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Thanks to all of those who have played and run
Dragon Crest through the years.

DRAGON CREST

Dragon Crest – Attunement Rules

This document contains the rules for Attunements used in the Dragon Crest system.

These rules will be fully in effect by July 1st 30th, 2011. Please see your local chapter for details on if these rules will be in effect before that date.

IMPORTANT NOTICE CONCERNING PLAY TEST SKILLS AND EFFECTS

Items in Italics are for Play Testing and may change the course of time. Any Play Test skill may be bought by a player and may be exchanged at the end of any event (instantly freeing the CP) during checkout until the end of the Play Test. We ask those who are involved in the Play Test to fill out an extra portion of the standard Event Write-up to give feedback on the content and effects of the Play Test. Failing to provide meaningful feedback shall be grounds for removal of the Play Test skill. Please note that Attunement Powers, Items and Familiars require the appropriate role-play or release before they can be purchased.

Once the Play Test is ended the player will have two events to exchange the skills, if they so choose. In the case where the Play Test skill is eliminated, the CP will immediately be freed up for the player to spend.

Version 1.6

- Corrected Typos
- Corrected unclear wording
- Made corrections in line with other rules changes to the Red Book
- Added Shadow Walker and Light Bearer Attunements
- Added Strike for Silver to Tribe Silver Mark
- Changed cost of Immune skills to N/A
- Increase Minor Item Attunement to Rare to be more in line with how it was intended
- Added Familiar Item Attunements Play Test

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Dragon Crest

Overview of Attunements

What is Attunement?

In its simplest form, an Attunement is a connection that your character makes to another being, force, item or place, which allows him to access powers and abilities not normally available to characters in the game who are not Attuned.

How powerful are Attunements?

Attunements can be of any level allowed in the game. Generally, there are Minor, Standard and Major Attunements. The skills listed below are considered to be Minor Attunements unless specifically stated in the Skill Name.

How many Attunements can I have?

A character may have one Power Attunement and one Item Attunement at any given time.

How many Attunement Powers can I have?

A character may have one Power Attunement Tree at any given time. This is chosen by the player when he acquires his first Power Technique unique to a Tree. A Power Attunement Tree is defined as three distinct Power Techniques and the Skills associated with them.

How do I get an Attunement?

You must fulfill the In-Game requirements of the source. In the case of a guild, you must join the Guild, acquire the appropriate rank, which includes making sure you attain certain skills and then you must perform an Attunement Ritual.

How do I lose an Attunement?

If you act in a manner inconsistent with the philosophy of the source of your Attunement, then the Attunement can be stripped from the character. This can be done by the source of the Attunement or another In-Game mechanism, including High Magic. If the character loses his Attunement, the character regains the CP of the Power Attunement skill and losses access to all abilities granted by the Attunement.

Can Attunement items be deconstructed?

No! Attunement Items are meant to be cool rewards and a part of a character. Allowing them to be broken down for components is against the spirit of the items even if the Attunement item is not currently attuned.

What happens to an Attunement Item when its duration expires?

Attunement Items that expire without a current attunement are no longer attunement items and lose all properties and powers. Attunement items that are properly attuned will remain past their expiration so long as they have an active attunement from a player.

Can crafted properties such as Defensive Focus be on an Attunement Item?

No. Crafted powers are separate and cannot be linked in any way to an attunement item.

Attunement Skills

General

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Item Attunement- Heirloom	3	3	3	3	3	3	C	I	No other Item Attunement
Item Attunement - Minor	5	5	5	5	5	5	R	I	No other Item Attunement
Item Attunement	10	10	10	10	10	10	R	I	No other Item Attunement
Item Attunement - Major	15	15	15	15	15	15	V	I	No other Item Attunement
Minor Power Attunement- Army	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Explorers	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Fate	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Foresters	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Heart	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Mages	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Miners	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- Moon	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement- War	3	3	3	3	3	3	U	I	No other Power Attunement

Dragon Crest – Attunement Rules

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Minor Power Attunement-Fire	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Stone	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Water	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Wind	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Totem-Wise	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Totem-Strong	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Totem-Fierce	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Totem-Swift	3	3	3	3	3	3	U	I	No other Power Attunement
Minor Power Attunement-Triumvir	3	3	3	3	3	3	U	I	No other Power Attunement
1 Power Point	1	1	1	1	1	1	U	I	Junior Journeyman, Initiate, Defender, Novice, Corporal, Touched, Guide, Soldier, Acolyte and One Power Attunement
1 Power Point	1	1	1	1	1	1	U	I	Junior Foreman, Virtue, Guardian, Brother, Sergeant, Gifted, Seer/Spinner, Veteran, Acolyte and One Power Attunement
1 Power Point	1	1	1	1	1	1	U	I	Junior Master, Serene, Protector, Adept, Lieutenant, Chosen, Medium/Hand and One Power Attunement

Royal Explorer's Guild of Acadia

Prime: Psychic Wind 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Valuable	N/A	I	Junior Journeyman	Power Attunement- Explorers
Trap Immunity	N/A	I	Junior Foreman	Sense Valuable
Group Trap Immunity	N/A	I	Junior Master	Trap Immunity

Skill	CP Cost	Instruct	Rank	Prerequisites
Major Silver/Iron Carrier	N/A	I	Junior Journeyman	Power Attunement- Explorers
Natural Mend	N/A	I	Junior Foreman	Major Silver/Iron Carrier
Mental Immunity	N/A	I	Junior Master	Natural Mend

Skill	CP Cost	Instruct	Rank	Prerequisites
Rush Skill- Merchant	N/A	I	Junior Journeyman	Power Attunement- Explorers
Extend Harvest- Merchant	N/A	I	Junior Foreman	Rush Skill- Merchant
Harvest Item- Merchant	N/A	I	Junior Master	Extend Harvest- Merchant

Royal Forester's Guild of Acadia

Prime: Psychic Nature 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Nature	N/A	I	Junior Journeyman	Power Attunement- Foresters
Nature Adaptation	N/A	I	Junior Foreman	Sense Nature
Group Nature Adaptation	N/A	I	Junior Master	Nature Adaptation

Dragon Crest – Attunement Rules

Skill	CP Cost	Instruct	Rank	Prerequisites
Major Wood Carrier	N/A	I	Junior Journeyman	Power Attunement- Foresters
Bane Strike- Plant/Animal	N/A	I	Junior Foreman	Major Wood Carrier
Alchemical Immunity	N/A	I	Junior Master	Major Bane Strike- Plant/Animal

Skill	CP Cost	Instruct	Rank	Prerequisites
Rush Skill- Herbalist	N/A	I	Junior Journeyman	Power Attunement- Foresters
Extend Harvest- Herbalist	N/A	I	Junior Foreman	Rush Skill- Herbalist
Harvest Item- Herbalist	N/A	I	Junior Master	Extend Harvest- Herbalist

Royal Mage's Guild of Acadia

Prime: Psychic Glamour 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Spell Knowledge	N/A	I	Junior Journeyman	Power Attunement- Mages
Decrypt Scroll- Talent	N/A	I	Junior Foreman	Spell Knowledge
Superior High Magic	N/A	I	Junior Master	Decrypt Scroll- Talent

Skill	CP Cost	Instruct	Rank	Prerequisites
Major Magic Carrier	N/A	I	Junior Journeyman	Power Attunement- Mages
Major Dispel Strike	N/A	I	Junior Foreman	Major Magic Carrier
Arcane Immunity	N/A	I	Junior Master	Major Dispel Strike

Skill	CP Cost	Instruct	Rank	Prerequisites
Rush Skill- Theurgist	N/A	I	Junior Journeyman	Power Attunement- Mages
Extend Harvest- Theurgist	N/A	I	Junior Foreman	Rush Skill- Theurgist
Harvest Item- Theurgist	N/A	I	Junior Master	Extend Harvest- Theurgist

Royal Miner's Guild of Acadia

Prime: Psychic Stone 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Stone	N/A	I	Junior Journeyman	Power Attunement- Miners
Underground Adaptation	N/A	I	Junior Foreman	Sense Stone
Group Underground Adaptation	N/A	I	Junior Master	Underground Adaptation

Skill	CP Cost	Instruct	Rank	Prerequisites
Burrow Strike	N/A	I	Junior Journeyman	Power Attunement- Miners
Disintegrate Strike	N/A	I	Junior Foreman	Burrow Strike, Destroy Strike
Weapon Immunity	N/A	I	Junior Master	Disintegrate Strike

Skill	CP Cost	Instruct	Rank	Prerequisites
Rush Skill- Miners	N/A	I	Junior Journeyman	Power Attunement- Miners
Extend Harvest- Miners	N/A	I	Junior Foreman	Rush Skill- Miners
Harvest Item- Miners	N/A	I	Junior Master	Extend Harvest- Miners

The Free Army of Acadia

Prime: Psychic Force 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Power Attunement- Army	N/A	I	Corporal	None
Power Attunement- Army	N/A	I	Sergeant	None
Power Attunement- Army	N/A	I	Specialist	None

***Choose any one Guild Attunement Tree and the Power Attunement- Army skill qualifies you for the tree. Guilds are listed above this entry.**

The house of the healing heart

Prime: Psychic Spirit 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Healing Aura	N/A	I	Junior Initiate	Power Attunement- Heart
Great Sanctuary	N/A	I	Junior Virtue	Healing Aura
Emissary's Call	N/A	I	Junior Serene	Great Sanctuary

Skill	CP Cost	Instruct	Rank	Prerequisites
Focus Spirit	N/A	I	Junior Defender	Power Attunement- Heart
Invest Armor- Spirit	N/A	I	Junior Guardian	Focus Spirit
Amplify Spirit	N/A	I	Junior Protector	Invest Armor- Spirit

Skill	CP Cost	Instruct	Rank	Prerequisites
Rush Skill- Heart	N/A	I	Junior Novice	Power Attunement- Heart
Group Target- Spirit	N/A	I	Junior Brother	Rush Skill- Heart
Resurrection Mastery	N/A	I	Junior Adept	Group Target- Spirit

Tribe of the Moon

Prime: Psychic Moon 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Taint	N/A	I	White Mark	Power Attunement- Moon
Power Skill- Immune to Taint	N/A	I	White Mark- Touched	White Mark
Define Taint	N/A	I	White Mark- Gifted	Sense Taint, White Mark
Purge	N/A	I	White Mark- Chosen	Define Taint

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Taint	N/A	I	Black Mark	Power Attunement- Moon
Power Skill- Battle Rage	5	I	Black Mark- Touched	Black Mark
Major Silver Carrier	N/A	I	Black Mark- Gifted	Black Mark
Bane Strike <Taint>	N/A	I	Black Mark- Chosen	Major Silver Carrier

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Taint	N/A	I	Red Mark	Power Attunement- Moon
Power Skill- Keen Sight	N/A	I	Red Mark- Touched	Red Mark
Power Skill- Keen Scent	N/A	I	Red Mark- Touched	Red Mark
Restrict- All <Enemy>	N/A	I	Red Mark- Gifted	Red Mark
Major Sense Enemy	N/A	I	Red Mark- Chosen	Restrict- All <Enemy>

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Taint	N/A	I	Green Mark	Power Attunement- Moon
Power Skill- Path of Nature	N/A	I	Green Mark- Touched	Green Mark
Major Wood Carrier	N/A	I	Green Mark- Gifted	Green Mark
Sylvan Skills	N/A	I	Green Mark- Chosen	Major Wood Carrier

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Taint	N/A	I	Silver Mark	Power Attunement- Moon
Power Skill- Path of Moon	N/A	I	Silver Mark- Touched	Silver Mark
Power Skill- Strike for Silver	N/A	I	Silver Mark- Touched	Silver Mark
Transfer- Moon	N/A	I	Silver Mark- Gifted	Silver Mark
3 Power Points	3	F	Silver Mark- Gifted	Transfer- Moon
Commune- Moon	N/A	I	Silver Mark- Chosen	Transfer- Moon

War Party

Prime: Psychic Fire 1

Skill	CP Cost	Instruct	Rank	Prerequisites
+5 Body per Tier	N/A	I	Soldier	Power Attunement- War
Power Skill- Immune to Fear Effects	N/A	I	Soldier	Power Attunement- War
Weapon Expertise	N/A	I	Veteran	Power Attunement- War
Resilient	N/A	I	Lieutenant	Weapon Expertise

Children of Fate

Prime: Psychic Time 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense Destiny	N/A	I	Guide	Power Attunement- Fate
Invoke Destiny	N/A	I	Guide	Power Attunement- Fate
Reduce Duration	N/A	I	Spinner	Invoke Destiny
Combat Premonition	N/A	I	Seer	Reduce Duration

Shadow Walkers

Prime: Psychic Shadow 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Cloak	N/A	I	Cloak	Power Attunement- Shadow
Shroud	N/A	I	Cloak	Power Attunement- Shadow
Shadow Walk	N/A	I	Veil	Shroud
Veil	N/A	I	Mask	Shadow Walk

Light Bringer

Prime: Psychic Light 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Inner Light	N/A	I	Torch	Power Attunement- Light
Major Carrier- Light	N/A	I	Lantern	Power Attunement- Light
Might of the Sun	N/A	I	Radiant	Major Carrier- Light
Reveal	N/A	I	Luminary	Might of the Sun

Heralds of Abaddon

Prime: Psychic Death 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Life	N/A	I	Bearer	Power Attunement- Triumvir
Rush Skill- Triumvir	N/A	I	Bearer	Power Attunement- Triumvir
Critical Carrier	N/A	I	Proctor	Rush Skill- Triumvir
Power of Life and Death	N/A	I	Harbinger	Critical Carrier

Primal Warrior

Prime: Psychic Nature 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Speak to Animals	N/A	I	Untamed	Power Attunement- Primal
Major Command Animals	N/A	I	Unbound	Sense Nature
Move like the Animals	N/A	I	Wild	Major Command Animals

Skill	CP Cost	Instruct	Rank	Prerequisites
Chase	N/A	I	Untamed	Power Attunement- Primal

Dragon Crest – Attunement Rules

Skill	CP Cost	Instruct	Rank	Prerequisites
Major Shred	N/A	I	Unbound	Chase
Immune to Surprise	N/A	I	Wild	Major Shred

Skill	CP Cost	Instruct	Rank	Prerequisites
Primal Caster (Innate Talisman)	N/A	I	Untamed	Power Attunement- Primal
Primal Scream (Immune to Silence)	N/A	I	Unbound	Primal Caster (Innate Talisman)
Burst Spell	N/A	I	Wild	Primal Scream

Acolyte of Fire

Prime: Psychic Fire 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Elements	N/A	I	Acolyte	Power Attunement- Fire
Major Fire Carrier	N/A	I	Acolyte	Power Attunement- Fire
Fire Adaptation	N/A	I	Disciple	Major Fire Carrier
Group Fire Adaptation	N/A	I	Zealot	Fire Adaptation

Acolyte of Water

Prime: Psychic Water 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Elements	N/A	I	Acolyte	Power Attunement- Water
Major Ice Carrier	N/A	I	Acolyte	Power Attunement- Water
Water Adaptation	N/A	I	Disciple	Major Ice Carrier
Group Water Adaptation	N/A	I	Zealot	Water Adaptation

Acolyte of Stone

Prime: Psychic Stone 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Elements	N/A	I	Acolyte	Power Attunement- Stone
Major Stone Carrier	N/A	I	Acolyte	Power Attunement- Stone
Stone Adaptation	N/A	I	Disciple	Major Stone Carrier
Group Stone Adaptation	N/A	I	Zealot	Stone Adaptation

Acolyte of Wind

Prime: Psychic Wind 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Elements	N/A	I	Acolyte	Power Attunement- Wind
Major Lightning Carrier	N/A	I	Acolyte	Power Attunement- Wind
Wind Adaptation	N/A	I	Disciple	Major Wind Carrier
Group Wind Adaptation	N/A	I	Zealot	Wind Adaptation

Acolyte of Nature

Prime: Psychic Nature 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Nature	N/A	I	Acolyte	Power Attunement- Wind
Major Wood Carrier	N/A	I	Acolyte	Power Attunement- Nature
Natural Freedom	N/A	I	Disciple	Major Wood Carrier

Dragon Crest – Attunement Rules

Skill	CP Cost	Instruct	Rank	Prerequisites
Commune with Nature	N/A	I	Zealot	Natural Freedom

Strong Totem

Prime: Psychic Stone 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Totem	N/A	I	Devoted	Power Attunement- Strong Totem
Enhanced Strength	N/A	I	Devoted	Power Attunement- Strong Totem
Break Bonds	N/A	I	Sentinel	Enhanced Strength
Group Travel- Totem Realm	N/A	I	Speaker	Break Bonds

Swift Totem

Prime: Psychic Wind 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Totem	N/A	I	Devoted	Power Attunement- Swift Totem
Free Movement	N/A	I	Devoted	Power Attunement- Swift Totem
Minor Flee	N/A	I	Sentinel	Free Movement
Group Travel- Totem Realm	N/A	I	Speaker	Minor Flee

Wise Totem

Prime: Psychic Water 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Totem	N/A	I	Devoted	Power Attunement- Wise Totem
Transfer Knowledge	N/A	I	Devoted	Power Attunement- Wise Totem
Share Skill	N/A	I	Sentinel	Transfer Knowledge
Group Travel- Totem Realm	N/A	I	Speaker	Power Attunement- Wise Totem

Fierce Totem

Prime: Psychic Fire 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense-Totem	N/A	I	Devoted	Power Attunement- Fierce Totem
Minor Rage	N/A	I	Devoted	Power Attunement- Fierce Totem
Rage Mastery	N/A	I	Sentinel	Minor Rage
Group Travel- Totem Realm	N/A	I	Speaker	Rage Mastery

Tough Totem

Prime: Psychic Warding 1

Skill	CP Cost	Instruct	Rank	Prerequisites
Sense- Totem	N/A	I	Devoted	Power Attunement- Tough Totem
Enhanced Body	N/A	I	Devoted	Power Attunement- Tough Totem
Stand Tough	N/A	I	Sentinel	Enhanced Body
Group Travel- Totem Realm	N/A	I	Speaker	Stand Tough

Champion

Prime: <Path> Psychic 3

More to come when the plotline develops and the Champions earn their abilities.

Attunements Descriptions

Item Attunement- Heirloom <Name>

Type: Active
 Frequency: Continuous
 Handed: As Item
 Rule: This skill allows the character to write into their character history or write up an item history (that must be approved by Plot) that may be converted later into an Attunement Item. The Heirloom cannot have any High Magic Effects or Specialty Crafting (Level 2) components worked into it or active upon it. The item may later be enhanced to a Standard (Uncommon) or Major (Rare) item or have Silver, Iron or Wood worked into the item by simply having a character with the appropriate Trade skill make the item normally. This skill makes the item Persistent. This skill does not cost any CP if the item is not a weapon, armor, talisman, component or any other tagged resource. This skill may be upgraded to a Minor Attunement Item granting the CP spent on this skill back to the character.

Item Attunement- Minor <Name>

Type: Active
 Frequency: Continuous
 Handed: As Item
 Rule: This skill allows the character to bond with a Minor Attuned Item. The Minor Attuned Item cannot have more than 3 Minor High Magic Effects active upon it (excluding Extends). This skill Extends the effects of the High Magic Effects for as long as the character possesses this skill and makes the item Persistent. It also functions as a Minor True Ownership, making all of the item's abilities usable only by the character with this skill.

Item Attunement <Name>

Type: Active
 Frequency: Continuous
 Handed: As Item
 Rule: This skill allows the character to bond with a Standard Attuned Item. The Standard Attuned Item cannot have more than 3 Standard High Magic Effects active upon it (excluding Extends). This skill Extends the effects of the High Magic Effects for as long as the character possesses this skill and makes the item Persistent. It also functions as a Minor True Ownership, making all of the item's abilities usable only by the character with this skill.

Item Attunement - Major <Name>

Type: Active
 Frequency: Continuous
 Handed: As Item
 Rule: This skill allows the character to bond with a Major Attuned Item. The Major Attuned Item cannot have more than 3 Major High Magic Effects active upon it (excluding Extends). This skill Extends the effects of the High Magic Effects for as long as the character possesses this skill and makes the item Persistent. It also functions as a Major True Ownership, returning the item to the owner as soon as possible and making all of the item's abilities usable only by the character with this skill.

Power Attunement- Minor <Power Name>

Type: Active
 Frequency: Continuous

Handed: As Technique
 Rule: This skill grants access to the Power Techniques associated with the attuned power. This represents the character's commitment and tie to the power named. Any additional abilities, techniques, skills or powers much be acquired individually.

Power Points

Type: Active
 Frequency: Daily
 Handed: As Technique
 Rule: This skill allows a character to fuel Power Techniques. Power Points represent the character's connection to his Attunement. Each point of Power represents a Technique level that can be used by the character.

Power Skill

Type: As Skill
 Frequency: As Skill
 Handed: As Skill
 Rule: This skill grants access to the listed Skill associated with the attuned power. This skill may be purchased by the character without meeting any other Prerequisites. A Power Skill cannot be taught to anyone who does not possess the same Attunement. Any additional abilities, techniques, skills or powers much be acquired individually.

Power Technique

Type: Active
 Frequency: Fueled
 Handed: As Technique
 Rule: These skills represent granted abilities that the character can fuel using his Magic, Stamina, Synergy or Power Points. Each Power Technique is a separate skill. Power Techniques come in three levels of difficulty. The use of a Power Technique costs 1 Magic, Stamina, Synergy or Power Point. Using a Standard Power Technique costs 2 Magic, Stamina, Synergy or Power Points using of a Major Power Technique costs 3 Magic, Stamina, Synergy or Power Points. To purchase a Power Technique a character must possess the required Mark or Bloodline and Template Level.

- For the purpose of fueling these techniques, Magic, Stamina, Synergy or Power Points are interchangeable.

Amplify Spirit

Type: Active
 Frequency: Continuous
 Call: "AMPLIFY SPIRIT"
 Handed: None
 Rule: This skill grants the character double beneficial effect from SPIRIT effects. This is a Persistent Empowered Natural Spiritual effect on character.

Ancestral Knowledge

Type: Active
 Frequency: Fueled
 Call: "Prepare for Ancestral Knowledge"
 Handed: No
 Rule: This skill allows a character function as a Library for a specific target (which may be the character using this

skill). The use of this skill offsets the Knowledge Point cost for any Knowledge skills uses for the Encounter by the target. The reduction is 1 Knowledge Point per Power Point spent of this technique up to a maximum of 3 Power Points. This is an Exclusive Encounter Technique.

Arcane Immunity

Type: Active
 Frequency: Fueled
 Call: "Prepare for Arcane Immunity <Path> <Effect>!", "No Effect"
 Handed: As Weapon
 Rule: This ability allows a character to defend himself against a specific arcane attack. Arcane Immunity grants the character Immunity to the specified Arcane <Path> <Effect> named in the Call. If Damage is named as the Effect then the # must also be named. This is an Exclusive Encounter Technique. This is a Major Power Technique.

Bane Strike <Plant>/<Animal>

Type: Active
 Frequency: Fueled
 Call: "NATURAL MINOR BANE STRIKE <PLANT> or <Animal>, NATURAL BANE STRIKE <PLANT> or <Animal>, NATURAL MAJOR BANE STRIKE <PLANT> or <Animal>"
 Handed: As Weapon
 Rule: This skill allows the character to generate a NATURAL BANE STRIKE- ANIMAL OR PLANT, either Animal or Plant (chosen at the time the character acquires the skill), effect depending on the number of points used to fuel the technique. If the character uses 1 point to fuel the technique then he generates a NATURAL MINOR BANE STRIKE- PLANT/ANIMAL effect as a Single Strike. If the character uses 2 points to fuel the technique then he generates a NATURAL BANE STRIKE- PLANT/ANIMAL effect as a Multi Strike Exclusive Technique. If the character uses 3 points to fuel the technique then he generates a NATURAL MAJOR BANE STRIKE- ANIMAL/PLANT effect as a Multi Strike Exclusive Technique.

Bane Strike <Taint>

Type: Active
 Frequency: Fueled
 Call: "MINOR BANE STRIKE <TAINT>!", "BANE STRIKE <TAINT>!", "MAJOR BANE STRIKE <TAINT>!"
 Handed: No
 Rule: This skill allows the character to generate a NATURAL BANE STRIKE- TAINT, depending on the number of points used to fuel the technique. If the character uses 1 point to fuel the technique then he generates a NATURAL MINOR BANE STRIKE- TAINT effect as a Single Strike. If the character uses 2 points to fuel the technique then he generates a NATURAL BANE STRIKE- TAINT effect as a Multi Strike Exclusive Technique. If the character uses 3 points to fuel the technique then he generates a NATURAL MAJOR BANE STRIKE- TAINT effect as a Multi Strike Exclusive Technique.

Break Bonds

Type: Active
 Frequency: Fueled
 Call: 'I rip out 1. I rip out 2. I rip out 3.'
 Handed: None
 Rule: This skill grants the character a bonus +4 Strength for the purpose of ripping out of Binding effects, for the duration of the Encounter. The character is still subject to any effect for ripping out of the binding. This

bonus Strength will stack with other +Strength effects the character has active. This is a Standard Power Technique.

Burst Spell

Type: Active
 Frequency: Fueled
 Call: "Arcane <Path> <Effect> BLAST"
 Handed: One
 Rule: This skill allows a character to channel more power into a single casting of an ANY SPELL, making the effect allowing the caster to throw 6 simultaneous packets to deliver the effect. This is a Single Strike Technique. This is a Major Offensive Magic Technique.

Burrow Strike

Type: Active
 Frequency: Fueled
 Call: "<DAMAGE> BURROW"
 Handed: One or Two as Weapon
 Rule: This skill allows a character to use a melee weapon to strike a Burrowing target. This is an Exclusive Encounter Technique. This is a Minor Offensive Power Technique.

Chase

Type: Active
 Frequency: Fueled
 Call: "Chase"
 Handed: No
 Rule: This skill allows a character to follow someone who is using the FLEE skill or any other movement mode that the character possesses. Each use of the movement mode requires another use of the Chase ability. This is a Minor Power Technique.

Cloak

Type: Active
 Frequency: Continuous
 Call: "Natural SHADOW MASK", "Immune"
 Handed: None
 Rule: This skill grants the character Immunity to DETECT, DEFINE, SENSE and IDENTIFY effects. In addition, the character may spend Power Points as Stealth Points. This is a Persistent Empowered Natural Shadow effect on character.

Combat Premonition

Type: Active
 Frequency: Fueled
 Call: "TRANSFER 3 <STAMINA/MAGIC/SYNERGY POINTS>"
 Handed: N/A
 Rule: This skill allows a character to transfer 3 of his Power, Stamina, Magic or Synergy points to another being by touch which will remain active for an Encounter Duration. Once the encounter is ended any transferred points remaining expire and cannot be used. This skill can only be used once per encounter. This is a Major Power Technique.

Commune Moon

Type: Active
 Frequency: Fueled
 Call: "COMMUNE Moon <Question>"
 Handed: N/A
 Rule: This skill allows a character ask one question to Lunimar or one of his representatives. This question may be answered directly or indirectly (clues) as the Marshal determines and may take time to be answered. Power Points are paid by the character when he receives an answer to his question. Questions may deal with the

Dragon Crest – Attunement Rules

Tenants, Path of the Moon, Lycanthropes, Enemies of Tribe of the Moon, Taint, Tribe History or any other subject that Lunimar or one of his representatives may have information about. The more powerful and rare the answer is the more Power Points are required to receive the answer. Ask your Marshal for the cost of a particular question. This is a Major Power Technique.

Commune with Nature

Type: Active
Frequency: Fueled
Call: "COMMUNE Nature <Question>"
Handed: N/A

Rule: This skill allows a character ask one question to the Green Lady or one of her representatives (local nature spirits). This question may be answered directly or indirectly (clues) as the Marshal determines and may take time to be answered. Power Points are paid by the character when he receives an answer to his question. Questions may deal with Plants, Animals, Path of Nature, Enemies of Nature, Taint or any other subject that the Green Lady or one of her representatives may have information about. The more powerful and rare the answer is the more Power Points are required to receive the answer. Ask your Marshal for the cost of a particular question. This is a Major Power Technique.

Critical Carrier

Type: Active
Frequency: Fueled
Call: "Prepare for Critical!", '# Critical'
Handed: As Weapon

Rule: This skill allows a character to generate CRITICAL DAMAGE with any damage attack. This ability is only usable for the weapon the character has in his hand when he calls the CRITICAL CARRIER. This is an Exclusive Encounter Technique. This is a Standard Power Technique.

Decrypt Scroll- Talent

Type: Active
Frequency: Fueled
Call: "Read Magic <Talent>"
Rule: This skill allows a character to utilize magical scrolls from any Path included in a non-Spiritual Talent named in the call. It does not allow the character to memorize scrolls from Paths he does not possess. This is an Exclusive Encounter Technique.

Define <Taint>

Type: Active
Frequency: Fueled
Call: "NATURAL DEFINE <Taint>"
Handed: No
Rule: This skill allows the character to better DEFINE the particular details of a person, place, thing or effect. A DEFINE effect will impart the knowledge of all non-MASKED effects, number and frequency of uses and all applicable durations. DEFINE will grant further information upon Marshal discretion as appropriate to the circumstances. This is a Minor Power Technique.

Disintegrate Strike

Type: Active
Frequency: Fueled
Call: "DISINTEGRATE STRIKE <Item>"
Handed: As Weapon

Rule: This skill allows a character to generate a DISINTEGRATE effect using his weapon in such a way as to render the object useless. To DISINTEGRATE weapons held in the hand, the character must strike the weapon. To DISINTEGRATE any other tagged item, the character must land a Legal Strike. To activate this ability, the character must announce, "DISINTEGRATE STRIKE <Item>" to his opponent. This is a Exclusive Encounter Technique. This is a Standard Offensive Power Technique.

Emissary's Call

Type: Active
Frequency: Continuous
Call: "SPEAK – ALL"
Handed: No

Rule: This skill allows a character to communicate with all creatures. This is a Persistent Empowered Natural Spiritual effect on character.

Enhanced Body

Type: Active
Frequency: Continuous
Call: No Call
Handed: No
Rule: This skill grants the character +5 Body per tier.

Enhanced Strength

Type: Active
Frequency: Fueled
Call: "+1 STRENGTH"
Handed: No
Rule: This skill allows a character to use +1 STRENGTH for a Module Duration. This stacks with other Strength effects.

Extend Harvest- Herbalist

Type: Active
Frequency: Fueled
Call: "Extend Harvest- Herbalist"
Handed: As Named Skill
Rule: This ability allows a character to Harvest anything harvestable by the Herbalist skill within an hour of the components expiration (meaning when the component is no longer harvestable). This is a Standard Power Technique.

Extend Harvest- Merchant

Type: Active
Frequency: Fueled
Call: "Extend Harvest- Merchant"
Handed: As Named Skill
Rule: This ability allows a character to Harvest anything harvestable by the Merchant skill within an hour of the components expiration (meaning when the component is no longer harvestable). This is a Standard Power Technique.

Extend Harvest- Miner

Type: Active
Frequency: Fueled
Call: "Extend Harvest- Miner"
Handed: As Named Skill
Rule: This ability allows a character to Harvest anything harvestable by the Miner skill within an hour of the components expiration (meaning when the component is no longer harvestable). This is a Standard Power Technique.

Extend Harvest- Theurgist

Type: Active
Frequency: Fueled

Call: "Extend Harvest- Theurgist"

Handed: As Named Skill

Rule: This ability allows a character to Harvest anything harvestable by the Theurgist skill within an hour of the components expiration (meaning when the component is no longer harvestable). This is a Standard Power Technique.

Fire Adaptation

Type: Active

Frequency: Fueled

Call: "Prepare for FIRE ADAPTATION"

Handed: No

Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Fire terrain. This Power Technique increases your Terrain Combat skill +1 level in Fire environments. This is a Standard Power Technique. This skill will last an Encounter Duration for every 2 Points expended by the character.

Fire Adaptation- Group

Type: Active

Frequency: Fueled

Call: "Prepare for Group FIRE ADAPTATION"

Handed: No

Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Fire terrain. This Power Technique increases your Terrain Combat skill +1 level in Fire environments. It also grants the Group the Minor Terrain Combat in Fire environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last a Module Duration for every 3 Points expended by the character.

Minor Flee

Type: Active

Frequency: Fueled

Call: "I FLEE 10, I FLEE 9, I Flee..., I FLEE 1"

Handed: One Limb

Rule: This ability allows a character to escape combat by running at an increased rate of speed away from the battle. This ability requires a 10 Count during which the character is vulnerable to attack. This ability requires Concentration but is not Interruptible by damage. At the end of the Count the creature is incapable of being targeted and has placed themselves out of reach by weapon, spell or attack.

To return to the area of the combat, the character must spend 5 Minutes In-Game to return. This skill may also be used to double the speed (half the time) the character may normally travel for one trip per use of the skill.

Focus Spirit

Type: Active

Frequency: Fueled

Call: "NATURAL 25 SPIRIT HEAL BODY SURGE"

Handed: One

Rule: This skill allows the character to use Weapon Packets to generate a NATURAL 25 SPIRIT HEAL BODY SURGE for each Point used to fuel the technique. This is a Multi-Strike Exclusive Technique. This is a Minor Power Technique.

Free Movement

Type: Active

Frequency: Fueled

Call: "FREE MOVEMENT"

Handed: No

Rule: This skill allows a character to ignore Minor movement restrictions such as Sloth or environmental effects which hinder movement for an Encounter Duration.

Great Sanctuary

Type: Reactive

Frequency: Fueled

Call: "SANCTUARY - ALL"

Handed: No

Rule: This skill allows a character to generate a Natural SANCTUARY effect around himself. This is a Standard Power Technique.

Group Target <Spirit>

Type: Active

Frequency: Fueled

Call: "<Incant> Group! <Targets>"

Handed: As Path

Rule: This skill allows a character to cast any Spirit spell he knows and has the ability cast with his skill (not from an item) and target up to 6 willing targets who are touching or are touched by the caster at the time of use. This is a Standard Power Technique. The caster must fuel both the Technique and the Spell normally.

Group Travel <Totem Realm>

Type: Active

Frequency: Fueled

Call: "I call upon the <Totem> to Transport Group!"

Handed: As High Magic

Rule: This skill allows a character to Transport up to 6 willing targets that are within the circle at the time of use to a point in the Totem Realm as per the High Magic effect. This is a Major Power Technique.

Harvest Item- Herbalist

Type: Active

Frequency: Fueled

Call: "Harvest Item- Herbalist"

Handed: As Named Skill

Rule: This ability allows a character to Harvest components from a target item. The target item must be made from Herbal components (or partly from Herbal Components). The character must have a means of destroying the target item and use the means himself In-Game. This cannot be done Balefully. The character knows what he can Harvest before actually performing the Harvest. Once the character has used this skill on the target item, the target item is removed from play permanently and the character is able to Harvest a portion of the target items components, not including any components included in Extend effects. The amount of components is tied to the remaining duration of the item. This is a Major Power Technique.

Harvest Item- Merchant

Type: Active

Frequency: Fueled

Call: "Harvest Item- Merchant"

Handed: As Named Skill

Rule: This ability allows a character to Harvest components from a target item. The target item must be made from Money components (or partly from Money Components). The character must have a means of

destroying the target item and use the means himself In-Game. This cannot be done Balefully. The character knows what he can Harvest before actually performing the Harvest. Once the character has used this skill on the target item, the target item is removed from play permanently and the character is able to Harvest a portion of the target items components, not including any components included in Extend effects. The amount of components is tied to the remaining duration of the item. This is a Major Power Technique.

Harvest Item- Miner

Type: Active
 Frequency: Fueled
 Call: "Harvest Item- Miner"
 Handed: As Named Skill
 Rule: This ability allows a character to Harvest components from a target item. The target item must be made from Ore components (or partly from Ore Components). The character must have a means of destroying the target item and use the means himself In-Game. This cannot be done Balefully. The character knows what he can Harvest before actually performing the Harvest. Once the character has used this skill on the target item, the target item is removed from play permanently and the character is able to Harvest a portion of the target items components, not including any components included in Extend effects. The amount of components is tied to the remaining duration of the item. This is a Major Power Technique.

Harvest Item- Theurgist

Type: Active
 Frequency: Fueled
 Call: "Harvest Item- Theurgist"
 Handed: As Named Skill
 Rule: This ability allows a character to Harvest components from a target item. The target item must be made from Magical components (or partly from Magical Components). The character must have a means of destroying the target item and use the means himself In-Game. This cannot be done Balefully. The character knows what he can Harvest before actually performing the Harvest. Once the character has used this skill on the target item, the target item is removed from play permanently and the character is able to Harvest a portion of the target items components, not including any components included in Extend effects. The amount of components is tied to the remaining duration of the item. This is a Major Power Technique.

Healing Aura

Type: Reactive
 Frequency: Fueled
 Call: "NATURAL 25 SPIRIT HEAL BODY AURA"
 Handed: No
 Rule: This skill allows a character to generate a Natural Spirit AURA in response to an attack. This effect occurs before the attack delivers damage. The attacker receives 25 points of Natural Spirit Heal Body for every 1 Point the character expends in the technique before delivering damage. If the attacker is still conscious, the damage is delivered normally. If the attacker is rendered Unconscious by the AURA, the character takes no damage from the attack. This is a Minor Power Technique.

Immunity to Surprise

Type: Passive
 Frequency: Continuous
 Call: "No Effect"
 Handed: No
 Rule: This ability makes the character IMMUNE to the Surprise Carrier. This is a Persistent Empowered Natural Spiritual effect on character.

Invest Armor- Spirit

Type: Active
 Frequency: Fueled
 Call: "NATURAL INVEST SPIRIT ARMOR"
 Handed: One
 Rule: This skill allows the character to use his Armor Points as Body Points for the next Encounter Duration. This is a Standard Power Technique.

Inner Light

Type: Passive
 Frequency: Continuous
 Call: "Natural GLOW"
 Handed: One
 Rule: This skill grants the character the benefit a Natural Light GLOW effect upon his person at will. This is a Persistent Empowered Natural Light effect on the character.

Invoke Destiny

Type: Active (Others) , Passive (Self)
 Frequency: Fueled
 Call: "Natural TIME STABILIZE Gaze"
 Handed: No
 Rule: This skill allows the character to activate a Natural TIME STABILIZE Gaze on themselves or another character by touch. This is a Minor Power Technique. The character may even use this Technique on himself when BLEEDING.

Major Command Animals

Type: Active
 Frequency: Fueled
 Call: "Natural Voice MAJOR COMMAND <COMMAND>- ANIMALS"
 Handed: No
 Rule: This skill allows a character to generate a Natural Voice MAJOR COMMAND Animals. This is a Standard Power Technique.

Major Dispel Strike

Type: Active
 Frequency: Fueled
 Call: "Prepare to be Dispelled! ARCANE MAJOR DISPEL STRIKE!"
 Handed: As Weapon
 Rule: This skill allows the character to deliver an ARCANE MAJOR DISPEL ARCANE effect through his weapon. This is a Multi-Strike Exclusive Technique. This is a Standard Power Technique.

Major <Descriptor> Carrier

Type: Active
 Frequency: Fueled
 Call: "NATURAL Major CARRIER <DESCRIPTOR>"
 Handed: As Weapon
 Rule: This skill allows a character to generate a NATURAL Major <DESCRIPTOR> CARRIER effect. In effect, the character has become so focused and attuned to his weapon that he is able to generate an aura of energy around his weapon allowing him to inflict <Descriptor> damage. This ability is only usable for the weapon the

Character has in his hand when he calls the <DESCRIPTOR> CARRIER. This is a Minor Power Technique.

Major Sense <Enemy>

Type: Active
 Frequency: Fueled
 Call: "Major SENSE <Enemy>"
 Handed: No

Rule: This skill allows a character to IDENTIFY an <Enemy>, even if disguised or MASKED. This skill also allows the character to unerringly Track the <Enemy> as though the character made a successful Tracking pick against that enemy. This is a Major Power Technique.

Major Shred

Type: Active
 Frequency: Fueled
 Call: "Prepare to be Shredded! MAJOR SHRED STRIKE!"
 Handed: As Weapon

Rule: This skill allows the character to deliver a MAJOR SHRED effect through his weapon. This is a Multi-Strike Exclusive Technique. This is a Standard Power Technique.

Mental Immunity

Type: Active
 Frequency: Fueled
 Call: "Prepare for Mental Immunity <Effect>!", "No Effect"
 Handed: As Weapon

Rule: This ability allows a character to defend himself against a specific Mental Effect. MENTAL IMMUNITY grants the character Immunity to the specified Effect, regardless of its origin, named in the Call, such as 'SLEEP'. This is an Exclusive Encounter Technique. This is a Major Defensive Power Technique.

Mental Effects List: Hallucination <All>, Hate, Intoxicant, Love, COMMAND <All>, FASCINATE, FEAR, SLEEP, BERSERK, ENFEEBLE AND FORGET <All>

Might of the Sun

Type: Active
 Frequency: Fueled
 Call: "Major GLOW, PRESERVE LIFE"
 Handed: No

Rule: This skill allows a character to generate a Natural LIGHT MAJOR GLOW or a PRESERVE LIFE effect without components. This is a Standard Power Technique.

Minor Rage

Type: Active
 Frequency: Fueled
 Call: "# Damage", "Immune"
 Handed: No

Rule: This skill grants the character a MINOR AUGMENT and IMMUNITY to Fear for an Encounter Duration.

Move like the Animals

Type: Active
 Frequency: Fueled
 Call: "Natural Burrow", "Natural Fly", "Natural Swim"
 Handed: No

Rule: This skill allows a character to generate a Natural Burrow, Fly or Swim. This is a Major Power Technique.

Natural Freedom

Type: Active
 Frequency: Fueled
 Call: "Natural Nature Freedom Gaze"
 Handed: No

Rule: This skill allows the character to generate a Natural Nature Freedom Gaze effect. This is a Standard Power Technique.

Natural Mend

Type: Active
 Frequency: Fueled
 Call: "NATURAL MEND"
 Handed: One

Rule: This skill allows the character generate a NATURAL MEND effect upon all his worn equipment (in hand or worn appropriately) or one named item in his possession. This is a Standard Power Technique.

Nature Adaptation

Type: Active
 Frequency: Fueled
 Call: "NATURE ADAPTATION"
 Handed: No

Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Nature. This Power Technique increases your Terrain Combat skill +1 level in Sylvan environments. This is a Standard Power Technique. This skill will last for the duration of an Encounter for every 2 Points expended by the character.

Nature Adaptation- Group

Type: Active
 Frequency: Fueled
 Call: "Group NATURE ADAPTION"
 Handed: No

Rule: This skill renders the character, and up to 5 others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Nature. This Power Technique increases your Terrain Combat skill +1 level in Sylvan environments. It also grants the Group the Minor Terrain Combat in Sylvan environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last for the duration of an Encounter for every 3 Points expended by the character.

Poison Immunity

Type: Active
 Frequency: Fueled
 Call: "Prepare for Poison Immunity <Effect>!", "No Effect"
 Handed: As Weapon

Rule: This ability allows a character to defend himself against a specific Alchemical Effect. ALCHEMICAL IMMUNITY grants the character Immunity to the specified Alchemical Effect, named in the Call, such as 'PARALYZE'. If damage is named as an effect then a Descriptor and # must be identified. This is an Exclusive Encounter Technique. This is a Major Power Technique.

Power of Life and Death

Type: Active
 Frequency: Fueled
 Call: "I invoke the powers of Life and Death!"
 Handed: As Delivery

Rule: This skill allows a character to change any KILL effect that he generates or uses into a LIFE effect of the same type. In addition, the character can change any LIFE effect he uses into a KILL effect of the same type. This has no effect on any effects delivered to the character. This is an

Dragon Crest – Attunement Rules

Exclusive Encounter Technique. This is a Major Power Technique.

Primal Caster

Type: Active
Frequency: Fueled
Call: "Prepare for Primal Casting!"
Handed: As Path
Rule: This ability allows a character cast without the need of a Talisman for an Encounter Duration. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Primal Scream

Type: Active
Frequency: Fueled
Call: "immune!"
Handed: None
Rule: This skill grants the character Immunity to SILENCE effects. This is a Persistent Empowered Natural Spiritual effect on character.

Purge

Type: Active
Frequency: Fueled
Call: "NATURAL DISPEL- MOON", "EMPOWERED NATURAL MAJOR DISPEL- MOON", "NATURAL HIGH DISPEL- MOON"
Handed: No
Rule: This skill allows the character to generate a NATURAL MOON DISPEL, depending on the number of points used to fuel the technique. If the character uses 1 point to fuel the technique then he generates a NATURAL DISPEL MOON effect. If the character uses 2 points to fuel the technique then he generates an Empowered NATURAL MAJOR DISPEL MOON effect. If the character uses 3 points to fuel the technique then he generates a NATURAL HIGH DISPEL MOON effect.

Rage Mastery

Type: Active
Frequency: Constant
Call: "RAGE MASTER"
Handed: No
Rule: This skill makes all Rage effects generated by the character as Empowered and Persistent for the Encounter. In addition, the character suffers no negative effects at the end of the rage. This is a Persistent Empowered Natural Spiritual Effect on the character.

Reduce Duration

Type: Passive
Frequency: Fueled
Call: "REDUCE DURATION"
Handed: None
Rule: This skill allows a character to reduce the duration of any Encounter, Module or Day duration effect to a 3 Count by touch. This is a Standard Power Technique.

Restrict- All <Enemy>

Type: Active
Frequency: Fueled
Call: "NATURAL RESTRICT- All <Enemy>"
Handed: One
Rule: This skill allows a character to generate a Natural Restrict- All against the stated enemy. This means that the enemy cannot use any movement modes such as BURROW, FLY, SWIM or FLEE to escape the combat. This is a Minor Power Technique. This is a Multi Strike Exclusive Technique. This skill can be Weapon or packet delivered.

Resilient

Type: Active
Frequency: Fueled
Call: "Prepare for Resilience!" 'Reduced"
Handed: One
Rule: This skill allows a character to take a reduced effect (damage) from SEVER and KILL effects. In addition, REGENERATE and LIFE effects work as HEAL BODY effects, HEAL 50 BODY AND HEAL 100 BODY respectively. This is an Exclusive Encounter Technique. This is a Major Power Technique.

Resurrection Mastery

Type: Active
Frequency: Continuous
Call: "Resurrection Mastery"
Handed: One
Rule: This skill allows a character to perform Major Resurrections without the aid of a Gate or Heartstone. This is a Persistent Empowered Natural Spiritual effect on character.

Reveal

Type: Active
Frequency: Fueled
Call: "Natural DEFINE - ALL"
Handed: No
Rule: This skill allows a character to generate an Empowered Natural DEFINE- ALL effect on the target. This is a Major Power Technique.

Rush Skill- Heart

Type: Active
Frequency: Fueled
Call: "Rush Skill – First Aid/Resurrect"
Handed: As Named Skill
Rule: This ability allows a character to use the named skill in a 3 Count instead of 1 Minute or 5 Minutes. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Rush Skill- Herbalist

Type: Active
Frequency: Fueled
Call: "Rush Skill – Herbalist"
Handed: As Named Skill
Rule: This ability allows a character to Harvest items allowed by their Herbalist Skill in a 3 Count instead of a 30 Second or 1 Minute. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Rush Skill- Merchant

Type: Active
Frequency: Fueled
Call: "Rush Skill – Merchant"
Handed: As Named Skill
Rule: This ability allows a character to Harvest items allowed by their Merchant Skill in a 3 Count instead of a 30 Second or 1 Minute. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Rush Skill- Miner

Type: Active
Frequency: Fueled
Call: "Rush Skill – Miner"
Handed: As Named Skill
Rule: This ability allows a character to Harvest items allowed by their Miner Skill in a 3 Count instead of a 30 Second or 1 Minute. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Rush Skill- Theurgist

Type: Active
 Frequency: Fueled
 Call: "Rush Skill – Theurgist"
 Handed: As Named Skill
 Rule: This ability allows a character to Harvest items allowed by their Theurgist Skill in a 3 Count instead of a 30 Second or 1 Minute. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Rush Skill- Triumvir

Type: Active
 Frequency: Fueled
 Call: "Rush Skill – Stabilize/Killing Blow"
 Handed: As Named Skill
 Rule: This ability allows a character to use the named skill in an Instant instead of a 3 Count or 1 Minute. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Sense Elements

Type: Active
 Frequency: Fueled
 Call: "Extended SENSE <Elements>"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) an Elemental effect. This includes any Natural Traps involving Elemental paths or descriptors. To use this skill, the character must be touching or within the area of effect. This is a Minor Power Technique. This skill will last for a Module Duration for every Point expended by the character.
 Point expended by the character.

Sense Nature

Type: Active
 Frequency: Fueled
 Call: "Extended SENSE <Nature>"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) a Nature/Natural effect. This includes any Natural Traps involving Nature. To use this skill, the character must be touching or within the area of effect. This is a Minor Power Technique. This skill will last a Module Duration for every Point expended by the character.

Sense Stone

Type: Active
 Frequency: Fueled
 Call: "Extended SENSE <Stone>"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) a Stone effect. This includes any Natural Traps involving Stone paths or descriptors. To use this skill, the character must be touching or within the area of effect. This is a Minor Power Technique. This skill will last for a Module Duration for every Point expended by the character.

Sense Taint

Type: Active
 Frequency: Continuous
 Call: "SENSE <Taint>"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) a Taint effect. This is a Persistent Empowered Natural Moon effect on the character.

Sense Totem

Type: Active
 Frequency: Continuous
 Call: "SENSE <Totem>"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) a Totem effect. This is a Persistent Empowered Natural Spirit effect on the character.

Sense Valuables

Type: Active
 Frequency: Fueled
 Call: "Extended SENSE <Valuables>"
 Handed: No
 Rule: This skill allows a character to SENSE when there is a hidden valuable in the area. To use this skill, the character must be touching or within the area of effect of the magic. This is a Minor Power Technique. This skill will last a Module Duration for every Point expended by the character.

Speak to the Animals

Type: Active
 Frequency: Fueled
 Call: "SPEAK- ANIMALS"
 Handed: No
 Rule: This skill allows a character to generate a Natural Self-Targeted SPEAK effect to all Animals for an Encounter Duration. This is a Minor Power Technique.

Share Skill

Type: Active
 Frequency: Fueled
 Call: "Share Skill- <Skill>"
 Handed: As Path
 Rule: This skill allows the character to allow two different characters (one of which may be the character using the technique) to share a single skill for an Encounter Duration. Both the donor and the target must be touching and willing for this technique to function. The donor must have the named skill. Racial skills, Techniques, +Skill, +BackStab, Mana, Stamina, Synergy, Magic, Knowledge, Stealth, Physical and Power Points cannot be shared using this technique. The target does not gain any points related or granted by the shared skill. The target character does not need any of the prerequisites of the skill shared by this technique. If the target uses any skill or effect that is barred by the granted skill, then the effect of this technique immediately ends. The same skill can be shared with multiple characters by expending the cost of this technique for each character. This is an Exclusive Encounter Technique. This is a Standard Power Technique.

Shadow Walk

Type: Active
 Frequency: Fueled
 Call: "Shadow PASSAGE"
 Handed: Free Hand
 Rule: This skill allows a character to generate a Self Targeted Shadow PASSAGE effect with a 5 minute count. This cannot be done during the Day while you have a GLOW effect on you, or to enter or leave a Major Glow or similar effect. This is a Standard Power Technique.

Shroud

Type: Active
 Frequency: Fueled
 Call: "Natural Mask", "Natural High Mask"

Dragon Crest – Attunement Rules

Handed: No

Rule: This skill allows a character to generate a Natural Shadow MASK effect on a single person (even though the Mask effect normally does not work on a person) or item. This is a Minor Power Technique. If the character spends 3 Power Points, he can add the "High" descriptor and SCRY to the effects that his Shroud ability functions against.

Spell Knowledge

Type: Active

Frequency: Fueled

Call: "Prepare for Spell Knowledge- <Path> <Effect>"

Handed: As Path

Rule: This skill allows a character to cast a specific (designated that Game Day by the Mage's Guild) Minor, Standard or Major (level 1-15), spell, not in the Spiritual Talent, as though he possessed the correct skills to cast both the Path and the Effect named. As an example, the character may use this technique to cast Fire BIND, but to use another spell such as Fire FORM, he would have to have all the correct prerequisite skills. SPELL KNOWLEDGE is subject to all the normal rules for casting the spell, including the use of a talisman, necessary Mana, incant and use of a free hand. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Stand Tough

Type: Active

Frequency: Fueled

Call: "Prepare for Damage Cap 10!", "Reduced 10"

Handed: As Weapon

Rule: This ability allows a character to reduce the amount of damage he takes from all Damage and Damage Body effects as well as damage inflicted as a result of actions such as ripping out of a Web effect for an Encounter Duration. The character may Reduce each instance of damage to 10 points of damage. This will change a 25 Arcane Fire attack into 10 Arcane Fire Damage on the character while the skill is active. This skill does not reduce Critical Damage, change any other Effect into Damage or grant the character the ability to perform any other action. This is an Exclusive Encounter Technique. This is a Standard Defensive Power Technique.

Mental Effects List: Hallucination <All>, Hate, Intoxicant, Love, COMMAND <All>, FASCINATE, FEAR, SLEEP, BERSERK, ENFEEBLE AND FORGET <All>

Stone Adaptation

Type: Active

Frequency: Fueled

Call: "Prepare for STONE ADAPTION"

Handed: No

Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Stone terrain. This Power Technique increases your Terrain Combat skill +1 level in Stone environments. This is a Standard Power Technique. This skill will last an Encounter Duration for every 2 Points expended by the character.

Stone Adaptation- Group

Type: Active

Frequency: Fueled

Call: "Prepare for Group STONE ADAPTATION"

Handed: No

Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Stone terrain. This Power Technique increases your Terrain Combat skill +1 level in Stone environments. It also grants the Group the Minor Terrain Combat in Stone environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last a Module Duration for every 3 Points expended by the character.

Strike for Silver

Type: Active

Frequency: Constant

Call: "<CALL> SILVER"

Handed: No

Rule: This skill allows the character to add the Silver call to any attack that he makes including Weapon, Alchemical and Arcane attacks. This is a Persistent Empowered Natural Moon Effect on the character.

Superior High Magic

Type: Active

Frequency: Continuous

Call: "SUPERIOR HIGH MAGIC"

Handed: One

Rule: This skill grants the character the benefit of 1 appropriate Might component whenever casting Battle Magic or High Magic. This effect stacks with Specialist skills. This is a Persistent Empowered Arcane effect on the character.

Sylvan Skills

Type: Active

Frequency: Fueled

Call: "<AS SKILL>"

Handed: As Skill

Rule: This skill grants the character one of the following sets of skills when in a Sylvan environment as they pertain to the Sylvan environment: Major Knowledge, Major Stealth or Major Physical. This does not grant the character any points in those abilities but allows him to spend his Power Points and other Knowledge, Stealth or Physical Points as Power Technique to fuel the newly acquired skills. This selection is made when the Technique is used. Each skill can be used in a Minor, Standard or Major capacity. This is a Major Power Technique.

Transfer Moon

Type: Active

Frequency: Fueled

Call: "TRANSFER # Moon Power Points"

Handed: One

Rule: This skill allows a character to TRANSFER any of his Magic, Power, Stamina or Synergy Points as Moon Power Points to the target. The transfer is 1 for 1. One point from the character gives 1 point to the target. There is no cost for activating this form of the technique. The character may also pay 1 Point to allow all those touching him to Transfer their Moon Power Points to the target. All Transfers are done through touch casting. The character using the TRANSFER Moon Technique hands over the specified amount of Points from the current Logistics Day, which expire at the end of the current Logistics Day, to the target creature. These points cannot take a creature over their full Power Point pool. All excess Moon Power Points are lost in the TRANSFER. This is a Minor Power Technique.

Trap Adaptation

Type: Active
 Frequency: Fueled
 Call: "Prepare for TRAP ADAPTATION"
 Handed: No
 Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to manufactured Traps. This does not include Bombs. This is a Standard Power Technique. This skill will last 1 Encounter Duration for every 2 Points expended by the character.

Trap Adaptation- Group

Type: Active
 Frequency: Fueled
 Call: "Prepare for Group TRAP ADAPTATION"
 Handed: No
 Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to manufactured Traps. This does not include Bombs. This is a Standard Power Technique. This skill will last for a Module Duration for every 3 Points expended by the character.

Underground Adaptation

Type: Active
 Frequency: Fueled
 Call: "Prepare for UNDERGROUND ADAPTATION"
 Handed: No
 Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Stone or the Underground terrain. This Power Technique increases your Terrain Combat skill +1 level in Underground and Blind environments. This is a Standard Power Technique. This skill will last an Encounter Duration for every 2 Points expended by the character.

Underground Adaptation- Group

Type: Active
 Frequency: Fueled
 Call: "Prepare for Group UNDERGROUND ADAPTATION"
 Handed: No
 Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Stone or the Underground terrain. This Power Technique increases your Terrain Combat skill +1 level in Underground and Blind environments. It also grants the Group the Minor Terrain Combat in Underground and Blind environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last a Module Duration for every 3 Points expended by the character.

Veil

Type: Active
 Frequency: Fueled
 Call: "I Veil 30, I Veil 29... I Veil 1! Natural Disguise <Race>"
 Handed: As Weapon
 Rule: This skill allows the character to generate a Natural Shadow DISGUISE effect on a person or item. A single use of this effect can DISGUISE up to 6 items on a single person. This is a Major Power Technique.

Water Adaption

Type: Active

Frequency: Fueled

Call: "Prepare for WATER ADAPTATION"

Handed: No

Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Water terrain. This Power Technique increases your Terrain Combat skill +1 level in Water environments. This is a Standard Power Technique. This skill will last an Encounter Duration for every 2 Points expended by the character.

Water Adaptation- Group

Type: Active

Frequency: Fueled

Call: "Prepare for Group WATER ADAPTATION"

Handed: No

Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Water terrain. This Power Technique increases your Terrain Combat skill +1 level in Water environments. It also grants the Group the Minor Terrain Combat in Water environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last a Module Duration for every 3 Points expended by the character.

Weapon Expertise

Type: Active

Frequency: Fueled

Call: "Prepare for Weapon Expertise!"

Handed: As Weapon

Rule: This ability allows a character to use any weapon as though he was skilled in its use. This also allows the character to treat ½ his + Skill and + Back Stab skills as Grandmaster for the duration of the technique. This is an Exclusive Encounter Technique. This is a Minor Power Technique.

Weapon Immunity

Type: Active

Frequency: Fueled

Call: "Prepare for Immunity <Type> !", "No Effect"

Handed: As Weapon

Rule: This ability allows a character to defend himself against a specific Melee attack. WEAPON IMMUNITY grants the character Immunity to the specified weapon <Type> named in the Call, either 'Blade' or 'Blunt'. This does not function on 'Silver', 'Iron', 'Wood' or 'Magic'. This is an Exclusive Encounter Technique. This is a Major Power Technique.

Wind Adaptation

Type: Active

Frequency: Fueled

Call: "Prepare for WIND ADAPTATION"

Handed: No

Rule: This skill renders the character immune to deleterious environmental and combat penalties or environmental damage related to Wind terrain. This Power Technique increases your Terrain Combat skill +1 level in Wind environments. This is a Standard Power Technique. This skill will last an Encounter Duration for every 2 Points expended by the character.

Wind Adaptation- Group

Type: Active

Frequency: Fueled

Call: "Prepare for Group WIND ADAPTATION"
 Handed: No
 Rule: This skill renders the character, and up to five others of his choosing, immune to deleterious environmental and combat penalties or environmental damage related to Wind terrain. This Power Technique

increases your Terrain Combat skill +1 level in Wind environments. It also grants the Group the Minor Terrain Combat in Wind environments if the character possesses the Terrain Combat skill. This is a Major Power Technique. This skill will last a Module Duration for every 3 Points expended by the character.

Playtest

Overview of Familiars

What is a Familiar?

In its simplest form, a Familiar is a specific type of Standard Item Attunement. It takes the place of an item attunement for the character. In the case of a Familiar you forge a connection with another creature that allows you to access the powers of the Familiar.

How is a Familiar represented?

A Familiar is represented by a stuffed animal of any type about the size of a Webkin or Beanie Baby. This typically means that the physical representation should be at least 4" by 5" by 3". The Familiar must remain visible at all times, meaning it must not be completely in a bag or other container or completely covered by any other item or apparel.

How do I get a Familiar?

You must fulfill the In-Game requirements of the Familiar or the source. Both the character and the Familiar must be willing to Attune for the process to be successful.

How do I lose a Familiar?

If you act in a manner inconsistent with the philosophy of the source of your Familiar, then the Familiar can be stripped from the character. This can be done by either the Familiar or the source of the Familiar or another In-Game mechanism, including High Magic. In addition, if you are not appropriately role-playing with the Familiar, the Attunement may be removed. If the character loses his Familiar, the character regains the CP of the Power Attunement skill and loses access to all abilities granted by the Familiar.

What can all Familiars do?

- Familiars cannot be targeted while they are in their master's possession. Only area effects will affect the Familiar and any defense called by the master also functions for the Familiar. While in the possession of their master a Familiar will share the master's state unless allowed to act with a power. When not in their master's possession, a Familiar has 1 Body Point.
- For the purposes of Game Play, all Familiars may only interact through their master or a Marshal. No Hold may be called for this interaction. A master may have the Familiar move by manipulating the physical representation on their own. In such as case, any effect that occurs to the Familiar occurs on the master. In the case of use by a Marshal, the Marshall will inform the master of any effect. Powers that the Familiar has are the only exception to this rule. Familiars cannot feed potions or wield items without using a Power.
- All Familiars act as Touchstones to the Attuned character allowing a connection for communication and transportation effects.
- All Familiars strengthen the ties of the character's spirit to the Urth and count as the character's body for the purpose of SPEAK and RESURRECT effects, should the character be willing.
- All Familiars understand the character they are Attuned to and can communicate with that character freely. For role-play purposes, this can be any type of communication, sound, telepathic, empathic, etc, but no Hold may be called or for this communication to occur and any communication overheard is In-Game. Speaking to any other character requires the use of a Speak effect.

What happens if my character dies?

When your character must Resurrect, the Familiar turns into a spirit and Resurrects with the character unless the Familiar is the target of the Resurrect effect. In the event of your final death or being LOST IN THE VOID, the Familiar suffers the same fate.

Can my Familiar be killed?

So long as you live and you possess the Familiar Attunement, your Familiar is Persistent and may be summoned with a 5 Minute Count if killed.

Can I release my Familiar?

You may release your Familiar by Unlearning or otherwise removing the Standard Attunement Item skill associated with the Familiar. Doing so releases the Familiar.

Can I trade Familiars with another person?

With Plot permission, you may exchange Familiars by casting a Standard Attunement High Magic upon each Familiar and its new master. This ritual will only be successful if all participants are willing.

Type of Familiars

Guardian Familiar

A Guardian Familiar is a creature which aids its master as a defender of sorts. These Familiars are very protective of their masters.

Powers

Armor Assistant

Type: Active

Frequency: Continuous

Call: "None"

Handed: Familiar

Rule: This ability grants the Familiar the ability make the master's count to refit his armor Uninterruptable so long as both the master and the Familiar are Conscious and hand a free hand. In addition, the Familiar may use minor Cladding upon its master, if the master has minor Cladding on him.

Speak

Type: Active

Frequency: Continuous

Call: "None"

Handed: None

Rule: This ability grants the Familiar the ability to speak and understand any languages that the master of the Familiar is capable of speaking and understanding. The Familiar is also able to use the Speak ability on any creature of the same type as the familiar. For example, a Fox Familiar may converse will other foxes. Familiars with the Speak ability may continue speaking for their masters while their master is Helpless, Unconscious, Bleeding or Dying.

Familiar Parry

Type: Reactive

Frequency: Fueled 1/Encounter

Call: "Familiar PARRY-ALL!"

Handed: None

Rule: This ability allows a character to use his Familiar to PARRY a single attack. This defense functions against any type of attack – Stealth, Natural or Arcane. This is a Standard Power and must be fueled with 2 Power, Stamina, Synergy or Magic Points from the master. The power cannot be used more than once an Encounter. In addition, if the Familiar is active, the first time the master is Killing Blowed in an Encounter, the Familiar takes the effect and sacrifices itself.

Reserve Familiar

A Reserve Familiar is a creature which aids its master as a resource of sorts. These Familiars are very helpful to their masters.

Powers

Familiar Reserve Slot

Type: Passive

Frequency: Fueled

Call: "Reserve <Effect>"

Handed: None

Rule: This ability grants the character access to a second Reserve Slot. This slot is shared by the Familiar, must be cast upon the Familiar and accepted by the Familiar to function. This slot may be used by the Familiar at any time or by the master while the Familiar is in physical contact with the master.

Store Item

Type: Active

Frequency: Fueled

Call: "Arcane <Effect>"

Handed: None

Rule: This ability grants the Familiar the ability to absorb (with a 60 Count) a single effect of a Potion, Scroll or x Ever Magic Item given to it by its master and later deliver it as an Arcane Touch Cast Effect upon its master. The effect may be stored in the Familiar for the duration of the current event and will dissipate once the current event is over. The master may choose to Passively activate the effect at any time, even when the master is incapacitated. The Familiar may only activate one Stored Item per event, but the master may replace the stored item with another item and another 60 Count while in contact with the Familiar. Replacing the Stored Item effect dissipates any Stored Item effect currently in the Familiar.

Messenger Familiar

A Messenger Familiar is a creature which aids its master as a herald of sorts. These Familiars are very talkative.

Powers

Speak

Type: Active

Frequency: Continuous

Call: "None"

Handed: None

Rule: This ability grants the Familiar the ability to speak and understand any languages that the master of the Familiar is capable of speaking and understanding. The Familiar is also able to use the Speak ability on any creature of the same type as the familiar. For example, a Fox Familiar may converse with other foxes. Familiars with the Speak ability may continue speaking for their masters while their master is Helpless, Unconscious, Bleeding or Dying.

Familiar Message

Type: Active

Frequency: Encounter

Call: "<Message>"

Handed: None

Rule: This ability grants the Familiar the ability deliver a written 12 word message to any target within the chapter with a 5 minute count plus the time it take to perform the physical delivery. The Familiar must be provided with a Touch Stone to the person the message is being delivered to, but does not consume the Touch Stone. The Familiar may only carry one Touch Stone and one message at a time.

Deliver

Type: Active

Frequency: Event

Call: "Deliver <Item> to <Location or Person>"

Handed: None

Rule: This ability grants the Familiar the ability fetch or deliver a single tagged item equal to or less than Great Size to any target within the chapter with a 5 minute count, plus the time it takes to perform the physical delivery, once an Event. The Familiar must be provided with a Touch Stone to the targeted person or location, but does not consume the Touch Stone. The Familiar may only carry one Touch Stone and one item at a time.

Fetch

Type: Active

Frequency: Event

Call: "Fetch <Item> from <Location or Person>"

Handed: None

Rule: This ability grants the Familiar the ability fetch a single tagged item equal to or less than Great Size to any target within the chapter with a 5 minute count, plus the time it takes to perform the physical pickup, once an Event. The Familiar must be provided with a Touch Stone to the targeted person or location, but does not consume the Touch Stone. The Familiar may only carry one Touch Stone and one item at a time. Any item that is fetched from a person must be given willingly. Any item fetched from a location must belong to the Familiar's master.

Scout Familiar

A Scout Familiar is a creature which aids its master as a scout of sorts. These Familiars are very perceptive.

Powers

Familiar Skill- Estimate Value

Type: Active

Frequency: Continuous

Call: "Estimate Value"

Handed: None

Rule: This ability allows the Familiar to provide its master with access to the Estimate Value skill. The master is considered to possess the skill for all purposes except Instruction while in contact with the Familiar.

Familiar Skill- <Terrain> Minor Terrain Combat

Type: Active

Frequency: Continuous

Call: "Minor Terrain Combat <Terrain>"

Handed: None

Rule: This ability allows the Familiar to provide its master with access to the named Minor Terrain Combat skill. The master is considered to possess the skill for all purposes except Instruction while in contact with the Familiar. The master may grant this ability to one target by allowing the Familiar to travel with that target. When the master grants this ability to another, the Familiar must be in contact with the target for the target to access the skill. This may be done 1/Encounter.

Scout Next Encounter

Type: Active

Frequency: Encounter

Call: “Scout Next Encounter”

Handed: None

Rule: This ability allows the Familiar to provide its master with basic information regarding the next encounter in a module setting or any other setting deemed acceptable by a marshal. This information will involve the Type of creature and relative number: 1 Creature, Small Group (up to 5), Average Group (6-12), Large Group (13+). The familiar can also identify if the creatures are Natural or Arcane.

Skilled Familiar

A Skilled Familiar is a creature which aids its master as an assistant of sorts. These Familiars are very intelligent.

Powers

Familiar Assistant

Type: Active

Frequency: Continuous

Call: “Assist <Skill>”

Handed: None

Rule: This ability grants the Familiar the ability to assist its master using any skill that the master possesses.

- If the skill involves a bag pick, then the Familiar adds +1 Success.
- If the master uses a skill (not a power or attunement) that requires a count, then the count is uninterrupted as long as the master or the Familiar is able to use the skill in question. This does not work for counts that do not involve purchased skills.

Familiar Skill- Minor

Type: Active

Frequency: Continuous

Call: “<Skill Call>”

Handed: As Skill

Rule: This ability allows the master to access the named skill from the Familiar. The master is considered to possess the skill for all purposes except Instruction while in contact with the Familiar. The skill in question must be 3 CP or less for the best purchase cost of any class and Uncommon or less in Rarity. This skill cannot have any prerequisites.

Familiar Skill- Standard

Type: Active

Frequency: Continuous

Call: “<Skill Call>”

Handed: As Skill

Rule: This ability allows the master to access the named skill from the Familiar. The master is considered to possess the skill for all purposes except Instruction while in contact with the Familiar. The skill in question must be 5 CP or less for the best purchase cost of any class and Rare or less in Rarity. This skill can only use the Minor Familiar Skill as a prerequisite.

Definitions

Counted Duration: This term denotes an effect that will function for the duration of a particular counted action (usually 5 seconds). A marshal may determine that a count has lasted too long to be covered under a single use of the effect and may require an additional use to continue the effect.

Day Duration: This term denotes an effect that will function for the duration of a single day/reset or 8 hours. A marshal may determine that a day has lasted too long to be covered under a single use of the effect and may require an additional use to continue the effect, or that the effect continues if performed too close to the reset.

Encounter Duration: This term denotes an effect that will function for the duration of a single encounter or 5 minutes if not involved in an encounter with a marshal. A marshal may determine that an encounter has lasted too long to be covered under a single use of the effect and may require an additional use to continue the effect.

Event Duration: This term denotes an effect that will function for the duration of a single event or 5 days. A marshal may determine that an event has lasted too long to be covered under a single use of the effect and may require an additional use to continue the effect.

Exclusive: This term is used to describe a skill or effect that while active prevents the use of other exclusive skills or effects.

Group Effects: This term denotes any normal effect which affects up to 6 targets.

Module Duration: This term denotes an effect that will function for the duration of a module or 1 hour if not involved in a module. A marshal may determine that a module has lasted too long to be covered under a single use of the effect and may require an additional use to continue the effect.

Multi-Strike: This term denotes a delivery method in which the effect may be Called until a Legal Strike is landed or an Encounter has passed, regardless of hit or miss. If a Multi-Strike is blocked by a DEFLECT or SHIELD effect, the Multi-Strike is not expended.

Persistent Item: This term denotes an item which can be destroyed normally but will reform with the character in 5 Minutes, fully functional. Armor still requires Armor Repair kits to refit to its full value, even after reforming.