1 chemical. You get 5 tags for that chemical at the beginning of every event.

Resilient: Constructs are far hardier than their fellow denizens of Oz.

- **Hardened:** You are under a permanent "Defense: Take half damage" effect. You may not benefit from any other damage reducing effect, however, you may have one additional Defense effect placed upon you.
- **Organic Components:** You may be healed by the Examiner or Doctor skills up 4 HP. If you already have more than 4 current HP, you may not be healed by those abilities.
- **Tough:** Gain an additional 4 HP.

Shapeshift: Changelings have the unique ability to shapeshift between a seemingly human form and a more animalistic form. You can 'shift' between forms anytime by putting on or taking off a creature mask or make-up. You can only use your Ability(s) while wearing the required animal features.

- **Claws:** Use up to two black boffers up to 30" in length each.
- **Pelt:** You are always under the "Armor" effect call.
- **Scent:** You may use "Sense: what is your current HP" or "Sense: what kind of wounds do you have", 3x/day.

Mind-wise: Viewers are supremely in touch with the minds and hearts of others.

- **Emotional Conduit:** You may use “Obey: feel Happiness, Sadness, Fear, Anger, Disgust, or Surprise” three times per day via the touch delivery method.
- **Sensitive:** You may sense the emotions of a character using the Touch delivery method. Say “Sense: what are you feeling?”. That character must immediately answer truthfully OOG with how she currently feels.
- **Telepathy:** You may use “Obey: You may speak with me normally” on an unconscious or non-verbal character via the touch delivery method. You must maintain contact with the target while using this ability. This conversation is audible to anyone who can hear it.

Species Quirk

All species have associated restrictions, drawbacks and roleplay requirements. Play these to the best of your ability.

Artificial Life: Constructs cannot be resurrected. Nor can they regain HP from the use of Bandage healing methods without the “Organic Components” ability. Because constructs are considered artificial, many concepts about natural organic creatures are somewhat foreign to them without some formal education in the subject.

Breed: Changelings have two forms, human and humanoid creature form. They are often driven by their animalistic instincts and nature, making social interactions with non-changelings sometimes difficult. Choose one creature that can include fantasy creatures and Oz monsters from the bestiary, that is the only creature your character can shift into. You must roleplay your animalistic side regardless of the form you’re in. A changeling must spend 1 WP to act against their animal instincts. It is entirely up to the player character when this occurs.

Egg-streme Reaction: The sight of eggs (real or prop) causes extreme fear and avoidance. Touching or being touched by an egg causes an irresistible Inflict: Nausea effect for 5 minutes. This only takes effect if an egg or eggs are obviously present, and is not meant to police your food choices.

Fragile Life: Immortals cannot be resurrected or undergo construct rebirth, however, they do not normally experience natural death. Because of this, many Immortals choose not to take physical risks lightly and often have an outlook that looks farther into the future than other species.

Motivated: Humans are creatures who are often driven by their strongest emotions and motivations. Each Human should choose a primary motivation. This can be anything, including a strong emotion that’s appropriate to the character. Whenever they feel they’ve lost sight of this motivation, they tend to have an emotional reaction and become disconnected from what makes them human. If a player ever feels their character has lost sight of their motivation they should RP some form of emotional distress (up to the player) and take a 1 minute Suppress: WP effect.

Not of this World: Mangaboo are not from the Land of Oz and do not express emotions in the same way as Ozians. Mangaboo should be roleplayed as cold and lacking any intense emotions. A Mangaboo loses 1 WP if they have any sudden burst of emotion. It is entirely up to the player character when this occurs.

Vulnerable Mind: Viewers are emotional creatures and thus cannot resist Obey effects, unless the effect would cause them to do damage to themselves or others.

Ancestral Bond

Characters who buy Ancestral Bond (9XP) gain one of the species abilities that they did not originally take. Ancestral Bond may be purchased more than once but you can’t double up on an ability. If a character with Ancestral Bond permanently changes species they must repurchase it and lose the originally spent XP.

Skills

Alchemist: Your character knows how to create and use chemicals for a variety of effects. See the Alchemy chapter for further information. You may not possess the Witch and Alchemist skills on the same character.

- **Level 1:** You learn level 1 chemicals. You can create 5 chemicals per event. Level 1 chemicals cost 1 bit or 1 WP at check-in.
- **Level 2:** You learn level 2 chemicals. You can create an additional 5 chemicals per event. Level 2 chemicals cost 2 bits or 2 WP at check-in.
- **Level 3:** You learn level 3 chemicals. You can create an additional 5 chemicals per event. Level 3 chemicals cost 3 bits or 3 WP at check-in. Additionally, you may now mix two chemicals together to make more potent alchemy.

Bolsterer: You are able to build others up with your words and make peace among enemies.

- **Level 1:** You can talk a person out of a bad situation by spending 1 WP and using the Touch Delivery Method to call "Remove: Inflict".
- **Level 2:** By saying a few kind words you may spend 1 WP to use the Touch Delivery Method to call "Defense: Resist the next effect call".
- **Level 3:** By giving a short speech and spending 3 WP you may call "By Voice, Defense: Resist the next damage call".
 - For instance: "We must always remember to take care of each other out there! By Voice, Defense: Resist the next damage call."

Examiner: Your character has the medical knowledge to assess another character's HP and perform first aid. You cannot use this skill on yourself.

- **Level 1:** If a character is within a 10-minute unconscious count, pause the timer and mime healing for 1 minute to reset the count. Touch another character and ask, "Sense: current and max HP?" or "Sense: Unconscious or Dead?" or "Sense: how long until Dead?"
- **Level 2:** Mime the application of a bandage for 15 seconds for each HP to be healed. At the end of each 15 second count, call "Restore: 1 HP". You may not heal a character above 8 HP with Examiner.
 - Constructs without the "Organic Components" ability cannot be healed in this way. A construct with this ability can only be healed up to 4 HP using this ability.
- **Level 3:** You may spend 3 WP and touch deliver Restore: 3 HP while doing some form of medical RP (resetting a bone, stitching, etc. Additionally, You may touch a character and examine them for 15 continuous seconds, after which you may make one of three Effect Calls.
 - "Sense: what kind of wounds do you have?" / "Sense: what effects are you under?" / "Sense: what diseases do you currently have?"

Gunslinger: Your character is skilled in the art of firearm play. You can use firearm weapons.

- **Level 1:** You may use a non-clip fed dart shooter. Your shooter can hold a maximum of 6 darts per reload, such as the Nerf Maverick.
- **Level 2:** You may use a clip fed dart shooter. Your shooter can hold a maximum of 12 darts per reload. You can dual wield level 1 firearms.
- **Level 3:** You may spend 1 WP to call "Suppress: (one limb of choice)" with a dart shooter.

Inventor: You are adept at tinkering and are capable of building apparatuses. You can build, alter, recharge, or destroy an apparatus, depending on your skill level. For each fuel tag destroyed, the apparatus gains one charge. See the Apparatus chapter for details on using, altering, and destroying an Apparatus. An Inventor cannot also have the Scroll Scribe skill.

- **Level 1:** With a level 1 spell scroll, you can create one Apparatus per event. Recharge by destroying fuel tags, mimicking a 15-second fuel pour. Additionally, you may spend 30 seconds roleplaying a repair to use Remove: Sunder for 2 WP on an item.
- **Level 2:** Utilize a level 2 Spell Scroll to craft an Apparatus. You may now create two Apparatuses (regardless of spell level) per game and may follow the destruction rules to destroy an Apparatus. You may "Repair" constructs for 1 HP every 15 seconds, up to half health, and by calling "Restore 1 HP".

- **Level 3:** Increase your capabilities by crafting an extra Apparatus per event, bringing the total to thee (regardless of spell level). Attune to a second Apparatus of one fuel type (one at a time). You can also overload an Apparatus, causing it to explode by ripping all the tags and then delivering a single packet for 12 damage. The Apparatus is destroyed.

Jack of All Trades: This skill allows you to have basic skills across a range of skills. If you ever double up on any of your skills (for instance you already have Melee Fighter but achieve Jack of All Trades level 2) choose one secondary ability from the list.

- **Level 1:** You can use level 1 examiner and level 1 scoundrel.
- **Level 2:** You can use level 1 melee fighter and level 1 sharpshooter..
- **Level 3:** You can use level 1 gunslinger and level 1 bolsterer.
 - **Secondary Ability:** You may use the touch delivery to call Sense: what skills do you have?
 - **Secondary Ability:** You may use the thrown weapon delivery to call “Disarm: (weapon)” for 1 WP.
 - **Secondary Ability:** You may use the firearm delivery to call Knock Back for 2 WP.

Melee Fighter: Your character can fight with melee weapons (weapon specifications are listed at the end of the rulebook), one or two at a time.

- **Level 1:** You can use melee weapons with an overall length of 48 inches.
- **Level 2:** You can dual wield melee weapons.
- **Level 3:** You may call “Disarm (handheld weapon) for 2 WP via the Melee Delivery Method.

Motivator: You have a knack for using your talents and social abilities to inspire the people around you.

- **Level 1:** By spending 1 WP and spending 1 minute inspiring another character with a pep talk or performance you may touch the individual and call “Restore: 3 WP”. You may only use this effect on an individual once every 10 minutes but there is no “cool down” otherwise.
- **Level 2:** By spending 1 WP you may point at an attacker and call “Obey: do not attack me” and then roleplay talking them down from taking a violent action against you. This effect lasts as long as you continue to gesture and maintain the RP requirement.
- **Level 3:** By spending 3 WP you may give a 2 minute performance or speech that inspires all who can hear and/or see you. At the end of the speech or other type of performance call “By Voice, Restore: 5 WP”. You may only use this ability once every hour.

Practitioner of Arts: Your character can perform and create Arts (rituals and experiments). For more information on Arts, please visit the [Arts Sourcebook](#).

- **Level 1:** You can create and perform level 1 Arts. You can create 2 Arts per event. Level 1 Arts cost 1 emerald.
- **Level 2:** You can create and perform level 2 Arts. You can create an additional 2 Arts per event. Level 2 Arts cost 2 emeralds.
- **Level 3:** You can create and perform level 3 Arts. You can create an additional 2 Arts per event. Level 3 Arts cost 3 emeralds. Additionally, if an Art has an HP or WP cost you can spread the cost to up to two willing assistants.

Scoundrel

This skill represents a character's aptitude for trickery and the art of larceny.

- **Level 1:** You are able to escape a binding after one minute, instead of the usual 10, per the binding rules. Additionally, you can touch an unconscious, dead, or otherwise immobilized character and ask, “Sense: where is your currency?”
- **Level 2:** You may gesture at an individual and call “Obey: don't follow me until I break line of sight” for 2 WP. This ability may only be used on one attacker at a time. Additionally, you can pick locks after 1 minute of appropriate RP.

- **Level 3:** You can blind an opponent caught unaware. By spending 3 WP and using the touch delivery method on a character who isn't currently engaged in combat you may call "Inflict: Blindness". Additionally, You may store one tagged item in an OOG area on your person (like a pants pocket or a small pouch you designate). This item becomes unstealable, by any means. The item must remain completely hidden while being stored. Once it is removed, the item becomes stealable, per the "thieving from a character" rules.

Scroll Scribe: Your character can create spell scrolls and cast from them. You can select any spell from any type within the level allowed by your skill level. A scroll scribe cannot also have the inventor skill.

- **Level 1:** You can create level 1 scrolls. You can cast spells from any level 1 scrolls. You can create 5 scrolls per event. Level 1 scrolls cost 1 bit or WP at check-in.
- **Level 2:** You can create level 2 scrolls. You can cast spells from any level 2 scrolls. You can create an additional 5 scrolls per event. Level 2 scrolls cost 2 bits or WP at check-in.
- **Level 3:** You can create level 3 scrolls. You can cast spells from any level 3 scrolls. You can create an additional 5 scrolls per event. Level 3 scrolls cost 3 bits or WP at check-in. Additionally, you may destroy scrolls to absorb their magical essence. For every 2 levels of scroll destroyed, regain 1 WP.

Sharpshooter: Your character can use primitive ranged weapons, and understands how to make them dangerous.

- **Level 1:** You can use thrown weapons
- **Level 2:** You can use bows.
- **Level 3:** You can call "Suppress: legs" using the thrown weapon or bow delivery methods for 2 WP.

Shield: Your character can use a shield to block damage, and understands how best to make use of one. Shields cannot be used to block blows with the magic or chemical call, whether packet or weapon delivered. You must indicate through roleplay if an attack breaches your shield.

- **Level 1:** You can block Brawler and Claw weapons.
- **Level 2:** You can block Melee and Thrown Weapons.
- **Level 3:** You can block Nerf Darts and Arrows.

Social Engineer: You have become adept at the arts of social combat, making you a dangerous foe to engage in conversation with.

- **Level 1:** During a conversation you may touch an individual and spend 1 WP to call "Obey: be (happy, sad, calm, angry, brave, afraid, proud, ashamed, envious, or generous).
- **Level 2:** Your wit and humor are tools that could make the toughest individual to take pause. While telling a joke gesture at an individual, spend 1 WP and call "Inflict laughter".
- **Level 3:** You may command the attention of an entire room. By making some sort of loud declaration. You may then spend 2 WP and call "By Voice, Stun".

Witch: Your character can cast magic for a variety of effects, see the spell lists for details. Witches cannot also have the alchemist skill. Spell use is detailed in the Magic chapter.

- **Level 1:** You gain access to level 1 spells. Gain one spell of choice.
- **Level 2:** You gain access to level 2 spells. Gain one spell of choice and increase your WP by 2..
- **Level 3:** You gain access to level 3 spells. Gain one spell of choice and increase your WP by 2.. Additionally you may choose one Rank 1 spell to be your "signature spell". You may cast this spell for free after performing 5 seconds of roleplay to "charge up the spell". This can be chanting, drawing a sigil, miming drawing up spiritual energy, etc. You must wait at least 15 seconds before using your signature spell again.

Advanced Skills

Alchemical Warrior: Alchemical Warriors are master alchemists able to deliver their chemicals through weapons. Melee Fighters may use melee weapons up to 84" OR Gunslingers may use firearms that can hold a maximum of 18 darts per reload. If you have both prerequisites, you must choose one or the other.

- **Level 1:** You can use level 1 chemicals with the melee, firearm, and bow delivery methods. You may create Destructive type alchemy on a two for one basis.
- **Level 2:** You can use level 2 chemicals with the melee, firearm, and bow delivery methods.
- **Level 3:** You can use level 3 chemicals with the melee, firearm, and bow delivery methods. Additionally, Acid and all level 1 destructive type alchemy can be applied to a melee, firearm, or bow using the applied delivery method. Every attack by that weapon will deliver the applied chemical effect for the duration of the application or when replaced with another chemical. The attacker must deliver the appropriate effect call with each strike/shot. The weapon with the applied chemical can only be used by an Alchemical Warrior.

Prerequisites: Alchemist 3 + Gunslinger 3, Jack of All Trades 3, Melee Fighter 3, or Sharpsniper 3

Artificer: Artificers are master ritualists and inventors able to create wonders through the use of Arts.

- **Level 1:** Your character can recognize any Art being performed. Stand within 10ft of the Art performer, use the Gesture delivery method, and say "Sense: what Art are you performing". The target must answer truthfully. You may create Arts on a two for one basis.
- **Level 2:** Once per event your character may reduce the cost for performing an Art by half, round up. This benefit only applies to costs of chemicals, scrolls, HP, and WP. Additionally, your arcane or technological prowess can create a field that pushes back anyone that approaches you while performing an Art. You may call "By Voice Knock Back" while performing your Art, this OOG call doesn't interrupt the process.
- **Level 3:** You can perform any Level 4 Art. You can create a single Level 4 Art at check-in from the craftable list. Additionally, performing an Art bolsters your will by applying the Empower: 4 WP effect for the duration of the event (remember you can't benefit from the same effect call more than once). Artificers of this level also gain the ability to create their own Arts Scrolls (see Player Created Arts Pg. 49).

Prerequisites: Practitioner of Arts 3 + Inventor, Scroll Scribe 3 or Witch 3

Bard: You have become an expert at performing for and inspiring others around you.

- **Level 1:** You can inspire others to go beyond their normal means. By giving a 30 second pep-talk or performance you may spend 1 WP, touch an individual, and call "Empower: 4 HP".
- **Level 2:** You may unnerve those around you, just as much as you inspire. By spending 1 WP you may gesture at an individual and call "Obey: break line of sight" and the individual must flee from you until line of sight is broken.
- **Level 3:** By performing or speaking to a group for 3 minutes you may spend 5 WP and call "By Voice, Restore: 8 WP". You may only use this ability once every hour.

Prerequisite: Bolsterer 3 or Emotional Conduit Species Ability + Motivator 3

Calligrapher of the Arcane: Calligraphers of the arcane are masters of scroll magic and its various applications in and out of combat.

- **Level 1:** You may create spell scrolls on a two for one basis.
- **Level 2:** You may cast from a spell scroll twice before tearing the scroll.
- **Level 3:** The Destruction and Heal spells are now 50% more effective for you when cast from scrolls. Destruction is raised to 6 damage and Heal is raised to Restore: 3 HP.

Prerequisites: Scroll Scribe 3 + Witch 3 or Immortal Aspect

Craftsman: Skilled crafters of specialty items.

- **Level 1:** Pick two tags in any of your production skills at check-in (these don't need to be the same each event). These are produced on a two for one basis. Gain 3 additional item craftings split between any of your production skills (or 1 additional apparatus). You may touch deliver Remove: Sunder for 1 WP after 15 seconds of repair RP. Additionally, you may create any number of locks for 3 bits and any number of keys for 1 bit. You must make at least one matching key for each lock.

- **Level 2:** Pick two tags in any of your production skills at check-in (these don't need to be the same each event). These are produced on a two for one basis. Gain 3 additional item craftings split between any of your production skills (or 1 additional apparatus). Additionally, you start each game with 1 extra emerald.
- **Level 3:** Pick two tags in any of your production skills at check-in (these don't need to be the same each event). These are produced on a two for one basis. Gain 4 additional item craftings split between any of your production skills (or 1 additional apparatus). Additionally, you start each game with 1 extra emerald (total of 2).

Prerequisites: Any two: Alchemist, Inventor, Practitioner of Arts, Scroll Scribe at level 3

Doctor: Oz is full of many perils making healers vital to the survival of the people. A doctor is able to mend wounds faster and create more of those prized curative alchemies than the average character.

- **Level 1:** You may heal a person, aside from constructs, to full health using Examiner 2. You may create Restorative chemicals on a two for one basis. Additionally, you can spend 2 WP to use the touch Delivery Method and call "Remove: Suppress".
- **Level 2:** You can use a Petrolatum twice before tearing the tag. You can produce 1 Antidote for 1 Disease each event. At Check-in, pick one Disease your character is aware of and you will receive an Antidote tag. To use the tag, spend 15 seconds "administering the Antidote" and tear the tag to treat that disease in one person, regardless of the normal requirements for treatment. When you purchase this level, pick one disease for your character to be aware of that they have not encountered IG yet. You may take that disease information IG without seeing the card.
- **Level 3:** You now heal 2 HP every 15 seconds when bandaging another. Call "Restore 2 HP". Additionally, you can bolster a patient by spending 3 WP and using the touch delivery method to call Empower: 3 HP.

Prerequisites: Alchemist 3 or Sap Species Ability + Examiner 3

Fortifier: You are adept at defense, fortifications, and strengthening items and allies.

- **Level 1:** You can spend 2 WP to call Armor via the touch delivery on your allies. Additionally you can spend 4 WP to call Empower: 4 HP.
- **Level 2:** You may produce a golden lock that may only be opened by a matching golden key and can't be destroyed in any way. You may only ever have one golden lock but may create any number of keys for that lock, but you cannot create keys for any other golden locks. The Fortifier may change the number on their Golden Lock and Keys at check-in. This counts as creating a new lock/keys. Golden locks and keys must be gold colored and a note posted on the side of the door with the lock, stating "Golden Locked". Only the Fortifier who created the golden lock may remove the golden lock.
- **Level 3:** You may create a wall of fortification around yourself. Stand in place, pantomime applying armor or technology to yourself for 10 seconds, spend 4 WP, and cross your arms. You may then call "No Effect" to any damage calls. Additionally, you may spend 1 WP to call "Resist" to any other Effect Calls. The fortification lasts until you move or uncross your arms.

Prerequisites: Inventor 3 + Craftsman 3

Immovable Aegis: Combining the defensive nature of witchcraft or the determination of the warrior and the art of shield play, an unmovable aegis become walls of perfect defense. You must indicate through roleplay if an attack breaches your shield.

- **Level 1:** Using the gesture delivery method you may spend 2 WP to call "Obey: Fight me until I flee".
- **Level 2:** You may use your mighty shield stance to repel multiple attackers. Spend 3 WP to call "By Voice Knock Back".
- **Level 3:** You may use your shield to call "Resist" to packet or weapon delivered Effect Calls that you block.

Prerequisites: Shield 3 + Hardened Species Ability, Melee Fighter 3, or Witch 3

Machinist: You are adept with machines of all kinds, including the creation and maintenance of Constructs. Machinists can make amazing apparatuses, beyond their peers.

- **Level 1:** Machinists may recharge apparatuses with extra fuels without the 15 second delay. You may create Mechanical chemicals on a two for one basis. Additionally, you may heal a construct using the rank 2 Inventor ability up to full health.

- **Level 2:** You may create or alter one additional apparatus per game, bringing your total to 4/game. Your familiarity to apparatuses also allows you to attune after 1 minute instead of the full 5 minutes that is normally required. Additionally, you may spend 60 seconds roleplaying with a dead character in order to turn them into a construct. At the end of the roleplay the dead character is returned to life as a construct per the Construct Rebirth ritual. The Machinist may only do this 3/event.
- **Level 3:** You may alter an existing apparatus to add a second scroll, allowing 2 different spell effects to be used. This uses up one of your 4 Inventor uses per game. The second scroll must use the same type of fuel as the first scroll. Adding a second scroll increases the number of free uses of the apparatus by 1, to 6 uses per game. Extra fuel can be spent as usual to cast either effect. Additionally, you may use a construct's entire body as a base for an apparatus. Each Construct may be the base for 4 apparatuses, one of each fuel type. Abilities that alter apparatuses further can't be used on constructs.
- **Prerequisites:** Alchemist 3 + Inventor 3

Martial Artist: A martial artist is adept at striking opponents in their most vulnerable points, disabling them in devastating ways. May use melee weapons up to 84" if you have the melee fighter prerequisite.

- **Level 1:** You may use the claw/brawl and melee Delivery Methods to spend 1 WP to call "Disarm: (item)".
- **Level 2:** You may use the claw/brawl and melee Delivery Methods to spend 3 WP to call "Stun".
- **Level 3:** You may use the claw/brawl and melee Delivery Methods to spend 2 WP to call "Suppress: Will".

Prerequisites: Examiner 3 + Melee Fighter 3 or Changeling Claws

Master Manipulator: Your social graces and cunning are a thing of legend.

- **Level 1:** By making a scathing remark you may spend 1 WP to use the gesture Delivery Method to call "Remove: all positive Effects".
- **Level 2:** You may touch deliver to yourself Defense: Ignore all Obey Effects for 3 WP.
- **Level 3:** You may use the voice Delivery Method to spend 5 WP and call "By Voice, Obey: Do me no harm".

Prerequisite: Bolsterer 3 or Willful Species Ability + Social Engineer 3

Master of None: A Jack of All Trades is good at many things but they are masters of none. Still, their skills make them tricky and unpredictable.

- **Level 1:** You gain the ability to use Outlaw Level 1.
- **Level 2:** You gain the ability to use Fortifier Level 1.
- **Level 3:** You gain the ability to use Weapon Master Level 1. You do not gain the melee/firearm size benefits of weapon master.

Prerequisites: Jack of All Trades 3 + Gunslinger 3 or Melee Fighter 3 or Scoundrel 3

Mystic Healer: The mystic healer is the epitome of magical healing, channeling healing energies from their very essence.

- **Level 1:** You no longer need a bandage prop when using the examiner level 2 ability. Instead, touch the target and call "Skill Heal 1" every 15 seconds. This ability can be used to heal constructs. Additionally, you may heal a target to full using this ability.
- **Level 2:** You may touch a target and ask, "Sense: what effects are you under?" and the target must answer OOG truthfully. Additionally, your heal spells are now doubled, calling "Restore: 4 HP" instead of 2.
- **Level 3:** After casting the Cleanse spell, you may immediately cast the Heal spell on the same target for free. You must know both spells to be able to do this.

Prerequisites: Examiner 3 + Light Witch 3

Outlaw: An outlaw is a master of larceny and banditry. They make their living by preying upon the unsuspecting people around them and use their versatility to avoid detection.

- **Level 1:** You are able to fence goods. At check-in you may exchange up to five tagged items per event for items of similar type and value or for their black market rates.
- **Level 2:** You may use the Forgetting spell, without being a Dark Witch. Additionally, you may spend 3 WP to use the gesture Delivery Method to call "Obey: Ignore me".

- **Level 3:** You may spend 15 seconds of appropriate RP to pick a lock. Additionally, you may spend 3 WP to use the gesture Delivery Method to call “Inflict: Intimidation”.

Prerequisites: Scoundrel 3 + Locksmith 3 or Jack of All Trades 3

Pit Fighter: Pit fighters are vicious and tough opponents who focus on harming their opponents in the worst ways. There is no honor, when it comes to winning a fight. May use melee weapons up to 84” if you have the melee fighter prerequisite.

- **Level 1:** You may use the claw/brawl and melee Delivery Methods to spend 1 WP to call “Suppress Legs”.
- **Level 2:** You may use the claw/brawl and melee Delivery Methods to spend 2 WP to call “Knock Back”.
- **Level 3:** You may use the claw/brawl and melee Delivery Methods to spend 3 WP to call “Inflict: Pain”.

Prerequisites: Scoundrel 3 + Melee Fighter 3 or Changeling Claws

Sorceri: Through research or natural talent these witches have learned to gain access to more than your average witch. Light witches gain access to some dark magic and dark witches gain access to some light magic. The cost of the additional learned spells is included in the cost of purchasing the levels of this expertise.

- **Level 1:** You gain two level 1 spells from the opposite of your current Witch path.
- **Level 2:** You gain two level 2 spells from the opposite of your current Witch path.
- **Level 3:** You gain two level 3 spells from the opposite of your current Witch path. Additionally, your signature spell no longer has the 15 second “cool down” period.

Prerequisites: Witch 3 + Scroll Scribe 3 or Immortal Graced

Spell Warrior: The spell warrior combines martial might and skill with the powers of a witch, leading to a truly destructive force. Melee Fighters may use melee weapons up to 84” **OR** Gunslingers may use firearms that can hold a maximum of 18 darts per reload. If you have both prerequisites, you must choose one or the other.

- **Level 1:** You can cast level 1 packet or touch spells with the melee, firearm, and bow delivery methods.
- **Level 2:** You can cast level 2 packet or touch spells with the melee, firearm, and bow delivery methods.
- **Level 3:** You can cast level 3 packet or touch spells with the melee, firearm, and bow delivery methods.

Prerequisites: Witch 3 + Gunslinger 3, Jack of All Trades 3, Melee Fighter 3, or Sharpshooter 3

Virtuoso of Invention: Through dedication and long, sleepless nights, the scientist crosses boundaries from the absurd into genius. The Virtuoso may spend 1 blank apparatus tag to modify an existing apparatus to add one of the following Effects as an additional option to the spell scroll[s] already attached. Use of this Effect uses up 1 of the 5 charges an Apparatus receives, and the Virtuoso’s bonus effect expires at the end of the event. Each level of Virtuoso of Invention unlocks additional options for Effects.

- **Level 1:** The available effects are Armor, Disarm, Knock Back, or Sense (choose one from the existing Sense calls).
- **Level 2:** The available effects are Empower: (Health or Will) 1, Stun, or Remove, Suppress
- **Level 3:** The available effects are Empower: (Health or Will) 2, Inflict, Resist (Choose 1 Effect Call), Stun, or Sunder

Prerequisites: Inventor 3 + Gunslinger 3 or Melee Fighter 3 or Sharpshooter 3

Weapon Master: The weapon master is supreme in martial skill, dedicating their lives to battle. Few leave a fight against a weapon master unscathed. Melee Fighters may use melee weapons up to 84” **AND** Gunslingers may use firearms that can hold a maximum of 18 darts per reload.

- **Level 1:** You may use the bow, firearm, claw/brawl, and melee Delivery Methods to spend 1 WP to call “Knock Back”.
- **Level 2:** You may use the bow, firearm, claw/brawl, and melee Delivery Methods to spend 2 WP to call “Sunder: (item)”.
- **Level 3:** You may spend 4 WP to touch deliver the Armor and Empower: 3 HP effects to yourself.

Prerequisites: Any two: Gunslinger 3, Melee Fighter 3, Sharpshooter 3

Boons

Boons are special abilities that can be purchased at check-in. A character may only have one boon active for the duration of the game. If a player is planning to play multiple characters during the event, they may purchase a boon for each of them. The benefit of Boons cannot be removed by any means, until the end of the event.

Players are encouraged to come up with creative ways to justify their temporary boons via roleplay (see Player Created Spectacles on page one). This is a fun way to add something interesting to the game, however, it isn't required.

Absorption of Kinetic Energy: For the duration of the event, the character may spend will points to reduce incoming damage by 1 / WP spent. This ability can be used to negate incoming damage completely.

Bolstered Shield of Impenetrable Wind: For the duration of the event, the character may spend 4 WP to call "resist" to any effect call delivered by dart or packet.

Carved from Mighty Oak: This boon increases the maximum HP of the character by 4 for the duration of the event. This also allows a PC to have up to 24 HP instead of the normal 20 maximum.

Consummate Mind: This boon doubles the amount of WP received from Restore WP Effect Calls for the duration of the event.

Flawless Health: This boon doubles the amount of HP received from Restore HP Effect Calls for the duration of the event.

Iron Will of the Mountains: This boon increases the maximum WP of the character by 4 for the duration of the event. This also allows a PC to have up to 24 WP instead of the normal 20 maximum.

One Day as a Lion: This boon allows a character to use claw boffers, even if they don't meet the species requirement to do so for the duration of the event.

Over the Rainbow: Once per event, the character with this boon, may go out of game for up to 30 seconds to remove themselves from a situation. The player should put on an orange headband to signal that they are OOG (for this particular ability, the orange headband is a requirement and alternative OOG signals shouldn't be used). The character effectively disappears and reappears somewhere else.

Skilled Beyond Skilled: Choose an non-advanced skill that you gain at level 1 for the duration of the event.

Slayer of Kings: This boon allows a character to increase the base damage of their bow, firearm, melee, thrown, or natural delivery method by 1 for the duration of the event.

Too Hard to Kill: Once per day, for the duration of the event, the character with this boon may call "Restore: 4 HP" on themselves during their unconscious phase.

Unstoppable Warrior: This boon allows the player to spend 3 WP to call "Resist" to Stun and Suppress Effect Calls for the duration of the event.

Unbreakable Spirit: This boon allows the player to spend 3 WP to call "Resist" to Obey and Inflict Effect Calls for the duration of the event.

Weapon Master's Bond: This boon allows the player to spend 3 WP to call "Resist" to disarm and sunder Effect Calls for the duration of the event.

Magic

Magic for Witches: Once you choose the light or dark way of magic, you cannot use spells from the other unless you gain the Sorceri advanced skill. Example: A dark witch cannot use light spells.

Casting Spells: Use the delivery method appropriate to the spell and say the Effect Call. Follow any extra instructions in the spell description and spend 1 WP / spell rank. Feel free to put your own flavor into the spell with roleplay around your castings.

Dark Spells	Light Spells
Rank 1	Rank 1
Atrophy	Barrier
Dead Speak	Detect
Doom Strike	Fumble
Hatred	Inspire
Provoke	Mend
Silence	Pin
Rank 2	Rank 2
Destruction	Daze
Forgetting	Enfeeble
Rend	Heal
Shatter	Illusion
Slow	Protection
Wrack	Withstand
Rank 3	Rank 3
Coma	Anchor
Curse of Undeath	Cleanse
Dark Channeling	Gift of Life
Death Sentence	Loving Sacrifice
Hex	Power Sap
Turncoat	Recovery

Spell Descriptions

Anchor

Anchor makes a light witch a tower of invulnerability at the cost of their mobility. They are still affected by Effect Calls normally.

- **Cost:** 3 WP
- **Delivery Method:** Touch (self only)
- **Effect Call:** Defense: take no damage until I take a step.

Atrophy

Atrophy calls upon dark magics to wither a victim's arms, making them unusable.

- **Cost:** 1 WP
- **Delivery Method:** Packet
- **Effect Call:** Suppress: (right or left) arm

Barrier

Barrier creates a temporary magical layer of armor on the recipient.

- **Cost:** 1 WP
- **Delivery Method:** Touch
- **Effect Call:** Armor

Cleanse

Cleanse allows a light witch to remove any and all effects from a target.

- **Cost:** 3 WP
- **Delivery Method:** Touch
- **Effect Call:** Remove: all effects

Coma

Coma allows a dark witch to render their target completely helpless causing them to lose all motor function.

- **Cost:** 3 WP
- **Delivery Method:** Packet
- **Effect Call:** Suppress body

Curse of Undeath

Curse of Undeath turns a willing or unconscious target into an undead creature. The witch may command their undead thrall or allow them to act normally.

- **Cost:** 3 WP
- **Delivery Method:** Touch
- **Effect Call:** Create Undead

Dark Channeling

A dark witch is capable of rending their own flesh to regain their spiritual energies.

- **Cost:** 2 HP
- **Delivery Method:** Touch (self only)
- **Effect Call:** Restore 1 WP

Daze

Daze allows a light witch to stop an opponent without doing them harm.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Stun

Dead Speak

Dead speak allows a dark witch to speak with a deceased creature. The target creature must have an intellect capable of speech.

- **Cost:** 1 WP
- **Delivery Method:** Touch
- **Effect Call:** Obey: Speak with me

Death Sentence

Death sentence prevents a character from being healed for the duration of the spell.

- **Cost:** 3 WP
- **Delivery Method:** Packet or Touch
- **Effect Call:** Suppress: Healing

Destruction

Destruction allows a dark witch to damage a target with raw magic energy.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** 4 damage

Detect

Detect allows a witch to sense the general condition of their target.

- **Cost:** 1 WP
- **Delivery Method:** Touch
- **Effect Call:** Sense: what is your current (HP or WP) or Sense: what effects are you under.

Doom Strike

Doom Strike allows a witch to strike for double their normal damage on their next attack.

- **Cost:** 1 WP
- **Delivery Method:** Melee (character must have an applicable melee skill)
- **Effect Call:** 4 damage

Enfeeble

Enfeeble reduces the amount of will an opponent has to do harm.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Weaken: 4 WP

Forgetting

Forgetting erases the memory of or prevents a target from remembering.

- **Cost:** 2 WP
- **Delivery Method:** touch
- **Effect Call:** Obey: Forget the last 5 minutes or Obey: Forget the next 5 minutes

Fumble

Fumble causes an opponent to drop a targeted handheld item.

- **Cost:** 1 WP
- **Delivery Method:** Packet
- **Effect Call:** Disarm: (handheld item)

Gift of Life

Gift of life allows a light witch to take away the burden of undeath from a target. At ST's discretion, this ability can be used to instantly kill some "undead type" creatures.

- **Cost:** 3 WP
- **Delivery Method:** Packet or Touch
- **Effect Call:** Remove: Undead

Hatred

Pour your raw hatred into a target forcing them to flee.

- **Cost:** 1 WP
- **Delivery Method:** Packet
- **Effect Call:** Obey: Flee from me

Heal

Heal allows a light witch to instantly heal a wounded ally. This spell can't be used on oneself.

- **Cost:** 2 WP
- **Delivery Method:** Touch
- **Effect Call:** Restore: 2 health

Hex

Hex is used to insure the death of your opponent by removing any instances of Recovery on their spirit.

- **Cost:** 3 WP
- **Delivery Method:** Touch
- **Effect Call:** Remove: Recovery

Illusion

Illusion allows a light witch to cause a target to be stricken with distracting images.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Inflict: hallucinations

Inspire

Inspire is used to stir positive emotions in the target of the spell.

- **Cost:** 2 WP
- **Delivery Method:** Touch
- **Effect Call:** Obey: inspire (positive emotion)

Loving Sacrifice

Loving sacrifice can be used to offer one's own health to heal another.

- **Cost:** 1 HP
- **Delivery Method:** Touch
- **Effect Call:** Restore: 4 HP

Mend

Mend allows a witch to fix limbs that have been damaged or magically influenced.

- **Cost:** 1 WP
- **Delivery Method:** Touch
- **Effect Call:** Remove Suppress Limbs

Power Sap

Power sap allows a light witch to disable a foe without causing them bodily harm

- **Cost:** 3 WP
- **Delivery Method:** Packet
- **Effect Call:** Suppress: Will

Pin

Pin roots a target to the ground preventing them from moving.

- **Cost:** 1 WP
- **Delivery Method:** Packet
- **Effect Call:** Suppress legs

Protection

Protection creates a barrier around the user but renders them unable to engage in combat.

- **Cost:** 2 WP
- **Delivery Method:** Gesture (Cross Arms)
- **Effect Call:** Call resist to any damage effects for up to one minute while your arms are crossed. You must immediately walk away from any combat situations. If you are trapped in a room, stay as far from combat as possible and leave at the first opportunity.

Provoke

Provoke is used to stir negative emotions in the target of the spell.

- **Cost:** 2 WP
- **Delivery Method:** Touch
- **Effect Call:** Obey inspire (negative emotion)

Recovery

Recovery allows a light witch to bestow the greatest gift to themselves or another.

- **Cost:** 3 WP
- **Delivery Method:** Touch
- **Effect Call:** Recovery

Rend

Rend damages the physical being of a target, reducing their total HP.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Weaken: 2 HP

Shatter

Shatter destroys an item that a target is holding. If the item is untagged, it is unusable until repaired.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Sunder: (item)

Silence

Silence renders a target unable to speak or make sounds. This does not prevent the casting of spells, however, it is very useful to prevent someone from calling for help.

- **Cost:** 1 WP
- **Delivery Method:** Packet or Touch
- **Effect Call:** Obey: Don't make a sound

Slow

Use dark energies to encumber your opponent.

Cost: 2 WP

Delivery Method: Packet

Effect Call: Obey: Move no faster than a walk

Turncoat

Turncoat forces a target to attack their allies, making them your thrall for the duration.

- **Cost:** 3 WP
- **Delivery Method:** Packet or Touch
- **Effect Call:** Obey: Attack your allies

Withstand

Withstand creates a temporary barrier against attacks.

- **Cost:** 2 WP
- **Delivery Method:** Touch (lasts until used)
- **Effect Call:** Defense: Resist the next damage call

Wrack

Wrack causes horrible pain to the victim of the witch's magic energies.

- **Cost:** 2 WP
- **Delivery Method:** Packet
- **Effect Call:** Inflict: Pain



Alchemy

Alchemy works with raw and tangible materials, but it also contains properties only found in Oz. While only characters with the alchemist skill can create these chemicals, any character can use them.

Using Alchemy: Use the delivery method appropriate to the chemical and say the Effect Call. Follow any extra instructions in the chemical description and rip the tag as soon as possible, unless the delivery method calls for attaching the tag to something.

Types: Chemicals marked (D) are Destructive. Chemicals marked (M) are Mechanical. Chemicals marked (R) are Restorative.

Mixing Chemicals: After obtaining alchemy 3, you may mix two chemicals together by roleplaying the mixing process for 1 minute. These special mixed chemicals have much larger effects than standard chemicals. The effects granted are based on what type of chemicals you mix.

Level I	Level II	Level III
Alchemical Cleanser (M)	Acid (D) (M)	Dissolve (M)
Beast (D)	Fortification (R) (M)	Elixir (R)
Caustic Fluid (D) (M)	Gremlins (M)	Nightshade (D)
Clouded Vision (D) (M)	Headache (D)	Nullify (D)
Glue (M)	Petrolatum (R) (M)	Polymorph (R)
Laudanum (R)	Rage (D)	Shield (R)
Moonshine (R) (M)	Refresh (R)	Stench (D) (M)
Paranoia (D)	Ulcers (D)	Trance (R)
Smelling Salts (R) (M)	Weakness (D)	Weaponry (M)

Chemical Descriptions

Acid: This highly volatile organic chemical causes 5 damage when it makes contact with a character. It is also used to fuel certain apparatuses.

- **Delivery Method:** Ingested (instant); Packet
- **Effect Call:** “5 damage”
- **Level and Type(s):** 2 (D) (M)

Alchemical Cleanser: This removes any applied chemicals from an item or any ingested chemical effect if ingested.

- **Delivery Method:** Applied; Ingested
- **Effect Call:** “Remove: chemical effects”
- **Level and Type(s):** 1 (M)

Beast: The target of this alchemical compound must take on the mannerisms and mindset of a wild animal of their choice.

- **Delivery Method:** Ingested; Packet
- **Effect Call:** “Obey: act as a beast”
- **Level and Type(s):** 1 (D)

Caustic Fluid: The target of this alchemical compound takes a small amount of damage from the caustic fluids. It is also used to fuel certain apparatuses.

- **Delivery Method:** Ingested (instant); Packet
- **Effect Call:** “2 Damage”
- **Level and Type(s):** 1 (D) (M)

Clouded Vision: This chemical blurs the recipient’s vision making distinguishing details difficult and reading impossible. You cannot use Art or spell scrolls, or recognize chemicals.

- **Delivery Method:** Ingested
- **Effect Call:** “Suppress: Arts and Scrolls”
- **Level and Type(s):** 1 (D)(M)

Dissolve: This alchemical compound destroys any item that is vulnerable to the Sunder Effect Call. Apply the contents over an Item and destroy both tags. If applied to a weapon, armor, or shield, tear the corner of the dissolve tag and attach it to the item to indicate to the owner that it’s been sundered. Does 4 damage if you ingest it.

- **Delivery Method:** Applied, Ingested
- **Effect Call:** “Sunder: (item)”
- **Level and Type(s):** 3 (M)

Elixir: This alchemical compound immediately removes all ongoing effects, except polymorph. **RP effect:** Mixing Elixir with another ingested chemical in food or drink neutralizes the effects of that chemical. Consumption of the food or drink should still show some reaction to the neutralized chemical, but it is purely RP and you are not actually under the effect of the chemical.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “Remove: all effects”
- **Level and Type(s):** 3 (R)

Fortification: Drink this chemical and you may Resist one effect call of your choice by calling “Resist.” Each character may only have one instance of Fortification active on themselves at any given time. This effect lasts until the end of the event or until used. The character may choose when to use their Resist.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “Defense: Resist an effect of choice”
- **Level and Type(s):** 3 (R) (M)

Glue: This chemical is used to “glue” an item to a hand. Say “Resist” when hit with a Fumble effect. The glue tag must be held in the same hand as the item and the item cannot be released during the duration of the Glue effect.

- **Delivery Method:** Applied
- **Effect Call:** “Defense: Resist Disarm”
- **Level and Type(s):** 1 (M)

Gremlins: This renders an apparatus or weapon inoperable for 1 hour. Write the start time on the tag and attach it to the apparatus or weapon. This effect can **only** be removed using the Elves mixed chemical.

- **Delivery Method:** Applied
- **Effect Call:** “Sunder apparatus for 1 hour”
- **Level and Type(s):** 2 (M)

Headache: This chemical gives the recipient a terrible headache that makes it more difficult to concentrate and use abilities.

- **Delivery Method:** Ingested, Packet
- **Effect Call:** “Weaken: 4 WP”
- **Level and Type(s):** 2 (D)

Laudanum: Causes a euphoric, pleasurable feeling. Laudanum is addictive, causing the recipient to think about and crave another dose for the rest of the event.

- **Delivery Method:** Ingested
- **Effect Call:** “Obey: be intoxicated and Restore: 1 WP”
- **Level and Type(s):** 1 (R)

Moonshine: Moonshine is a strong alcohol that has limited medical uses as a disinfectant. It is also used to fuel certain apparatuses.

- **Delivery Method:** Ingested
- **Effect Call:** “Obey: be intoxicated and Restore: 1 HP”
- **Level and Type(s):** 1 (R) (M)

Nightshade: This chemical causes massive damage often resulting in unconsciousness. Nightshade may not be used with any other delivery method than ingested, including alchemical warrior.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “20 damage”
- **Level and Type(s):** 3 (D)

Nullify: Prevents a character from spending WP in any way.

- **Delivery Method:** Ingested; Packet
- **Effect Call:** “Suppress: Will”
- **Level and Type(s):** 3 (D)

Paranoia: Force the target into an uncontrollable fit of paranoia. The character will act severely paranoid of everyone around them and prone to fleeing

- **Delivery Method:** Ingested; Packet
- **Effect Call:** “Obey: Be paranoid and cowardly”
- **Level and Type(s):** 1 (D)

Petrolatum: Instantly restores 4 HP. It is also used to fuel certain apparatuses.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “Restore: 4 HP”
- **Level and Type(s):** 2 (R) (M)

Polymorph: This alchemy changes a character’s species from one to another. The transformation takes as long as it takes for the player to apply the proper prosthetics. This cannot be used to disguise yourself as another known character. The effect does not prevent the use of species abilities, except in the case of Changelings as their abilities require their beast form. If a changeling polymorphs into another changeling, then it can use their species ability in beast form normally. Cannot be broken by Elixir. The effect lasts until the end of the game or until reversed with another polymorph. The target *player* must be willing for safety reasons, though their character can RP resistance if desired.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** None, this is a cosmetic / RP effect.
- **Level and Type(s):** 3 (R)

Rage: Rage renders the target uncontrollably violent towards their allies.

- **Delivery Method:** Ingested, Packet
- **Effect Call:** “Obey: attack your nearest ally”
- **Level and Type(s):** 2 (D)

Refresh: Instantly restore 4 WP.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “Restore: 4 WP”
- **Level and Type(s):** 2 (R)

Shield: Apply this chemical to a shield to ignore effects calls that strike the shield. Say “Resist”. Attach the Chemical Shield tag to the shield.

- **Delivery Method:** Applied
- **Effect Call:** “Defense: Resist effects to this shield”
- **Level and Type(s):** 3 (M)

Smelling Salts: Awaken an unconscious character to 1 HP, or end a Stun effect.

- **Delivery Method:** Ingested (instant)
- **Effect Call:** “Restore: 1 HP” or “Remove: Stun”
- **Level and Type(s):** 1 (R)(M)

Stench: Renders the character uncontrollably ill.

- **Delivery Method:** Ingested; Packet
- **Effect Call:** “Inflict: nausea”
- **Level and Type(s):** 3 (D)(M)

Trance: Induce a trance that restores 1 WP per 30 seconds while the recipient sits without speaking or taking any action. Trance ends after 5 minutes or the recipient is attacked, speaks or takes any action.

- **Delivery Method:** Ingested
- **Effect Call:** “Restore: X WP” ($X = 1 / 30$ seconds of trance)
- **Level and Type(s):** 3 (R)

Ulcers: Causes 1 point of damage immediately and every 30 seconds thereafter.

- **Delivery Method:** Ingested
- **Effect Call:** “1 damage every 30 seconds”
- **Level and Type(s):** 2 (D)

Weakness: Inflict the recipient with a debilitating weakness, making them unable to be healed.

- **Delivery Method:** Ingested; Packet
- **Effect Call:** “Suppress: Healing”
- **Level and Type(s):** 2 (D)

Weaponry: Apply this chemical to a weapon or claw to bolster its effects. Attach the Chemical Weapon tag to the item. Call 1 additional damage with each strike. This effect doesn't stack with other damage increasing effects.

- **Delivery Method:** Applied
- **Effect Call:** “X damage” ($X = 1$ more damage than the item's base damage)
- **Level and Type(s):** 3 (M)

MIXED CHEMICALS

An alchemist with rank 3 in alchemy may spend 1 minute roleplaying mixing two different chemicals together. The alchemist may then produce one of the following effects that only they can use. Mixed chemicals must be used within 10 minutes x the total levels of the chemicals used or both tags are lost. Once the effect is used, tear both tags.

- For example if a character mixes a level 3 & level 2 chemical, the use time is 50 minutes.

Chemical Bomb (Destructive + Destructive): This chemical allows an alchemist to throw a packet for “8 damage”.

Elves (Mechanical + Mechanical): This chemical allows the alchemist to call “Remove: Sunder” on an item or “Restore: 6 HP” on a construct via the touch delivery method. Elves is the only thing in the game that can remove the temporary sunder effect of the Gremlins chemical.

Miracle Tonic (Restorative + Restorative): This chemical allows the alchemist to call “Restore: 3 HP and Remove: all negative effects” via the touch delivery method once.

Poison Gas (Destructive + Restorative): This chemical allows an alchemist to throw 4 packets within 30 seconds using the “Inflict: Confusion” effect call. The 30 second timer begins after the first packet is thrown.

Tiny Helpers (Mechanical + Restorative): This chemical allows an alchemist to call “By Voice Restore 2 HP”.

Volatile Mixture (Destructive + Mechanical): This chemical allows an alchemist to call “By Voice 4 damage” and everyone within earshot is damaged by the destructive cloud, except for the alchemist.



Apparatuses

An apparatus is a machine created through a combination of alchemy and a spell scroll. It enables the use of a spell without the need for a specific skill and without destroying the spell scroll. Any character can utilize an apparatus as long as the machine includes all its required components.

Apparatuses start each game with 5 charges that can be utilized throughout the event. Apparatuses constructed during the event also begin with 5 charges. To activate, follow the instructions on the spell scroll attached to the apparatus and expend one charge for a single shot.

Apparatuses can only accommodate up to level 2 spells and are not susceptible to being Sundered.

Apparatus Weapons: Firearm weapons can serve as a base for apparatus weapons. Apparatus weapons are operated in the same manner as a regular apparatus, with the foam dart replacing the packet delivery method while still inflicting projectile damage. Only spells utilizing the packet delivery method can be employed on a weapon apparatus. Each shot, along with the Effect Call, depletes one charge in the weapon. Choosing not to utter the Effect Call means simply firing the ammo with no additional effect.

Note: Apparatus effects do not transfer to objects to which they are attached. For instance, if you have an apparatus firearm scope attached to a firearm, the apparatus effect remains in the scope and does not transfer to the darts of the firearm.

Attuning an Apparatus: To use an apparatus, you must attune with it. To attune with an apparatus, hold it in your hands and focus on it for 5 minutes. At the end of five minutes, spend 2 WP to complete the attunement.

If you ever lose control of an attuned apparatus, such as if it enters another person's possession or leaves your immediate presence, your attunement is lost, and you must re-attune if you wish to use the apparatus again. Attunement does not refill free uses on an apparatus; when you re-attune, any charges you have spent remain spent.

You may only attune to one apparatus of each fuel type, with the exception of characters with Inventor 3. Trying to attune to an apparatus of a fuel type to which you are already attuned causes you to immediately lose attunement to the old apparatus. For example, you could attune to both a Wrack apparatus and a Cure Health apparatus, but you couldn't attune to both a Wrack apparatus and a Silence apparatus.

Building an Apparatus: Each apparatus is built with pre-existing items obtained through other skills.

- **Part 1: Spell Scrolls** - A spell scroll determines what the apparatus can do. The one scroll (or two if you are a Machinist) must be attached to the base where the tag can be easily shown. Only scrolls up to level two may be used in an apparatus.
- **Part 2: Fuel** - Alchemical fuels are caustic fluid, moonshine, acid, and petrolatum. The chemical you need is determined by the spell scroll on the apparatus and is listed in the chart below. Attach at least one single use bottle with the appropriate chemical inside, to the base, at the time of item creation. This chemical may not be removed without destroying the apparatus. The tag must be easily shown if not visible.
- **Part 3: Base** - Much like a computer requires a case to hold all its parts together, so does an apparatus need a base. The base must be an object 2 inches or larger, and cannot be clothing, ammo, melee, thrown, brawl weapons, bows, tagged items, or bottles. Wearable accessories are restricted to chest armor, hats, hair pieces, goggles, pendants, belts, packs, pouches, satchels, bracers, gloves, and greaves.
 - A construct's entire body counts as an apparatus base by gearsmiths that can be used up to 4 times unless using Inventor 3, which makes it 5.
- **Putting It All Together:** Only characters with the inventor skill can put together apparatuses. You should now have 4 parts in front of you: 1 apparatus tag, 1 bottle, 1 spell scroll, and 1 base. Attach the bottle, scroll, and apparatus tag to the base. Bottles can be permanently attached to the base, but the scroll must be removable. Gearsmith-created construct apparatuses need to have their components carried on the construct's person but do not need to be displayed or assembled in any particular way and are not considered stealable items.

Destroying an Apparatus: Destroying an apparatus involves removing and tearing all attached tags, rendering the apparatus inoperable. The base can be used again for a new apparatus.

Alter an Apparatus: Altering an apparatus involves removing the apparatus tag, spell scroll, and chemical tag from a base and then replacing them with new ones. When altering an apparatus the chemical tag is torn but the spell scroll is preserved for later use. An altered apparatus starts with 5 fresh charges. You may not “refresh” an apparatus by attaching the same spell scroll type you removed.

Caustic Fluid	Moonshine	Acid	Petrolatum
Atrophy	Barrier	Destruction	Daze
Dead Speak	Detect	Forgetting	Enfeeble
Doom Strike	Fumble	Rend	Heal
Hatred	Inspire	Shatter	Illusion
Provoke	Mend	Slow	Protection
Silence	Pin	Wrack	Withstand

Fantastical Devices

At level 3 an Inventor may reduce existing apparatuses down to their base components to create wondrous effects beyond the limitations of normal apparatuses. Each Fantastical Device requires the destruction of a number of apparatus levels equal to the Fantastical device level. For instance, to make a level 3 Fantastical Device, you'd need to break down 3 level one apparatuses or 1 level one & 1 level two. An individual may only benefit from one Fantastical Devices at any given time and must follow the attunement rules presented on the previous page.

- **Breaking Down Apparatus:** Use the destroy apparatus rule and then immediately roleplay putting together the Fantastical Device. You may then fill out a Fantastical Device tag to apply to the item.
- **Prop Requirements:** The prop for each Fantastical Device should be a steampunk mechanism that is 6 inches or larger, if not specified by the Device. You may use actual parts from or combine the bases of the previous Apparatuses as long as they meet the requirements.

Alchemist's Assistant: An alchemist's assistant is a device that aids in the creation of alchemy.

- **Creation Level:** 2
- **Effect:** Allows the user to create up to 3 levels worth of alchemy for free once per event, the user must possess the Alchemy skill to use this and it may only be attuned to one player per event.
 - Example: A character with an alchemist's assistant creates 1 level one alchemy and 1 level two alchemy (using up their 3 levels from this item) for free.
- **Prop:** Any
- **Equippable By:** Alchemists Only

Auto Repeller: The auto repeller is a device used to ward off attackers, in reaction to taking damage by creating a field of kinetic energy.

- **Creation Level:** 5
- **Effect:** Immediately after taking damage the user may spend 3 WP to call, “By Voice, Knock Back”. This must be stated no louder than a normal speaking voice.
- **Prop:** Some kind of harness worn across the chest
- **Equippable By:** Creator Only

Countdown Clock of the Infinite: This clock is one of the most powerful Fantastical Devices known to Oz, however, it comes at a dire price to the user. A countdown clock of the infinite renders the user nearly invincible for a duration by draining their life's essence, inevitably killing them.

- **Creation Level:** 6
- **Effect:** The player calls No Effect to all harmful Effect Calls (including damage & base damage)) except for Disease, Knockback, and Obey. This effect is triggered by the user and lasts for 10 minutes. At the end of 10 minutes the user enters the Dead status and can only be brought back by resurrection, construct rebirth, or tears of sacrifice (if their species allows it). The Countdown Clock is destroyed after use.
- **Prop:** A clock
- **Equippable By:** Anyone

Doom Machine: A doom machine is a machination of pain and destruction, meant to allow an inventor to go on the attack.

- **Creation Level:** 3
- **Effect:** 3 times per event the user may plant both of their feet and Packet Deliver 4 Damage for 1 WP each. This effect ends as soon as the user moves their feet.
- **Prop:** Any
- **Equippable By:** Creator Only

Mechanical Weapon: A mechanical weapon uses mechanisms to empower it, to cause harm beyond the users normal capabilities. Mechanical Weapon can be applied to any weapon type.

- **Creation Level:** 4
- **Effect:** The weapon gains a permanent Empower Damage 1.
- **Prop:** A steampunk or mechanical looking weapon of any type.
- **Equippable By:** Anyone with the appropriate weapon skill

Mind Mender: The mind mender is used to get rid of many mind altering effects or stop them before they can take effect.

- **Creation Level:** 3
- **Effect:** The wearer may spend 2 WP to Touch deliver Remove: Obey on another character. Additionally, they may spend 5 WP to call Resist to an Obey effect.
- **Prop:** Any
- **Equippable By:** Creator only

Rejuvenation Machine: A rejuvenation machine is a miracle of technology and can bring the user back to life in an emergency. A rejuvenation machine may only be attuned to one individual per event.

- **Creation Level:** 4
- **Effect:** 2/event the wearer may call Recovery on themselves.
- **Prop:** Any prop that is worn on the user.
- **Equippable By:** Anyone

Revitalizer: A revitalizer can be used to bring back a weary individual in mind, body, and soul.

- **Creation Level:** 4
- **Effect:** By spending 3 WP the user may Touch Deliver Remove: Weakness.
- **Prop:** Any
- **Equippable By:** Creator only

Shock Therapy Mechanism: The shock therapy mechanism is used to bring a user automatically out of a stupor.

- **Creation Level:** 4
- **Effect:** By spending 3 WP the user may Remove Stun from themselves
- **Prop:** Any worn on head
- **Equippable By:** Anyone

Sturdy Stance Device: The sturdy stance device makes anyone, despite their constitution, an immovable wall against overwhelming force.

- **Creation Level:** 3
- **Effect:** The wearer may spend 3 WP to call Resist to Knockback Effect Calls.
- **Prop:** Any
- **Equippable By:** Anyone



Arts

Arts are higher forms of magic and tinkering with longer lasting, more powerful effects. While the following descriptions are also found on the Art Scrolls used during game-play, the descriptions here override any wording found on the Art Scrolls. Unless your character can see the scroll or recognize the components, your character doesn't know what Art is being used. No one but the primary Art performer knows if the Art worked, unless there is an obvious effect.

Performing an Art: You must have the appropriate level of the practitioner of Arts skill and the Art Scroll for the Art you wish to perform.

- Collect the components listed on the Art scroll.
- Set up the method as described.
- When you are ready to perform the Art, follow the instructions on the Art scroll and destroy the Arts Tag, unless otherwise stated in the instructions.

Practitioner Roleplay: Various Arts may require Practitioner Roleplay. The source of your extraordinary abilities, be it magic or technology, significantly shapes how you depict them in the game. Players are urged to accentuate the magical or steampunk elements of their skills. For instance, a Witch could resurrect someone through chanting and invoking eldritch energies, while an Inventor might connect them to machines and use the power of electricity to revive them.

Roleplay-wise, you aren't limited by the constraints and steps written on the Art scroll. You may add your own flare and make a larger spectacle as you see fit. Players should feel empowered to play magic and science out the way that feels best for their character.

Assistant: Some Arts may call for an assistant. This is another character of your choosing who is present for your performance of the Art and somehow assists you with that performance as described on the Art scroll.

Nature: Each Art has a specific nature that's Passive or Aggressive. Passive Arts require a willing participant, if the target of the Art is a character. With an Aggressive Art, you can target an unwilling character if all conditions of the Art are otherwise met; i.e. the target must be in the circle, hooked to the machine, etc. The nature of the Art doesn't affect any residual effects.

Practice: The Art scroll will indicate which set up to use, area or device.

- **Area:** An area may be a circle, or any other shape, drawn on the ground in chalk or etched in the dirt, or it may be any defined space, such as a bed or rug or a room no more than 12' in any dimension. So long as the symbols from the scroll are drawn or placed in an obvious manner within the space, all of these are valid areas.
- **Device:** The device is of your own design that incorporates the components of the experiment and/or the intended result. The device can be mystical or technological in nature and the same device may be used for multiple Arts, as described. Nothing happens if the prop is "broken" or dismantled. Please decorate these props in steampunk/mystical/game appropriate themes as best as possible just like any other decoration.

All Arts and Artifacts are located in the [Arts Sourcebook](#).

Player Created Arts

Players who have attained Practitioner of Arts 3 and Artificer 3 have the ability to craft their own custom Arts Scrolls, but this undertaking demands significant effort. Creating these scrolls is a time-consuming process, and it's unlikely to be completed in a single event. If players are interested in developing their own Arts Scrolls, they should discuss their ideas with the ST team to determine the feasibility at an event.

If the ST team agrees that the proposed Art is viable, players will embark on a journey that may involve substantial in-game (IG) resources and roleplaying tasks. Meeting all the requirements set by the ST team is crucial. Once these are satisfied, the ST team will submit the Art Scroll to the Rules Team for balancing and final approval.

Upon receiving all necessary approvals, the character will be granted a complimentary copy of the Art Scroll. Additionally, the approved custom Art Scroll will be added to the Arts Scroll chapter of the book, making it accessible to all players.

Weapon Specifications

Weapon Specifications: Weapons that do not meet these specifications cannot be used, and one may be loaned to you if you do not have one, if available. Weapons cannot be attached to each other or combined i.e. no bayonets or “gun-blades”. All weapons must pass safety inspection at the beginning of **every** game, so please bring them to Check-in with you.

Most mass produced latex weapons, Nerf, Buzz Bee, and Air Zone foam dart shooters are approved; however, if a staff member deems a weapon unsafe it must be removed from play. Homemade foam shooters are not allowed, while homemade boffers must be approved by staff before use. The Nerf Rival series and Boomco blasters aren't allowed.

Bow Weapon - A real bow that meets the following requirements:

- Must be a real straight bow, no compound bows
- Has a 30lb pull or less, at 28" draw
- Use boffer arrows (arrow shaft tipped with at least two inches of foam). These can be purchased online

Brawler Weapon - A foam cored boffer that meets the following requirements:

- Must be BLACK in color
- Has a blade length minimum of 12", overall 16 - 20"
- Has a blade tip that has at least 2 inches of uncored foam

Claw Weapon - A foam cored boffer that meets the following requirements:

- Must be BLACK in color
- Has a blade length minimum 20", overall 24 - 30"
- Has a blade tip that has at least 2 inches of uncored foam

Firearm - A foam dart shooter that operates by single pump or spring action that meets the following requirements:

- Must be painted realistic and/or steampunk colors. Parts may be added for aesthetic or to meet the requirements for apparatus
- Shoot up to two foam darts per trigger reset
- No part of the original function can be modified in any way. Stock out-of-the-box operation ONLY
- Firing cannot be battery or air-can operated
- Clips / loaded shooter cannot hold more than 18 darts
- Should be painted/decorated to fit the genre of the game

Melee Weapon - A foam cored boffer that meets the following requirements:

- Must be realistic / steampunk colors, NOT black
- MUST have a core
- Has a blade length minimum of 10" Overall 16 - 84"
- Has a padded blade tip, padded with at least 2 inches of foam

Throwing Weapon - A foam coreless boffer that meets the following requirements:

- Must be realistic / steampunk colors, NOT black
- CANNOT have a core
- Has an overall length of 4 - 20"

Shield - Shields can be made of any material, as long as the edges are padded at least as much as a boffer weapon would be. A shield cannot exceed a surface area of 5 sq feet (30.28 inch diameter) or be any smaller than a standard buckler (14" diameter). As with melee Weapons, commercially produced LARP shields are also pre-approved.

Packet - A cloth filled with millet bird seed: Use a piece of cloth (roughly) 6-8" by 6-8" in size, a rubber band, and bird seed that does not contain corn or sunflower seeds. Insert 1 or 2 tablespoons of birdseed into the center of the fabric, lift the edges, and seal closed with a rubber band. The packet should be soft and pliable.

Book Credits

Original Concept & Rulebook By: Natalya Haner and Kyle Schaffer

Rules Edition 5.0 Written By: Ron Leota

Rules Team: Barney Mattox, Michael Bates, & Ron Leota

Edited By: Kairsten F, Kristen W, Michael B, & Ophelia S

Earlier Rules Edition Contributors: Jason Wells, Mari Michelson-Hubbell, Ron Leota, Mike Lamphere, Jon Larson, & Richard Hensmen

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Cover Art By: Ophelia Sinclair

Photo Credit: Anne Vaughan, Ashley Law, Gregg Christopher, Ryan Wessner, & Soichi Kirk Ishizaki

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