



DRAGON CREST T

The Authors:

William Flippin and Susan Crispo

Thanks to all of our players and staff who have played and run Dragon Crest through the years.

This document is the complete "Red Book" with all updates and errata.
 More Errata and clarifications will be added as necessary.

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.

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.

Update Version 1.14

- Fixed Typos and corrected small wording issues
- Added all changes from previous Rules Updates and Errata
- Includes corrections from the 2004-2011 Events and Forum Updates
- Changes in Craftsman Skills to address ease of use
- Updated Definitions
- Updated some Skill Costs and Rarities
- Updated some Spell and Formula Rarities
- Removed Physical and Stealth skills from Playtest.
- Removed High Magic/Technology Rules as they are covered in the High Magic Document.
- Updated Merchant skill
- Updated Investments
- Updated Body points to reflect new armor values
- Removed Racial Body Point penalties
- Changes to Racial Bonus Body
- Removed Indestructible from Offensive and Defensive Focus items
- Updated Death System
- Updated some races racial abilities
- Updated Mana per Magic Point ratio
- The one extra tag rule has been removed
- Updated Armor Component Production Costs
- Updated Natural Armor
- Updated Heal/Damage Body effects to 5 per level instead of 3 per level.
- Removed Pages and Binding from Book Making.
- *Updated what Dragon points can be used to buy*
- *Made changes based on feedback, mostly typos*
- *Updated the -1 Body and Bleeding state*
- *Added Path of Void*
- *Updated Natural Attack (corrected for the Encounter version)*
- *Added the Psionic Template and removed the Psionic pick*
- *Updated Burrow, Flee, Fly and Swim to be Uninterruptible Counts as designed*
- *Updated Tracking picks*
- *Corrected some formatting issues*
- *Added Loader and Timer to Traps section*
- *Updated the Catalyst production*
- *Updated Major Command description duration to 1 Hour*

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Dragon Crest Rulebook

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Introduction

... To a world of imagination ...

Dragon Crest

Wishes to provide you with a fantasy; a world of high adventure, magic and battles, intrigue, monsters and danger. We give you a game, entertainment in the form of an unscripted theater, of live role-playing. You are the player.

Live Action Role Playing

If you are familiar with role-playing games, such as *Dungeon & Dragons* from TSR, or similar games from Palladium, you have an idea of what a live action game would be. If you are not familiar with such games, then imagine yourself on stage, you have no script, no lines but the ones you make up, no character but the one you choose to create. Pretend you are a thief, careful not to get caught; or a Mage arguing with a colleague over the properties of a particular spell, or perhaps you are a warrior standing shield to shield with your companions holding off a horde of monsters. You can be anyone or anything. Who you are and how you act is up to you.

Costume and Character

In a Dragon Crest game, you design your character. To help you and other players stay in character, you must have a costume. You will find it much easier to believe you are Roarke the warrior when you strap on your steel arm and leg guards, pull on your chain mail and sheathe your sword. Ellana the healer wears a ruffled skirt, a white blouse off the shoulder, a black leather corset and a heavy cloak.

Costumes need not be expensive or elaborate. Sweat pants and a loose shirt, or boots and a simple tabard are all you need. Avoid things blatantly 20th century, zippers, sneakers, printed T-shirts.

Your character can be an extension of yourself or totally unlike yourself. You can be a good guy or bad, with or without honor. Once you have created your character and persona, always act as your character would.

Disclaimer

Contrary to popular belief, when you pay for a weekend at Dragon Crest you are not paying for advancement for your character. Dragon Crest makes no guarantees your character will survive any given event, obtain any special items or components he or she may want or need, gain any treasure, or not be prosecuted in-game for any illegal actions your character does in-game.

For example, if your character assassinates someone of noble title in-game, your character will be declared an out-law and will probably be killed or captured on sight. Your character will suffer the consequences of his actions, if he is caught. Just because this is a fantasy game, a character cannot do anything he or she wants and get away with it.

Also, characters die. Be prepared for this. If your character dies at the beginning of the weekend and that death is final, create another character or go to monster camp to NPC.

Do not expect any kind of refund because your character has died, or he is taken out-of-game due to his actions.

What you are paying for at a Dragon Crest game is the setting, a group of people to play the game with, and

people to run the game, including the campsite, the props, the plot lines, logistics, and the many people needed to do everything.

If you do not have fun at a Dragon Crest game, let someone with authority know. Provided it is related to the running of the game, the plot lines, the atmosphere of the game, or Out-of-Game occurrences, we can do something to fix it. If it is because your character got into trouble and is now dead or being hunted, there is nothing we can do. Take it In-Game.

The rules of the Dragon Crest game are subject to updates and changes. The rules are constantly being tested and modified to provide the best game possible. For major changes in the rules, Dragon Crest will allow characters to change depending on the severity of the change (as judged by Dragon Crest). With regard to the addition of new skills, Dragon Crest will allow characters to upgrade skills to new skills but will not allow the character to change his skills because a new, better skill has been added to the game that will be covered under retraining.

Ambassadors of the Game

Players who seek to advance their characters into positions of power such as Nobility, Mayor, Sheriff, Magistrate, Champion of Fire or Guildmaster are held to a higher standard of Sportsmanship and Responsibility both In and Out-of-Game. These Players serve as an example to others of what we as Dragon Crest represent. Notice that I said "Players" not "Characters." Although the Character is also held to a higher standard, those who empower the Character do this In-Game. This means that although the Character may be a little shady or even "evil," we expect the Player to be a model Dragon Crest Player and serve as an example to others. This is a voluntary contract with the game that also makes the Player aware that with In-Game empowerment and additional Plot attention, the character is much more of an In-Game target to his enemies who also recognize his status.

CREATING A CHARACTER

In this fantasy world, you need to create a persona with some type of abilities and characteristics. The class is like a career concentration. You are not restricted to certain skills for a particular class, but there are skills easy to learn and some that are very difficult for each class.

Warriors: These are the fighters, the gladiators and the soldiers. Weapon skills are easier for them to learn and they have more body points. They can wear Heavy (75) Armor. Magic is very difficult for this class to learn. Some examples of the warrior class are medieval knights and samurai.

Rogues: These are the thieves, scouts and assassins. They can easily learn to set and create traps. Many rogues are expert alchemists. Assassinations and backstabbing are their preferred combat methods. These are the scoundrels you guard your belongings against, even if you are one of them. Rogues may wear medium (50) Armor. One example of a character of the rouge class is The Gray Mouser.

Mages: Magic is the realm of the Mages. They can learn additional paths of magic rather easily. Mana, the source of magic power, is easier to accumulate and manipulate. Weapon skills, however, are very difficult to learn and they cannot wear much armor. They also have fewer body points. Mages may wear Light (25) Armor. Some examples of characters of the mage class are Merlin, Morgan Le Fey and Prospero.

Battle Casters: These are fighter/mages. Weapon skills are slightly more difficult to learn than for warriors, and magic is slightly more difficult than for Mages. Battle casters may wear up to Medium (50) Armor. The ancient Paladins, who were supposed to have magic power, would have been battle casters.

Rangers: This class is a combination warrior/rogue. Not quite thief, not quite warrior, the ranger is someone who likes to fight and enjoys a lucrative side trade. This class should not be confused with a Ranger found in other role-playing games and LARPs. They do not get any bonuses for forestry or tracking. Rangers may wear up to Heavy (75) Armor.

Bards: A bard is a rogue/mage. A dabbler in both the skills of stealth and magic, the bard finds it just as easy to pick a lock as to create a magic key. Also, bards are not necessarily musically inclined. Bards may wear up to Light (25) Armor.

There are many races available in the Dragon Crest game. Some races are unique to this game, others have been in folklore for centuries. All the races have some sort of advantages or disadvantages, making them all different. Humans, on the other hand, serve as the standard, no advantages or disadvantages. The different races are listed on page 15. Descriptions of the racial abilities are in the Skill Description chapter on page 38.

Initial Character Creation

Choose a Character Race

Choose a Character Class

35 CP to spend on Common Skills

Choose Character Skills

Write an approved character history (for another 5 CP and instruction in an Uncommon skill or an extra Uncommon Spell or Formula for Alchemy or Traps)

Starting Game Items:

1 Great Talisman (must be usable by the character with no Specialty Components) for the first Path, 1 Strong Talisman for the second Path, 1 Good Talisman the third Path

1 Maximum Class Value Suit of Minor Armor (must be usable by the character with no Specialty Components)

5 Armor Repair Kits (Minor)

5 Weapon Repair Kits (Minor)

5 Silver Pieces

1st Day's Production for any Trade skill using Common (1) Components (This cannot be supplemented by additional Components, Lab or Forge and no Specialty Components)

Spells:

1st Path -Player gains all Common Spells and may choose one Rare or Two Uncommon

2nd Path -Player gains all Common Spells and may choose one Uncommon

3rd Path and beyond-Player gains all Common Spells

Potion and Scroll Formula:

Player gains recipes already in memory for all Common and Uncommon spells known up to and including the level of the character's appropriate Trade skill.

Alchemy and Trap Formula:

Player gains all Common Formula up to and including the level of the character's Alchemy or Trap Making plus one Uncommon Formula for every 5 full levels of Alchemy or Trap Making and one Rare at level 10 Alchemy or Trap Making.

Out-of-Game Items:

Armor Value card- A card describing your Armor Physical Representation with the maximum armor value for the armor listed on it.

Character Sheet- A sheet of paper issued to the player with a record of the character's vital game skills and information.

Items you must provide:

Body Bag- A cloth bag with the word "Body" written on it to serve as a Physical Representation of the character when the player cannot (after character death, unsafe terrain or being carried by a creature with great strength).

Weapon Physical Representations

Packets

Armor and Costume

Character Costs

A beginning character starts his adventuring career with 35 Character Points that are used to purchase his initial skills and racial abilities (if any). Once a character completes a Dragon Crest event, such as a weekend event, that character earns a number of experience points (or XP) equal to a portion of his or her current Character Points (or CP). On a weekend event, this is an amount of XP equal to his or her CP. At the end of the event, the character can turn in an amount of in-game money to pay for further training, which gains the character a number of XP equal to the amount of silver turned in. Once this is done, the XP is traded in for CP. A character begins to purchase CP with XP at a rate equal to that listed on the table below. Each subsequent CP bought increases the cost by a multiple of that rate. For example, a first level character turns in XP and money that equals 100 XP. The first CP bought is 10 XP; the second is 20 XP (10x2); the third is 30 XP (10x3), the fourth is 40 XP (10x4). This gives the character 39 total CP (35 initial +4 earned) with no XP left over. The rate of exchange is reset at the next event the character attends with a reset. Most Weekend and Long Weekend events will have a reset.

The base XP to CP rate increases as the character gains in level. For every 10 CP the character earns, the character increases in level. This increase in level is also accompanied by an increase in the character's Body Points (this is the amount of damage a character can take before falling unconscious). The amount of Body Points the character gains depends on the character's class.

Below is a table listing the amount of experience points per character points and Body Points for each level.

Character Advancement Table									
Tier	Total Character Points	Level	XP/CP	Body Points					
				W	R	M	BC	RN	B
Adventurer	25-34	1	5	25	15	5	15	20	10
Adventurer	35-44	2	10	25	15	5	15	20	10
Adventurer	45-54	3	15	25	15	5	15	20	10
Adventurer	55-64	4	25	25	15	5	15	20	10
Adventurer	65-74	5	35	25	15	5	15	20	10
Veteran	75-84	6	50	50	30	10	30	40	20
Veteran	85-94	7	65	50	30	10	30	40	20
Veteran	95-104	8	85	50	30	10	30	40	20
Veteran	105-114	9	105	50	30	10	30	40	20
Veteran	115-124	10	130	50	30	10	30	40	20
Expert	125-134	11	155	75	45	15	45	60	30
Expert	135-144	12	185	75	45	15	45	60	30
Expert	145-154	13	215	75	45	15	45	60	30
Expert	155-164	14	250	75	45	15	45	60	30
Expert	165-174	15	285	75	45	15	45	60	30
Heroic	175-184	16	325	100	60	20	60	80	40
Heroic	185-194	17	365	100	60	20	60	80	40
Heroic	195-204	18	410	100	60	20	60	80	40
Heroic	205-214	19	455	100	60	20	60	80	40
Heroic	215-224	20	505	100	60	20	60	80	40
Epic	225-234	21	555	125	75	25	75	100	50
Epic	235-244	22	610	125	75	25	75	100	50
Epic	245-254	23	665	125	75	25	75	100	50
Epic	255-264	24	725	125	75	25	75	100	50
Epic	265-274	25	785	125	75	25	75	100	50
Legendary	275-284	26	850	150	90	30	90	120	60
Legendary	285-294	27	915	150	90	30	90	120	60
Legendary	295-304	28	985	150	90	30	90	120	60
Legendary	305-314	29	1055	150	90	30	90	120	60
Legendary	315-324	30	1130	150	90	30	90	120	60

W = Warrior; R = Rogue; M = Mage; BC = Battle Caster; RN = Ranger; B = Bard

Character Advancement

Starting at 3rd level any skill a character wishes to learn, except skills with a Free Training, must be learned In-Game from someone who has the desired skill and the skill Instruction. A character is allowed to buy Common skills without a teacher at before 3rd level.

At any time a character may upgrade his skills. There are skills in the Dragon Crest system that are part of a more expensive and inclusive skill. For example, a new Warrior who has learned the Short Sword skill has decided that after taking a great deal of damage from his opponents with larger weapons that he needs a larger weapon himself. He decides to upgrade Short Sword (1 CP) Skill to the All Swords (3 CP) Skill. He must possess enough unspent Character Points to upgrade to the new skill, in this case 2 CP, and have an Instructor for the All Swords Skill.

As any character advances in level, except Pure Human, he is required to purchase racial abilities. By 4th level the character must have purchased as at least one racial skill and have spent at least 4 Character Points on racial skills. By 7th level the character must have purchased at least two racial skills (either different or the same) and have spent at least 7 Character Points on racial skills. By 10th level the character must be Proficient in his race having spent at least 10 Character Points and having purchased all the Common racial skills (The character must also have purchased their Class maximum in Natural Armor if the race has Natural Armor). By 20th level the character must be a Master in his race. A character becomes a Master of his race by spending at least 20 Character Points and purchasing at least two of all Common racial skills

Character Philosophy

There are three steps to creating a hero for you to play: Concept, Starting and Building.

The Concept is the vision and goals you have for the character you plan on playing. Starting is creating the character inside the rules of the game, but not as your final vision but instead as the "inexperienced" or "apprentice" hero. Building is the process of going from that starting hero to the vision concept you had and completing your goals for the character.

Concept

The Concept is the most critical step. Before you even start to play it is extremely important to layout the growth of your character. After you have your concept almost everything else will fall into place. Having a well-developed concept is the difference between a fun, successful character and one that is not. Create a picture of what your character will be like when he is considered an accomplished hero.

What will the character look like?

What will the character be capable of doing?

What is the character's personality like?

What is the character's background?

What are the character's Likes?

Hates?

Perhaps most importantly, *what are the character's flaws?*

In many cases, what makes a hero unique and fun is NOT the advantages he has but instead the flaws and idiosyncrasies. Many heroes are fast, strong and smart, but Indiana Jones has his fear of snakes and his obsession with keeping his hat. Han Solo was a reluctant hero, constantly thinking about "what's in it for him", but doing the good deeds anyway even when there isn't money in it. The Incredible Hulk has to deal with his rage. Superman has his Kryptonite. Whether the trait is physical or psychological, find the flaws that help define your character and make them different.

Dragon Crest is supportive of almost any fantasy concept. In this, the Concept step, we are not only thinking of where the character will head in the future but what types of things they will accomplish. Just like in life, it is impossible to master every skill in Dragon Crest. This means you must choose what skills your character will master. Failing to choose is making a choice. If you wish to be a master of the sword, but as you gain skill and experience you spend it on other things besides the sword, then don't be surprised if the character is not the master you desired them to be. Characters may become a "Jack-of-All-Trades" by accident, becoming frustrated when he is not a master of their chosen skill or don't have a niche to fill.

As part of your Concept one of the most critical parts is determine what role your character will play in any groups of characters you join. Whether the group is well-established characters that always adventure together or a one-time gathering of characters, Dragon Crest is a very social game and success at almost anything means working with others. If a group needs to become a cohesive unit then *what function does your character play in that?* The established characters tend to help you gravitate toward certain kinds of functions/skills since those options will be much easier to develop for your character. This is one of the reasons where a Jack-of-all-Trades often finds himself not as useful to the team as time goes on. (A team of 6 Jack-of-all-Trades is not as capable as a team of 6 different specialists that all make up where the others lack.) Branching out into too many unnecessary skills that are not core to your character's concept quickly dilutes the potential effectiveness of your character.

Once you have a concept you should never end up with useless skills, skills that you never use, or skills that do not provide you and your companions benefit.

Below are several Do's and Don'ts of coming up with a concept. These are true all the time but especially for someone new to Live Action Role Playing.

- Don't create a concept that is greatly different from your personality;

- Do create a concept that you feel comfortable with. In a Live Action game you may be playing your character continuously for more than 48 hours, often for days at time. If the character is too different or awkward it may take away from your enjoyment. While it is great to gather an idea from a favorite movie or book, don't use the same name.

- Do add your own creativity to the character. Add some unique traits of your own, make the character unique to you, and give the character a new name.

As long as we are talking about names... Remember, people may have to shout your name across a loud battlefield. Shorter may be easier than longer. Or think up a nickname, if you don't, someone else will.

- Don't create a concept that is dependent on the specific situations in the environment for fun. For example, a "loner" or "lone-wolf" style character may seem very cool in a book or movie, but in a game with lots of interaction it is VERY unlikely to make anyone happy, least of all you.

- Do choose costumes and makeup you can live with. Literally, the average game event lasts roughly 36 hours. Do make sure to avoid makeup or costume items that you will not enjoy doing again and again. For example, pointed prosthetic ears for an elf isn't too big a deal, but adding solid black makeup all over your face for a dark elf is a much bigger investment in both time and money, and has to be done every time you play. An ogre warrior with who wears lots of armor may be fun for a while, but make sure that you will still be having fun after going through several fights and running several times during the day.

Starting

Now that you have a vision of how your hero should be, it is time to think about what the character was like when they first started. In the Starting step try to find the parts of your concept that are fun to play even when the character is a starting adventurer. Now that you have this glorious vision of your hero to be, it is time to think about what the character was like when they first started. It is almost impossible to have enough points when starting to create your vision. In all likelihood, you will have only enough points in the game to buy essentials for the starting adventurer, and maybe a tiny bit left over for extra skills. Imagine the character as an apprentice or a young scruff hoping to become a squire; or, as farmer who has been pulled into a life of adventure. Ongoing war and conflicts common in Dragon Crest create many reasons why someone of any background would become an adventurer. The key is to have your character in mind when he is not powerful, but instead is just learning his adventuring trade. Some questions to ask yourself at the Starting stage of character creation are:

Why did the character become what he or she is?

Where do I want my character to be in order to learn the skills I cannot buy right away?

Go through the rulebook and make a list of all the skills that you can see your character having when you approach your ultimate concept. If you are planning a knight, then a weapon skill is a must. If you are planning a great wizard, then having magic is a must. Then go through all the list of skills again and rate them in importance to the character from 1-3, 1 being the most valuable.

Take a careful look at the six different character classes and choose the one that most closely fits your concept of the character. A good way to choose a class is by looking at the skill cost chart for the class that has the cheapest character point costs for the most important skills in your list. Be more concerned about what the class can do than about the name of the class. Consider what skills are absolutely essential to your concept. Even

though all classes can use every skill, notice which classes has the cheapest cost for the skills that are crucial to your concept. Then choose that class.

There are lots of theories on how a starting character should spend their points but some key suggestions are:

Unless you plan on NEVER getting in a fight make sure you have some skills that are NOT expendable, preferably combat skills. For example: if you are a mage, even if you buy a lot of Mana to fuel your spells, some other continuous skills are a must so you don't feel worthless once you have used all your spell power for the day. (For example, a staff skill, so you can always use your staff to protect yourself.) You want to play a character that can feel useful, can contribute to the success of the other characters you play with. Save your purchases of expendable skills until later in your character's career if possible. This can't be emphasized enough, especially with mages.

Each class has skills that define it. Buy these skills as they are not only your most efficient use of points but they also provide you a clear role in an adventuring group.

Don't forget to account for important companion skills, for example, if you are planning on being a Rogue who specializes in Alchemy, then Herbalist Minor could be very useful since that is the primary method for gathering the Herbal components consumed by your Alchemy skill. Another example is a Warrior purchasing at least one level Armorsmith, which would allow him to fix some of the damage in his armor during the day between fights.

Building

The Building step happens after you have played and your character is starting to grow. This is where you start to move your character towards your ultimate concept. There are three parts to Building with the new points the character has earned.

Evaluate: Take a look at the character's experiences and then compare them to your concept of the character. Be aware if there is some part of the game you enjoy or dislike. *Are you on track? Has something life changing happened to the character?* If necessary, alter your concept of the character. *Are you working with a group and there are some critical skills that are missing? Have you noticed you use certain skills more than you planned?* The true key is to determine what would most help you enjoy playing this character.

Plan: Plan the next stages of the character's growth based on your evaluation. Plan the character's actions and point expenditures. Some players have each point planned until they reach their concept. At least some planning is incredibly helpful in keeping your character on track. *What are the next steps for your character to reach the concept? What should the character be doing to grow?* Based on what you think will help you enjoy the game, make a plan to get there. Then, to achieve your concept, keep in mind the activities you enjoy in the game. Think ahead to how your decisions will affect your future play, and be careful of how you spend your points.

Act: Take the actions with your character and spend the points on those skills (that you have now

planned for) in the game. Nothing happens without action. Your character will never reach their goals unless they take initiative in the game to get involved.

Finally, repeat the above steps.

Below are some final thoughts on Building a character:

Remember that you become either a Master or a Jack-of-all-Trades. Stick with your concept.

Don't buy a skill because of momentary "fancy" or that "sounded fun" if it was not part of your concept. Otherwise, you risk ending up with useless skills, skills that you never use or skills that provide you and your companions no benefit.

Don't buy a skill that is useful at specific levels, but never purchase it to proper levels. Check the level of the skill you are buying for usefulness. For example, Herbalist- Minor allows for the harvesting of Herbal components which is a skill very important to the game for some characters and Herbalist- Standard allows for the harvesting of Products. However, Herbalist- Major allows for the harvesting of Specialty Components which may not be plentiful at lower levels. Be sure you know what you are buying and how you would use that skill.

Find the companion skills that complement your already existing skills. How complete is the great sword maker if he can't gather the necessary special metals to make the greatest weapons (either Mining or Merchant/Trader skill). Does a knight seem complete if he is considered a great warrior but when his sword breaks and he is handed an axe he has to say "I don't know how to use this". How incomplete would a spy or thief be without the ability to use his skills and fight when there was no light (the BLIND COMBAT skill).

The points made during the Starting step still apply. Watch carefully how many of your points you spend on expendable skills. Play to your classes strengths.

CHARACTER CREATION EXAMPLES

Warrior:

Here is example of a starting Warrior. In our experience, a build like this allows the character to be combat effective and flavorful. Warriors are often defined by how much damage they can deal with their weapon or how many hits they can take before falling. Spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
All <Weapon>	3	You can get a cheaper weapon skill by selecting your racial weapon.
Style-Long Shield or Long Weapons	6	This is useful to a warrior unless you choose to use a ranged or Great weapon.
Skill + 2 <Weapon>	20	This allows you to swing extra damage in your weapon.
Weapon Technique - DEFLECT	2	This gives the character the ability to negate a single hit.

Skills	Cost	Notes
Weapon Technique - CRITICAL STRIKE	2	This gives the character a good single hit damage and is a prerequisite for Kill Strike!
Stamina Points - 2	2	For using his learned Techniques. If you chose your racial weapon, you can have 4 Stamina Points instead of 2.
Total Skills Cost =	35	2nd level is between 35 and 44 CPs
If you have completed your character history, you can use one or more of these skills to help flesh out your character		
Minor <Craftsman>	5	This allows you to harvest some valuable treasure components.
<Type> Style Specialization	5	This grants more abilities with a specific weapon style.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Armor Smith 1	2	This allows your character to make Armor Repair Kits and apply them.
Weapon Smith 1	2	This allows your character to make Weapon Repair Kits and apply them.
Physical <Name>	4	This allows the character to have more physical training, granting him the ability to generate some limited natural effects such as Heal or Intimidate. He can either have 2 minor skills for a broader skillset or a single standard physical skill for more powerful effects.
Racial Skills	?	These skills will be required later and often help define your character.

The Mage:

Here is example of a starting Mage. In our experience, a build like this allows the character to be combat effective and flavorful. Mages are often defined by how much mana they have and how many spells they know. Spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
<Named> Talent	1	This is the first type of magic your character learned.

Skills	Cost	Notes
<Named> Path	2	These are the first spells that your character mastered.
46 Mana	23	This allows you to use up to 46 levels of spell effects
Magic Technique - DEFLECT	2	This gives the character the ability to negate a single hit.
Magic Technique - BLAST DAMAGE	2	This gives the character a good single hit damage SURGE SPELL!
Magic Points - 2	2	For using his learned Techniques
Total Skills Cost =	35	2nd level is between 35 and 44 CPs
If you have completed your character history, you can use one or more of these skills to help flesh out your character		
Minor <Craftsman>	5	This allows you to harvest some valuable treasure components.
<Named> Talent	2	This grants the character access to other Paths of magic.
<Named> Path	2	This grants more effects in one of your Talents.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Scroll Making 1	2	This allows your character make small damage or effect scrolls to supplement your Mana.
Potion Making 2	4	This allows your character make small damage or effect potion to supplement your Mana.
Knowledge <Name>	4	This allows the character to learn more information about things related to named area, such as Magic or the Planes.
Racial Skills	?	These skills will be required later and often help define your character.

The Rogue:

Here is example of a starting Rogue. In our experience, a build like this allows the character to be combat effective and flavorful. Rogues are often defined by their access to Stealth skills, their ability to kill from behind, their ability to deal with traps or their mastery of poisons. You should decide how your character will be known and work toward that skillset. You can build an assassin by mirroring the warrior example, replacing Skill with Backstab and Physical skills with Stealth Skills. This example is more diverse. Spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
+2 Backstab	10	This allows you to strike hard from behind and utilize specialty techniques.
Stealth Technique - REDUCE DAMAGE	2	This gives the character the ability to reduce or even negate damage.
Stealth Technique - CRITICAL STRIKE	2	This gives the character a good single hit damage and is a prerequisite for Execute!
Stamina Points - 2	2	For using his learned Techniques. If you chose your racial weapon, you can have 4 Stamina Points instead of 2.
Stealth Skill <Named>	6	This skill allows you perform some Stealth Skills such as Hide or Quick. He can either have 3 minor skills for a broader range of abilities or Standard and a Minor skill to be more of an expert in a field.
<Trade Skill> 5	10	This allows the character to supplement his abilities by producing the named product such as Traps or Alchemy (Alchemy requires Read/Write as well).
Total Skills Cost =	35	2nd level is between 35 and 44 CPs
If you have completed your character history, you can use one or more of these skills to help flesh out your character		
Style- Small Weapons	4	This allows you to use a small weapon in your off hand. This is especially good for the Stealth Waylay.
<Trade Skill> 7	4	This allows the character to supplement his abilities by producing more powerful or more products.
Minor <Craftsman>	5	This allows you to harvest some valuable treasure components. You should think about matching this to your Trade skill to collect the components you will use. For example Alchemy and herbalist go together quite nicely.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.

Skills	Cost	Notes
Stealth Skill <Named>	6	This skill allows you perform some Stealth Skills such as Hide or Waylay. He can either have 3 more Minor skills for a broader range of abilities or another single Major skill to be more of an expert in the field.
Racial Skills	?	These skills will be required later and often help define your character.

The Bard:

Here is example of a starting Bard. In our experience, a build like this allows the character to be combat effective and flavorful. Bards are often defined by their versatility both with Stealth and magic. Bards have the greatest number of opportunities available to them at reasonable costs. You can be a Jack of All Trades or a master of some. Spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
<Named> 1 st Talent	2	This is the first type of magic your character learned.
<Named> Path	3	These are the first spells that your character mastered.
24 Mana	12	This allows you to use up to 24 levels of spell effects
Read and Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
First Aid	2	With this, characters can assess the condition of their fallen compatriots and even stave off death.
<Trade Skill> 5	10	This allows the character to supplement his abilities by producing the named product such as Alchemy or Scrolls.
Total Skills Cost =	35	2 nd level is between 35 and 44 CPs
If you have completed your character history, you can use one or more of these skills to help flesh out your character		

Skills	Cost	Notes
Minor <Craftsman>	5	This allows you to harvest some valuable treasure components. You should think about matching this to your Trade skill to collect the components you will use. For example Alchemy and herbalist go together quite nicely.
Stealth Skill <Named>	3	This skill allows you perform some Stealth Skills such as Hide or Waylay.
Knowledge <Name>	3	This allows the character to learn more information about things related to named area, such as Skills or Prophecy.
Racial Skills	?	These skills will be required later and often help define your character.

The Ranger:

Here is example of a starting Ranger. In our experience, a build like this allows the character to be combat effective and flavorful. Rangers are often defined by their versatility both with Stealth and Physical skills. Rangers have access to the most powerful attacks and defenses. Just as important, Rangers are seen as versatile but spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
Backstab +2 or Skill +1	10	This skill allows you to swing 2 extra points of damage from behind your target or 1 extra point all day long.
Stamina Points – 2	4	For using his learned Techniques.
Stealth Technique-Reduce Damage	3	This gives the character the ability to reduce or even negate damage.
Stealth or Weapon Technique- Critical Strike	3	This gives the character a good single hit damage and is a prerequisite for Execute or Kill Strike!
STYLE MASTERY	8	Allows a character to wield any 2 one handed weapons he is skilled in in both hands or a shield.
Weapon/Armor Smith 1	2	This allows your character to make Weapon/Armor Repair Kits and apply them.
Total Skills Cost =	33	2nd level is between 35 and 44 CPs

Skills	Cost	Notes
If you have completed your character history, you can use one or more of these skills to help flesh out your character		
Minor <Craftsman>	5	This allows you to harvest some valuable treasure components.
Read and Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Stealth Skill: Waylay	3	This skill allows you to knock out unsuspecting foes.
Stealth Skill: Hide	3	Allows a character to hide an average sized target.
Stealth Skill: Escape	3	Allows the character to escape a Root/Web 2 on a 5 count.
Stealth Technique-Reduce Damage	3	This gives the character the ability to reduce or even negate damage.
Stealth or Weapon Technique- Critical Strike	3	This gives the character a good single hit damage and is a prerequisite for Execute or Kill Strike!
Avoid Traps	3	Allows a character to avoid a single Trap.

The Battlecaster:

Here is example of a starting Battlecaster. In our experience, a build like this allows the character to be combat effective and flavorful. Battlecaster are often defined by their versatility both with Physical or Weapon skills and magic. This lets a player that is fair at both spellcasting and combat to excel. You can switch to magic if hitting your opponent outclasses you in weapon skill or weapons if your opponent has vulnerabilities you can exploit. Spending too much CP on non-combat skills may make it difficult to survive, but not spending any CP on non-combat skills will build a one dimensional character and prevent you from exploring other facets to the gaming experience.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
<Named> 1 st Talent	2	This is the first type of magic your character learned.
<Named> Path	3	These are the first spells that your character mastered.
22 Mana	11	This allows you to use up to 22 levels of spell effects
Style-Long Shield or Long Weapons	6	This is useful unless you choose to use a ranged or Great weapon.
Skill + 1 <Weapon>	10	This allows you to swing extra damage in your weapon.
Total Skills Cost =	35	2nd level is between 35 and 44 CPs

Skills	Cost	Notes
If you have completed your character history, you can use one or more of these skills to help flesh out your character		
Synergy Technique – DEFLECT ARCANE/NATURAL	3	This gives the character defense that can block either a spell or a weapon.
Weapon Technique - CRITICAL STRIKE	3	This gives the character a good single hit damage and is a prerequisite for Kill Strike!
Synergy Points	2	Fuel for the character's learned techniques.
<Named> 2 nd Talent	4	This grants more effects in a new Talent.
<Named> Path	3	This grants more effects in one of your Talents.
Potion Making 2	4	This allows your character make small damage or effect potion to supplement your Mana.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Scroll Making 1	2	This allows your character make small damage or effect scrolls to supplement your Mana.
Racial Skills	?	These skills will be required later and often help define your character.

Character Advancement Examples

Now let's take a moment to look at where your character might be at 75 CP or 6th Level. You want to be careful to make selections that enhance your combat effectiveness, your character concept and your versatility. You can certainly focus on one aspect over another if that is your vision.

Warrior:

Here is example of a mid level warrior.

Skills	Cost	Notes
All <Weapon>	3	You can get a cheaper weapon skill by selecting your racial weapon.
Style-Long Shield or Long Weapons	6	This is useful to a warrior unless you choose to use a ranged or Great weapon.
Skill + 3 <Weapon>	30	This allows you to swing extra damage in your weapon.
Weapon Technique - DEFLECT	2	This gives the character the ability to negate a single hit.
Weapon Technique - CRITICAL STRIKE	2	This gives the character a good single hit damage and is a prerequisite for Kill Strike!
Weapon Technique - PARRY	4	This gives the character the ability to negate a technique.

Skills	Cost	Notes
Weapon Technique - KILL STRIKE	4	This gives the character the ability to kill a creature in one strike.
Stamina Points – 6	6	For using his learned Techniques.
Total Skills Cost =	57	6th level is between 75 and 84 CPs
Here are some other skills that you may want to progress to add flavor and versatility to your character.		
All 1 Handed Weapons	10	You can use an 1 handed weapon.
Upgrade to +3 Master Skill	15	Use your Skill in all melee or ranged weapons you are skilled in.
Major <Craftsman>	15	This allows you to harvest some valuable treasure components, products and Specialty items. He could also have 3 Minor skills instead to allow for more component harvesting.
<Type> Style Specialization	5	This grants more abilities with a specific weapon style.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Armor Smith 6	12	This allows your character to make Armor and Armor Repair Kits. This level also opens the ability to get Work skills and make specialty items.
Weapon Smith 6	12	This allows your character to make Weapon and Weapon Repair Kits. This level also opens the ability to get Work skills and make specialty items.
Physical <Name>	12	This allows the character to have more physical training, granting him the ability to generate some limited natural effects such as Heal or Intimidate. He can either have 2 Major skills or all Minor skills.
Racial Skills	?	These skills will be required later and often help define your character.

The Mage:

Here is example of a mid level mage.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
<Named> Talent	1	This is the first type of magic your character learned.

Skills	Cost	Notes
2 nd <Named> Talent	2	This opens another set of Paths of Magic to the character.
<Named> Path	2	These are the first spells that your character mastered.
<Named> Path	2	These are additional effects your character has mastered.
<Named> Path	2	These are additional effects your character has mastered.
70 Mana	35	This allows you to use up to 70 levels of spell effects
Magic Technique - DEFLECT	2	This gives the character the ability to negate a single hit.
Magic Technique – BLAST DAMAGE	2	This gives the character a good single hit damage and is a prerequisite for Any Spell!
Magic Technique - PARRY	4	This gives the character the ability to negate a technique.
Magic Technique – ANY SPELL	4	This gives the ability to generate any spell he knows.
Magic Points – 4	4	For using his learned Techniques
Total Skills Cost =	63	6th level is between 75 and 84 CPs
Here are some other skills that you may want to progress to add flavor and versatility to your character.		
Major <Craftsman>	15	This allows you to harvest some valuable treasure components, products and Specialty items. He could also have 3 Minor skills instead to allow for more component harvesting.
<Named> Talent	2	This grants the character access to other Paths of magic.
<Named> Path	2	This grants more effects in one of your Talents.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Scroll Making 5	10	This allows your character make any minor effect he has the formula for to supplement your Mana.
Potion Making 6	12	This allows your character make small damage or effect potion to supplement your Mana and allows the character to expand into the Work skills and Enhanced production.

Skills	Cost	Notes
Knowledge <Name>	12	This allows the character to learn more information about things related to named area, such as Magic or the Planes. He can either have 2 Major skills or all Minor skills.
Racial Skills	?	These skills will be required later and often help define your character.

The Rogue:

Here is example of a mid level rogue.

Skills	Cost	Notes
A <Weapon> Skill	3	You can get a cheaper weapon skill by selecting your racial weapon.
+4 Backstab	20	This allows you to strike hard from behind and utilize specialty techniques.
Stealth Technique – REDUCE DAMAGE	2	This gives the character the ability to reduce or even negate damage.
Stealth Technique - CRITICAL STRIKE	2	This gives the character a good single hit damage and is a prerequisite for Execute!
Stealth Technique – EVADE	4	This gives the character the ability to negate a technique.
Stealth Technique - EXECUTE	4	This gives the character the ability to kill with a single hit.
Stamina Points – 4	4	For using his learned Techniques.
Stealth Skill <Named>	6	This skill allows you perform some Stealth Skills such as Hide or Quick. He can either have 3 minor skills for a broader range of abilities or a single Major skill to be more of an expert in the field.
<Trade Skill> 10	20	This allows the character to supplement his abilities by producing the named product such as Traps or Alchemy.

Skills	Cost	Notes
Total Skills Cost =	65	6th level is between 75 and 84 CPs
Here are some other skills that you may want to progress to add flavor and versatility to your character.		
Style- Small Weapons	4	This allows you to use a small weapon in your off hand. This is especially good for the Stealth Waylay.
<Trade Skill> 12	4	This allows the character to supplement his abilities by producing more powerful or more products.
Standard <Craftsman>	10	This allows you to harvest some valuable treasure components and products. You should think about matching this to your Trade skill to collect the components you will use. For example Alchemy and herbalist go together quite nicely.
Read/Write	3	This allows the character to read clues, orders and letters. This is important to some puzzles if you are interested in that.
Stealth Skill <Named>	6	This skill allows you perform some Stealth Skills such as Hide or Waylay. He can either have 3 more Minor skills for a broader range of abilities or another single Major skill to be more of an expert in the field.
Racial Skills	?	These skills will be required later and often help define your character.

Races

Racial Weapons

Racial Weapons are weapons that have significant cultural importance. These are the weapons that almost all members of the specified race favor and learn at a young age. Racial weapons override Racial Disadvantages.

Racial Magic:

Racial Magic indicates the first type of magic that the character learns or is exposed to. The player can choose to start his character with a different type of magic but the rarity of the opposing magic will increase by 1 step if he chooses to change in the future.

Racial Rarity:

Any race that is NOT common requires Plot approval to start the character and may require a Dragon Point Cost.

Optional Advantages

You can choose one option from the list.

Optional Disadvantages

You must choose one option from the list. You cannot choose the same Optional Disadvantage from multiple sources.

CHANGELINGS

Changelings are members of the demi-races that possess the characteristics of both animals and humans. Each subspecies of Changeling is different and possesses different racial characteristics. Most Changelings come from the continent of Kentogin, except Avariens.

Avariens

Avariens are a race of humanoids that possess certain characteristics of birds. This race grows feathers in place of hair, with a feathered scalp and eyebrows, although the amount of overall feathering does vary. It is common for these avian cousins to have a beak in place of a mouth and talons in place of hands. All Avariens have inherited the exceptional eyesight of birds, allowing them to Identify objects and people at night or at long distances.

Avariens can take after many species of birds, and thus have wildly differing personal characteristics. Some resemble the fierce and independent hunter, the eagle, while others have inherited the grace and calm beauty of a swan. Avariens can be small and quiet, and prefer flocks like a sparrow, or they can be as loud and flamboyant as a peacock. However, they do inevitably reflect the predominant characteristics of whatever bird type from which they descend.

Avariens are the only changeling race not originally from Kentogin. Knowledge of this race's homeland or point of origin has been lost or destroyed. Legends abound as to their actual history, but no evidence has been found to support any of them. The Avarien peoples are found scattered across the known Empire, living mostly among the humanoid races there.

Racial Rarity: Common

Advantages

- Racial Weapon: Spear (½ Cost)
- Racial Magic- Hermetic
- Keen Sight
- Avian EMPATHY
- Can Buy FEATHER FALL

Can Buy FLY

Can Buy Claws

Can Buy RESIST POISON

Disadvantages

Makeup Requirement: Feathered Headdress

-1 Category Starting Armor

Wolffen

Wolffen are a changeling race, combining the characteristics of humans and wolves. They grow fur instead of hair, often have prominent snouts or fangs, and claws are common in place of hands. All Wolffen possess keen scent that allows them to detect poisons, identify races, and other things by scent alone. Because their constitution is somewhat tougher than a human's, Wolffen can learn to shake off the effects of poisons.

Like wolves, Wolffen are pack oriented and loyal to the death to those they consider to be family. They're tolerant of the pranks of youth, but expect adults to adhere rigidly to the rules of the pack. Wolffen tend to seek an Alpha personality and then to follow that person loyally, unless of course, their own personality is dominant. In that case, they either gather a pack of their own or live as lone wolves, rather than be subservient to anyone.

Most Wolffen make their home in Luposia, a small nation on the continent of Kentogin, separated from the Dominion and Pantera by a forbidding mountain range. Hereditary enemies of the Dominion, and only marginally subjugated by the Empire, Luposia is a fierce nation that adheres to a strictly hierarchical form of leadership.

Racial Rarity: Common

Advantages

- Racial Weapon: Club (½ Cost)
- Racial Magic- Hermetic
- Keen Scent
- Canine EMPATHY
- Can buy Claws
- Can buy Battle Rage
- Can buy RESIST POISON

Disadvantages

Makeup Requirement: Canine Face

Cannot Buy Bows

Rakasha

Rakasha are a changeling race combining the strongest characteristics of humanoids and the felines. This race grows fur instead of hair, and it is not uncommon for Rakasha to have whiskers or fangs, or to possess claws instead of hands. All Rakasha have an exceptional sense of smell that allows them to Identify poisons, detect races, or other things by scent alone. Because their constitution is somewhat tougher than a human's, Rakasha can learn to shake off the effects of poisons.

The Rakasha come from Pantera, a small nation on the continent of Kentogin. Overshadowed by the Dominion territories next door, the Rakashan nation has splintered into reclusive but great cities which lord over the surrounding territory. Many pay homage to the Dominion, others remain fiercely independent and a few don't care either way so long as they are left alone.

Pantera society is formed into loose clans of extended family members. Although ferocious when provoked to fight and capable of extreme rage in battle, most Rakasha are generally relaxed and not easily agitated. They take after their cats cousins also by being fastidiously clean, forcefully defensive of what is theirs, and prone to enjoy a nap in the warmth of the sun.

Racial Rarity: Common

Advantages

- Racial Weapon: Sword (½ Cost)
- Racial Magic- Hermetic
- Keen Scent
- Feline EMPATHY
- Can buy Claws
- Can buy Battle Rage
- Can buy RESIST POISON

Disadvantages

- Makeup Requirement: Feline Face
- Cannot Buy Blunt
- Cannot Buy Bow

Other Changeling Types

Because changelings from Kentogin can be from nearly any type of animal stock, there are many different types of changelings. The major types have already been listed here. The other types are categorized into several major groups. Each of the groups has standard advantages and disadvantages that all changelings in that group have. Also, most types will have additional advantages or possibly disadvantages depending on the individual. These specific attributes are listed as optional. Any one individual will have only one optional advantage unless otherwise noted. All changelings of a specific animal type do not necessarily have the same optional advantage.

Small Mammals

These are small mammals including rodents. This includes Foxes, Raccoons, Skunks, Porcupines, Rats, Mice, Squirrels, Ferrets, Weasels, Rabbits and other small mammals. Some of these types of changelings are generally considered of a lower caste by larger changeling types, particularly the rodents and non-predators. They are usually organized into family groups within the Dominion, a village or small town being predominately one subtype. Several varieties, particularly the ferrets and weasels, make excellent scouts within the Dominion armies.

Racial Rarity: Common

Advantages

- Racial Magic- Shamanic
- Keen Scent
- Can Buy Claws
- Can Buy RESIST POISON
- Can Buy RESIST DISEASE
- +1 Stealth Point for STEALTH skills and -1 CP to Disable Device

Optional Advantages

- Can Buy NATURAL VENOM/STENCH
- Can Buy NATURAL Attack (Normal)
- Keen Sight
- Can Buy BURROW
- Can Buy FEATHER FALL

Disadvantages

- Makeup Requirement: Animal Full Face
- Cannot use Great Weapons

-1 Category Starting Armor

X2 Cost for Magic Skills and Magic Techniques

Medium Mammals (Predator)

This group includes most medium sized predators such as Wolverines, Hyenas, Jackals, Baboons and others. Wolverine changelings, also called Jukara, are the warriors of the Dominion and are largely responsible for conquering all the other changeling tribes. Jukara live for battle, and have begun encroaching on Koth's more remote holdings. Other medium predatory tribes are also often very aggressive and family or pack orientated, making them well suited to bands of combat troops.

Racial Rarity: Common

Advantages

- Racial Magic- Shamanic
- Keen Scent
- Can Buy Claws
- Can Buy RESIST POISON
- Can Buy +1 STRENGTH

Optional Advantages

- Can Buy Battle Rage
- Can Buy RESIST DISEASE
- Can Buy NATURAL SHRED

Disadvantages

- Makeup Requirement: Animal Full Face
- X2 Cost for Scholar Skills
- X2 Cost for Trade Skills
- Cannot Buy Ranged

Medium Mammals (Prey)

This group includes most medium sized prey animals, such as goats, sheep, tapirs, wart hogs, etc. Organized very similarly to the small mammals, they are nearly of the same low caste standing.

Racial Rarity: Common

Advantages

- Racial Magic- Shamanic
- Keen Scent
- Can Buy Claws
- Can Buy RESIST POISON
- Can Buy +1 Strength

Optional Advantages

- Can Buy BURROW
- Can Buy Flee
- Can Buy Natural Armor

Disadvantages

- Makeup Requirement: Animal Full Face
- X2 Cost for Scholar Skills
- X2 Cost for Trade Skills

Large Mammals (Prey)

These changelings are your larger types, such as Horses, Deer, Bulls, Elephants, Rhinos, Buffalo, Ram, and Hippopotamus. These changelings don't thrive for battle and conquest like the predators do, but these are very dangerous opponents. They tend to organize into very large groups, with towns or even cities being almost exclusively one type.

Racial Rarity: Common

Advantages

- Racial Magic- Shamanic
- +5 Body Points per Tier
- Can Buy +2 STRENGTH
- Can Buy Claws

Can Buy RESIST POISON

Can Buy Ram

Optional Advantages

Can Buy Natural Armor

Can Buy FLEE

Can Buy RESIST Arcane

Disadvantages

Makeup Requirement: Animal Full Face

X2 Cost for Scholar Skills

X2 Cost for Magic Skills and Magic Techniques

+1 CP to purchase Stealth [ESCAPE], STEALTH [HIDE],
STEALTH [SILENT]

+1 CP to Disable Device

Cannot Buy Ranged

Large Mammals (Predator)

These are your larger predators not including the great cats or wolves. Large predators are nearly all bears, but some more rare and exotic types do exist. Large predatory mammals are usually solitary, choosing to frequent the towns of other changeling types, or else organizing into tiny family groups.

Racial Rarity: Common

Advantages

Racial Magic- Shamanic

+5 Body Points per Tier

Can Buy +2 STRENGTH

Can Buy Claws

Can Buy RESIST POISON

Can Buy Natural Armor

Optional Advantages

Can Buy Bind STRIKE

Can Buy Battle Rage

Can Buy NATURAL SHRED

Can Buy Ram

Disadvantages

Makeup Requirement: Animal Full Face

X2 Cost for Scholar Skills

X2 Cost for Magic Skills and Magic Techniques

+1 CP to purchase Stealth [ESCAPE], STEALTH [HIDE],
STEALTH [SILENT]

+1 CP to Disable Device

Cannot Buy Ranged

Reptiles

These are cold-blooded changelings. This group includes constricting snakes, spitting snakes, crocodiles, alligators, iguanas, chameleons, etc. Most of these changelings are solitary or choose small organizations of similar species.

Racial Rarity: Common

Advantages

Racial Magic- Shamanic

Keen Scent

Keen Sight

Can Buy RESIST POISON

Can Buy Claws

Can Buy Natural Armor

Optional Advantages

+1 Stealth Point for STEALTH [ESCAPE], Stealth [HIDE]
AND STEALTH [SILENT] and -1 CP to Disable Device

Can Buy NATURAL Attack (POISON)

Can Buy Bind STRIKE

Can Buy NATURAL CONCEAL

Disadvantages

Makeup Requirement: Reptile Full Face

X2 Cost for Magic Skills and Magic Techniques

X2 Duration/Damage from negative Water Spells and
Effects

Insects

There are two general groups of insects, Flying, and Non-Flying. These changelings are considered monsters or beasts by many other changelings, and within Kentogin there are some creatures that are mixed insect and something else producing a monster that only knows how to eat. There are sentient insect changelings however. Some are strictly solitary; others are group orientated to the point of losing their sense of self.

Flying Insects

This sub category includes dragonflies, wasps, bees, flies, and other flying insects.

Racial Rarity: Common

Advantages

Racial Magic- Hermetic

Keen Sight

Can Buy FEATHER FALL

Can Buy Claws

Can Buy RESIST POISON

Can Buy FLY

+1 Stealth Point for STEALTH [ESCAPE], Stealth [HIDE]
AND STEALTH [SILENT] and -1 CP to Disable Device

Optional Advantages

Can Buy NATURAL Attack (POISON)

Can Buy NATURAL CONCEAL

Disadvantages

Makeup Requirement: Insect Full Face and Wings

X2 Cost for Magic Skills and Magic Techniques

Cannot Use Great Weapons

X2 Duration/Damage from negative Water Spells and
Effects

Non-Flying Insects

This sub category includes spiders, beetles, ants, and other land bound insects.

Racial Rarity: Common

Advantages

Racial Magic- Hermetic

Keen Scent

Can Buy RESIST POISON

Can Buy +1 STRENGTH

Can Buy Claws

Can Buy Natural Armor

Optional Advantages

Can Buy NATURAL Attack (POISON)

Can Buy NATURAL CONCEAL

Can Buy NATURAL WEB

Can Buy BURROW

Can Buy +2 STRENGTH

Disadvantages

Makeup Requirement: Insect Full Face

X2 Cost for Magic Skills and Magic Techniques

+2 Cost for Scholar skills

Cannot Buy Ranged

X2 Duration/Damage from negative Water Spells and
Effects

Plant

Within Kentogin some of the strangest blends of creatures have occurred. Plant changelings are humanoids that have blended with vegetation rather than another creature. It is usually very difficult to discern the specific type of plant, but the general variety is apparent, such as tree, fern, flower or grass.

Racial Rarity: Uncommon

Advantages

- Racial Magic- Shamanic
- Plant EMPATHY
- Can Buy RESIST POISON
- Can Buy Claws
- RECHARGE Body/Natural Armor at 6 AM
- IMMUNE to VENOM effects

Optional Advantages

- Can Buy Natural Armor
- Can Buy NATURAL Attack (POISON)
- Can Buy Bind STRIKE
- Can Buy NATURAL CONCEAL
- Can Buy NATURAL VENOM

Disadvantages

- Makeup Requirement: Green Face/Plant Design
- X2 Cost for Scholar Skills
- x2 Duration/Damage from negative Fire Spells and Effects
- Subtype Plant

DWARVES

Dwarves are stout, hardy demihumans who possess longevity and great stamina. All dwarves, regardless of sex or age, develop facial hair, and often decorate their beards. Their enhanced constitution grants them resistance to magical spells, to shrug off the effects of poisons or ignore the effects of disease. Their hard lives grant them great endurance but do not lend them to scholarly endeavors. Many dwarves, being a practical and determined lot, learn craftsman and trade skills.

Errock, Deep Dwarf

The Errock are a violent race of dwarves who live far below the surface. They compete with the Nulvari for the resources and territories of UnderUrth. If stones could thirst for blood, they would be the Errock. Fiercely loyal to their clan and brethren and solidly independent, the Errock cheerfully engage in coups and insurrection that involves any external governing force. They are also a private people, and usually avoid the surface and surface dwellers. They are excellent craftsmen, and their quality weapons and particularly armor are well known. They have a very good rapport with Urthen and Terrakin. Most trade and contact with the Errock are through these other dwarven races. These dwarves are gray skinned and live about 300 years.

Racial Rarity: Common

Advantages

- Racial Magic- Shamanic
- Racial Weapon: Hammer (½ Cost)
- Racial Skill- Choose Armor Smith, Weapon Smith or Artisan at -1 CP cost
- Can buy RESIST Arcane
- Can buy Battle Rage

+1 Physical Point for PHYSICAL [ATHLETIC], PHYSICAL [ENDURE] AND PHYSICAL [STRONG]

Disadvantages

- Makeup Requirement: Grey Face
- Makeup Requirement: Full Beard (Male) or 2 1' Braids of hair (Female) clearly visible
- X2 Cost for Scholar Skills
- 1 Knowledge Point from Knowledge Skills

Optional Disadvantages

- Double costs for Paths of Magic
- May only purchase 3 Paths of Magic

Kelnor, Hill Dwarf

The Kelnor are a race of surface dwelling dwarves. Their homes were originally in the foothills of mountain chains near where their underground cousins lived, or else in surface areas particularly rich in minerals or ore that could not support a subterranean settlement. As independent and individual as the other dwarven races, the Kelnor have been the most oppressed by the Empire. Their culture subjugated, leaders executed, and homes destroyed, the Kelnor are slowly yielding to Koth, much to the dismay and disgust of their brethren. They generally associate well with other surface dwelling races. Hill Dwarves are the most populous of the dwarven races and live to about 350 years.

Racial Rarity: Common

Advantages

- Racial Magic- Hermetic
- Racial Weapon: Axe (½ Cost)
- Racial Skill- Choose Armor Smith, Weapon Smith or Artisan at -1 CP cost
- Can buy RESIST DISEASE
- Can buy RESIST Arcane
- +1 Physical Point for PHYSICAL [ENDURE]

Disadvantages

- Makeup Requirement: Full Beard (Male) or 2 1' Braids of hair (Female) clearly visible
- X2 Cost for Scholar Skills

Optional Disadvantages

- Double costs for Paths of Magic
- May only purchase 3 Paths of Magic

Terrakin, Mountain Dwarf

The Terrakin are a race of dwarves who live in the great dwarven kingdoms under the mountains. A gruff and private people, Terrakin are neither as violent as the Errock nor as social as the Kelnor, and are excellent craftsmen. They can deal with the surface races reasonably well, but prefer not to, preferring to trade through the Kelnor. These dwarves have been more successful in resisting the Empire, and have some small semblance of autonomy within Doranaldulduum. They live about 400 years.

Racial Rarity: Common

Advantages

- Racial Magic- Hermetic
- Racial Weapon: Hammer (½ Cost)
- Racial Skill- Choose Armor Smith, Weapon Smith or Artisan at -1 CP cost
- Can buy RESIST POISON
- Can buy RESIST Arcane
- +1 Physical Point for PHYSICAL [ENDURE]

Disadvantages

Makeup Requirement: Full Beard (Male) or 2 1' Braids of hair (Female) clearly visible
X2 Cost for Scholar Skills

Optional Disadvantages

Double costs for Paths of Magic
May only purchase 3 Paths of Magic

Urthen, Stone Dwarves

The Urthen are a race of dwarves who share a special bond with the element of stone. Though subterranean, these dwarves are not as private as either the Errock or Terrakin, and will associate with surface races with less prejudice. They do prefer the deep tunnels though; much deeper than even the Errock will typically go. They are loyal to all the dwarven races, and often consider the separate dwarven races as just locality differences rather than cultural or racial, and staunchly defend dwarven independence. These dwarves are brown in color and live for nearly 350 years.

Racial Rarity: Common

Advantages

Racial Magic- Hermetic
Racial Weapon: Mace (½ Cost)
Racial Skill- Choose Armor Smith, Weapon Smith or Artisan at -1 CP cost
Can buy RESIST Arcane
Can buy RESIST Stone
Can buy NATURAL Attack (Stone)
+1 Physical Point for PHYSICAL [ENDURE]

Disadvantages

Makeup Requirement: Brown Face
Makeup Requirement: Full Beard (Male) or 2 1' Braids of hair (Female) clearly visible
X2 Cost for Scholar Skills
Cannot Buy Path of Wind
X2 Duration/Damage from negative Wind Spells and Effects
Stone Subtype

Optional Disadvantages

Double costs for Paths of Magic
May only purchase 3 Paths of Magic

Gnome

Gnomes are a lost race of fey dwarves who tend to reside in many different locales such as forests, hills, mountains and UnderUrth. An inquisitive and daring people, Gnomes are excellent tinkers and inventors. Gnomes are generally stout possessing an enlarged nose and pointed ears. These people have been entirely enslaved by the Empire of Koth, serving as inventors of the Empire's most advanced magical technology. Like all people, Gnomes seek freedom, freedom to invent what they choose, freedom to live. They live about 400 years.

Racial Rarity: Very Rare

Advantages

Racial Weapon: Thrown (½ Cost)
Racial Magic- Hermetic
Racial Skill- Choose any one Trade skill at best cost
Can buy RESIST Arcane
Can buy RESIST Glamour

Disadvantages

Makeup Requirement: Big Nose
Makeup Requirement: Pointed Ears
Cannot Buy Great Weapons

Optional Disadvantages

Double costs for Paths of Magic
May only purchase 3 Paths of Magic

ELVES

Elves are a highly magical and long-lived race. All elves are slight of frame and possess pointed ears. Some elves, such as the Solinari, have golden skin; while other elves, such as the Nulvari, have jet-black skin. Their culture prizes knowledge, learning, harmony with nature and accomplishment. Whether it is because of their dexterity, keen senses or childhood training, elves find it easier to learn archery skills. Also, due to their strong sense of self and personal knowledge, elves are able to resist mind-affecting influences, such as spells or poisons.

Aquanesti, Aquatic Elves

The Aquanesti are a race on the brink of extinction. Believed extinct for centuries, tiny family groups have been discovered. Most of their culture has been lost to the immediate needs of survival, and hiding from an evil they can't remember. Beautiful underwater cities remain empty and falling to ruin, their builders afraid to return.

They remember being a strong people, being proud of their lands and heroes, now forgotten. Though they resent their losses, they are not a bitter people. They seek the survival of their people, to discover the source of and defeat the evil that nearly destroyed them, and the rediscovery of their lost history.

The Aquanesti are physically stronger than their elfin cousins, but are tied to bodies of water, needing full submersion a minimum of once per day. They have pearlescent blue-green skin, the green more pronounced around the eyes. They have tiny, fish-like ridges and gills, and pointed elfish ears.

Racial Rarity: Rare

Advantages

Racial Weapon: Crossbow (½ Cost)
Racial Magic- Hermetic
Can Buy RESIST Glamour
Can Buy RESIST Water
Can Buy +1 STRENGTH
Continuous BREATHE Water

Disadvantages

Makeup Requirement: Pointed Ears
Makeup Requirement: Blue Face
X2 Duration/Damage from negative Fire Spells and Effects
Water Subtype

Ikonesti, Frost Elves

The Ikonesti call the frozen wastes of Ikantia home. As harsh and unyielding as the arctic ice floes and tundra of their homelands, the Ikonesti are perhaps the most difficult of the Elfin races to get to know.

On the surface, their temperaments appear cool and distant, even arrogant. But beneath their ice blue exteriors, Ikonesti blood can run hot, indeed. They are famous for the revenges they take upon their enemies. Living up to 600 years, Ikonesti will wait patiently for decades before retaliating against some wrong against them. Subtlety and ruthlessness are the trademarks of Ikonesti dealings. Masters of the art of politics and negotiation, they function well within the Kothite Empire and are fully integrated

citizens. They are highly respected merchants, because of their attention to detail and because of their exceptional skill with trading and bartering.

Little is known of the inner workings of Ikonesti society. Its government is intricate and fluid, understood only by those who live and work in it. The Ikonesti are highly principled when it suits them to be so, but in all things, even in vengeance, they do not waiver from their core belief in being true to one's self.

This quality leads most Ikonesti to be independent, reluctant to subjugate themselves to tight controls within an organization, and highly self-reliant. As leaders, they are not known for taking advice from their counselors, although they themselves often make excellent counselors.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- Can Buy RESIST Water
- Can Buy NATURAL Attack (Ice)
- +1 Knowledge Point for KNOWLEDGE [PLANES] and KNOWLEDGE [HISTORY]

Disadvantages

- Makeup Requirement: Pointed Ears
- Makeup Requirement: Facial Tattoo (Water/Ice Design Makeup)
- Cannot Buy Path of Fire
- X2 Duration/Damage from negative Fire Spells and Effects
- Water Subtype

Kindari, Wild Elves

The Kindari are the wild ones, elves who live in the unsettled places, the wild lands. Be they from forest or mountain, desert or swamp, the Wild Elves pride themselves on being one with the land. They practice the old ways, the ways of warrior and shaman, hunting party and war paint.

They live by passion and survive by cunning. Because of the harshness of their life styles, Kindari only live 500 to 600 years in general. Although disdained by some of the more 'civilized' elfin races for their flamboyant approach to life, the Kindari are still considered to be much more refined than any of their short-lived human brethren.

Much of the Kindari history is kept orally, but several fine written records of their history do exist. They come from Rhyanna originally, and have migrated outward over the millennia. They can now be found in most inhabited parts of the Empire. They typically maintain only a loose, tribal or clan-based government, but the overall cooperation among members of this race is high. When threatened, they come together as one and are a formidable foe.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Shamanic
- Can Buy RESIST Glamour
- Can Buy Battle Rage
- +1 Physical Point for PHYSICAL [ATHLETIC], PHYSICAL [ENDURE] AND PHYSICAL [STRONG]

Disadvantages

- Makeup Requirement: Facial Tattoo (Makeup)

Makeup Requirement: Pointed Ears

Glamour Effects cause 3 points of Body Damage

Pyrestzi, Fire Elves

The fire elves, the Pyrestzi, are easily recognized by the flame markings upon their faces. Each clan has a different mark, but all are some variant upon a burning flame. Like the fire they follow, Pyrestzi are a passionate race of elves marked by quick action, particularly in the hot-blooded days of their youth.

Living to be 400 to 500 years old, most Pyrestzi outgrow their impulsiveness and settle down by the time they reach maturity. Friendlier and more outgoing than the other elfin races, Pyrestzi have integrated well with their humanoid neighbors. The homeland of their kind is the country of Pyrestan on the continent of Koth. However, Pyrestzi can be found throughout the known Empire. Although they will tend to congregate with their own kind, their generally gregarious nature allows them to coexist readily among other races.

Like all creatures of fire, Pyrestzi have an aversion to water and to water magics. Correspondingly, they have a special affinity for fire and fire magics. With their keen vision and excellent fine muscle control, Pyrestzi also excel in the art of archery. Quick to laugh and passionate about life, the Pyrestzi enjoy social situations and the company of others.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- Can Buy RESIST Fire
- Can Buy NATURAL Attack (Fire)
- +1 Knowledge Point for KNOWLEDGE [PLANES] and KNOWLEDGE [HISTORY]

Disadvantages

- Makeup Requirement: Facial Tattoo (Fire Design Makeup)
- Makeup Requirement: Pointed Ears
- Cannot Buy Path of Water
- X2 Duration/Damage from negative Water Spells and Effects
- Fire Subtype

Nulvari, Dark Elves

Children of the night, the Nulvari elves call vast underground cities their homes. Theirs is a highly developed civilization with a rich and elegant culture. They live by rigid codes of conduct that demand, among other things, honor in all aspects of life. Nulvari can be somewhat shy with outsiders, although this is often labeled aloofness.

Like many of the long-lived races, Nulvari tend to pick a single discipline in life and to spend centuries mastering it completely. With a life span of 800-900 years, their expertise in a given area can be formidable. Members of the Great Houses of the Nulvari tend to focus on similar studies - weaponry, politics, or the skills of the rogue, for example.

Organized like a vast Army, Nulvari society is tightly interwoven and deeply self-reliant. They tend to stick to their own cities and enclaves and are not overly welcoming to anyone who interferes with their ways. The greatest

Nulvari homeland is in the Hidden Province but they are said to be spread beneath all the known continents of Urth. They are obedient citizens of the Empire, and as such, are left largely to govern themselves.

Black skinned and light haired, these elves avoid the Sun and bright light, and in fact, find such exposure painful. They are very much creatures of the dark, and have natural skill at blending into the blackness of the night. While it is unusual to see a Nulvari step forward and assume a public leadership role, it is not at all uncommon to see one whispering at the elbow of great leaders.

Racial Rarity: Common

Advantages

- Racial Weapon: Crossbow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- Can Buy Cloak
- ½ Cost for BLIND COMBAT
- +1 Stealth Point for Stealth [HIDE] AND STEALTH [SILENT]
- +1 Knowledge Point for KNOWLEDGE [SKILL] and KNOWLEDGE [HISTORY]

Disadvantages

- Makeup Requirement: Pointed Ears
- Makeup Requirement: Black Face
- GLOW Effects cause 3 points of Body Damage
- X2 Duration/Damage from negative Light Spells and Effects

Shadow Subtype

Silvani, High Elves

Silvani, or high elves as they are sometimes called, have the distinction of being the oldest of the known elfin races. Marked mainly by their pointed ears and their lack of other facial or dermal features, Silvani have been known to exist for as long as there is written history.

Their primary homeland today is Quantaine, on the continent of Koth. However, they live across the known Urth. They are a dignified and refined people, who see themselves as the logical bridge between the other elfin races and the humanoid races. They live 800 to 900 years.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- +1 Knowledge Point for all Knowledge Skills

Disadvantages

- Makeup Requirement: Pointed Ears

Solinari, Sun Elves

The word Solinari translates roughly to "Children of the Sun." A golden skinned race of elves, the Solinari are a proud and ancient people. They hail from the Sunset Isles, a mountainous and beautiful island group off the eastern coast of Koth, whose climate is warm and dry year round. A sea going nation, fishing and shipping are the most prevalent occupations. Service to the Empire frequently takes the form of service in the Imperial Navy.

Status, measured by the family one belongs to, is all-important to the Solinari. It is possible through marriage and adoption to move into families of higher social standing than the one they were born to. The most long-lived of the Elfin races, Solinari are known to live in excess

of 1000 years. Like all the long-lived races, children are few and far between to this race.

Traditionally, all Solinari journey to the Sunset Isles to die. There, in the last days of their lives, they are expected to step into the Great Circle and tell the story of their life's accomplishments. If they are judged worthy, their name will be carved upon their family's standing stone, joining the names of their ancestors in the family lineage. A great fear for Solinari is to live nearly a thousand years and then to have their entire existence disappear after their death by failing to qualify for memorialization upon the great stones.

Solinari society is enlightened, prizing age, education, civic service, and excellence in whatever endeavors one chooses to pursue. The great libraries of the Sunset Isles are renowned throughout the Empire. Social and political ambition, although they must not be pursued overtly, are expected of Solinari. The custom is for Solinari to conduct themselves formally, with great dignity.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- Can Buy CAPTURE Arcane
- +1 Knowledge Point for KNOWLEDGE [MAGIC] and KNOWLEDGE [HISTORY]

Disadvantages

- Makeup Requirement: Pointed Ears
- Makeup Requirement: Yellow/Gold Face
- DARKNESS Effects cause 3 points of Body Damage
- X2 Duration/Damage from negative Shadow Spells and Effects
- Light Subtype

Typhonesti, Storm Elves

The Typhonesti are a passionate and fierce people. Often ruled by emotion and whim rather than logic, they can be unpredictable. These elves seem to change their moods to fit the current weather. Still they can be as fiercely loyal as they are chaotic.

Typhonesti usually make their homes on islands and high in mountains. They've steadily migrated westward from the Sea of Storms to the east of Koth. These elves have a good relationship with Avariens as they often share the same mountains. These elves have white patches of skin across their bodies like the clouds in the sky. Typhonesti live to an average age of 600 years.

Racial Rarity: Common

Advantages

- Racial Weapon: Bow (½ Cost)
- Racial Magic- Hermetic
- Can Buy RESIST Glamour
- Can Buy RESIST Wind
- Can Buy NATURAL Attack (Lightning)
- +1 Knowledge Point for KNOWLEDGE [PLANES] and KNOWLEDGE [HISTORY]

Disadvantages

- Makeup Requirement: Pointed Ears
- Makeup Requirement: Facial Tattoo (Wind Design Makeup)
- Cannot Buy Path of Stone

X2 Duration/Damage from negative Stone Spells and Effects
Wind Subtype

Humans

Humans are the most common of all races. They are the only race of mortals known to occasionally have psionic abilities. Some types of humans are more likely than others to possess this ability. Koth however has outlawed the use of psionics and actively seeks to destroy any whom possess the ability.

Gypsy

The Gypsies are an often-misunderstood race of humans. Their journey as a people has been a hard one, forcing them to live in very tight-knit families and to become largely self-reliant. Thought by most to be nomadic in nature, the gypsies nonetheless retain, within their extensive oral history, legends of a homeland taken from them long ago.

There is an undeniable restlessness within the gypsy spirit that urges gypsies to travel, exploring new places and seeking adventure. Although they are known for their joyous song and dance, there is a certain melancholy within the heart of a gypsy. Their yearning for something solid to hold on to is perhaps most evident in their fascination with astrological arts and divination of the future.

Gypsies scorn the idea of land ownership or of official rank and title. Although they are citizens of the Empire, they are not known for their deep respect of Imperial rules and regulations. Because of this, they are often perceived as lawless vagrants. However, they have their own ironclad code of behavior that revolves around maintaining the safety and cohesiveness of their family and tribe.

Gypsies may be accurately described as free spirits. They reflect this quality in their clothing and actions, roaming lifestyle, and casual attitude toward life in general.

Racial Rarity: Common

Advantages

Racial Weapon: Sword (½ Cost)
Racial Talent: Spiritual (Free)
Racial Magic- Shamanic
Can Buy RESIST Curse
-1 CP on all Craft skills

Disadvantages

Must follow the Gypsy Code of Honor
-1 Category Starting Armor
Must purchase a Craftsman skill every Tier

Pureblood Human

Purebloods are the most common of all the races. They have no particular advantages or disadvantages, other than not being required to buy racial abilities or wear racial make up.

Racial Rarity: Common

Advantages

Racial Weapon: Sword (½ Cost)
Racial Magic- Hermetic
Best Cost for the choice of Physical- [All], Stealth- [All] or Knowledge- [All] skills

Disadvantages

N/A

Jann

The Jann are a race of living elementals native to this plane of existence. They are the most colorful of the humanoid races, bearing colorful markings of the four elements of fire, water, earth, and wind upon their faces and necks. Little is known of the origins of the Jann, but evidently, they trace their ancestry back to some elemental force.

All Jann have a special affinity for things elemental - magics in particular. In fact, their affinity runs so strong that it prevents them from mastering any other form of magic. They even can transform their bodies into a pure elemental form for a brief space of time.

Over time, most Jann develop an affinity for one element in particular that seems to draw them more strongly than the others. It has been reported that this alignment can shift over the course of centuries, but this occurrence is unusual. Jann are extremely long-lived. Some reports place living Jann at well over a thousand years of age. Even more so than the other long-lived races, Jann have extreme difficulty reproducing. Very few Jann ever have more than a single child in their lives.

Although the Jann are not great in numbers, they tend to concentrate most in the country of Shakar, on the continent of Koth. When Jann do gather, they spend their time with Jann of an elemental alignment similar to theirs. Interestingly enough, elemental creatures in general shun the Jann, although they have been known to control Jann through some sort of mental link that exists among all elemental beings, including the Jann.

Racial Rarity: Common

Advantages

Racial Weapon: Mace (½ Cost)
Racial Talent: Elemental (Free)
Racial Magic- Hermetic
Can Buy RESIST Elemental
Can Buy Elemental SHELL/FORM
Can Buy NATURAL Attack (Elemental Damages)

Disadvantages

Makeup Requirement: 2 Facial Tattoos (Elemental Design Makeup)
Cannot Buy Spiritual Magic
Cannot Buy Kinetic Magic
Cannot Buy Mental Magic
Fire, Wind, Water and Stone Subtype

Barbarians

The Barbarians are a widely varying group of humanoids with several cultural traditions lumped under the umbrella of one race. They all have several major traits in common though.

They are all wild, uncivilized peoples with primitive customs and beliefs. They all tend to avoid cities and to live in wild, untamed places. Because of this, they all have a close relationship with Nature and the forces of Nature around them. Their rugged lifestyle has made them tough, and some of them even have even developed resistance to certain poisons. In addition, most Barbarians are superstitious and have a deep affinity for the mystical. Some have expanded this into an actual ability to detect magics in objects around them.

The Barbarian cultures are usually divided into three general categories. There are the Barbarians of the prairies

and plains. They live a wandering, Nomadic lifestyle and follow a long tradition of hunting and raiding nearby tribes of their brethren. They don't kill one another - the idea is to keep the entire race strong and battle ready. Hunters, trappers, and traders, they live off the land.

The seafaring Barbarians tend to live in cold and harsh coastal areas. Fisherman, sailors, traders, and raiders as well, their lives revolve around the seas that are their transportation and livelihood.

The third major culture comes from high, mountain steppe regions. These Barbarians are generally regarded as the fiercest of all. They, too, live a nomadic lifestyle, and make much of their income by raiding and taking slaves. However, they generally raid non-Barbarians, but do it so often that they too are battle ready at all times.

Racial Rarity: Common

Advantages

- Racial Weapon: Axe (½ Cost)
- Racial Magic- Shamanic
- Can Buy Natural DETECT Arcane
- +1 Physical Point for PHYSICAL [ATHLETIC], PHYSICAL [ENDURE] AND PHYSICAL [STRONG]

Optional Advantages

- Can Buy Battle Rage
- Can Buy RESIST POISON

Disadvantages

- X2 Cost for Scholar Skills
- 1 Knowledge Point from Knowledge Skills

Optional Disadvantages

- Double costs for Paths of Magic
- May only purchase 3 Paths of Magic

Paxan

At first glance, Paxan can be startling with their distinctive third eye in the center of their foreheads. Although most Paxan's third eyes are closed, occasionally one can be seen with the eye open and functioning as a normal eye.

They hail from the island nation of Mindor in the northwestern corner of the Empire, not far from Kentogin. Paxan are not well loved by the Empire of Koth. The Paxan continue to resist Imperial rule in Mindor and are regarded with suspicion wherever they go within the Empire. Their unique skill at entering and affecting the minds of other people also makes many uncomfortable around them.

Paxan culture is divided sharply into three castes, the warrior caste, the scholar caste, and the artificer caste. In their youth, each Paxan must choose one of these castes the one that will define the rest of his life. Paxan are expected to become students of their chosen field and to spend a lifetime growing in their knowledge and skill in that particular discipline.

Within Mindor, there is a certain push-pull between the castes, but balance is carefully maintained in the government and society so that all castes may continue to survive and prosper. Although the parts are sharply separate, together they form a strong and cohesive whole.

Racial Rarity: Common

Advantages

- Racial Weapon: Club (½ Cost)
- Racial Magic- Hermetic
- Can Buy Mind Touch

Disadvantages

Makeup Requirement: Closed Third Eye

Optional Disadvantages

Scholar Caste are required to purchase 2 Scholar skills per Tier.

Warrior Caste are required to purchase 2 Weapon skills per Tier until Grandmaster is achieved.

Artificer Caste are required to purchase 2 Trade skills per Tier.

Wandrakin

This is a small but stout race that is intently curious about every aspect of life. Many members of this race have large side burns or top knots and enjoy walking barefoot. They often take to wandering and enjoy new experiences. This race has no natural enemies, but individuals find it difficult to go through life without developing a few for themselves. Wandrakin have no specific homeland, but can be found almost everywhere. Wandrakin never possess psionic abilities.

Racial Rarity: Common

Advantages

- Racial Weapon: Thrown (½ Cost)
- Racial Magic- Hermetic
- IMMUNE TO FEAR and ENFEEBLE Effects
- +1 Stealth Point for STEALTH [ESCAPE], Stealth [HIDE] AND STEALTH [SILENT] and -1 CP to Disable Device
- Can Buy RESIST POISON
- Can Buy TAUNT

Disadvantages

- Cannot Buy Great Weapons
- 1 Category Starting Armor

Humanoids

Lizardman

Lizardmen, as their name implies are reptilian in nature. They have extremely tough, scaly skin, usually some shade of green. Spiny protrusions or breathing gills are also common. Because of their unique anatomy, Lizardmen are able to function underwater for long periods of time, much longer than their humanoid cousins. Because of this ability, many Lizardmen have made the swamps, rivers, and lakes of Urth their home.

Although a few Lizardmen are known to inhabit the seashores, competition with Merr, who are mostly ocean dwelling, has apparently prevented the Lizardmen from obtaining much of a foothold offshore. Lizardmen live for 200 to 300 years, so the pressure upon living spaces in or near the water can be intense as the population grows.

Lizardmen are renowned for their vicious tempers when provoked, and for the cold single-mindedness with which they pursue their goals. Although the exact origins of their race have been lost, Lizardmen are taught to believe that theirs is a proud and aristocratic heritage. They set high-standards for themselves as a race, and each of them is expected to live up to the nobility of their ancestry.

Racial Rarity: Common (Green)

Racial Rarity: Uncommon (Red/Black)

Advantages

- +5 Body Points per Tier
- Racial Weapon: Spear (½ Cost)
- Racial Magic- Shamanic

Can Buy Claws
 Can Buy NATURAL Attack (POISON) <Green Lizardman>
 Can Buy NATURAL Attack (Fire) <Red Lizardman>
 Can Buy NATURAL Attack (Acid) <Black Lizardman>
 Can Buy Natural Armor
 Can Buy Swim
 Continuous BREATHE Water

Disadvantages

Makeup Requirements: Green Face/Scales <Green Lizardman>
 Makeup Requirements: Red Face/Scales <Red Lizardman>
 Makeup Requirements: Black Face/Scales <Black Lizardman>
 X2 Duration/Damage from negative Water Spells and Effects <Green and Red Lizardmen>
 X2 Duration/Damage from negative Wind Spells and Effects <Black Lizardmen>
 X2 Cost for Scholar Skills

♣ERR

Merr are one of the least known species on Urth. They come from the vast, unexplored oceans and live there in what are rumored to be vast and imposing underwater cities. Their coloring comes in varying shades of blue, and they frequently exhibit gills, scales, or even fins. Not to be confused with reptilians, Merr are clearly descended from the strange and unique creatures of the oceans.

Merr are designed primarily for life underwater. Although they can breathe air, they must return to full submersion in water once a day to restore the health of their skin and respiratory systems.

The Merr are reticent about speaking of themselves, and frequently come across as arrogant or even scornful of their land-dwelling counterparts. They do not consider themselves servants of the Empire. Rather, they claim citizenship in a single Merr nation that apparently exists beneath the Urth's oceans.

Their tough hide affords them special protection against weapons on land. In combination with their extraordinary strength, no doubt developed while swimming, they make formidable warriors. They are particularly dangerous when they fight in groups, which gives rise to speculation that Merr must undergo some sort of organized military training in their native environment.

Racial Rarity: Common

Advantages

Racial Weapon: Spear (½ Cost)
 Racial Magic- Hermetic
 Can Buy +1 STRENGTH
 Can Buy Natural Armor
 Can Buy RESIST Water
 Continuous BREATHE Water
 Can Buy Swim

Disadvantages

Makeup Requirements: Blue Face/Scales
 Cannot Buy Blunt Weapons
 Cannot Buy Stealth WAYLAY
 X2 Duration/Damage from negative Fire Spells and Effects

Ogre Kin

The Ogre Kin are descendants of the wild ogre tribes. Inheriting their tough, yellowish skin, incredible strength, and prominent lower jaws from their ogre ancestors, many within the Empire view them with distrust. However, they also gained many advantages with civilization - enough that they are granted legal status within the Empire. Slow to learn bookish things, Ogre Kin are best suited to the battlefield.

Racial Rarity: Common

Advantages

+5 Body Points per Tier
 Racial Weapon: Mace (½ Cost)
 Racial Magic- Shamanic
 Can Buy +2 STRENGTH

Disadvantages

Makeup Requirement: Yellow/Tan Face
 Makeup Requirement: Horns
 X2 Cost for Magic Skills and Magic Techniques
 X2 Cost for Scholar Skills

Orc Kin

Orc Kin are relatives of the wild Orc clans that roam every part of the world. Although they are more civilized than their savage relatives, these kin are still Orcs. These people have green skin and large canine teeth or boar-like features such as a snout or tusks. Orc Kin are allies (and occasionally enemies) of the Ogre Kin that share their lands of Orrock, within the Empire. They can be found in the nation of Culdroone within Koth in great numbers and scattered throughout most lands.

Racial Rarity: Common

Advantages

+5 Body Points per Tier
 Racial Weapon: Club (½ Cost)
 Racial Magic- Shamanic
 Can Buy +1 STRENGTH
 Can Buy RESIST DISEASE

Disadvantages

Makeup Requirement: Green Face
 Optional Makeup: Snout
 X2 Cost for Magic Skills and Magic Techniques
 X2 Cost for Scholar Skills

Troll Born

The Troll Born are a hybrid race descending from the distant blending of two races - humans and trolls. Fortunately, they have retained the best characteristics of both races, including most of the intelligence and social conscience of humans. Scholarly endeavors do come hard to them, although with perseverance and study, Troll Born have been found capable of learning anything a human can. It just takes longer.

As much as Troll Born struggle in the classroom, they excel even more upon the field of battle. Blessed with extraordinary strength and thick, reddish skin, Troll Born are particularly suited to combat. Many of the Imperial Army's finest shock troops are of this race, and Troll Born are highly valued in the prizefighting arenas of Koth.

Considered by many to be less intelligent than full humans, Troll Born are often underestimated. As a group, they have learned to take advantage of this prejudice and can bargain most people out of just about anything. With a

lifetime slightly longer than humans' at 200 years or so, they can become quite adept at deal making.

Troll Born tend to be steady, if a bit surly, in temperament, not prone to impulsive behavior or outbursts of emotion. But, when angered, they won't hesitate to break their antagonist in half. They don't show a great interest in affairs of government and generally are content to go their own way in life. They are just as happy by themselves as they are within a social grouping. There are no great enclaves of Troll Born. They tend to shy away from the great cities and generally prefer to live in small villages or lonely rural outposts.

Racial Rarity: Common

Advantages

- +5 Body Points per Tier
- Racial Weapon: Axe (½ Cost)
- Can Buy +1 STRENGTH
- Can Buy Natural Armor
- Can Buy Claws

Disadvantages

- Makeup Requirement: Red Face
- Optional Makeup: Large Nose
- X2 Cost for Scholar Skills
- X2 Duration/Damage from negative Fire Spells and Effects

Goblin

Goblins are relatives of the wild Goblin clans that roam every part of the world. Although they are more civilized than their primitive relatives, these are still goblins. These people have green skin and pointed ears. Goblins are allies (and occasionally enemies) of the Ogre Kin and Orc Kin, that share their lands of Orrock, with the Empire. They can be found in the nation of Culdroone within Koth in great numbers and scattered throughout most lands.

Racial Rarity: Common

Advantages

- Racial Weapon: Club (½ Cost)
- Racial Magic- Shamanic
- Can Buy RESIST DISEASE
- Can Buy Resist POISON
- +1 Stealth Point for STEALTH [ESCAPE], Stealth [HIDE] AND STEALTH [SILENT] and -1 CP to Disable Device

Disadvantages

- Makeup Requirement: Green Face
- Makeup Requirement: Pointed Ears
- X2 Cost for Scholar Skills
- Cannot Buy Great Weapons

RACIAL TEMPLATES

The following variants are templates that are applied in addition to another race. For instance, a character could be an Aquatic Large Predator, a Fire Elemental Ogre or a Fae Wandrakin. Only one template may be applied to a particular character at a time.

Aquatic

These are rare members of a race who have adapted to life under the water.

Racial Rarity: Rare

- Racial Magic- As base creature
- Racial Weapons- As base creature

Advantages

Continuous BREATHE Water

Can Buy SWIM

Disadvantages

- Makeup Requirement: Visible Gills
- X2 Duration/Damage from negative Sound Spells and Effects

Limitation

Cannot be added to any race with the Breathe Water racial skill

Elemental

Like other elemental races, such as Jann and elemental elves, some other races are strongly associated with an elemental type.

Racial Rarity: Rare

- Racial Magic- As base creature
- Racial Weapons- As base creature

Advantages

- Can Buy RESIST [Elemental Path]
- Can Buy NATURAL DAMAGE [Elemental Path]

Disadvantages

- Makeup Requirement: Facial Tattoo (Appropriate Elemental Design Makeup)
- X2 Duration/Damage from negative [Opposing Element] Spells and Effects
- [Element] Subtype

Limitation

- Cannot have the opposing Element [Subtype].
- Cannot be added to Jann
- Cannot have the opposing Elemental Path

Fae

These members of other races can trace their ancestry to a powerful Fae creature.

Racial Rarity: Rare

- Racial Magic- Hermetic
- Racial Weapons- As base creature

Advantages

- Can Buy NATURAL COMMAND
- Can Buy RESIST GLAMOUR

Disadvantages

- Makeup Requirement: Pointed Ears (if the parent race already requires pointed ears, then Large pointed ears are necessary.)
- Double Damage from Iron Effects
- Fae Subtype

Limitation

Cannot be applied to Pureblood, Barbarian, Paxan or Jann

Feral

These members of other races have a touch of were blood.

Racial Rarity: Rare

- Racial Magic- Shamanic
- Racial Weapons- As base creature

Advantages

- Can Buy Claws
- +5 Body Points per Tier and +1 Physical Point for PHYSICAL [ATHLETIC], PHYSICAL [ENDURE] AND PHYSICAL [STRONG]

Optional Advantages

- Can Buy BATTLE RAGE

CAN BUY RESIST POISON

Disadvantages

Makeup Requirement: Feral features (if the parent race already requires features, then these must be a more prominent than the race. You must have at least 1 prosthetic)

-1 Knowledge Point from Knowledge Skills

Double Damage from Silver Effects

Were Subtype

Optional Disadvantage

Double costs for Paths of Magic

May only purchase 3 Paths of Magic

Psionic

These are extraordinary members of races that have had their psionic potential awakened either through heredity or wondrous events.

Racial Rarity: Very Rare

Racial Magic- As base creature

Racial Weapons- As base creature

Advantages

Can Purchase Psionics for 5 CP (as a Power Skill)

Can Purchase Innate Thought Mana (as a Power Skill)

Disadvantages

-1 Physical Point per Physical Skill

Limitation

Can only be added to Pureblood, Barbarian, Paxan and Gypsy

This Template cannot be gained via any Transform effect.

NEW RACE

Fallen

There are those who come back after dying at the hands of an Abomination changed at their very core. Fallen bear the scar of their death, but are not beholden to their murderers. Instead, their spirit is changed by their brush with the Void, leaving them in a state of Half Life, neither dead, nor undead nor alive as they once were. Fallen gain power from their murderer, choosing one of their optional advantages based on the type of

Abomination that killed them. They also retain some of the advantages of their original race, choosing one original race optional advantage.

How or why Fallen have begun to appear is a mystery but it is clear that they do not bear the Taint of their murderers.

Racial Rarity: Very Rare

Racial Magic- As base creature

Racial Weapons- As base creature

Advantages

Can Buy RESIST SPIRITUAL

Healed by Resisted Effects 25 Body per Resist

Half Life- Unlimited Dying Count (The character remains in the Dying state until the character's Body is destroyed and beyond a MEND effect or he chooses to Resurrect.)

Optional Advantages

Can Buy WEAKNESS STRIKE POWER TECHNIQUE (FEEDER)

Can Buy SHROUD (NON CORPOREAL)

Can Buy NATURAL ARMOR (HUSK)

Original Race Optional Advantages

+5 Body Points per Tier (HUMANOID)

Can Buy CLAWS (CHANGELING)

Can Buy CLAWS- BLUNT (HUMAN)

Can Buy RESIST DISEASE (DWARF)

Can Buy RESIST GLAMOUR (ELF)

Disadvantages

Makeup Requirement: Whitened Face

Makeup Requirement: Blackened Eyes

Makeup Requirement: One Base Race Makeup requirement (if any)

Half Life- A Fallen bears the wound of Death that can never be removed. The character always has at least 1 Death on Card.

Half Life- No Bleeding Count (Character falls to Dying when at 0 Body).

Void Subtype

NOTE- You cannot use the Alter Race High Magic to change into or out of a Fallen. If the transformation happens, the character must have at least 2 White Stones in their bag prior to the transformation, otherwise the transformation will fail.

Skill Costs

Here is a listing of all the skills available and the costs for each class. The prerequisites are the skills, racial abilities or race you must have or be before you can buy the specified skill. Skills that may be learned by starting characters are listed with a Rarity of Common.

The following list of what it takes to learn a skill is the minimum needed and has dependencies on successfully advancing the related plotlines in a way that is seen by the plot committee/instructor as beneficial.

The following information should help in understanding the chart

Rarity

Common (C): This term denotes the rarity of something that is considered common in the Game World. Anything with the Rarity of Common is available to starting characters and can be easily gained or found. *These are the only skills that a starting character may purchase.*

Uncommon (U): This term denotes the rarity of something that is considered uncommon in the Game World. Anything with the Rarity of Uncommon is not generally available to starting characters (Please see the section on starting a character.) Uncommon items require some looking around and effort to acquire. This generally equates to 1-3 adventures specifically designed to acquire the item/skill.

Rare (R): This term denotes the rarity of something that is considered rare in the Game World. Anything with the Rarity of Rare is not generally available to starting characters (Please see the section on starting a character.) Rare items require a lot of looking around and effort to acquire. This generally requires 3+ adventures specifically designed to acquire the item/skill and the culmination of a plotline.

Very Rare (V): This term denotes the rarity of something that is considered very rare in the Game World. Anything with the Rarity of Very Rare is not available to starting characters (Please see the section on starting a character.) Very Rare items require a great deal of time,

money and effort to acquire. Such items are generally considered to be the subject of a Quest.

Extremely Rare (E): This term denotes the rarity of something that is considered extremely rare in the Game World. Anything with the Rarity of Extremely Rare is not available to starting characters (Please see the section on starting a character.) Extremely Rare items require an enormous amount of time, money and effort to acquire. Such items are the subject of a Life Quest.

Limited (L): This term denotes the rarity of something that is physically limited in the Game World. Anything with the Rarity of Limited is not available to starting characters (Please see the section on starting a character.) Limited items require a colossal amount of time, money and effort to acquire. Such items are the subject of a Life Quest that even the best have failed to acquire.

Rare Plus (R+): This term is used to denote a skill that's rarity increase one stage more rare each time the skill is learned. Typically used for Hermetic and Shamanic Magic designation.

Instruction

Free (F): This term is used to denote a skill that does not require any Instruction Points to learn. One example of a Free skill is +1 STRENGTH.

Initial (I): This term is used to denote a skill that requires Instruction Points to learn the first level of the skill. One example of an Initial skill is 1st Expert Attack +1. A character may then learn 2nd, 3rd, 4th, and 5th Expert Attack +1 without use of Instruction Points.

Leveled (L): This term is used to denote a skill that requires Instruction Points for each level of the skill. One example of a Leveled skill is Tracker Minor. A character may not learn Tracker Standard or Major without the use of Instruction Points.

None (N): This term is used to denote a skill that cannot ever be instructed.

RACIAL

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
+1 Strength	10	10	10	10	10	10	C	F	Ogre Kin/Orc Kin/Troll Born/Merr/Changeling
+2 Strength	15	15	15	15	15	15	C	F	+1 Strength/Ogre kin/Changeling
Battle Rage	5	5	5	5	5	5	C	F	Kindari/Wolffen/Rakasha/Barbarian/ Errock/Changeling
Blood Rage	7	7	7	7	7	7	R	I	Control Rage
Bloodline of <Path>	0	0	0	0	0	0	E	N	Granted
Burrow	4	4	4	4	4	4	C	F	Changeling
Burrow- Group	3	3	3	3	3	3	U	I	2 Burrows
Capture Arcane	10	10	10	10	10	10	C	F	Solinari
Capture High Magic	5	5	5	5	5	5	V	L	Capture Arcane
Claws	3	3	3	3	3	3	C	F	Rakasha/Lizardman/Wolffen/Avarien/Troll Born/Changeling
Cloak	3	3	3	3	3	3	C	F	Nulvari

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Control Rage	5	5	5	5	5	5	U	L	Battle Rage
Dispel Elemental	3	3	3	3	3	3	U	I	2 Resist Elemental
Elemental Carrier	3	3	3	3	3	3	R	I	Elemental Form/Shell
Elemental Form/Shell	4	4	4	4	4	4	C	F	Jann
Empathy <Type>	0	0	0	0	0	0	C	F	Avarien/Wolffen/Rakasha/Changeling
Enhanced Body	1	1	1	1	1	1	U	I	+ Strength
Fast Talk	5	5	5	5	5	5	R	I	2 Taunts
Feat of Strength	2	2	2	2	2	2	U	I	+1 Strength
Feat of Strength- Major	2	2	2	2	2	2	R	I	+3 Strength
Feather Fall	2	2	2	2	2	2	C	F	Avarien
Flee	4	4	4	4	4	4	C	F	Changelings
Fly	4	4	4	4	4	4	C	F	Feather Fall
Fly- Group	3	3	3	3	3	3	U	I	2 Flies
Great Damage	5	5	5	5	5	5	L	L	+ Strength
Harden Natural Armor	5	5	5	5	5	5	U	L	Natural Armor- Light
Immunity to Disease	2	2	2	2	2	2	U	F	2 Resist Diseases
Improved Ability	5	5	5	5	5	5	V	L	Improved Damage
Improved Damage	5	5	5	5	5	5	R	L	3 Natural Attack <Descriptor> or Natural <Path> or Mind Touch <Damage>
Improved Resist- Absorb	2	2	2	2	2	2	R	I	Improved Resist- Parry, 3 Resist <Descriptor>
Improved Resist- Deflect	2	2	2	2	2	2	U	I	Resist <Descriptor>
Improved Resist- Parry	2	2	2	2	2	2	R	I	Improved Resist- Deflect, 2 Resist <Descriptor>
Innate <Path> - Minor	10	10	10	10	10	10	E	N	Bloodline of <Path>
Innate <Path> <Effect>	0	0	0	0	0	0	Varies	N	Minor Innate <Path> and an <Effect> one level lower
Innate Mana	½	½	½	½	½	½	E	N	Minor Innate <Path>
Keen Scent	0	0	0	0	0	0	C	F	Wolffen/Rakasha/Changeling
Keen Sight	0	0	0	0	0	0	C	F	Avarien/Changeling
Mind Touch	4	4	4	4	4	4	C	F	Paxan
Mind Touch- Natural <Major Thought Effect>	1	1	1	1	1	1	R	L	3 Mind Touches
Mind Touch- Natural <Minor Thought Effect>	1	1	1	1	1	1	C	L	1 Mind Touch
Mind Touch- Natural <Standard Thought Effect>	1	1	1	1	1	1	U	L	2 Mind Touches
Natural Armor- Light	5	5	5	5	5	5	C	F	Lizardman/Troll Born/Merr/Changeling
Natural Armor- Medium	5	5	5	5	5	5	C	F	Natural Armor- Light, Wear Medium Armor
Natural Armor- Heavy	5	5	5	5	5	5	C	F	Natural Armor- Medium, Wear Heavy Armor
Natural Armor- Battle	5	5	5	5	5	5	U	F	Natural Armor- Heavy, Wear Battle Armor
Natural Attack <Descriptor>	3	3	3	3	3	3	C	F	Pyresti/Ikonesti/Typhonesti/Urthen/Changeling/Lizardman
Natural Bind Strike	4	4	4	4	4	4	C	F	Changeling
Natural Command	4	4	4	4	4	4	C	F	Changeling
Natural Conceal	4	4	4	4	4	4	C	F	Changeling
Natural Define Arcane	3	3	3	3	3	3	U	I	Natural Detect Arcane
Natural Detect Arcane	1	1	1	1	1	1	C	F	Barbarian
Natural Dispel Arcane	4	4	4	4	4	4	R	I	Natural Define Arcane
Natural Reach	6	6	6	6	6	6	U	L	Claws or Natural Fighting
Natural Sense Arcane	3	3	3	3	3	3	R	I	Natural Define Arcane
Natural Shred	3	3	3	3	3	3	C	F	Changeling
Natural Stench	1	1	1	1	1	1	C	F	Changeling
Natural Venom	4	4	4	4	4	4	C	F	Changeling
Natural Weakness Technique	4	4	4	4	4	4	C	F	Fallen

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Natural Web	4	4	4	4	4	4	C	F	Changeling
Phase	10	10	10	10	10	10	V	L	3 Cloaks or 3 Shrouds
Psionics	5	5	5	5	5	5	V	N	Psionic Template
Ram	2	2	2	2	2	2	C	F	Large Changeling
Resist <Path>	2	2	2	2	2	2	C	F	Elf/Urthen/Merr/Gypsy
Resist <Talent>	3	3	3	3	3	3	R	I	Gypsy/ Silvani/ Kindari/ Ikonesti/ Typhonesti/ Solinari/ Nulvari/ Changeling/ Fallen
Resist Arcane	4	4	4	4	4	4	C	F	Dwarf/Large Changeling
Resist Disease	2	2	2	2	2	2	C	F	Orc kin/Kelnor/Changeling
Resist Elemental	3	3	3	3	3	3	C	F	Jann
Resist Poison	4	4	4	4	4	4	C	F	Wolffen/Rakasha/Barbarian/Terrakin/ Wandrakin/Changeling
Retain Arcane	5	5	5	5	5	5	U	I	Capture Arcane
Shroud	3	3	3	3	3	3	C	F	Fallen
Speak <Type>	5	5	5	5	5	5	R	I	Empathy <Type>
Strengthen Web	3	3	3	3	3	3	R	L	Natural Web
Swim	3	3	3	3	3	3	C	F	Natural Breathe Water
Swim- Group	3	3	3	3	3	3	U	I	2 Swims
Taunt	4	4	4	4	4	4	C	F	Wandrakin

WEAPON PROFICIENCIES

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Small Melee Weapons- All	1	3	2	1	1	2	C	L	None
A Short Melee Weapon	1	3	2	1	1	2	C	L	None
A Long Melee Weapon	1	3	2	1	1	2	C	L	None
A Great Melee Weapon	1	3	2	1	1	2	C	L	None
Sword- All	3	9	6	3	3	6	C	L	None
Spear- All	3	9	6	3	3	6	C	L	None
Axe- All	3	9	6	3	3	6	C	L	None
Club- All	3	9	6	3	3	6	C	L	None
Mace- All	3	9	6	3	3	6	C	L	None
Hammer- All	3	9	6	3	3	6	C	L	None
Bow- Group	3	9	6	3	3	6	C	L	None
Crossbow- Group	3	9	6	3	3	6	C	L	None
Thrown- Group	3	9	6	3	3	6	C	L	None
Natural Fighting	8	24	16	8	8	16	U	L	None
Style- Small	2	6	4	2	2	4	C	L	A Weapon Skill
Style- Short	2	6	4	2	2	4	C	L	Style-Small
Style- Long	2	6	4	2	2	4	C	L	Style-Short
Style- Small Shield	2	6	4	2	2	4	C	L	None
Style- Short Shield	2	6	4	2	2	4	C	L	Style- Small Shield
Style- Long Shield	2	6	4	2	2	4	C	L	Style- Short Shield
Style Specialization- Great Weapon	5	20	10	5	5	20	U	I	A Great Weapon
Style Specialization- Ranged	5	20	10	5	5	20	U	I	Bow- Group, Crossbow- Group or Thrown Weapon
Style Specialization- Single Weapon	5	20	10	5	5	20	U	I	A Small, Short or Long Weapon Skill
Style Specialization- Two Weapons	5	20	10	5	5	20	U	I	Style- Small, Claws, Natural Fighting
Style Specialization- Weapon and Shield	5	20	10	5	5	20	U	I	A Small, Short or Long Weapon Skill and Style- Small Shield
Blade- All	8	24	16	8	8	16	C	L	None
Blunt- All	8	24	16	8	8	16	C	L	None
Ranged- All	8	24	16	8	8	16	C	L	None
Style Master	8	24	16	8	8	16	C	L	None
1 Handed Blade	6	18	12	6	6	12	C	L	None
1 Handed Blunt	6	18	12	6	6	12	C	L	None

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Blade- Great	2	6	4	2	2	4	C	L	None
Blunt- Great	2	6	4	2	2	4	C	L	None
1 Handed Melee	10	30	20	10	10	20	C	L	None
Melee- All Great	5	15	10	5	5	10	C	L	None
Melee Master	15	45	30	15	15	30	C	L	None
Grand Master	30	90	60	30	30	60	U	L	None
Improvised Weapon	0	0	0	0	0	0	N/A	F	Grandmaster

Combat

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
<Terrain> Combat	3	5	4	4	3	5	U	L	None
Terrain Master	15	25	20	20	15	25	R	I	None
2 Handed Damage	5	15	10	10	5	15	U	L	A Weapon
Armor Proficiency	5	20	10	10	5	20	V	L	Wear Medium Armor
Armor Proficiency- Major	5	20	10	10	5	20	E	L	Armor Proficiency and Wear Heavy Armor
Armor Style- Natural	10	30	20	20	10	30	U	L	None
Blind Combat	3	5	4	4	3	5	C	L	None
Close Quarters Fighting	5	20	10	10	5	20	U	L	Small or Short Weapon Skill
Natural Reach	8	16	12	12	8	16	R	L	Natural Strike
Natural Strike	6	12	9	9	6	12	R	L	Style- Natural
Physical- Athletic <Minor>	2	4	4	3	3	4	C	I	None
Physical- Athletic <Standard>	2	4	4	3	3	4	U	I	Physical- Athletic <Minor>
Physical- Athletic <Major>	2	4	4	3	3	4	R	I	Physical- Athletic <Standard>
Physical-Endure <Minor>	2	4	4	3	3	4	C	I	None
Physical-Endure <Standard>	2	4	4	3	3	4	U	I	Physical- Endurance <Minor>
Physical-Endure <Major>	2	4	4	3	3	4	R	I	Physical- Endurance <Standard>
Physical- Intimidate <Minor>	2	4	4	3	3	4	C	I	None
Physical- Intimidate <Standard>	2	4	4	3	3	4	U	I	Physical- Intimidate <Minor>
Physical- Intimidate <Major>	2	4	4	3	3	4	R	I	Physical- Intimidate <Standard>
Physical- Heal <Minor>	2	4	4	3	3	4	C	I	None
Physical- Heal <Standard>	2	4	4	3	3	4	U	I	Physical- Heal <Minor>
Physical- Heal <Major>	2	4	4	3	3	4	R	I	Physical- Heal <Standard>
Physical- Prowess <Minor>	2	4	4	3	3	4	C	I	None
Physical- Prowess <Standard>	2	4	4	3	3	4	U	I	Physical- Prowess <Minor>
Physical- Prowess <Major>	2	4	4	3	3	4	R	I	Physical- Prowess <Standard>
Physical- Strong <Minor>	2	4	4	3	3	4	C	I	None
Physical- Strong <Standard>	2	4	4	3	3	4	U	I	Physical- Strong <Minor>
Physical- Strong <Major>	2	4	4	3	3	4	R	I	Physical- Strong <Standard>
Use Armor Harness	10	10	10	10	10	10	V	L	Armor Style- Natural, Natural Armor- Light
Wear Extra Armor	3	12	6	6	3	12	C	L	None

Weapon Skills

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
1-5 Expert Attack +1	1	3	3	1	1	3	C	I	A Weapon Skill
Skill +1	5	10	10	5	5	10	C	L	5 Expert Attacks +1
1-5 Expert Attack +2	1	3	3	2	2	3	C	I	Skill +1
Skill +2 and up	5	10	10	5	5	10	C	L	5 Expert Attacks +2
1-5 Master Expert Attack +1	2	4	4	2	2	4	C	I	A Weapon Skill
Master Skill +1	5	10	10	5	5	10	C	L	5 Master Expert Attacks +1
1-5 Master Expert Attack +2	2	4	4	3	3	4	C	I	Master Skill +1
Master Skill +2	5	10	10	5	5	10	C	L	5 Master Expert Attacks +2
Expert Skill +1	5	15	15	5	5	15	U	F	+1 Skill, Style Specialization- Single Weapon
Expert Skill +2 and up	5	15	15	7	7	15	U	F	+2 Skill, Style Specialization- Single

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Powerful Skill +1	5	15	15	5	5	15	U	F	Weapon +1 Skill, Style Specialization- Great Weapon
Powerful Skill +2 and up	5	15	15	7	7	15	U	F	+2 Skill, Style Specialization- Great Weapon
Stamina Points	1	5	5	2	2	5	C	I	+1 <Any> Skill/every 2 Points

Weapon Techniques

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Minor Weapon Technique	2	30	30	3	3	30	Varies	L	+1 Skill
Standard Weapon Technique	4	60	60	6	6	60	Varies	L	+2 Skill, A Minor Weapon Technique
Major Weapon Technique	6	90	90	9	9	90	Varies	L	+4 Skill, A Standard Weapon Technique
Modify Defense- Arcane	6	90	90	9	9	90	R	L	Parry- Weapon
Modify Defense- Stealth	6	90	90	9	9	90	R	L	Parry- Weapon

Weapon Techniques	Rarity	Prerequisite
Minor Weapon Techniques		
Critical Strike	C	+1 Skill
Barrage	U	+1 Skill, Bull's Eye
Bull's-Eye	U	+1 Skill, Style Specialist- Ranged
Deflect- Anything	U	+1 Skill, Style Specialist- Single Weapon
Deflect- Weapon	C	+1 Skill
Disarm Strike	C	+1 Skill
Defensive Fighting	U	+1 Skill, Style Specialist- Single Weapon
Double Strike	U	+1 Skill, Style Specialization- Two Weapon
Far Shot	U	+1 Skill, Style Specialization- Ranged
Fury	U	+1 Skill
Magic Carrier	U	+1 Skill
Massive Strike	U	+1 Skill and Magic Carrier
Repel Strike	U	+1 Skill, Style Specialist- Great
Shatter Strike	C	+1 Skill
Shield Wall	U	+1 Skill, Style Specialization- Weapon and Shield
Shred	U	+1 Skill, Double Strike, Claws
Subdue	C	+1 Skill
Throw Anything	N/A	Grandmaster
Weapon Ward	C	+1 Skill
Standard Weapon Techniques		
Backlash	R	+2 Skill, Deflect Anything
Burst Shot	R	+2 Skill, Barrage
Called Shot	R	+2 Skill, Bull's-Eye
Deflect- Ranged	R	+2 Skill, Double Strike
Destroy Strike	U	+2 Skill and Shatter Strike
Disarm Strike- Major	C	+2 Skill and Disarm Strike
Feint	R	+2 Skill, Defensive Fighting
Kill Strike	C	+2 Skill and Critical Strike
Natural Vitality	V	+2 Skill and Magic Carrier
Overbear	R	+2 Skill, Style Specialist- Great
Parry- Weapon	C	+2 Skill and Deflect- Weapon
Repel Strike- Major	R	+2 Skill, Repel Strike
Shield Ward	R	+2 Skill, Shield Wall
Siege Strike	R	+2 Skill, Major Repel Strike
Sever Strike	C	+2 Skill and Shatter Strike
Stun Strike	U	+2 Skill and Critical Strike
Weapon Ward- Major	U	+2 Skill and Weapon Ward
Major Weapon Techniques		
Defensive Stance	R	+4 Skill and Parry- Weapon
Frenzy	V	+4 Skill and Fury, <Any> Standard Technique
Fury- Major	V	+4 Skill, Overbear
Kill Strike- Major	R	+4 Skill and Kill Strike
Shield Defense	V	+4 Skill, Shield Ward

Weapon Techniques	Rarity	Prerequisite
Trick Shot	V	+4 Skill, Called Shot
Triple Strike	V	+4 Skill, Deflect Ranged
Surprise Strike	V	+4 Skill, Feint
Volley - Weapon	V	+4 Skill and Parry- Weapon

A Minor Weapon Technique costs 1 Stamina/Synergy Point to use once.

A Standard Weapon Technique costs 2 Stamina/Synergy Points to use once.

A Major Weapon Technique costs 3 Stamina/Synergy Points to use once.

ROGUE

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Disable Device- Minor	8	8	4	8	6	6	C	I	None
Disable Device- Standard	8	8	4	8	6	6	U	I	Disable Device- Minor
Disable Device- Major	8	8	4	8	6	6	R	I	Disable Device- Standard
Melee Expert- Small	8	8	4	8	6	6	C	I	None
Stealth- Escape <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Escape <Standard>	4	4	2	4	3	3	U	I	Stealth- Escape <Minor>
Stealth- Escape <Major>	4	4	2	4	3	3	R	I	Stealth- Escape <Standard>
Stealth- Hide <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Hide <Standard>	4	4	2	4	3	3	U	I	Stealth- Hide <Minor>
Stealth- Hide <Major>	4	4	2	4	3	3	R	I	Stealth- Hide <Standard>
Stealth- Quick <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Quick <Standard>	4	4	2	4	3	3	U	I	Stealth- Quick <Minor>
Stealth- Quick <Major>	4	4	2	4	3	3	R	I	Stealth- Quick <Standard>
Stealth- Search <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Search <Standard>	4	4	2	4	3	3	U	I	Stealth- Search <Minor>
Stealth- Search <Major>	4	4	2	4	3	3	R	I	Stealth- Search <Standard>
Stealth- Silent <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Silent <Standard>	4	4	2	4	3	3	U	I	Stealth- Silent <Minor>
Stealth- Silent <Major>	4	4	2	4	3	3	R	I	Stealth- Silent <Standard>
Stealth- Waylay <Minor>	4	4	2	4	3	3	C	I	None
Stealth- Waylay <Standard>	4	4	2	4	3	3	U	I	Stealth- Waylay <Minor>
Stealth- Waylay <Major>	4	4	2	4	3	3	R	I	Stealth- Waylay <Standard>
Use Rope	6	6	2	6	4	4	U	L	None
Use Rope- Major	6	6	2	6	4	4	R	L	Use Rope

Stealth Skills

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
1-5 Sneak Attack +2	3	3	1	3	1	1	C	I	A Weapon Skill
Back Stab +2	10	10	5	10	5	5	C	L	5 Sneak Attacks +2
1-5 Sneak Attack +4	3	3	1	3	2	2	C	I	Back Stab +2
Back Stab +4	10	10	5	10	5	5	C	L	5 Sneak Attacks +4
1-5 Master Sneak Attack +2	4	4	2	4	2	2	C	I	A Weapon Skill
Master Back Stab +2	10	10	5	10	5	5	C	L	5 Master Sneak Attacks +2
1-5 Master Sneak Attack +4	4	4	2	4	3	3	C	I	Master Back Stab +2
Master Back Stab +4	10	10	5	10	5	5	C	L	5 Master Sneak Attacks +4
Stamina Points	5	5	1	5	2	2	C	I	+2 <Any> Back Stab/every 2 Points

Stealth Techniques

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Minor Stealth Technique	30	30	2	30	3	3	Varies	L	+2 Back Stab
Standard Stealth Technique	60	60	4	60	6	6	Varies	L	+4 Back Stab, A Minor Stealth Technique
Major Stealth Technique	90	90	6	90	9	9	Varies	L	+8 Back Stab, A Standard Stealth Technique

Stealth Techniques	Rarity	Prerequisite
Minor Stealth Techniques		
Avoid Trap	C	+2 Back Stab
Barrage	U	+2 Back Stab, Bull's-Eye
Bull's-Eye	U	+2 Back Stab, Style Specialist- Ranged
Critical Strike	C	+2 Back Stab
Defensive Fighting	U	+2 Back Stab, Deflect Anything

Stealth Techniques	Rarity	Prerequisite
Deflect- Anything	U	+2 Back Stab, Style Specialist- Single Weapon
Deflect- Ranged	U	+2 Back Stab, Double Strike
Double Strike	U	+2 Back Stab, Style Specialization- Two Weapon
Magic Carrier	U	+2 Back Stab
Massive Strike	U	+2 Back Stab and Magic Carrier
Reduce Damage	C	+2 Back Stab
Shred	U	+2 Back Stab, Double Strike, Claws
Far Shot	U	+2 Back Stab, Style Specialization- Ranged
Subdue	U	+2 Back Stab
Surge Damage Gas	C	+2 Back Stab, Alchemy 5
Weapon Ward	C	+2 Back Stab
Standard Stealth Techniques		
Backlash	R	+4 Back Stab, Deflect Anything
Blast Damage Gas	U	+4 Back Stab, Alchemy 10
Burst Shot	R	+4 Back Stab, Barrage
Called Shot	R	+4 Back Stab, Bull's-Eye
Evade	C	+4 Back Stab and Agility
Execute	C	+4 Back Stab and Critical Strike
Feint	R	+4 Back Stab, Defensive Fighting
Major Avoid Trap	R	+4 Back Stab and Weapon Ward
Major Weapon Ward	C	+4 Back Stab and Weapon Ward
Stun Strike	C	+4 Back Stab and Critical Strike
Major Stealth Techniques		
Surge Gas	R	+8 Back Stab, Alchemy 15
Surprise Strike	V	+8 Back Stab, Feint
Stealth Volley	V	+8 Back Stab and Evade
Trick Shot	V	+8 Back Stab, Called Shot
Triple Strike	V	+8 Back Stab, Deflect Ranged
Major Evade	V	+8 Back Stab and Evade
Major Execute	R	+8 Back Stab and Execute

A Minor Stealth Technique costs 1 Stamina/Synergy Point to use once.

A Standard Stealth Technique costs 2 Stamina/Synergy Points to use once.

A Major Stealth Technique costs 3 Stamina/Synergy Points to use once.

SCHOLAR

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Churgery	10	5	8	8	10	5	V	L	Triage, Path of Spirit
Diagnostics	4	2	3	3	4	2	U	L	First Aid
Estimate Value	5	3	4	4	5	3	C	L	Read/Write
First Aid	4	2	3	3	4	2	C	L	None
Forensics	5	3	4	4	5	3	U	L	Diagnostics
Instruction-Minor	3	3	3	3	3	3	C	L	None
Instruction-Standard	3	3	3	3	3	3	E	L	Instruction-Minor
Instruction- Major	3	3	3	3	3	3	E	L	Instruction-Standard
Knowledge – History <Minor>	4	2	3	3	4	2	C	L	Read/Write
Knowledge – History <Standard>	4	2	3	3	4	2	U	L	Knowledge – History <Minor>
Knowledge – History <Major>	4	2	3	3	4	2	R	L	Knowledge – History <Standard>
Knowledge – Magic <Minor>	4	2	3	3	4	2	C	L	Read/Write
Knowledge – Magic <Standard>	4	2	3	3	4	2	U	L	Knowledge – Magic <Minor>
Knowledge – Magic <Major>	4	2	3	3	4	2	R	L	Knowledge – Magic <Standard>
Knowledge – Planes <Minor>	4	2	3	3	4	2	C	L	Read/Write
Knowledge – Planes <Standard>	4	2	3	3	4	2	U	L	Knowledge – Planes <Minor>
Knowledge – Planes <Major>	4	2	3	3	4	2	R	L	Knowledge – Planes <Standard>
Knowledge – Prophecy <Minor>	4	2	3	3	4	2	C	L	Read/Write
Knowledge – Prophecy <Standard>	4	2	3	3	4	2	U	L	Knowledge – Prophecy <Minor>
Knowledge – Prophecy <Major>	4	2	3	3	4	2	R	L	Knowledge – Prophecy <Standard>
Knowledge – Skills <Minor>	4	2	3	3	4	2	C	L	Read/Write
Knowledge – Skills <Standard>	4	2	3	3	4	2	U	L	Knowledge – Skills <Minor>
Knowledge – Skills <Major>	4	2	3	3	4	2	R	L	Knowledge – Skills <Standard>
Knowledge – Urth <Minor>	4	2	3	3	4	2	C	L	Read/Write

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Knowledge – Urth <Standard>	4	2	3	3	4	2	U	L	Knowledge – Urth <Minor>
Knowledge – Urth <Major>	4	2	3	3	4	2	R	L	Knowledge – Urth <Standard>
Research - High Magic	3	3	3	3	3	3	R	L	Knowledge – Magic <Minor>
Research - High Technology	3	3	3	3	3	3	R	L	Knowledge – Skills <Minor>
Quick Learner	2	2	2	2	2	2	V	L	None
Read/Write	3	3	3	3	3	3	C	L	None
Research – <Specialty>	3	3	3	3	3	3	R	L	Knowledge <Minor>
Self Instruct	3	3	3	3	3	3	V	L	Instruction and Quick Learner
Triage	5	3	4	4	5	3	R	L	Diagnostics

MAGICAL PROFICIENCIES

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
1st Talent <School>	3	1	3	2	3	2	C	L	None
2nd Talent <School>	6	2	6	4	6	4	C	L	1st Talent
3rd Talent <School>	12	4	12	8	12	8	C	L	2nd Talent
4th Talent <School>	24	8	24	16	24	16	C	L	3rd Talent
Hermetic Magic	0	0	0	0	0	0	R+	I	1st Path
Path	5	2	5	3	5	3	Varies	L	Appropriate Talent
Project Spirit	6	2	6	4	6	4	V	L	Sense Spirit
Read Magic	15	3	15	6	15	6	V	L	A Path of Magic
Resurrect	1	1	1	1	1	1	U	L	Minor Resurrect
Resurrect - Major	1	1	1	1	1	1	V	L	Resurrect and Special
Resurrect - Minor	1	1	1	1	1	1	U	L	Path of Spirit
Sense Spirit	4	2	4	3	4	3	R	L	Path of Spirit
Shamanic High Magic - Major	12	3	12	6	12	6	R	L	120 Mana & Shamanic High Magic-Standard
Shamanic High Magic - Minor	12	3	12	6	12	6	U	L	60 Mana and Shamanic Magic
Shamanic High Magic - Standard	12	3	12	6	12	6	R	L	90 Mana & Shamanic High Magic-Minor
Shamanic Magic	0	0	0	0	0	0	R+	I	1st Path
Specialization <Path> - Major	12	3	12	6	12	6	V	L	<Path> Specialization- Standard
Specialization <Path> - Minor	12	3	12	6	12	6	U	L	Specific <Path>
Specialization <Path> - Standard	12	3	12	6	12	6	R	L	<Path> Specialization- Minor
Specialization <Talent>	12	3	12	6	12	6	V	L	<Path> Specialization- Major
Supreme Talent	90	33	90	60	90	60	V	I	None
Talisman Damage	15	5	15	5	15	5	C	L	A Path of Magic with a Damage effect

Magic Skills

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
1-5 Potent Attack +1	3	1	3	1	3	1	C	I	Talisman Damage
Talisman Skill +1	10	5	10	5	10	5	C	L	5 Potent Attacks +1
1-5 Potent Attack +2	3	1	3	1	3	1	C	I	Talisman Skill +1
Talisman Skill +2 and up	10	5	10	5	10	5	C	L	5 Potent Attacks +2
1-5 Master Potent Attack +1	4	2	4	2	4	2	C	I	Talisman Damage
Master Talisman Skill +1	10	5	10	5	10	5	C	L	5 Master Potent Expert Attacks +1
1-5 Master Potent Attack +2	4	2	4	2	4	2	C	I	Master Talisman Skill +1
Master Talisman Skill +2	10	5	10	5	10	5	C	L	5 Master Potent Expert Attacks +2

Magic Power

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Mana Points 1-60	1	½	1	½	1	½	C	I	Path
Mana Points 61+	3	½	3	1	3	1	C	I	60 Mana
Magic Points	5	1	5	2	5	2	C	I	20 Mana/Per 2 Points +1 Talisman Skill/ Per 2 Points

Magic Techniques

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Minor Magic Technique	30	2	30	3	30	3	Varies	L	20 Mana
Standard Magic Technique	60	4	60	6	60	6	Varies	L	40 Mana, a Minor Magic Technique as listed
Major Magic Technique	90	6	90	9	90	9	Varies	L	80 Mana, a Standard Magic Technique as listed
Modify Defense- Natural	90	6	90	9	90	9	R	L	Parry- Arcane
Modify Defense- Stealth	90	6	90	9	90	9	R	L	Parry- Arcane

Magic Techniques	Rarity	Prerequisites
Minor Magic Techniques		
Activate Item	C	20 Mana
Blast Damage	C	20 Mana
Boost Item	U	20 Mana and Activate Item
Damage Parry	C	20 Mana
Deflect- Arcane	C	20 Mana
Imbue Talisman	N/A	20 Mana and Supreme Talent
Natural Damage	U	20 Mana
Renew Arcane	U	20 Mana
Sense Arcane	U	20 Mana
Target Arcane	U	20 Mana
Transfer Mana	U	20 Mana
Standard Magic Techniques		
Any Spell	C	40 Mana and Activate Item or Renew Arcane or Target Arcane
Arcane Aura	C	40 Mana and Natural Damage
Parry- Arcane	U	40 Mana and Deflect- Arcane
Arcane Wrath	R	40 Mana and Natural Damage
Natural Spell	U	40 Mana and Sense Arcane or Renew Arcane
Spectral Spell	U	40 Mana and Surge Spell
Surge Spell	U	40 Mana and Blast Damage
Major Magic Techniques		
Arcane Aura- Major	R	80 Mana and Arcane Aura
Blast Spell	V	80 Mana and Surge Spell
Arcane Spell	R	80 Mana and Natural Spell
Extend Arcane	R	80 Mana and Natural Spell
Grounding	U	80 Mana and Any Spell or Arcane Wrath
High Magic	V	80 Mana and Any Spell
Magi Spell	R	80 Mana and Any Spell
Volley- Arcane	R	80 Mana and Arcane Parry

A Minor Magic Technique costs 1 Magic/Synergy Point to use once.

A Standard Magic Technique costs 2 Magic/Synergy Points to use once.

A Major Magic Technique costs 3 Magic/Synergy Points to use once.

Synergy Skills

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Synergy Points	10	10	10	2	10	2	C	I	(+1 Skill or +2 Back Stab or 20 Mana) Per 2 Points +1 Talisman Skill/ Per 2 Points
Minor Synergy Technique	30	30	30	3	30	3	Varies	L	(+1 Skill or +2 Back Stab) and 20 Mana
Standard Synergy Technique	60	60	60	6	60	6	Varies	L	(+2 Skill or +4 Back Stab) and 40 Mana
Major Synergy Technique	90	90	90	9	90	9	Varies	L	(+4 Skill or +8 Back Stab) and 80 Mana
Modify Defense- Stealth	60	60	60	6	60	6	R	I	Parry Arcane and Natural

Synergy Techniques

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Channel Spell	60	60	60	6	60	6	U	L	Channel Minor Spell
Channel Spell- Major	90	90	90	9	90	9	R	L	Channel Spell
Channel Spell- Minor	30	30	30	3	30	3	C	L	+1 Skill or +2 Back Stab, 20 Mana
Deflect- Arcane and Natural	30	30	30	3	30	3	C	L	+1 Skill or +2 Back Stab, 20 Mana
Parry- Arcane and Natural	60	60	60	6	60	6	C	L	+2 Skill or +4 Back Stab, 40 Mana, Deflect-Arcane and Natural
Volley- Arcane and Natural	90	90	90	9	90	9	V	L	+4 Skill or +8 Back Stab, 80 Mana, Parry-Arcane and Natural

A Minor Synergy Technique costs 1 Synergy Point to use once.

A Standard Synergy Technique costs 2 Synergy Points to use once.

A Major Synergy Technique costs 3 Synergy Points to use once.

CRAFTSMAN

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Forester- Minor	5	5	5	5	5	5	C	L	None
Forester- Standard	5	5	5	5	5	5	U	L	Forester- Minor
Forester- Major	5	5	5	5	5	5	R	L	Forester- Standard
Furrier- Minor	5	5	5	5	5	5	C	L	None
Furrier- Standard	5	5	5	5	5	5	U	L	Furrier- Minor
Furrier- Major	5	5	5	5	5	5	R	L	Furrier- Standard
Herbalist- Minor	5	5	5	5	5	5	C	L	None
Herbalist- Standard	5	5	5	5	5	5	U	L	Herbalist- Minor
Herbalist- Major	5	5	5	5	5	5	R	L	Herbalist- Standard
Merchant- Minor	5	5	5	5	5	5	C	L	None
Merchant- Standard	5	5	5	5	5	5	U	L	Merchant- Minor
Merchant- Major	5	5	5	5	5	5	R	L	Merchant- Standard
Mining- Minor	5	5	5	5	5	5	C	L	None
Mining- Standard	5	5	5	5	5	5	U	L	Mining- Minor
Mining- Major	5	5	5	5	5	5	R	L	Mining- Standard
Sailor/Navigator- Minor	5	5	5	5	5	5	C	L	None
Sailor/Navigator- Standard	5	5	5	5	5	5	U	L	Sailor/Navigator- Minor
Sailor/Navigator- Major	5	5	5	5	5	5	R	L	Sailor/Navigator- Standard
Theurgist- Minor	5	5	5	5	5	5	C	L	None
Theurgist - Standard	5	5	5	5	5	5	U	L	Theurgist - Minor
Theurgist - Major	5	5	5	5	5	5	R	L	Theurgist - Standard
Tracker- Minor	5	5	5	5	5	5	C	L	None
Tracker- Standard	5	5	5	5	5	5	U	L	Tracker- Minor
Tracker- Major	5	5	5	5	5	5	R	L	Tracker- Standard

TRADE

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
Alchemy 1-5	4	4	2	4	2	2	C	L	Read/Write
Alchemy 6-10	4	4	2	4	3	3	C	L	Alchemy 5
Alchemy 11-15	4	4	2	4	4	4	U	L	Alchemy 10
Armor Smith 1-5	2	4	4	2	2	4	C	L	None
Armor Smith 6-10	2	4	4	3	3	4	C	L	Armor Smith 5
Armor Smith 11-15	2	4	4	4	4	4	U	L	Armor Smith 10
Artisan 1-5	2	2	2	2	2	2	C	L	None
Artisan 6-10	2	2	2	2	2	2	C	L	Artisan 5
Artisan 11-15	2	2	2	2	2	2	U	L	Artisan 10
Potion Making 1-5	4	2	4	2	4	2	C	L	None
Potion Making 6-10	4	2	4	3	4	3	C	L	Potion Making 5
Potion Making 11-15	4	2	4	4	4	4	U	L	Potion Making 10
Scroll Making 1-5	4	2	4	2	4	2	C	L	Read/Write
Scroll Making 6-10	4	2	4	3	4	3	C	L	Scroll Making 5
Scroll Making 11-15	4	2	4	4	4	4	U	L	Scroll Making 10
Trap Making 1-5	4	4	2	4	2	2	C	L	None
Trap Making 6-10	4	4	2	4	3	3	C	L	Trap Making 5
Trap Making 11-15	4	4	2	4	4	4	U	L	Trap Making 10
Weapon Smith 1-5	2	4	4	2	2	4	C	L	None
Weapon Smith 6-10	2	4	4	3	3	4	C	L	Weapon Smith 5
Weapon Smith 11-15	2	4	4	4	4	4	U	L	Weapon Smith 10
Vocation	3	3	3	3	3	3	U	L	Trade Skill Level 6
Work Special Physical	2	2	2	2	2	2	R	I	Trade Skill Level 6 or High Magic Technique
Work Special Ethereal	2	2	2	2	2	2	R	I	Trade Skill Level 6 or High Magic Technique
Work Special Mystical	2	2	2	2	2	2	R	I	Trade Skill Level 6 or High Magic Technique
Work Special Psychic	2	2	2	2	2	2	R	I	Trade Skill Level 6 or High Magic Technique

Skill	W	M	R	BC	RN	B	Rarity	Instruct	Prerequisite
									Technique

Skill Descriptions

General Skill Rules

Handed: This term is used to denote when a skill, ability or effect requires the use of something specific to activate the skill, ability or effect. The possible restrictions are: Voice, One (Hand/Arm), One (Limb), Two (Hand/Arm) or Two (Limb), Sight, No.

No-Skill Restrictions

Rule: Characters are not allowed to perform any action that is specifically granted as an ability from a Skill the character doesn't have.

Weapon Proficiencies

Type: Active

Frequency: Continuous

A character wielding a Weapon that he does not possess the Weapon Proficiency for cannot call damage with the Weapon and takes all damage and effects that strike the Weapon as Legal Strikes. The character must clearly announce "Taken" that they are taking damage and effects off of the Non-Proficient Weapon. In addition, the character must drop the weapon from his hand and cannot retrieve the weapon for a 5 Count.

A character may not wield more than one weapon in a hand at a given time. If a character is carrying more than one weapon (except ammunition) in a hand then neither weapon can be used and the character is considered Non-Proficient with all weapons in that hand. In the case of a Shield, the Shield Skill overrides this and the character will take damage if hit in the other weapon and must drop any other weapon (except ammunition) in his Shield hand.

Style Skills

A character may only use one Style Skill at a time. If you are wielding a Shield, you are restricted from using any Style Skill except Style- <Size> Shield.

Craftsman

Each level of a craftsman skill gives the character a different ability. For craftsman skills that allow a character to Identify items, components, creatures, etc., the character must complete a 10 Count to use the skill. For craftsman skills that allow a character to obtain items, components, etc., the character must complete a 30 Count to use the skill unless otherwise specified.

HARVEST- Handed: One

SPEAK- Handed: Voice

IDENTIFY- Handed: Sight

Magic Technique

Type: Varies

Frequency: Fueled

Handed: As Technique

Rule: These skills represent highly trained abilities that the character can fuel using his Magic Points. Each Magic Technique is a separate skill. Magic Techniques come in three levels of difficulty. Minor Magic Techniques require the character have 20 Mana in skill. The use of a Minor Magic Technique costs 1 Magic Point. Standard Magic Techniques require the character have 40 Mana in skill. The use of a Standard Magic Technique costs 2 Magic Points. Major Magic Techniques require the character have 80 Mana in skill. The use of a Major Magic Technique costs 3 Magic Points. To purchase a Magic Technique a character must possess the required Mana Points.

Stealth Technique

Type: Varies

Frequency: Fueled

Handed: As Weapon

Rule: These skills represent highly trained abilities that the character can fuel using his Stamina Points. Each Stealth Technique is a separate skill. Stealth Techniques come in three levels of difficulty. Minor Stealth Techniques require the character apply a +2 total Backstabs applicable to the weapon the character is using at the time. The use of a Minor Stealth Technique costs 1 Stamina Point. Standard Stealth Techniques require the character apply a +4 total Backstabs applicable to the weapon the character is using at the time. The use of a Standard Stealth Technique costs 2 Stamina Points. Major Stealth Techniques require the character apply a +8 total Backstabs applicable to the weapon the character is using at the time. The use of a Major Stealth Technique costs 3 Stamina Points.

Style Specialization- General Rules

Type: Active

Frequency: Continuous

Call: "Style Specialist- <Type>"

Handed: One or Two (as described)

Rule: You can only purchase one Style Specialization. A Style Specialist cannot purchase + Expert Attacks or + Sneak Attacks for anything that is not covered in the Style Specialization. But you can purchase + Master Expert Attacks or + Master Sneak Attacks that do apply to the area of specialization. A character choosing to specialize in Style- Single Weapon or Style- Ranged cannot use any other <Style> Skill such as Style- Small Shield or Style- Small. Techniques that are set to Free instruction accrue Instruction points at the same rate as Minor Instructor once the character has the prerequisites of the Technique.

Synergy Technique

Type: Active

Frequency: Fueled

Handed: As Technique

Rule: These skills represent highly trained abilities that the character can fuel using his Synergy Points. Each Synergy Technique is a separate skill. Synergy Techniques come in three levels of difficulty. The use of a Minor Synergy Technique costs 1 Synergy Point. Using a Standard Synergy Technique costs 2 Synergy Points; using of a Major Synergy Technique costs 3 Synergy Points. To purchase a Synergy Technique a character must possess the required Mana Points and + Skill/Back Stab.

Weapon Technique

Type: Varies

Frequency: Fueled

Handed: As Weapon

Rule: These skills represent highly trained abilities that the character can fuel using his Stamina Points. Each Weapon Technique is a separate skill. Weapon Techniques come in three levels of difficulty. Minor Weapon Techniques require the character apply a +1 total Skill applicable to the weapon the character is using at the time. The use of a Minor Weapon Technique costs 1 Stamina Point. Standard Weapon Techniques require the character apply a +2 total Skill applicable to the weapon the

character is using at the time. The use of a Standard Weapon Technique costs 2 Stamina Points. Major Weapon Techniques require the character apply a +4 total Skill applicable to the weapon the character is using at the time. The use of a Major Weapon Technique costs 3 Stamina Points.

Complete Skill Listing

2 Handed Damage

Type: Active
Frequency: Continuous
Handed: Two

Rule: This skill allows a character who wields a normally 1 handed weapon actively using both of his hands or a Great Weapon to inflict 1 more point of damage with the weapon than he is normally able to cause. The character must have the skill to wield the weapon normally and be able to fit both of his hands on the grip of the weapon.

Activate Item

Type: Active
Frequency: Fueled
Call: "Activate Item <Item Call>"
Handed: Voice

Rule: This skill allows the character to access the magical properties of any item in his possession, whether or not he actually is skilled in its use. This allows the character to use but not memorize a scroll from a Path that he does not possess, activate the magical powers of a Shield even if he does not have the appropriate Style-Shield skill, etc. This skill also allows a character to access the powers of an item that he is not currently using, (i.e. The scroll in his pouch, the weapon strapped to his back, etc.) This is a Minor Magic Technique.

Alchemy

Type: Active
Frequency: Daily, Continuous
Handed: One

Rule: This skill allows a character to create Ingested, Gas and Contact Poisons. Any character can use Ingested Poisons. An Ingested Poison must be attached to a phys-
rep to use; otherwise it requires a 3 Count to pull out the Poison. Pouring an Ingested Poison down the throat of a Defenseless target also requires a 3 Count. Ingested Poisons bypass SHIELD effects, affecting the person without triggering the SHIELD. Any character with the appropriate level of Alchemy (The level to make the effect himself) can use Gases and Contacts. A character with Alchemy can make up to 4 times his level in Poisons. This means that a character with 5 levels of Alchemy can make up to 20 total levels of Poisons. Alchemy allows the character to manufacture any Poison up to his Alchemy level for which he has the Formula in memory. A character with Level 1 can use Common components (Herbal 1's). A character with Level 6 can use Uncommon components (Herbal 2's). A character with Level 11 can use Rare components (Herbal 3's).

Any Spell

Type: Active
Frequency: Fueled
Call: "<Incant>"
Handed: One

Rule: This skill allows the character to use Magic Points to fuel the casting of any single spell they have in

memory without needing the Mana to cast it. Spells generated by the Any Spell skill are incanted and cast normally. Spells generated by the Any Spell ability have a Mana limit of 15. This is a Standard Magic Technique.

Arcane Aura

Type: Reactive
Frequency: Fueled
Call: "Arcane 25 <Descriptor> AURA"
Handed: No

Rule: This skill allows a character to generate an Arcane damaging AURA in response to an attack. This effect occurs before the attack delivers damage. The attacker suffers 25 points of Arcane <Descriptor> damage for every 2 Magic Points the character expends in the skill before delivering damage. If the attacker is still conscious, the damage is delivered normally. If the attacker is rendered Unconscious by the AURA damage, the character takes no damage from the attack. Only Descriptors that the character possesses in his known Paths may be used. This is a Standard Magic Technique.

Arcane Aura - Major

Type: Reactive
Frequency: Fueled
Call: "Arcane 50 <Descriptor> AURA SURGE"
Handed: No

Rule: This skill allows a character to generate an Arcane Damage AURA in response to an attack. This effect occurs before the attack delivers damage. The attacker suffers 50 points of Arcane <Descriptor> SURGE damage for every 3 Magic Points the character expends in the skill before delivering damage. If the attacker is still conscious, the damage is delivered normally. If the attacker is rendered Unconscious by the AURA damage, the character takes no damage from the attack. Only Descriptors that the character possesses in his known Paths may be used. This is a Major Magic Technique.

Arcane Spell

Type: Active
Frequency: Fueled
Call: "Arcane <Effect>!"
Handed: No

Rule: This skill allows a character to cast an ANY SPELL as an Arcane attack rather than an incanted spell. Arcane spells act exactly like ARCANES <Effect>. This ability may be used regardless of the restrictions on the character's ability to cast magic. He can use an ARCANES SPELL while bound, BLIND, SILENCED, without magical talisman and without limbs. The character must only spend the normal amount of Magic Points for the ARCANES SPELL Technique. The character does not have to spend additional Magic Points for the ANY SPELL Technique. The use of this ability breaks concentration. This is a Major Magic Technique.

Arcane Wrath

Type: Active
Frequency: Fueled
Call: "I call upon Arcane Wrath <Descriptor>", "<Incant>"
Handed: One

Rule: This skill allows the character to cast Continuous Arcane damage spells with single type of Arcane energy from the following list: Fire, Water, Stone, Wind, Force and Sound that the character possesses as a Path of Magic through his magical talisman. The character

must Plant to activate and maintain this skill. The character is able to incant damage spells named in the previous call for 5 Minutes. The damage spells must be Incanted normally and are usable in increments of 5 for every 2 Magic Points used in this ability. For example, if a character were to spend 4 Magic Points on the use of Arcane WRATH, he would be able to incant "I call upon 10 Ice" for the duration of the skill. This is a Standard Magical Technique.

Armor Proficiency

Type: Passive

Frequency: Continuous

Rule: This skill grants the character 25 Armor Points more than the Armor Physical Representation he is wearing or Natural Armor. For example, a Warrior with an Armor Skill of Heavy can use a Heavy Armor Tag gaining 100 Armor Points. The character must be wearing at least an unbreached Light Armor to use this benefit. This skill applies to any armor tag and does not alter the armor. Breaches come off of the Armor tag normally.

Armor Proficiency-Major

Type: Passive

Frequency: Continuous

Rule: This skill grants the character a total of 50 Armor Points more than the Armor Physical Representation he is wearing or Natural Armor. For example, a Warrior with an Armor Skill of Heavy can use a Heavy Armor Tag gaining 125 Armor Points. The character must be wearing at least a Medium Armor to use this benefit. Breaches come off of the Armor tag normally.

Armor Smith

Type: Active

Frequency: Daily, Continuous

Handed: One

Rule: This skill allows a character to create physical armor. Any character with the appropriate amount of Class Armor skill, additional purchased Wear Armor or Armor Proficiencies can use armor in combat. A character with Armor Smith can make up to 4 times his level in armor. This means that a character with 5 levels of Armor Smith can make up to 20 total levels of armor. A character with Level 1 can use Common components and Armor Repair Kits (Ore 1's). A character with Level 6 can use Uncommon components and Armor Repair Kits (Ore 2's). A character with Level 11 can use Rare components and Armor Repair Kits (Ore 3's). Armor may only be produced at Logistics. A Level 10 Armor Smith may refit the armor he is wearing with a 30 Count.

Armor Style- Natural

Type: Passive

Frequency: Continuous

Rule: This skill removes the character's ability to wear manufactured armor, but allows him to purchase Natural Armor skills equal to his class' ability to wear armor. This armor follows all the normal rules for natural Armor but may be explained by skill or quickness instead of tough skin or protection. A character who has this skill does not automatically gain the ability to wear an Armor Harness.

Artisan

Type: Active

Frequency: Daily

Handed: One

Rule: This skill allows a character to create Magical Talismans, Works of Art and Quality Items. A character with Artisan can use up to 4 times his level in components. This means that a character with 5 levels of Artisan can use up to 20 total levels of components. A character with Level 1 can use Common components (1's). A character with Level 6 can use Uncommon components (2's). A character with Level 11 can use Rare components (3's). Talismans, Works of Art and Quality Items may only be produced at Logistics.

Avoid Trap

Type: Reactive

Frequency: Fueled

Call: "AVOID TRAP"

Handed: One Limb

Rule: This skill allows a character to avoid any one non-Area of Effect trap attack or effect that he triggers. This is a Minor Stealth Technique.

Avoid Trap - Major

Type: Reactive

Frequency: Fueled

Call: "Major AVOID TRAP"

Handed: One Limb

Rule: This skill allows a character to avoid any one trap attack or effect that he triggers, even those with Area of Effects. This is a Standard Stealth Technique.

Axes - All

Handed: One for Small, Short or Long

Handed: Two for Great

Rule: This skill allows the character to wield all Axe class melee weapons: Small Axe, Short Axe, Long Axe and Great Axe. These weapons cause Blade damage.

Backlash

Type: Active

Frequency: Fueled

Call: "25 CRITICAL <DESCRIPTOR> AURA"

Handed: One

Rule: This skill allows a character wielding only a single weapon to deliver a CRITICAL <DESCRIPTOR> AURA attack adding 25 points of damage for every 2 Stamina Points used to fuel the Technique against melee attacks. Active weapon carriers allow this technique to generate the appropriate <Descriptor> for the Backlash. This is a Standard Defensive Weapon and Stealth Technique.

Barrage

Type: Active

Frequency: Fueled

Call: "<DAMAGE> <CARRIER> <EFFECT> <TARGET> BURST"

Handed: One or Two as Ranged Weapon

Rule: This skill allows a character to use a ranged weapon to generate a Burst of six packets for any attack which does not use a Technique. All attributes which apply for one strike of a weapon packet affect all packets in the Barrage. This is a Single Strike Technique. This is a Minor Offensive Weapon and Stealth Technique.

Back Stab +

Type: Active

Frequency: Continuous

Handed: One

Rule: This skill allows the character to continuously inflict + # damage with a specific type of weapon (i.e. Long Sword, Short Axe, Great Mace) by striking the opponent on the back. This ability is cumulative with other

appropriate Expert Attacks, Sneak Attacks, Back Stabs and Skills. It is the responsibility of the player using this skill to inform his opponent that he is using it by announcing, "Back" if the strike occurs when the player is not directly behind the target. A strike that fails to meet the requirements for a Back Stab inflicts no damage. The use of this skill is not an excuse to Crowd or fight unsafely. Only one type of point Magic, Stamina or Synergy may be purchased per prerequisite.

Battle Rage

Type: Active
 Frequency: Daily
 Call: "Battle Rage"
 Handed: No
 Rule: Once this ability is activated it will last for 5 Minutes, until the character is rendered Unconscious or there are no "opponents" standing. When the character has dispatched his enemies, he will turn on all remaining "opponents" until he is Unconscious or no "opponents" are standing. Opponents are considered to be any creature with visible weapons, natural or manufactured, visible magical or natural attack abilities or any character or creature viewed by the character as hostile for any reason. When this ability has run its course or the Character is rendered Unconscious, the character falls to 0 Body regardless of his condition [unless already at -1 Body.] All PROTECTION and ARMOR effects end at this time. While in a Battle Rage, the character gains a +2 STRENGTH, a NATURAL MAJOR PROTECTION (This functions normally regardless of physical armor) and IMMUNITY to FEAR effects. A character under this effect may still strike an opponent he watched fall for no apparent reason. The character does not have to attack blood relatives, "those born into the same family or clan"; this does not include adopted family members. This is NOT an excuse to charge.

Blades- 1 Handed

Handed: One for Small, Short or Long
 Rule: This skill allows the character to wield all Small, Short and Long-sized melee weapons from the Blade group: Swords, Axes and Spears.

Blades- All

Handed: One for Small, Short or Long
 Handed: Two for Great
 Rule: This skill allows the character to wield all Blade class melee weapons that fall in the following list: All Swords, All Spears and All Axes.

Blades- Great

Handed: Two
 Rule: This skill allows the character to wield all Great-sized melee weapons from the Blade group: Great Sword, Great Axe and Great Spear.

Blast Damage

Type: Active
 Frequency: Fueled
 Call: "Arcane 25 <Descriptor> Blast!"
 Handed: One
 Rule: This skill allows a character to channel more power into his damage spells, allowing him to generate an Arcane 25 <Descriptor> Blast effect for each Magic Point used in the attack. Any spell which a creature is HEALED or IMMUNE to will not gain the ability to harm the creature because it was used in the BLAST DAMAGE. This is a Single

Strike technique. This is a Minor Offensive Magical Technique.

Blast Damage Gas

Type: Active
 Frequency: Fueled
 Call: "Prepare to BLAST", "<Call> BLAST"
 Handed: One
 Rule: This skill allows a character to modify a damage gas poison with the BLAST descriptor at the time of use. For example, the character could throw a 50 Ice Gas Poison and use his BLAST DAMAGE GAS Technique (spending the appropriate Stamina Points for the BLAST DAMAGE GAS) and generate a 50 Ice Gas Poison BLAST, using up the gas normally in the process. Subsequent throws will use up another gas poison with each throw but no additional Stamina Points until the effect is taken, successfully defended or ends its duration. This is a Multi Strike Skill. This is a Standard Offensive Stealth Technique.

Blast Spell

Type: Active
 Frequency: Fueled
 Call: "Prepare to Blast Spell! <Incant> BLAST"
 Handed: One
 Rule: This skill allows a character to channel more power into a single casting of an ANY SPELL, making the effect more difficult to DEFEND against. Appropriate Standard Defenses will be used and stop the single attack but will not end the BLAST SPELL TECHNIQUE. Minor Defenses are used and do not defend against the attack. Appropriate Major Defenses may be used to defend successfully against a BLAST SPELL ending the Technique. The character must only spend the normal amount of Magic Points for the BLAST SPELL Technique. The character does not have to spend additional Magic Points for the ANY SPELL Technique. Any spell which a creature is HEALED or IMMUNE to will not gain the ability to harm the creature because it was used in the Arcane BLAST. This is a Multi Strike Exclusive Technique. This is a Major Offensive Magic Technique.

Blind Combat

Type: Active
 Frequency: Continuous
 Call: "BLIND COMBAT"
 Handed: One
 Rule: This skill allows a character that has been BLINDED for any reason to operate normally except for the following: the character cannot use Read/Write, read scrolls, or use any skill that is Handed: Sight. The character may operate in darkness normally (as well as the player is able). This does not allow you to use any visual enhancement items. Also, the character cannot identify anything visually such as color or detailed features.

Blood Rage

Type: Active
 Frequency: Fueled
 Call: "Blood Rage"
 Handed: No
 Rule: This ability allows a character generate a Blood Rage. Once this ability is activated it will last for 5 Minutes, until the character is rendered Dying or there are no "opponents" standing. Opponents are considered to be any creature with visible weapons, natural or manufactured, visible magical or natural attack abilities or

any character or creature viewed by the character as hostile for any reason. When this ability has run its course or the Character is rendered Dying. All PROTECTION and ARMOR effects end at this time. While in a Blood Rage, the character gains +4 STRENGTH, a NATURAL MAJOR PROTECTION and MAJOR ARMOR (This functions normally regardless of physical armor and stacks with the Natural Major Protection) and IMMUNITY to FEAR, SLEEP, STUN, COMMAND and ENFEEBLE effects. A character under this effect may still strike an opponent he watched fall for no apparent reason. The character does not have to attack blood relatives, "those born into the same family or clan"; this does not include adopted family members. This is NOT an excuse to charge.

Bloodline of <Path>

Type: Passive

Frequency: Continuous

Call: "BLOODLINE OF <PATH>"

Handed: No

Rule: The BLOODLINE OF <PATH> skill represents a mark on the character's spirit that links him to the specified Path. This mark opens the door to other skills and powers related to the specified Path.

Blunts- 1 Handed

Handed: One for Small, Short or Long

Rule: This skill allows the character to wield all Small, Short and Long-sized melee weapons from the Blade group: Clubs, Maces and Hammers.

Blunts- All

Handed: One for Small, Short or Long

Handed: Two for Great

Rule: This skill allows the character to wield all Blunt class melee weapons that fall in the following list: All Clubs, All Maces and All Hammers.

Blunts- Great

Handed: Two

Rule: This skill allows the character to wield all Great-sized melee weapons from the Blunt group: Great Club, Great Mace and Great Hammer.

Boost Item- Arcane

Type: Active

Frequency: Fueled

Call: "Prepare to Boost <Technique>", "<Call>"

Handed: One

Rule: This skill allows a character to channel Magic Techniques that he knows into Scrolls, Potions and X Ever items when they are being used. For example, the character could read a Force Imprison Scroll and use his SURGE SPELL Technique (spending the appropriate Magic Points for the SURGE SPELL) and generate a Force Imprison SURGE, using up the scroll normally in the process. This is effect will last for an Encounter Duration. This is a Minor Magic Technique.

Bows- Group

Handed: One for Small, Short or Long Melee

Handed: Two for Small, Short or Long Ranged

Rule: This skill allows the character to wield the following Bow class ranged weapons: Small Bow, Short Bow and Long Bow. Missiles fired from Bows cause Blade damage. All Bows are considered Clubs when used for Melee attacks. All Bows require the use of two free limbs/hands for the character to be able to inflict damage. A character with the Bow skill may use the Bow to block melee attacks as any other weapon. This skill allows a

character to wield a padded "Bow" which can be used to block weapon strikes and fire specially prepared spell packets designed with a 6" cloth tail as arrows. The character must hold the bow at arm's length away from his body to fire an arrow. To launch an arrow, the character must have one of these special Weapon Packets, reach out and touch the bow with the packet in his other hand before throwing it.

Bull's-eye

Type: Active

Frequency: Fueled

Call: "MAJOR GAZE <DAMAGE> <CARRIER> <EFFECT> <TARGET>"

Handed: One or Two as Ranged Weapon

Rule: This skill allows a character to use a ranged weapon to strike an Inanimate or Helpless target that he has a clear line of effect to. A clear line of effect is defined as the ability to see the target without any intervening Barrier (mundane or arcane). The character using this technique must be able to see the target and the target (or Marshal) must be able to hear the call. This is a Single Strike Technique. This is a Minor Offensive Weapon and Stealth Technique.

Burrow

Type: Active

Frequency: Daily

Handed: One

Call: "I BURROW up/down 3, I BURROW up/down 2, I BURROW up/down 1"

Rule: This ability allows the character to travel under the Urth for limited amounts of time. This ability allows a character to BURROW below the surface with a 3 Count and travel for 5 Minutes in any direction before he must resurface. This Count is Uninterruptible. The character cannot bring anyone with him. A single use of this skill allows a character to BURROW down once and up once.

Burrow- Group

Type: Active

Frequency: Fueled

Call: "I Tunnel <Count>..."

Handed: One

Rule: Group Burrow allows a character with the Burrow skill to create a temporary 1 Encounter Duration one way tunnel in the Urth allowing for 5 creatures of its size or smaller to travel with the character while he burrows under the Urth. Each use of the Burrow skill allows for 6 additional people to pass through the tunnel or an additional Encounter Duration are added to the duration of the Tunnel. Each level of Underground Combat that the Burrowing character possesses allows for 1 extra passenger to pass through the tunnel. All those involved must hold a 10' or less length of rope to continue traveling. The maximum length of rope is 10' per Burrow used. If the character using this skill is rendered Helpless then the passengers are returned to the surface in the closest possible area to their current location under a Natural Stone BIND each. Returning from this skill requires each individual to make a separate and consecutive 3 count, no 2 of which can overlap.

Burst Shot

Type: Active

Frequency: Fueled

Call: "<DAMAGE> <CARRIER> <EFFECT> <TARGET>
BURST"

Handed: One or Two as Ranged Weapon

Rule: This skill allows a character to use a ranged weapon to generate a Burst of six packets for any attack including Techniques. The character must still pay for any Techniques used normally. All attributes which apply for one strike of the weapon packets affect all packets in the Barrage. The use of Burst Shot ends all active offensive techniques. This is a Single Strike Technique. This is a Standard Offensive Weapon and Stealth Technique.

Called Shot

Type: Active

Frequency: Fueled

Call: "MAJOR GAZE <DAMAGE> <CARRIER> <EFFECT>
<TARGET>"

Handed: One or Two as Ranged Weapon

Rule: This skill allows a character to use a ranged weapon to strike an Inanimate or Helpless target that he does not have a clear line of effect to. You cannot use this technique to attack through a seamless intervening Barrier (mundane or arcane). The character using this technique must know the general location of the target (i.e he is around the corner to the left) and the target (or Marshal) must be able to hear the call. Once the target is hit, he is affected by the call made. This is a Single Strike Technique. This is a Standard Offensive Weapon and Stealth

Capture <Arcane>

Type: Reactive

Frequency: Daily

Call: "CAPTURE Arcane" or "Arcane <Effect>"

Handed: No

Rule: This ability allows the character to CAPTURE Arcane energy directed at him, granting the character the ability to use the Effect that was captured at any time within the same day. The character generates the same Effect that he absorbs but the delivery and enhancements of that Effect becomes a single packet Arcane <Effect>. For example, an Arcane Strike DISPEL FIRE SURGE is generated as an Arcane DISPEL FIRE. The use of this ability triggers the appropriate Passive defense if the character possessed it. For instance, if the character CAPTURES a DISPEL FIRE spell while carrying an active Elemental SHIELD, the Elemental SHIELD is used and the character CAPTURES the spell. If the character currently has a CAPTURED effect and dies (in Dying or Dead state), the CAPTURED effect is lost. You may not keep a captured effect longer than a single game day (this means you cannot release a CAPTURED effect and time it perfectly to recapture the same effect at Reset).

Capture High Magic

Type: Reactive

Frequency: Fueled

Call: "CAPTURE High Magic"

Handed: No

Rule: This allows a character to utilize his CAPTURE <Arcane> ability to CAPTURE a successful High Magic Ritual or effect that is cast upon him. This High Magic effect can be discharged through touch only. All attributes of the original casting of the High Magic Ritual are retained when released. All other attributes of the CAPTURE <Arcane> ability apply.

Technique.

Channel Spell- Minor

Type: Active

Frequency: Fueled

Call: "Prepare to Channel Spell", "ARCANE STRIKE
<Descriptor> <Effect>"

Handed: As Weapon

Rule: This skill allows a character to channel a specific (at the time of use) Minor (level 1-5) spell through his melee weapon. As an example, the character may use this technique to channel Stone ROOT, but to use another minor spell such as Wind DISARM, he would have to activate the technique a second time using the appropriate Magic Points, Stamina or Synergy Points. CHANNEL MINOR SPELL will allow a strike off of a weapon or shield, but not a complete miss to become a Legal Strike as though it struck the target for effect as per an ARCANE Effect. The character must announce the effect normally which does require the ability to speak, but does not require a free hand so long as he is wielding a weapon which he has +1 Skill or +2 Back Stab in or better. The character must still spend the Mana appropriate to cast the spell channeled by this technique. This is an Exclusive Encounter Technique. This is a Minor Offensive Synergy Technique.

Channel Spell

Type: Active

Frequency: Fueled

Call: "Prepare to Channel Spell", "ARCANE STRIKE
<Descriptor> <Effect>"

Handed: As Weapon

Rule: This skill allows a character to channel a specific (at the time of use) Standard (level 6-10) spell through his melee weapon. As an example, the character may use this technique to channel Stone BIND, but to use another spell such as Wind STUN, he would have to activate the technique a second time using the appropriate Magic Points, Stamina or Synergy Points. CHANNEL SPELL will allow a strike off of a weapon or shield, but not a complete miss to become a Legal Strike as though it struck the target for effect as per an ARCANE Effect. The character must announce the effect normally which does require the ability to speak, but does not require a free hand so long as he is wielding a weapon which he has +2 Skill or +4 Back Stab in or better. The character must still spend the Mana appropriate to cast the spell channeled by this technique. This is an Exclusive Encounter Technique. This is a Standard Offensive Synergy Technique.

Channel Spell- Major

Type: Active

Frequency: Fueled

Call: "Prepare to Channel Spell", "ARCANE STRIKE
<Descriptor> <Effect>"

Handed: As Weapon

Rule: This skill allows a character to channel a specific (at the time of use) Major (level 11-15) spell through his melee weapon. As an example, the character may use this technique to channel Stone Paralyze, but to use another major spell such as Wind Kill, he would have to activate the technique a second time using the appropriate Magic Points, Stamina or Synergy Points. Channel Spell will allow a strike off of a weapon or shield, but not a complete miss to become a Legal Strike as though it struck the target for effect as per an Arcane Effect. The character must announce the effect normally which does require the ability

to speak, but does not require a free hand so long as he is wielding a weapon which he has +4 Skill or +8 Back Stab in or better. The character must still spend the Mana appropriate to cast the spell channeled by this technique. This is an Exclusive Encounter Technique. This is a Major Offensive Synergy Technique.

Churgery

Type: Active
 Frequency: Continuous
 Call: "Churgery"
 Handed: Two
 Rule: This skill allows a character to extend a Death Count for another character as long as the character with the Churgery is using both hands and Concentrating on maintaining the Churgery count. The character performing the Churgery cannot be involved in any other action using his hands, including carrying the target himself. Churgery must be started while a character is Dying. The wounded character keeps their own Death Count going, when they have completed their count, they inform the character performing the Churgery skill that the Churgery is now "Active." If Churgery is Interrupted while "Active" the target is immediately Dead. In addition, the character may refit the Body points of a living target with a positive Body total given an Interruptible 5 Minute Count In Town during which either character can be targeted to stop the refit.

Claws

Type: Passive
 Frequency: Continuous
 Call: "# Blade"
 Handed: One or Two
 Rule: This ability allows the character to possess natural weapons which are represented by two claws. All claws are made as Short Blade Weapons using red tape. All claws cause a base 2 points of Blade damage. Claws may be used to block weapon attacks as a normal Short Blade Weapon. Claws are IMMUNE to DISARM, MAJOR DISARM, SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. However, they are removed by SEVER effects.

Cloak

Type: Active
 Frequency: Daily
 Call: "NATURAL Shadow FORM"
 Handed: No
 Rule: This ability is a NATURAL version of the effect Shadow FORM.

Clubs- All

Handed: One for Small, Short or Long
 Handed: Two for Great
 Rule: This skill allows the character to wield all Club class melee weapons: Sap (Small Club), Short Club, Long Club and Great Club/Staff. These weapons cause Blunt damage.

Close Quarters Fighting

Type: Active
 Frequency: Continuous
 Call: "Close Quarters Fighting"
 Handed: One
 Rule: This skill increases the base damage with all Small and Short manufactured melee weapons the character is skilled with to 3.

Control Rage

Type: Passive
 Frequency: Continuous
 Call: "Control Rage"
 Handed: No
 Rule: This skill grants the character the ability to control his anger and emotions to an almost superhuman extent. A character with is skill may use it to end the effects of his own Battle Rage skill at any time, leaving him still conscious with one Body point and no active PROTECTIVE or ARMOR effects. A character with this skill may also choose his target (rather than the closest creature) when he is under a BERSERK effect.

Critical Strike

Type: Active
 Frequency: Fueled
 Call: "# CRITICAL! <Back>"
 Handed: As Weapon
 Rule: This skill allows a character to generate a crippling blow to the target that bypasses certain defenses. In effect, the character has become so skilled with his weapon that he is able to strike creatures taking advantage of their weaknesses and vulnerabilities. The character deals 25 points of CRITICAL damage, 50 points of CRITICAL damage if he calls 'Back' and has the Stealth version of this skill for each Stamina Point used in the attack. All CARRIERS and descriptors can be used on the strike but no further damage may be added. Also, this ability passes through the effects of CAP and REDUCED. This ability is a Single-Strike skill. This is a Minor Offensive Weapon Technique and Minor Offensive Stealth Technique.

Crossbows- Group

Handed: One for Small, Short or Long Melee
 Handed: Two for Small, Short or Long Ranged
 Rule: This skill allows the character to wield the following Crossbow class ranged weapons: Small Crossbow, Short Crossbow and Long Crossbow. Missiles fired from Crossbows cause Blade damage. All Crossbows are considered Maces when used for Melee attacks. All Crossbows require the use of two free limbs/hands for the character to be able to inflict damage. A character with the Crossbow skill may use the Crossbow to block melee attacks as any other weapon. This skill allows a character to use a "safe" crossbow, such as a padded crossbow using Weapon Packets similar to a normal Crossbow, Nerf Crossbow or a specially made crossbow with Nerf type bolts. To launch a bolt, the character must have one of these special Weapon Packets, reach out and touch the Crossbow with the packet in his other hand before throwing it.

Damage Parry

Type: Reactive
 Frequency: Fueled
 Call: "Damage PARRY"
 Handed: One
 Rule: This skill allows a character to generate a momentary protective magical field that can repel damaging Arcane effects. This may be used on any Arcane effect that has a duration of Instant and causes the character a specific amount of damage not used with the BLAST effect. For example, the character may counter a 30 Arcane Fire but may not counter the "20 MASSIVE" caused

by a MAJOR REPEL spell or the "7 Magic" of a Magical Long Sword. This is a Minor Magic Technique.

Defensive Fighting

Type: Active
Frequency: Fueled
Call: "Defensive Fighting"
Handed: One
Rule: This skill allows a character to use a weapon to defend themselves using their martial skills concentrated into their single weapon. Characters using this technique add a Major Protection and a Major Armor effect to their character for an Encounter Duration. This is a Minor Defensive Weapon and Stealth Technique.

Defensive Stance

Type: Reactive
Frequency: Fueled
Call: "Prepare to Defend!", "CAP", "CARRIER IMMUNITY"
Handed: As Weapon
Rule: This ability allows a character to defend himself with uncanny skill. The character must Plant to activate and maintain this skill. Defensive Stance grants the character the ability of CAP 5 for Weapon, Poison, Natural and Arcane. In addition to the CAP, the character also gains IMMUNITY to the CARRIER of the same attack, except for Threshold CARRIERS: Normal, Silver, Iron, Magic and SIEGE (i.e. 30 MASSIVE becomes 5 Normal, 50 Fire Magic becomes 5 Magic, 25 CRITICAL Silver becomes 5 Silver, this overrides the normal definition of the CRITICAL CARRIER). This skill also does not remove the SURGE or BLAST effect from an attack, but still provides the CAP ability. This applies to Weapon, Poison, Natural or Arcane attacks that inflict a set amount of damage to the target. Characters in a Defensive Stance can still use weapons, cast and fight normally (provided their foot does not move). Defensive Stance lasts an Encounter Duration. This is a Major Weapon Technique.

Deflect [Type]

Type: Reactive
Frequency: Fueled
Call: "DEFLECT [TYPE]"
Handed: As Weapon
Rule: This skill allows a character to DEFLECT any one Single Strike [Descriptor] effect. This Minor Technique does not negate a Standard, Major, SIEGE, Area of Effect or Multi-Strike effect; however against a Standard or Multi-Strike effect, it does protect the character from that one strike, without using up the attacker's effect. This has no effect on any Major Techniques or calls including Siege. For example, DEFLECT Natural can be used to completely negate a single claw delivered "12 PARALYZE" or a single Legal Strike from a "KILL STRIKE", but it does not protect against an ARCANES 25 FIRE SURGE. This is a Minor Defensive Technique.

Deflect Anything

Type: Active
Frequency: Fueled
Call: "DEFLECT ANYTHING"
Handed: One
Rule: This skill allows a character, using only a single weapon, to use a DEFLECT on Arcane, Natural (including weapons) and Gas. This is a Minor Defensive Weapon and Stealth Technique.

Deflect Ranged

Type: Active
Frequency: Fueled
Call: "Prepare to Deflect Ranged!, DEFLECT."
Handed: Two
Rule: This skill allows a character, using two 1 handed weapons simultaneously, to Plant his foot and DEFLECT-NATURAL Ranged attacks for one Encounter Duration without additional Stamina cost. This will not function on Melee weapon strikes. This is an Exclusive Technique. This is a Standard Defensive Weapon and Stealth Technique.

Destroy Strike

Type: Active
Frequency: Fueled
Call: "DESTROY STRIKE <Item>"
Handed: As Weapon
Rule: This skill allows a character to generate a DESTROY effect using his weapon in such a way as to render the object useless. To DESTROY weapons held in the hand, the character must strike the weapon. To DESTROY any other tagged item, the character must land a Legal Strike. This skill is usable for a Multi-Strike. This is a Standard Weapon Technique.

Diagnostics

Type: Active
Frequency: Continuous
Call: "Diagnostics"
Handed: STABILIZE-One
QUESTIONS-No
Rule: This skill allows a character to ask any number of valid First Aid questions at the end of a 10 Count. The character does not have to wait for a 10 Count between questions, but they may only ask another question once the target or Marshal is done answering the previous question.

Someone who possesses the skill of Diagnostics may ask the following questions to their subject, in addition to those granted by other skills. All questions, except "Are you Injured?" can only be asked of a Willing or Defenseless target that you may touch with your hand. You cannot call a HOLD to ask any question or receive a response.

Diagnostics Questions	Allowable Answers
Are you under the effects of a SLEEP, PARALYZE or STUN?	SLEEP, PARALYZE, STUN, No, Other (See Plot)
Are you Infected?	Yes, No, Other (See Plot)
Are you Injured?	Healthy, Damaged, Injured Mauled, No Effect

Disable Device

Type: Active
Frequency: Continuous
Call: "Disable Device <Level>", "Disable Device 1, Disable Device 2..."
Handed: One
Rule: This skill will apply to Traps, Locks, riddles, puzzles and other devices (Arcane and Manufactured). A character must possess the level of Disable Device equal or greater than the level of the device listed on the chart below to even attempt to disable the device. A character with this skill may choose to take a Bag Pick instead of physically trying to disable the device. The Bonus on Puzzles and Riddles may be a Mistake or Time Increment.

Using the skill Disable Device requires the following Counts:
Rushed Normal Trap/Lock 5 Count

Normal Trap/Lock 1 Minute
Magical Trap/Lock 5 Minutes
High/Environmental Trap/Lock 1 Hour

	Ability	Harvest	Puzzle/Riddle
Minor	Disable/Operate Minor Trap/Lock	Mechanical Components	+1 Time or Mistake
Standard	Disable/Operate Standard Trap/Lock	Trap/Lock	+2 Time or Mistakes
Major	Disable/Operate Major Trap/Lock	Specialty Traps/Locks	+3 Time or Mistakes

Double Strike

Type: Active
Frequency: Fueled
Call: "DOUBLE <CALL>"
Handed: Two

Rule: This skill allows a character, using two 1 handed weapons simultaneously, to make and automatically land a second attack using the same exact effect as the first with his off hand weapon. This Technique only functions on normal attacks, Minor and Standard Offensive Techniques. Each effect in the DOUBLE STRIKE attack must be defended individually. For example, if an attacker were to DOUBLE STRIKE- KILL STRIKE, if the defender uses one DEFLECT and one PARRY he will negate the second KILL STRIKE leaving the first KILL STRIKE active. This is a Single Strike Technique. This is a Minor Offensive Weapon and Stealth Technique.

Disarm Strike

Type: Active
Frequency: Fueled
Call: "DISARM STRIKE"
Handed: As Weapon

Rule: This skill causes the target to lose the ability to use in-game items in the hand specified by the attacker for 5 seconds from the moment the target is affected by the DISARM. To DISARM weapons held in the hand, the character must strike the weapon. This is a Single-Strike skill. This is a Minor Weapon Technique.

Disarm Strike- Major

Type: Active
Frequency: Fueled
Call: "Prepare to Major DISARM! Major DISARM STRIKE!"
Handed: As Weapon

Rule: This effect causes the target to lose the ability to use in-game items in both hands for 5 seconds from the moment the target is affected by the effect. To MAJOR DISARM, the character may strike a weapon held in the hand or land a Legal Strike. This is a Multi-Strike skill. This is a Standard Weapon Technique.

Elemental Carrier

Type: Active
Frequency: Daily
Call: "CARRIER <Descriptor>"
Handed: One or Two

Rule: This ability allows the character to generate a NATURAL CARRIER <Fire, Ice, Lightning, Stone> effect on himself. This ability can generate one effect, chosen by the character at the time of use.

Elemental Form/Shell

Type: Active

Frequency: Daily

Call: "NATURAL <Descriptor> <Effect>"

Handed: No

Rule: This ability allows the character to generate one of the following NATURAL effects upon himself FIRE FORM, WATER SHELL, STONE SHELL or WIND FORM. This ability can invoke one effect, chosen by the character at the time of use. This ability does not trigger an Active defense on the character when used.

Empathy <Type>

Type: Passive

Frequency: Continuous

Call: "<Type> EMPATHY"

Handed: No

Rule: This ability allows a character to communicate on a basic level with Animals and Magical Animals of a particular type such as Canines, Felines or Avians. This is not a SPEAK ability. Characters with this ability will be able to better understand the behavior and reactions of the creatures to which they are aligned. The amount of information the character gains is determined by the NPC or Marshal. This does not allow the character to directly communicate with the animals. Finally, the character will not be attacked by animals of that type unless the character begins the combat, the creature is controlled or trained and under orders to attack, or other extenuating circumstances.

Enhanced Body

Type: Passive

Frequency: Continuous

Handed: No

Rule: This ability grants the character 5 additional Body due to his enhanced physical structure, stronger systems and dense skeleton. These points are considered part of the character's Natural Body. This skill can be purchased once per + STRENGTH Skill that the character possesses.

Estimate Value

Type: Active

Frequency: Continuous

Call: "Estimate Value"

Handed: No

Rule: This skill allows the character to determine the approximate value of the various items that are found such as furs, gems, jewelry, etc. This skill allows the character to identify any component, the level and component value of a manufactured item, special properties of non-magical, non-poison items. The level of Scrolls, Potions, Poisons may be determined but not the specific effect. The character cannot determine other magical properties. The character may also identify what skills are required for something to be Harvested including "Hey You's".

Evade

Type: Reactive

Frequency: Fueled

Call: "EVADE"

Handed: One Limb

Rule: This skill allows a character to dodge any one attack from a weapon or packet. This skill is used after the attack is landed. This skill will use up a Minor or Standard Multi-Strike Technique. Evade is not effective against any Area of Effect calls or Major Weapon, Stealth or Magic Techniques. This is a Standard Stealth Technique.

Evade- Major

Type: Reactive

Frequency: Fueled

Call: "MAJOR EVADE!"

Handed: One

Rule: This skill allows a character to dodge any one attack with a weapon or packet. This skill is used after the attack is landed. This skill will use up a Minor, Standard or Major Multi-Strike Technique. Major Evade is effective against Area of Effect calls or Major Weapon, Stealth and Magic Techniques. This is a Major Stealth Technique.

Execute

Type: Active

Frequency: Fueled

Call: "KILL STRIKE <BACK>"

Handed: As Weapon

Rule: This skill allows the character to reduce the victim's Body Points, Armor Points, ARMOR and PROTECTIVE effects to -1 total. Execute instantly changes the targets status to Dying. Execute will deal 100 points of CRITICAL damage, to creatures normally IMMUNE to KILL effects. This is a Multi Strike- Back Exclusive Technique. This is a Standard Offensive Stealth Technique.

Execute- Major

Type: Active

Frequency: Fueled

Call: "MAJOR KILL STRIKE <Back>"

Handed: One

Rule: This skill allows the character to reduce the victim's Body Points, Armor Points, ARMOR and PROTECTIVE effects to -1 total. Execute instantly changes the targets status to Dying. Major Execute will deal 200 points of CRITICAL damage, to creatures normally IMMUNE to KILL effects. This is a Multi Strike- Back Exclusive Technique. This is a Major Offensive Stealth Technique.

Expert Attack +

Type: Active

Frequency: Daily

Handed: As Weapon

Rule: This skill allows the character to inflict an additional +1 damage with a specific type of weapon (i.e. Long Sword, Short Axe, Great Mace) for an Encounter Duration. This ability is cumulative with other appropriate Back Stabs and Skills.

Expert Skill

Type: Active

Frequency: Fueled

Call: "<Damage>"

Handed: Two

Rule: This skill allows a character to generate +1 Damage in all 1 handed Melee Weapons he has + Skill with. This allows the character to purchase 1 additional Stamina Point or Synergy Point per Expert Skill. Only 1 Expert Skill may be purchased per + Skill applicable to 1 Handed Weapons.

Extend Arcane

Type: Active

Frequency: Fueled

Call: "Extend Arcane <Effect>"

Handed: One

Rule: This skill allows a character to extend the duration of any Arcane effect that he has cast which has a duration longer than Instant. The character can enhance the duration of an Arcane effect that he has cast with this

skill by one level (5 Seconds becomes 5 Minutes, 5 Minutes become 1 Hour, 1 Hour becomes 1 Day, 1 Day becomes 5 Days, 5 Days become 30 Days) by touching the affected object, person or effect, consciously willing the effect to extend and expending 3 Magic Points. PROTECTIVE, ARMOR, CARRIER, FORM and SHELL effects that have been cast upon another person are considered cast by the person that the spell is active upon for the purposes of this skill. This skill does not affect High Magic in any way. This is a Major Magic Technique.

Far Shot

Type: Active

Frequency: Fueled

Call: "<DAMAGE> FLY"

Handed: One or Two as Ranged Weapon

Rule: This skill allows a character to use a ranged weapon to strike Flying targets. This is an Exclusive Encounter Technique. This is a Minor Offensive Weapon and Stealth Technique.

Fast Talk

Type: Active

Frequency: Daily

Call: "VOICE CONTROL Thought COMMAND <Task>"

Handed: Voice

Rule: This skill must be role-played continuously for at least 1 full Minute but less than 5 Minutes, during which time the character must repeat at least 20 times the desired COMMAND. This must be role-played outside of conflict or combat (even imminent combat) for it to take effect. The target will obey one command, and one command only ('obey all my commands' will not work). Once the role-play has finished and the effect has been announced, the target is affected by a VOICE CONTROL Thought COMMAND.

Feat of Strength

Type: Active

Frequency: Daily

Call: "Feat of Strength +# Jump", "Feat of Strength +# Lift", "Feat of Strength +# <Action>"

Handed: No

Rule: Feat of Strength counts as a NATURAL STRENGTH 4 RESERVED and as a NATURAL ASSAULT.

Feat of Strength- Major

Type: Active

Frequency: Daily

Call: 'Feat of Strength +# Jump', "Feat of Strength +# Lift", "Feat of Strength +# <Action>"

Handed: No

Rule: Major Feat of Strength counts as a NATURAL STRENGTH 8 RESERVED and as a NATURAL MAJOR ASSAULT.

Feather Fall

Type: Passive

Frequency: Continuous

Call: "NATURAL FEATHER FALL"

Handed: No

Rule: This ability allows the character to generate a NATURAL FEATHER FALL effect upon himself at will.

Feint

Type: Active

Frequency: Fueled

Call: "Prepare to Feint!", "# BODY!"

Handed: As Weapon

Rule: This skill allows a character to generate a focused damage effect through his weapon strike. This generates a Continuous BODY Strike for an Encounter

Duration. This skill is only usable with a Single Weapon Specialist Style. The character's new damage call is only the amount of Skill that the character has in that particular Weapon plus 1. For example, a character with Weapon Master, +2 Long Sword and +2 Master Skills would be able to call "5 BODY" for the duration of the skill if he was using a Long Sword because the +2 Long Sword Skill and the Master Skills apply to the weapon he is using. Descriptors may be added to the call but cannot be used to increase the amount of damage on any strike. For example, you may call Fire if you use a MAJOR CARRIER but the +1 Damage from the spell is lost as damage enhancements do not add to the damage call. This is an Exclusive Encounter Technique. This is a Standard Offensive Weapon and Stealth Technique.

First Aid

Type: Active
 Frequency: Continuous
 Call: "Stabilize", "First Aid <Effect>"
 Handed: STABILIZE-One
 QUESTIONS-No

Rule: This skill includes a host of medical skills allowing the character to STABILIZE a person who is Bleeding (at -1 Body) but not Dying. This use of First Aid requires a 60 Count of work and the use of one hand. When using the STABILIZE effect, the target stops his Bleeding Count. If First Aid is interrupted the Death Count continues from where it left off, First Aid must begin again at the beginning to be effective. You may ask questions during a STABILIZE count without interrupting the STABILIZE. All questions can be asked of a WILLING or Defenseless target that you may touch with your hand. You cannot call a HOLD to ask any question or receive a response.

First Aid Questions (10 Count/question)	Allowable Answers
What is your condition?	Dead, Dying, Bleeding, Unconscious, Healthy, Damaged, Injured, Mauled, Other (See Plot)
How much Body/Natural Armor are you down?	Amount of damage the target has received, either as an exact number or a percentage of the target's maximum.
Are You Diseased?	DISEASE, PLAGUE, WASTE, No, Other (See Plot)
What is your metabolism?	Normal, Altered, None, Other (See Plot)
Is First Aid helping you?	Yes, No, Other (See Plot)

Flee

Type: Active
 Frequency: Daily
 Call: "I FLEE 3, I FLEE 2, 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 3 Count during which the character is vulnerable to attack. This ability requires Concentration but is Uninterruptible. The character cannot bring anyone with him. 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.

Fly

Type: Active
 Frequency: Daily
 Handed: One
 Call: "I FLY up/down 1, I FLY up/down 2, I FLY up/down 3"
Rule: This ability allows the character to travel in the air for limited amounts of time. This ability allows a character to Fly above the surface with a 3 Count and travel for 1 Encounter Duration in any direction before he must land. This Count is Uninterruptible. The character cannot bring anyone with him. A single use of this skill allows a character to FLY up once and down once. If you become Helpless while Flying and do not have a FEATHER FALL, you are successfully affected by a functional Kill Strike Siege.

Fly- Group

Type: Active
 Frequency: Fueled
 Call: "I Fly <Count>..."
 Handed: One
Rule: Group Fly allows a character with the Fly skill to carry 5 additional creatures of its size or smaller with the character while he flies above the Urth. Each use of the Fly skill allows for 6 additional people to travel with the character or an additional Encounter Duration is added to the duration of the Fly. Each level of Aerial Combat that the character with Fly possesses allows for 1 extra passenger to FLY with the character. All those involved must hold a 10' or less length of rope to continue traveling. The maximum length of rope is 10' per Fly used. Those separated fall to the ground and are affected by a functional Kill Strike Siege.

Forensics

Type: Active
 Frequency: Continuous
 Call: "Forensics"
 Handed: No
Rule: This skill allows a character to determine more specific information about certain medical conditions. Forensics allows the character to ask for information regarding these topics after performing a 60 Count, or in the case of detailed or particularly difficult information to discern, a count determined by a Marshal on the field. A HOLD cannot be called to use this skill. Abuse of the HOLD rule for use of this skill will mean removal of the skill and the associated CP from the offending character. Someone who possesses the skill of Forensics may ask the following questions to their subject:

Forensics Questions (30 Count/question)	Allowable Answers
What is the origin of your wounds?	The majority of the wounds were caused by Bladed, Blunt, Normal, Arcane, Natural or Poison damage.
What Type of Weapon was used?	The majority of the wounds were caused by Natural Weapons, Manufactured Weapons or Non-Weapons.

Forensics Questions (30 Count/question)	Allowable Answers
What is the cause of death?	The cause of death was by Bladed, Blunt, Normal, Arcane, Natural or Poison damage. It can also tell if the Body died instantly or "Bled Out".
What is the modifier to the damage being done to you for this <TYPE>?	The answer will not be given until the character witnesses the creature being struck by at least 5 attacks of at least 2 different types. The modifier is a fraction of the damage, a multiple of the damage or a set amount of damage indicative of a CAP ability.

Forester

Handed: One

Rule: This skill allows the character to take care of plants and trees. He is able to determine if a plant is natural or magical, if it is indigenous to the forest or from another place. The character can also know the animals indigenous to the forest, whether natural or magical. He may also recognize the presence of new creatures in the woods. Terrain Combat allows this skill to apply to the specified terrain. This skill provides the components to Pre-reged players on page 89 in Herbals.

	Ability	Harvest
Minor	Detect/Identify Plants and Animals	Appropriate Components
Standard	Calm Plants and Animals	Appropriate Products
Major	Speak with Plants and Animals	Appropriate Specialty Components and Products

Frenzy

Type: Active

Frequency: Fueled

Call: "Frenzy <Minor or Standard Technique>"

Handed: As Weapon

Rule: This skill allows a character to harness all of his skill and ability during a particular battle to generate a single Weapon Technique. The character must Plant to activate and maintain this skill and call "Frenzy <Technique>." For example, a character calls "Frenzy KILL STRIKE." The character then uses the Frenzy skill and another Minor or Standard Weapon Technique of his choice, spending the appropriate Stamina Points for both. The character is able to Continuously call the Technique named in the previous call for an Encounter Duration. Frenzy is only usable with a melee weapon used in melee combat. This is a Major Weapon Technique.

Furrier

Handed: One

Rule: This skill allows a character to recognize animals and plants both natural and magical whose parts can be made into valuable articles. He is able to harvest these parts from the creatures and repair the damage done to it in the process of harvesting. The character also knows how to treat the parts so they will bring the best prices. This skill provides the components to Pre-reged players on page 89.

	Ability	Harvest
Minor	Detect/Identify Pelt	Pelt
Standard	Detect/Identify Trophy	Trophy
Major	Detect/Identify Specialty Pelt/Trophy	Appropriate Specialty Component/Pelt/Trophy

PELT- This is part of a creature that can be traded as money (Copper, Silver, Gold or Platinum).

TROPHY- This is part of a creature that can be made into a Weapon, Armor or Talisman.

Fury

Type: Active

Frequency: Fueled

Call: "Prepare to Fury!"

Handed: As Weapon

Rule: This skill allows a character to channel his energy into additional damage for the weapon his skill is in. The character is able to increase his damage call by +3 for Small, Short and Long-sized melee weapons and all ranged weapons. He is able to increase his damage call by +4 with Great melee weapons. For example, a Warrior wielding a Long Sword (base 3) with +4 Skill (Long Sword) and Fury normally calls '7 Normal' with his weapon, but during a Fury, he would be calling '10 Normal' (3 Base for weapon +3 Base for Fury + 4 Skill). This ability will last for 5 Minutes or until the weapon leaves the characters hand for any reason, whichever comes first. This is a Minor Weapon Technique.

Fury- Major

Type: Active

Frequency: Fueled

Call: "Prepare for Major Fury!"

Handed: As Weapon

Rule: This skill allows a character to channel his energy into additional damage for the great weapon his skill is in. He is able to increase his damage call by +8 with Great melee weapons. For example, a Warrior wielding a Great Sword (base 4) with +4 Skill (Great Sword) and Major Fury normally calls '8 Blade' with his weapon, but during a Major Fury, he would be calling '16 Blade' (4 Base for weapon + 8 for Major Fury and + 4 Skill). This ability is an Exclusive Encounter Technique. This is a Major Offensive Weapon Technique.

Grandmaster

Handed: One or Two (as specific skill)

Rule: This skill includes the use of Melee Master, All Ranged and Style Master as well as the following skills: Improvised Weapon and Throw Anything Technique. This skill grants the character the ability to use all weapons even if they are Racially restricted and makes all Master + Skills or Master + Backstabs applicable to all weapons, including improvised weapons.

Great Damage

Type: Passive

Frequency: Continuous

Handed: Two

Rule: This skill allows the character to double the extra damage gained from STRENGTH # when applied to Great Melee Weapons.

Grounding

Type: Active

Frequency: Fueled

Call: "Prepare to be Grounded <Descriptor>", "No Effect"

Handed: As Weapon

Rule: This ability allows a character to ground himself to the Urth. The character must Plant to activate and maintain this skill. While under the effects of this ability, the character is IMMUNE to all Poison, Natural and Arcane effects of the specified descriptor. Unless otherwise limited, the character may specify any path he possesses as the descriptor. The Descriptor must be a non-spiritual Path of Magic possessed by the character. The Grounded character can still use weapons, cast and fight normally (provided his foot does not move). Grounding lasts an Encounter Duration. This is a Major Magic Technique.

Hammers- All

Handed: One for Small, Short or Long

Handed: Two for Great

Rule: This skill allows the character to wield all Hammer class melee weapons: Small Hammer, Short Hammer, Long Hammer and Great Hammer. These weapons cause Blunt damage.

Harden Natural Armor

Type: Passive

Frequency: Continuous

Handed: No

Rule: This ability allows a character to reset his Natural Armor to its full value with a 60 Count. Harden Natural Armor also makes the character IMMUNE to SLEEP <BACK>, STUN <BACK> AND PARALYZE <BACK> effects unless the attack is also a Body Strike. The character is only immune when the <BACK> is called.

Herbalist

Handed: One

Rule: This skill gives the character knowledge of herbs, plants, fungi and other plant or animal products. It allows the character to property harvest them to produce alchemical substances and other products. A character with this skill can determine if a substance is natural or magical. This skill provides the components to Pre-reged players on page 89.

	Ability	Harvest
Minor	Detect/Identify Herbal Components	Herbal Components
Standard	Detect/Identify Herbal Products	Herbal Products
Major	Detect/Identify Specialty Herbal Components and Products	Specialty Components and Products

Hermetic Magic

Type: Active

Frequency: Continuous

Call: "Hermetic Magic"

Handed: One

Rule: This skill allows a character to access Hermetic Talismans to cast magic. A character with Hermetic Magic cannot possess Shamanic Magic.

High Magic

Type: Active

Frequency: Fueled

Call: "High Magic"

Handed: No

Rule: This skill allows a character to cast all forms of High Magic that he is qualified to perform. Without any additional skills, the character is capable of all Battle Magic which he has the appropriate spells in memory to perform. This is a Major Magic Technique.

Imbue Talisman

Type: Active

Frequency: Fueled

Call: "Imbue Talisman"

Handed: One

Rule: This skill allows a character to temporarily enchant a common item with magical properties allowing it to function as a Weak Talisman for an Encounter duration. Each additional Magic Point, beyond the first, used to fuel this Technique increases the level of the Talisman by one Power Level. This is a Minor Magical Technique.

Immunity to Disease

Type: Passive

Frequency: Continuous

Call: "No Effect"

Handed: No

Rule: This ability makes the character IMMUNE to all forms of Natural, Poison and Arcane diseases, including DISEASE, PLAGUE and WASTE. This does not include infections, transformations, or curses. Afflictions such as Lycanthropy are curses and transformations, not diseases.

Improved Ability

Type: Active

Frequency: Fueled

Call: "Arcane <Effect>, <Effect> GAS POISON"

Handed: No

Rule: This ability of allows a character with NATURAL <Ability> to convert his single packet attack "NATURAL <Effect>" to a single packet attack "ARCANE <Effect>" or, in the case of "POISON <Effect>, make it "<Effect> GAS POISON".

Improved Damage

Type: Active

Frequency: Fueled

Call: "Arcane <Effect>, <Effect> GAS POISON"

Handed: No

Rule: This ability of allows a character with NATURAL Attack to convert his single Damage packet attack "NATURAL <Effect>" to a single Damage packet attack "ARCANE <Effect>" or, in the case of "POISON <Effect>, make it "<Effect> GAS POISON".

Improved Resist- Deflect [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "DEFLECT <DESCRIPTOR>"

Handed: As Resist

Rule: This skill allows a character to change the call for any RESIST the character knows to a DEFLECT. The character must fuel this technique with his Racial RESIST. This is a Minor Defensive Technique.

Improved Resist- Parry [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "PARRY <DESCRIPTOR>"

Handed: As Resist

Rule: This skill allows a character to change the call for any RESIST the character knows to a PARRY. The character must fuel this technique with his Racial RESIST. It

costs 2 Racial RESISTS to use a Racial PARRY <Descriptor>. This is a Standard Defensive Technique.

Improved Resist- Absorb [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "ABSORB <DESCRIPTOR>"

Handed: As Resist

Rule: This skill allows a character to change the call for any RESIST the character knows to an ABSORB. The character must fuel this technique with his Racial RESIST. It costs 3 Racial RESISTS to use a Racial ABSORB <Descriptor>.

This is a Major Defensive Technique.

Improvised Weapons

Type: Active

Frequency: Continuous

Handed: One or Two (as specific Phys-Rep)

This skill allows a character to effectively wield a non-weapon in combat as a weapon. Because a Grand Master's knowledge of weapons and styles, he is able to wield, attack and defend with items not normally used as weapons.

To use this ability, a Grandmaster must have access to a suitable item, and an approved weapon legal physical representation. Because this is an improvised weapon, the phys-rep does not necessarily need to exactly replicate the item, however, reason must be used when choosing an appropriate phys-rep. (A Great Sword could not be used when the character grabs a bottle or table leg. Likewise, a door should not be represented by a small weapon phys-rep unless the Grand Master has some way of breaking off a piece of the door.)

Improvised weapons cause damage based on their size, and the skill of the grand master wielding them.

An improvised weapon without a tag can be used by a Grandmaster for an Encounter Duration or until it is affected in a manner that would destroy a normal weapon. All improvised weapons without a tag will be considered destroyed at the end of Encounter Duration unless Indestructible or ruled by a Marshal otherwise. The use of the item as a weapon is simply too stressful for the item.

Innate <Path> - Minor

Type: Active

Frequency: Continuous

Call: "Minor Innate <Path>, <Incant>"

Handed: No

Rule: The MINOR INNATE PATH skill allows a character to access Innate <Path> effects provided the character purchases INNATE MANA to fuel the effects and has the appropriate Innate <Path> <Effect> skill. MINOR INNATE <PATH> allows the character to cast NATURAL <PATH> Spells without using a Free Hand.

Innate <Path> <Effect>

Type: Active

Frequency: Fueled

Call: "<Incant>"

Handed: No

Rule: The INNATE PATH Effect skill allows a character to cast the specified Innate <Path> effects by expending the appropriate INNATE MANA to fuel the effect. This skill must be learned for each specific effect. A character cannot learn an effect that is more than one level higher than an effect he already knows.

A character with Scroll Making or Potion Making may produce castable scrolls or potions of any spell he learns in his INNATE PATH. He cannot produce Formula (Memory, Scroll, Potion or any other). This is accomplished by instructing books.

Innate Mana

Type: Active

Frequency: Continuous

Call: "<Incant>"

Handed: No

Rule: INNATE MANA is raw magical energy generated by the spirit of the character that possesses it. When purchasing INNATE MANA, the character is really enhancing his ability to generate <Path> MANA, allowing him to create more or greater arcane effects. Each point of INNATE MANA represents a Spell Level that can be cast by the character with the MINOR INNATE <PATH> skill. A character that possesses this skill may freely learn more, without the need of an Instructor.

A character may purchase Magic and Synergy Points using INNATE MANA as a base but INNATE MANA cannot be combined with other forms of MANA (even INNATE MANA from another Path) to reach the 20 points necessary to purchase the Magic or Synergy Points.

Instruction-Minor

Type: Active

Frequency: Continuous

Handed: No

Rule: This skill allows a character to teach another character any skill the character with the Instruction skill possesses. A character with this skill gains a specific number of Instruction Points per event depending on the Event Type (See Event Types on page 86). For example, a full weekend event generates 3 Instruction Points. To learn a new skill, a character must gain the required number of Instruction Points from the same instructor. Common Skills require 1 Instruction Point. Uncommon Skills require 3 Instruction Points. Rare Skills require 9 Instruction Points. Very Rare Skills require 18 Instruction Points. Extremely Rare Skills require 36 Instruction Points. You cannot use Instruction Points from other events as an Instructor.

Instruction

Type: Active

Frequency: Continuous

Handed: No

Rule: This skill allows a character to teach another character any skill the character with the Instruction skill possesses. A character with this skill gains double the number of Instruction Points per event depending on the Event Type (See Event Types on page 86). For example, a full weekend event generates 6 Instruction Points. These Instruction Points replace the Instruction Points gained by Instruction-Minor. To learn a new skill, a character must gain the required number of Instruction Points from the same instructor. Common Skills require 1 Instruction Point. Uncommon Skills require 3 Instruction Points. Rare Skills require 9 Instruction Points. Very Rare Skills require 18 Instruction Points. Extremely Rare Skills require 36 Instruction Points. You cannot use Instruction Points from other events as an Instructor.

Instruction- Major

Type: Active

Frequency: Continuous

Handed: No

Rule: This skill allows a character to teach another character any skill the character with the Instruction- Major skill possesses. A character with this skill gains triple the number of Instruction Points per event depending on the Event Type (See Event Types on page 86). For example, a full weekend event generates 3 Instruction Points for an Instructor but a character with Instruction- Major gains 9 Instruction Points. These Instruction Points replace the Instruction Points gained by Instruction-Minor and Instruction. To learn a new skill, a character must gain the required number of Instruction Points from the same instructor. Common Skills require 1 Instruction Point. Uncommon Skills require 3 Instruction Points. Rare Skills require 9 Instruction Points. Very Rare Skills require 18 Instruction Points. Extremely Rare Skills require 36 Instruction Points. You cannot use Instruction Points from other events as an Instructor.

Keen Scent

Type: Active

Frequency: Continuous

Call: "Keen Scent"

Handed: No

Rule: This ability allows the character to DETECT the presence of poisons or disease on substances that they inspect for a 10 Count. This ability does not allow them to further Identify or DEFINE the differences between various poisons and diseases. The character is also able to determine the race of a being (or get a description of what he smells like; i.e. other races) if he is within 10' and inspects the being for a 10 Count. In addition, Keen Scent aids the character when using the Tracking skill. This ability cannot be used when moving to sniff out enemies.

Keen Sight

Type: Active

Frequency: Continuous

Call: "Keen Sight"

Handed: No

Rule: This ability allows the character to Identify objects and creatures at a distance and at night. A character using his Keen Sight is given a more accurate description of what he sees. If a character has the opportunity to observe an opponent at night for a 10 Count, then asks "What do I see? Keen Sight." The NPC must give a full and accurate description, possibly revealing his race and additional visual details. In addition, Keen Sight aids the character when using the Tracking skill.

Kill Strike

Type: Active

Frequency: Fueled

Call: "Prepare to Die! KILL STRIKE!"

Handed: As Weapon

Rule: This skill allows the character to reduce the victim's Body Points, Armor Points, ARMOR and PROTECTIVE effects to -1 total. KILL STRIKE instantly changes the targets status to Dying. KILL STRIKE will deal 100 points of CRITICAL damage to creatures normally IMMUNE to KILL effects, see Immunities on page 154. When the character lands a Legal Strike, he must declare "KILL STRIKE" to his opponent. This is a Multi-Strike effect. This is a Standard Weapon Technique.

Kill Strike- Major

Type: Active

Frequency: Fueled

Call: "Prepare to die! Major KILL STRIKE!"

Handed: As Weapon

Rule: This skill allows the character to reduce the victim's Body Points, Armor Points, ARMOR and PROTECTIVE effects to -1 total. Major KILL STRIKE instantly changes the target's status to Dying. Major KILL STRIKE will deal 200 points of CRITICAL damage to creatures normally IMMUNE to KILL effects, see Immunities on page 154. When the character lands a Legal Strike he must declare "Major KILL STRIKE" to his opponent. This is a Multi-Strike skill. This is a Major Weapon Technique.

Knowledge [History] - Minor

Type: Active

Frequency: Fueled

Call: "Knowledge History- Minor"

Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to general history. This includes basic local and global history as well as significant people, events, places and groups.

Knowledge [History]- Standard

Type: Active

Frequency: Fueled

Call: "Knowledge History- Standard"

Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to general history. This includes basic local and global history as well as significant people, events, places and groups.

Knowledge [History]- Major

Type: Active

Frequency: Fueled

Call: "Knowledge History- Major"

Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to general history. This includes basic local and global history as well as significant people, events, places and groups.

Knowledge- History

Question	Cost to ANSWER/IDENTIFY
Who rules <Target> in name?	1 Knowledge Point
Find Local Rumors	1 Knowledge Point
Find Local Recent History	1 Knowledge Point
Find Local Current Events	1 Knowledge Point
Is there Historical significance?	1 Knowledge Point
Who rules <Target> in fact?	3 Knowledge Points
Identify Historical significance?	3 Knowledge Points/Level
Find Contacts up to Rare	3 Knowledge Points/Level

Knowledge [Magic] - Minor

Type: Active

Frequency: Fueled

Call: "Knowledge Magic- Minor"

Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to magic. This includes basic arcane effects, spells and formula as well as significant effects, theories, interactions and arcane powers.

Knowledge [Magic]- Standard

Type: Active

Frequency: Fueled

Call: "Knowledge Magic- Standard"

Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to magic. This includes basic arcane effects, spells and formula as well as significant effects, theories, interactions and arcane powers.

Knowledge [Magic]- Major

Type: Active
 Frequency: Fueled
 Call: "Knowledge Magic- Major"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to magic. This includes basic arcane effects, spells and formula as well as significant effects, theories, interactions and arcane powers.

Knowledge- Magic

Effects and Items Cost to ANSWER/IDENTIFY

Spell Effect	1 Knowledge Point
Scroll	1 Knowledge Point
Potion	1 Knowledge Point
Spell Effect	1 Knowledge Point
X Ever Item	1 Knowledge Point
Battle Magic Effect	3 Knowledge Points
Magi Spell Effect	3 Knowledge Points
X/<Period> Item	3 Knowledge Points/Level
Continuous Item	3 Knowledge Points/Level
High Magic Effect	3 Knowledge Points/Level
High Magic Item	3 Knowledge Points/Level

Knowledge [Planes] - Minor

Type: Active
 Frequency: Fueled
 Call: "Knowledge Planes- Minor"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to the planes of existence. This includes basic planar effects, physical and magical laws as well as locations, beings and planar creatures.

Knowledge [Planes]- Standard

Type: Active
 Frequency: Fueled
 Call: "Knowledge Planes- Standard"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to the planes of existence. This includes basic planar effects, physical and magical laws as well as locations, beings and planar creatures.

Knowledge [Planes]- Major

Type: Active
 Frequency: Fueled
 Call: "Knowledge Planes- Major"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to the planes of existence. This includes basic planar effects, physical and magical laws as well as locations, beings and planar creatures.

Knowledge- Planes

Question Cost to Answer/Identify

Immune to <Descriptor>?	1 Knowledge Point
Healed by <Descriptor>?	1 Knowledge Point

Identify Planar Effect	1 Knowledge Point
Identify Planar Creature	1 Knowledge Point
Plane of Attunement?	1 Knowledge Point
Are you Tainted?	3 Knowledge Points
Vulnerable to <Descriptor>?	3 Knowledge Points
Can you be Banished?	3 Knowledge Points
Are you Summoned?	3 Knowledge Points
Destination of Transport	3 Knowledge Points/Level

Knowledge [Prophecy] - Minor

Type: Active
 Frequency: Fueled
 Call: "Knowledge Prophecy- Minor"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to the future, fate and destiny. This information is often cryptic and simple clues as to the possible future. Information gleaned from this knowledge often requires other knowledge to make it useful.

Knowledge [Prophecy]- Standard

Type: Active
 Frequency: Fueled
 Call: "Knowledge Prophecy- Standard"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to the future, fate and destiny. This information is often cryptic and simple clues as to the possible future. Information gleaned from this knowledge often requires other knowledge to make it useful.

Knowledge [Prophecy]- Major

Type: Active
 Frequency: Fueled
 Call: "Knowledge Prophecy- Major"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to the future, fate and destiny. This information is often cryptic and simple clues as to the possible future. Information gleaned from this knowledge often requires other knowledge to make it useful.

Knowledge- Prophecy

Questions Cost to ANSWER/IDENTIFY

Connected to a Prophecy?	1 Knowledge Point
Is <Target> Lost?	1 Knowledge Point
Is <Target> Dormant?	1 Knowledge Point
Immediate benefit to <Target>	3 Knowledge Point*
Immediate harm to <Target>	3 Knowledge Point*
Power of the Prophecy?	3 Knowledge Points/Level

Major Prophecy Ability

Negate Surprise Carrier 3 Knowledge Points

* This means in the next 5 minutes and directly related to the action. Some actions are neutral and will still count as a question.

Knowledge [Skills] - Minor

Type: Active
 Frequency: Fueled
 Call: "Knowledge Skills- Minor"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to all skills, skill interactions and their use. This includes basic

and advanced uses of skills, how they relate, how they can be combined or used to produce better or different effects.

Knowledge [Skills]- Standard

Type: Active
 Frequency: Fueled
 Call: "Knowledge Skills- Standard"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to all skills, skill interactions and their use. This includes basic and advanced uses of skills, how they relate, how they can be combined or used to produce better or different effects.

Knowledge [Skills]- Major

Type: Active
 Frequency: Fueled
 Call: "Knowledge Skills- Major"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to all skills, skill interactions and their use. This includes basic and advanced uses of skills, how they relate, how they can be combined or used to produce better or different effects.

Knowledge- Skills

Questions	Cost to ANSWER/IDENTIFY
Production Item	1 Knowledge Point
What skill is needed to...?	1 Knowledge Points/Skill
Enhanced Production Item	3 Knowledge Points
Aid another Skill	3 Knowledge Points/Level*
Combine skills for new effect	3 Knowledge Points/Level*
Combine for enhanced effect	3 Knowledge Points/Level*

* Per Effect, Per Skill, Per Level, Per Use as defined by the Marshal. These effects may or may not be reproducible.

Knowledge [Urth] - Minor

Type: Active
 Frequency: Fueled
 Call: "Knowledge Urth- Minor"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Minor questions related to Urth. This includes basic geography, natural effects, physical laws as well as locations, beings and natural creatures.

Knowledge [Urth]- Standard

Type: Active
 Frequency: Fueled
 Call: "Knowledge Urth- Standard"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Standard questions related to Urth. This includes basic geography, natural effects, physical laws as well as locations, beings and natural creatures.

Knowledge [Urth]- Major

Type: Active
 Frequency: Fueled
 Call: "Knowledge Urth- Major"
 Handed: No

Rule: This grants the character 3 Knowledge Points which can be used to answer Major questions related to Urth. This includes basic geography, natural effects,

physical laws as well as locations, beings and natural creatures.

Knowledge- Urth

Questions	Cost to ANSWER/IDENTIFY
Locate natural hazards?	1 Knowledge Point/Level
Identify Terrain Type	1 Knowledge Point
Identify Terrain effects	1 Knowledge Point
Are you Natural?	3 Knowledge Point
Are you Tainted?	3 Knowledge Points/Level
Creature's movement types?	3 Knowledge Points/Type
Counter natural Terrain effect?	3 Knowledge Points/Level*
Counter natural hazards?	3 Knowledge Point/Level**

* Per Person, Per Effect, Per Level of the Effect, Per Encounter

** Per Person, Per Effect, Per Level of the Effect

Maces- All

Handed: One for Small, Short or Long
 Handed: Two for Great
 Rule: This skill allows the character to wield all Mace class melee weapons: Small Mace, Short Mace, Long Mace and Great Mace. These weapons cause Blunt damage.

Mana Points

Type: Active
 Frequency: Daily
 Handed: As Spell
 Rule: Mana is ambient energy that flows through the entire universe, inhabiting all life and forms. The manipulation of this energy is known as Magic. Magic is divided into a number of Paths, ways of understanding and qualifying the ebb and flow of Mana through the universe. Each Path deals with one aspect or element, making it easier for the character to deal with the raw Mana. When purchasing Mana, the character is really enhancing his ability to channel and control Mana, allowing him to create more or greater magical effects. Each point of Mana represents a Spell Level that can be cast by the character. A character who possesses this skill may freely learn more, without the need of an Instructor.

Magi Spell

Type: Active
 Frequency: Fueled
 Call: "Arcane <Effect> <Path> Magi!"
 Handed: No
 Rule: This skill allows a character to cast an ANY SPELL using any effect that the character has in memory and any Path that the character knows as an ARCANES attack rather than an incanted spell. For example, a character with Path of Fire and Path of Spirit may use ARCANES LIFE FIRE. Arcane spells act exactly like ARCANES <Effect>. This ability may be used regardless of the restrictions on the character's ability to cast magic. He can use a MAGI SPELL while bound, BLIND, SILENCED, without magical talisman and without limbs. The character must only spend the normal amount of Magic Points for the MAGI SPELL Technique. The character does not have to spend additional Magic Points for the ANY SPELL Technique. The use of this ability breaks concentration. This is a Major Magic Technique.

Magic Carrier

Type: Active
 Frequency: Fueled
 Call: "NATURAL CARRIER <MAGIC>"
 Handed: As Weapon

Rule: This skill allows a character to generate a NATURAL MAGIC CARRIER effect. In effect, the character has become so focused and attuned to his weapon that he is able to harm creatures that normally require magical weapons to hurt. This ability is only usable for the weapon the character has in his hand when he calls the MAGIC CARRIER. This is a Minor Weapon Technique and Minor Stealth Technique.

Magic Points

Type: Active

Frequency: Daily

Handed: As Technique

Rule: This skill allows a character to fuel Magical Techniques. Magic Points represent the character's control over the magic that he creates from his Mana. Each point of Magic represents a Technique level that can be used by the character.

Massive Strike

Type: Active

Frequency: Fueled

Call: "<Damage Call> MASSIVE"

Handed: As Weapon

Rule: This skill allows a character to land attacks of great accuracy or ferocity upon the target. MASSIVE Strike will allow a strike off of a weapon or shield, but not a complete miss to become a Legal Strike as though it struck the target for effect as per a MASSIVE CARRIER. This is a Single-Strike skill. This is a Minor Weapon Technique and Minor Stealth Technique.

Master Back Stab + #

Type: Active

Frequency: Continuous

Handed: One

Rule: This skill allows the character to continuously inflict + # damage with a specific category of weapon (i.e. Melee or Ranged) striking the opponent on the back. This ability is cumulative with other appropriate Expert Attacks, Sneak Attacks, Back Stabs and Skills. It is the responsibility of the player using this skill to inform his opponent that he is using it by announcing, "Back" if the strike occurs when the player is not directly behind the target. A strike that fails to meet the requirements for a Back Stab inflicts no damage. The use of this skill is not an excuse to Crowd or fight unsafely. Only one type of point Magic, Stamina or Synergy may be purchased per prerequisite.

Master Talisman Skill + #

Type: Active

Frequency: Continuous

Handed: As Talisman

Rule: This skill allows the character to inflict + # damage with a specific all Wand, Rod or Staff talismans at all times. This ability is cumulative with other Potent Attacks and Talisman Skills. Only one type of point, Magic or Synergy, may be purchased per prerequisite.

Master Melee <Weapon/Stealth>

Type: Active

Frequency: Continuous

Handed: As Weapon

Rule: This allows the character to use the specified skill with Melee weapons he is proficient in, in his specified hand. For example, Master Melee Skill + is the same as Skill + but can be used with any Melee weapon the character is proficient in.

Master Potent Attack +

Type: Active

Frequency: Daily

Handed: As Talisman

Rule: This skill allows the character to inflict an additional +1 damage with all Talismans (Wand, Rod or Staff) for an Encounter Duration. This ability is cumulative with other appropriate Talisman Skills.

Master Skill + #

Type: Active

Frequency: Continuous

Handed: As Weapon

Rule: This skill allows the character to inflict + # damage with a specific category of weapon (i.e. Melee or Ranged) at all times. This ability is cumulative with other Skills, Expert Attacks, Back Stabs and Sneak Attacks in the same type of weapon. Only one type of point Magic, Stamina or Synergy may be purchased per prerequisite.

Melee-All 1 Handed

Handed: One

Rule: This skill allows the character to wield all Small, Short and Long-sized melee weapons: Swords, Axes, Spears, Clubs, Maces and Hammers.

Melee- All Great

Handed: Two

Rule: This skill allows the character to wield all Great-sized melee weapons: Sword, Axe, Spear, Club, Mace and Hammer.

Melee Expert- Small

Handed: One

Rule: This skill allows the character to wield all Small-sized melee weapons, such as a Dagger (Small Sword), Sap (Small Club) or any other Small-sized melee weapon. These weapons automatically allow the wielder to apply all +Backstabs to the weapon as though the + Backstab were +Master Backstab.

Melee Master

Handed: One (Small, Short and Long)

Handed: Two (Great)

Rule: This skill allows the character to wield all Small, Short, Long and Great-sized melee weapons: Swords, Axes, Spears, Clubs, Maces and Hammers.

Melee Weapons- Small

Handed: One

Rule: This skill allows the character to wield all Small-sized melee weapon, such as a Dagger (Small Sword), Sap (Small Club) or any other Small-sized melee weapon.

Melee Weapon- Short

Handed: One

Rule: This skill allows the character to wield any one Short-sized melee weapon: Short Sword, Short Axe, Short Spear, Short Mace, Short Hammer or Short Club.

Melee Weapon- Long

Handed: One

Rule: This skill allows the character to wield any one Long-sized melee weapon: Long Sword, Long Axe, Long Spear, Long Mace, Long Hammer or Long Club.

Melee Weapon- Great

Handed: Two

Rule: This skill allows the character to wield any one Great-sized melee weapon: Great Sword, Great Axe, Great Spear, Great Mace, Great Hammer or Great Club. Great weapons require the use of two free Limbs/Hands to inflict damage or defend.

Merchant

Rule: This skill allows the character to make deals, barter, arrange transactions and find supplies with the skill of a professional. A character with this skill is used to running a lucrative trading business and with the proper history or role-playing has access to a wide range of business contacts. This skill provides the components to Pre-reged players on page 89. Once per event per level of Merchant skill, the merchant can perform an off board trade. He may trade in in one type of component (Ore) for another type of component (Herbal). He may convert components (Magicals) to products of the specified rarity which use the same components (Scrolls) based on his skill. However, to convert one product (Scrolls) to another product (Alchemy) that uses different components, you must first trade the scrolls for Magical components, then trade the Magical components for Herbal components, then trade the Herbal components for Alchemy. That process takes three different trades and since those cannot be done at the same event even if he has three trades available, will take three different events. Each trade is a separate instance and the result of one trade cannot be used for another trade at the same event. Components and Product may not be traded for money. Contacts are necessary for any Very Rare or greater rarity or items with Specialty components, including enchanted items.

	Ability	Harvest/Use	# of Trades *
Minor	Trade Common Components and Minor Products	Minor Favor	1
Standard	Trade Uncommon Components and Standard Products	Standard Favor	2**
Major	Trade Rare Components and Major Products	Major Favor or Specialty Contact	3**

* This shows the number of different components types or specific items that can be traded in an event.

** The results of this trade cannot be used in any other trade at the same event.

- Converting Products to base Components (Ore, Magical, Herbal, Mechanical) generates base components only.
- Converting Components to Products cost double base component value.
- Minor Weapons and Armor cannot be traded.
- All items with Specialty Components or High Magic effects require contacts to Trade.

Mind Touch

Type: Active

Frequency: Daily

Call: "Mind Touch", "RESIST Thought", "NATURAL Thought AWAKEN"

Handed: No

Rule: By touching the target the character is able to add his mental strength to another's. With this ability, the character can cure insanity and travel through the target's consciousness. The character using this ability announces "Mind Touch" to his opponent. This comes in three levels. The first level is that of surface thought. The second level is

that of conscious thought. The last level is that of subconscious thought. The target may resist each level of travel. These uses of the Mind Touch ability are for role-playing and can be resisted by anyone whether or not the target's race can purchase a natural RESIST. The character can use a Mind Touch at each step to overcome this resistance and force his will upon the target. If used on someone under the influence of any power or spell, it can be used as a NATURAL Thought AWAKEN. This cannot be packet delivered. This ability can also be used by the character to RESIST Thought effects. Using Mind Touch in any of these ways consumes a use of the skill. A Mind Touch does not allow you to communicate with animals or other creatures with which the character does not share a common language. To use any ability of the Mind Touch, the initiator must supply all Mind Touches needed.

Mind Touch-<Effect>

Type: Active

Frequency: Fueled

Call: "NATURAL Thought <Effect>"

Handed: No

Rule: By using the power of his mind, the character is able to duplicate NATURAL Thought <Effects>. Each effect is a separate skill and the character must be taught the use of each skill individually. Minor effects (Levels 1-5) can be used by touch expending 1 Mind Touch. Standard effects (Levels 6-10) can be used by touch expending 2 Mind Touches. Major effects (Levels 11-15) can be used by touch, while expending 3 Mind Touches. A character can throw a Weapon Packet with any effect he is skilled in by expending the appropriate number of Mind Touches (1,2 or 3) plus 1 Mind Touch for the Weapon Packet.

Mining

Handed: One

Rule: This skill allows a character to recognize the signs of the presence of minerals in an area. He can prospect to find veins of various minerals, recognize and estimate the amount of minerals in a place, mine the veins of minerals and smelt the ores he finds. In addition, a character with this skill can recognize natural and artificial stonework and its quality. The length of time to mine these minerals can vary. This skill provides the components to Pre-reged players on page 89.

	Ability	Harvest
Minor	Detect/Identify Ore and Money Components	Ore and Money Components
Standard	Detect/Identify Ore Products	Ore Products
Major	Detect/Identify Specialty Ore Components and Products	Specialty Components and Products

Modify Defense- Arcane [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "<DEFENSE> <DESCRIPTOR>"

Handed: As other techniques

Rule: This skill allows a character to add the "ARCANE" descriptor to any Deflect, Parry or Volley defensive technique the character knows. The character must fuel this technique and the defensive technique separately.

Only 1 descriptor may be applied to a single use of a defensive technique. This is a Minor Defensive Technique.

Modify Defense- Natural [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "<DEFENSE> <DESCRIPTOR>"

Handed: As other techniques

Rule: This skill allows a character to add the "NATURAL" descriptor to any Deflect, Parry or Volley defensive technique the character knows. The character must fuel this technique and the defensive technique separately. Only 1 descriptor may be applied to a single use of a defensive technique. This is a Minor Defensive Technique.

Modify Defense- Stealth [Descriptor]

Type: Reactive

Frequency: Fueled

Call: "<DEFENSE> <DESCRIPTOR>"

Handed: As other techniques

Rule: This skill allows a character to add the "STEALTH" descriptor to any Deflect, Parry or Volley defensive technique the character knows. The character must fuel this technique and the defensive technique separately. Only 1 descriptor may be applied to a single use of a defensive technique. This is a Minor Defensive Technique.

Natural Armor- Light

Type: Active

Frequency: Daily

Handed: No

Rule: This ability allows the character to possess a naturally tough hide, such as scales, or superior agility or defensive training that acts as Light Armor. Natural Armor acts like man-made armor, protecting the character from a specified amount of damage. Once the Natural Armor takes damage equal to its rating, all subsequent damage is taken as Body damage and the natural armor is breached. A character can refit his Natural Armor as normal armor with a 60 Count. If Natural Armor is breached, then the breach may be healed to return to full value or reset to full with a 5 Minute Count. The maximum value of a character's Natural Armor is limited to the character's Armor Skill Rating. Natural Armor cannot be combined with Armor Points from any manufactured armor. Natural Armor is IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. During any event when Virtual Armor has been called Natural Armor may be refitted in a 30 Count.

Natural Armor- Medium

Type: Active

Frequency: Daily

Handed: No

Rule: This ability allows the character to possess a naturally tough hide, such as scales, or superior agility or defensive training that acts as Medium Armor. Natural Armor acts like man-made armor, protecting the character from a specified amount of damage. Once the Natural Armor takes damage equal to its rating, all subsequent damage is taken as Body damage and the natural armor is breached. A character can refit his Natural Armor as normal armor with a 60 Count. If Natural Armor is breached, then the breach may be healed to return to full value or reset to full with a 5 Minute Count. The maximum value of a character's Natural Armor is limited to

the character's Armor Skill Rating. Natural Armor cannot be combined with Armor Points from any manufactured armor. Natural Armor is IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. During any event when Virtual Armor has been called Natural Armor may be refitted in a 30 Count.

Natural Armor- Heavy

Type: Active

Frequency: Daily

Handed: No

Rule: This ability allows the character to possess a naturally tough hide, such as scales, or superior agility or defensive training that acts as Heavy Armor. Natural Armor acts like man-made armor, protecting the character from a specified amount of damage. Once the Natural Armor takes damage equal to its rating, all subsequent damage is taken as Body damage and the natural armor is breached. A character can refit his Natural Armor as normal armor with a 60 Count. If Natural Armor is breached, then the breach may be healed to return to full value or reset to full with a 5 Minute Count. The maximum value of a character's Natural Armor is limited to the character's Armor Skill Rating. Natural Armor cannot be combined with Armor Points from any manufactured armor. Natural Armor is IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. During any event when Virtual Armor has been called Natural Armor may be refitted in a 30 Count.

Natural Armor- Battle

Type: Active

Frequency: Daily

Handed: No

Rule: This ability allows the character to possess a naturally tough hide, such as scales, or superior agility or defensive training that acts as Battle Armor. Natural Armor acts like man-made armor, protecting the character from a specified amount of damage. Once the Natural Armor takes damage equal to its rating, all subsequent damage is taken as Body damage and the natural armor is breached. A character can refit his Natural Armor as normal armor with a 60 Count. If Natural Armor is breached, then the breach may be healed to return to full value or reset to full with a 5 Minute Count. The maximum value of a character's Natural Armor is limited to the character's Armor Skill Rating. Natural Armor cannot be combined with Armor Points from any manufactured armor. Natural Armor is IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. During any event when Virtual Armor has been called Natural Armor may be refitted in a 30 Count.

Natural Attack <Descriptor>

Type: Active

Frequency: Encounter

Call: "NATURAL 15 <Descriptor> CRITICAL", "NATURAL 15 Poison Body CRITICAL"

Handed: No

Rule: This ability allows the character to throw NATURAL bolts of <Descriptor> energy or Poison from his body in the form of Weapon Packet attacks. The character may throw a single packet attack for NATURAL # <Descriptor>/Poison Body CRITICAL damage per Encounter. Multiple simultaneous uses of the same type will stack. For example, if a character uses 3 NATURAL

Attacks simultaneously, he will generate one NATURAL 45 <Descriptor> or NATURAL 45 Poison Body CRITICAL.

Natural Bind Strike

Type: Active
 Frequency: Daily
 Call: "NATURAL BIND STRIKE 12"... "BIND STRIKE 1, KILL"
 Handed: One
 Rule: This ability allows a creature to grapple another creature with its limbs or body, much like a snake coiling or a bear hug. The creature must strike a Legal Strike while announcing "BIND STRIKE 12." This ability is a Single-Strike attack. The target is affected by a BIND effect by the creature during its Countdown. If the target Rips Free of the BIND, before the final effect is reached, then the BIND STRIKE is negated. This ability requires Concentration but is Uninterruptible. After the Countdown reaches "1" the character announces "KILL", the BIND STRIKE and BIND is finished and the victim is affected by the KILL. The creature using the BIND STRIKE is not considered Defenseless during the effect. This requires the use of both of the character's hands. The creature can stop the BIND STRIKE at any time by announcing, "Break", but it is used in the process.

Natural Command

Type: Active
 Frequency: Daily
 Call: "NATURAL Glamour COMMAND <Type>"
 Handed: No
 Rule: This ability allows the character to generate a NATURAL version of a Glamour COMMAND effect on the appropriate Type of target in the form of a Weapon Packet attack.

Natural Conceal

Type: Active
 Frequency: Daily
 Call: "NATURAL Nature CONCEAL"
 Handed: No
 Rule: This ability allows the character to generate a NATURAL version of a Nature CONCEAL effect on himself.

Natural Damage

Type: Active
 Frequency: Fueled
 Call: "# <Descriptor>"
 Handed: One
 Rule: This skill allows the character to use Weapon Packets to inflict 1 NATURAL <Descriptor> damage with a single type of magical descriptor from the following list: Fire, Water, Stone, Wind, Force and Sound that is possessed by the character through his Magical Talisman Continuously for 5 Minutes. The character may expend multiple points to enhance this attack at the time of activation. For example, if a character uses 3 Magic Points simultaneously, he will generate 3 NATURAL <Descriptor> damage for 5 Minutes. Wands add 2 to the damage, Rods add 3 to the damage, Staves add 4 to the damage. This is a Minor Magic Technique.

Natural Detect Arcane

Type: Active
 Frequency: Daily
 Call: "NATURAL DETECT Arcane"
 Handed: No
 Rule: This ability is a NATURAL form of the effect DETECT <ARCANE>.

Natural Define <All>

Type: Active

Frequency: Daily

Call: "NATURAL DEFINE <All>"

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.

Natural Dispel Arcane

Type: Active

Frequency: Daily

Call: "NATURAL DISPEL Arcane"

Handed: No

Rule: This ability is a NATURAL form of the effect DISPEL ARCANE. This can be done by a weapon strike or packet attack.

Natural Dispel Elemental <Effect>

Type: Active

Frequency: Daily

Call: "NATURAL DISPEL Elemental"

Handed: No

Rule: This skill allows a character to DISPEL any one Elemental effect with the following descriptors: Fire, Water, Wind and Stone whether Natural, Poison or Arcane.

Natural Fighting

Handed: Two

Rule: This ability allows the character use one or two claws to represent the character's combat prowess. Claws are made as Short Blunt Weapons using red tape. Claws cause a base 2 points of Blunt damage. Claws may be used to block weapon attacks as a normal Short Blade Weapon. Claws are IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects unless the character is Dead. This skill does count as the Claw skill for purposes of prerequisites.

Natural Reach

Type: Passive

Frequency: Continuous

Call: "# <Damage>"

Handed: One or Two

Rule: This ability causes the character's natural weapons to grow either allowing them become Long Weapons in size and base damage or a single Great Weapon in size and damage. These natural weapons inflict base 3 or 4 points of damage according to the choice.

Natural Sense Arcane

Type: Active

Frequency: Continuous

Call: "NATURAL SENSE Arcane"

Handed: No

Rule: This skill allows a character to SENSE when an area has been (or is currently under) the effects of an Arcane ritual or effect. To use this skill, the character must be touching or within the area of effect of the magic.

Natural Shred

Type: Active

Frequency: Daily

Call: "NATURAL SHRED"

Handed: One

Rule: This ability allows the character to generate a NATURAL SHRED effect on a target in the form of a Weapon strike.

Natural Spell

Type: Active

Frequency: Fueled

Call: "NATURAL <Effect>"

Handed: No

Rule: This skill allows a character to cast an ANY SPELL as a NATURAL Attack. Natural spells act exactly like the NATURAL Attack ability. This ability may be used while bound or without the use of hands. It cannot be used while under a SILENCE. The character must only spend the normal amount of Magic Points for the NATURAL SPELL Technique. There is no additional cost for the ANY SPELL Technique. The use of this ability breaks Concentration. This is a Standard Magical Technique.

Natural Stench

Type: Active

Frequency: Daily

Call: "NATURAL POISON STENCH"

Handed: No

Rule: This ability allows the character to generate a NATURAL version of a POISON STENCH effect on a target in the form of a Weapon Packet attack.

Natural Venom

Type: Active

Frequency: Daily

Call: "NATURAL POISON VENOM"

Handed: No

Rule: This ability allows the character to generate a NATURAL version of a POISON VENOM effect on a target in the form of a Weapon Packet attack.

Natural Vitality

Type: Active

Frequency: Fueled

Call: "NATURAL VITALITY"

Handed: One

Rule: This skill allows the character generate a NATURAL VITALITY effect upon himself. This is a Standard Weapon Technique.

Natural Web

Type: Active

Frequency: Daily

Call: "NATURAL Nature WEB"

Handed: No

Rule: This ability allows the character to generate a NATURAL version of a Nature WEB effect on a target in the form of a Weapon Packet attack.

Overbear

Type: Active

Frequency: Fueled

Call: "Prepare to Overbear!", "# MASSIVE!"

Handed: As Weapon

Rule: This skill allows a character to generate a great deal of force through his weapon strike. This generates a Continuous MASSIVE Strike for 5 Minutes. This skill is only usable with Great Melee Weapons. The character's new damage call is only the amount of Skill and Powerful Skill that the character has in that particular Great Weapon +1. For example, a character with Weapon Master, +2 Long Sword and +2 Master Skills would be able to call "3 MASSIVE" for the duration of the skill because the Master Skills apply to the Great Weapon he is using. Descriptors may be added to the call but cannot be used to increase the amount of damage on any strike. For example, you may call Fire if you use a MAJOR CARRIER but the +1

Damage from the spell is lost as damage enhancements do not add to the damage call. This is an Exclusive Encounter Technique. This is a Standard Offensive Weapon Technique.

Parry [Type]

Type: Reactive

Frequency: Fueled

Call: "PARRY [TYPE]"

Handed: As Weapon

Rule: This ability allows the character to block any one Minor or Standard Single Strike, Multi-Strike or Continuous effect that hit the character, using it up in the process. This may be used against Major effects, protecting the character from that one strike, without using up the attacker's effect. PARRY may not be used to protect another target. This is a Standard Defensive Technique.

Paths of Magic

Type: Active

Frequency: Continuous

Handed: One

Rule: This skill allows the character to cast any spell in his memory from the appropriate Path of magic so long as he possesses enough Mana to fuel the spell and an appropriate Talisman. This skill also allows the character to read scrolls that contain spells from the specified Path of magic. The skill grants the power to Identify potions made from spells in that Path and Path Mana from Mana items.

Phase

Type: Reactive

Frequency: Daily

Call: "PHASE"

Handed: No

Rule: This ability allows a character to use the PHASE effect. This is considered to be a Major Defense.

Physical [Athletic] - Minor

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Athletic] - Standard

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Athletic] - Major

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Abilities	
Minor	<ul style="list-style-type: none"> Overcome a single Minor Terrain movement effect for an Encounter Overcome a Minor Obstacle per use Perform Counted Action instead of

	Abilities
	Minor travel (if applicable)
Standard	<ul style="list-style-type: none"> Overcome a single Standard Terrain movement effect for an Encounter Overcome a Standard Obstacle per use Perform Counted Action instead of Standard travel (if applicable)
Major	<ul style="list-style-type: none"> Overcome a single Major Terrain movement effect for an Encounter Overcome a Major Obstacle per use Perform Counted Action instead of Major travel (if applicable) Negate Surprise Carrier

A Minor Physical Effect costs 1 Physical Point to use once.

A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Physical [Endure] - Minor

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Endure] - Standard

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Endure] - Major

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Renew physical duration Natural Minor Protection- Self Resist Environmental Damage
Standard	<ul style="list-style-type: none"> Extend physical duration Natural Protection- Self Resist Environmental Effect
Major	<ul style="list-style-type: none"> Reduce/Remove Fatigue on self (Per Level) Natural Major Protection- Self Parry Environmental Damage or Effect Use Physical Heal effects passively

A Minor Physical Effect costs 1 Physical Point to use once.

A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Physical [Heal] - Minor

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Heal] - Standard

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Heal] - Major

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Heal 25 Body – Self (30 Count) Heal Breach of Natural Armor- Self (3 Count)
Standard	<ul style="list-style-type: none"> Heal 50 Body – Self (30 Count) Cure- Self (60 Count)
Major	<ul style="list-style-type: none"> Heal 100 Body – Self (30 Count) Major Cure- Self (60 Count)

A Minor Physical Effect costs 1 Physical Point to use once.

A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Physical [Intimidate] - Minor

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Intimidate] - Standard

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Intimidate] - Major

Type: Active

Frequency: Fueled

Call: "<Counted Action> <Effect>"

Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Major Gaze Attack Natural Fear a Small/Juvenile creature (3 Count) Command the answer to a 12 word question with a single word answer to Helpless target

	Abilities
Standard	<ul style="list-style-type: none"> Major Gaze Attack Natural Fear an Average/Normal creature (3 Count) Gaze Attack Natural Command the answer to a 12 word question with a single word answer to someone in reach
Major	<ul style="list-style-type: none"> Major Attack Natural Fear a Group of the same Dire/Large creature (3 Count) Gaze Attack Natural Command the answer to a 12 word question to Helpless target

A Minor Physical Effect costs 1 Physical Point to use once.
 A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Physical [Prowess] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Prowess] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Prowess] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Massive Attack/Per Use* Minor Assault/Per Use
Standard	<ul style="list-style-type: none"> Body Attack/Per Use* Assault/Per Use
Major	<ul style="list-style-type: none"> Siege Attack/Per Use* Major Assault/Per Use

* <Delivery> Attack allows the character to strike for the specified delivery method for a single swing, hit or miss.

A Minor Physical Effect costs 1 Physical Point to use once.
 A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Physical [Strong] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Strong] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

Physical [Strong] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major physical feats on the chart below. This skill grants 3 Physical Points as a normal Physical Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Shatter effect (1 Minute) Break down an Average door (3 Count) Lift/Move 300 lbs. for an Encounter Carry 1 Body for an Encounter at normal movement Jump 10'
Standard	<ul style="list-style-type: none"> Shatter effect (3 Count) Break down an Average door (Instant) Lift/Move 600 lbs. for an Encounter Carry 2 Bodies for an Encounter at normal movement Jump 20'
Major	<ul style="list-style-type: none"> Destroy effect (1 Minute) Break down an Average obstacle (3 Count) Lift/Move 900 lbs. for an Encounter Carry 5 Bodies for an Encounter at normal movement Jump 30'

A Minor Physical Effect costs 1 Physical Point to use once.
 A Standard Physical Effect costs 2 Physical Points to use once.

A Major Physical Effect costs 3 Physical Points to use once.

Potent Attack +

Type: Active
 Frequency: Daily
 Handed: As Talisman

Rule: This skill allows the character to inflict an additional +1 damage with a specific type of Talisman (Wand, Rod or Staff) for an Encounter Duration. This ability is cumulative with other appropriate Talisman Skills.

Potion Making

Type: Active
 Frequency: Daily
 Handed: One

Rule: This skill allows a character to create magical potions. A Potion must be attached to a phys-rep to use; otherwise it requires a 3 Count to pull out the potion. Pouring a Potion down the throat of a Defenseless target also requires a 3 Count. Potions bypass SHIELD effects, affecting the person without triggering the SHIELD. Any character can access the magical power of a Potion. A character with Potion Making can make up to 4 times his level in Potions. This means that a character with 5 levels

of Potion Making can make up to 20 total levels of Potions. Potion Making allows the character to manufacture any Potion up to his Potion Making level for which he has the Formula in memory and sufficient Mana to cast when at full Mana. A character with Level 1 can use Common components (Magical 1's). A character with Level 6 can use Uncommon components (Magical 2's). A character with Level 11 can use Rare components (Magical 3's). Potions may only be produced at Logistics.

Powerful Skill

Type: Active
 Frequency: Continuous
 Call: "<Damage>"
 Handed: Two
 Rule: This skill allows a character to generate +1 Damage in all Great Melee Weapons he has + Skill with. This allows the character to purchase 1 additional Stamina Point or Synergy Point per Powerful Skill. Only 1 Powerful Skill may be purchased per + Skill applicable to Great Weapons.

Project Spirit

Type: Active
 Frequency: Continuous
 Call: "PROJECT SPIRIT 30, PROJECT SPIRIT 29..., Done"
 Handed: No
 Rule: This skill allows a character that possesses it to project his consciousness into the Near Spirit Realms that cross the physical realm of Urth. A person using this skill can take himself and form ethereal versions of his possessions on the Spirit Realm, normal magical items and abilities not tried directly to the character's spirit are left behind or transformed into non-magical items on the Spirit Realm. While Projecting, a character must leave an Body Bag at the point of Projection. Wounds inflicted in the spirit realm are real, as is death. The use of this skill leaves the character's body Helpless on the plane of Urth. All effects done to the physical body take effect when the spirit returns (starting any required counts). It requires a 30 Count to leave or enter the character's body. A character that is Projecting can only re-enter his body while touching his Body Bag. Projected characters can only affect NON-CORPOREAL entities that rely on a connection to a spirit realm to maintain their existence (including other Projected characters) as though the being did not possess the ability of NON-CORPOREAL form. Only such entities and others with this skill can interact on the spirit planes. This skill cannot be used to enter another body.

Weapons.

Psionics

Type: Active
 Frequency: Continuous
 Call: "Psionics", "<Incant>"
 Handed: No
 Rule: The PSIONICS skill grants a character the Minor INNATE Path of Thought. This skill is Power Skill and cannot be taught. Thought effects are learned individually through Instruction, allowing the character to create each individual named effect provided the character purchases INNATE MANA to fuel the effects, normal MANA is also allowed to fuel Innate Paths and Effects. PSIONICS also allows the character to cast INNATE Path of Thought Spells without using a Free Hand. Characters with PSIONICS are also allowed to cast INNATE Thought Spells as GAZE Attacks

which pass through transparent barriers such as FIELDS, MINOR ARCANE LOCKS or ARCANE LOCKS at will.

A character with an Innate Path may learn <Path> Effects only from Instruction.

Quick Learner

Type: Passive
 Frequency: Continuous
 Handed: No
 Rule: This skill allows a character to learn new skills more quickly. A character with this skill only requires the following Instruction Points to learn new skills: Common Skills require 0 Instruction Point. Uncommon Skills require 2 Instruction Points. Rare Skills require 5 Instruction Points. Very Rare Skills require 9 Instruction Points. Extremely Rare Skills require 18 Instruction Points.

Ram

Type: Active
 Frequency: Daily
 Call: "<Damage> or <Effect> MASSIVE"
 Handed: One or Two
 Rule: This allows the character to add the CARRIER "MASSIVE" to his damage call for a single strike.

Ranged- All

Handed: One (Small, Short and Long)
 Handed: Two (Great)
 Rule: This skill allows the character to wield all Ranged class weapons that fall in the following list: Bows-Group, Great Bow, Crossbows- Group, Great Crossbow, Thrown - Group and Great Thrown.

Read Magic

Type: Active
 Frequency: Continuous
 Rule: This skill allows a character to utilize magical texts from any Path of magic. This allows a character to cast from magical scrolls of any Path including Paths he does not know, it does not allow the character to memorize scrolls from Paths he does not possess. This skill can be used to DEFINE High Magic Scrolls that contain paths the caster does not know.

Read/Write

Type: Active
 Frequency: Continuous
 Call: "READ/WRITE"
 Handed: Sight
 Rule: This skill allows a character to read and write. The player is responsible for being able to decode or translate any text.

Reduce Damage

Duration: Instant
 Level: N/A
 Call: "REDUCE"
 Rule: This skill allows a character to move quickly enough to partially avoid and thus lessen the damage delivered by attacks on his person. REDUCE DAMAGE grants the character the ability of CAP 25 for Weapon, Poison, Natural and Arcane for single damaging attack. This is not usable against an attack that is reduced by another defense. In addition to the CAP, the character also gains IMMUNITY to the CARRIER of the same attack, except for Threshold CARRIERS: Normal, Silver, Iron, Magic and SIEGE (i.e. 30 MASSIVE becomes 25 Normal, 50 Fire Magic becomes 25 Magic, 25 CRITICAL Silver becomes 25 Silver, this overrides the normal definition of the CRITICAL CARRIER). This skill does not remove the SURGE or BLAST effect from an attack,

but still provides the CAP ability. This skill also allows the character to completely mitigate all Weapon, Poison, Natural and Arcane for a single damaging attack of 25 points or less. This applies to Weapon, Poison, Natural or Arcane attacks that inflict a set amount of damage to the target. This ability does not protect the character from any attack delivered by SURPRISE or any Area of Effect attacks. Any attack, Spell, effect or Poison that inhibits the character's ability to move will negate this skill until it is removed, such as any skill that requires the character to Plant himself, ROOT, BIND, CONFINE and IMPRISON effects.

Repel Strike

Type: Active
Frequency: Fueled
Call: "Massive REPEL STRIKE"
Handed: 2 Handed
Rule: This skill allows a character to use a 2 handed weapon to force a target to keep their distance from the character. The character using this technique must land a Legal Strike on the target. Once the target is hit, he is affected by a Natural REPEL. So long as the character maintains using both hands to wield his 2 handed weapon, the target continues to be affected by a Natural REPEL until the normal duration of the REPEL is complete. The character using this technique does not need to face the target and may attack normally. This is a Single-Strike skill. This is a Minor Offensive Weapon Technique.

Repel Strike- Major

Type: Active
Frequency: Fueled
Call: 'Prepare to be Repelled', "Massive MAJOR REPEL STRIKE"
Handed: 2 Handed
Rule: This skill allows a character to use a 2 handed weapon to force a target to away from the character. The character using this technique must land a Legal Strike on the target. Once the target is hit, he is affected by a Natural MAJOR REPEL. This is a Multi-Strike skill. This is a Standard Offensive Weapon Technique.

Research- <Specific>

Type: Active
Frequency: Fueled
Handed: None
Rule: This skill allows a character to use another Knowledge Skill to answer more detailed and specific questions related to the <Specific> topic chosen. Research uses the same Knowledge Points that the Knowledge Skills use. Some examples of Research are: Heart, Mage's Guild, Kingdom of <Name>, Imperial Politics, High Effects, Tribe of the Moon and Fire.

Resist <Descriptor> <Type>

Type: Reactive
Frequency: Daily
Handed: None
Duration: Instant
Level: N/A
Call: "RESIST <Descriptor>"
Rule: This ability allows a creature to prevent a certain type of attack or effect, such as Fire, Arcane or Poison. The effect of a RESIST is visible as the creature begins to take the effect and is able to shrug it off. This is visibly different from IMMUNITY. If the creature is Conscious, non-Enhanced effects that have duration other

than Instant may be removed at a time later than when first generated. For example, while under the effects of a PARALYZE, the creature may at any time use an appropriate RESIST to remove the effect from themselves. This is NOT a Minor Defense.

Resist <Talent>

Type: Reactive
Frequency: Daily
Call: "RESIST <School>"
Handed: No
Rule: This ability allows the character to RESIST one <Talent> effect with the descriptors included in the specific School.

Resist Arcane

Type: Reactive
Frequency: Daily
Call: "RESIST Arcane"
Handed: No
Rule: This ability allows the character to RESIST one ARCANE or Spell delivered effect.

Resist Disease

Type: Active
Frequency: Daily
Call: "RESIST DISEASE"
Handed: No
Rule: This ability allows the character to RESIST all forms of Natural, Poison and Arcane diseases, including DISEASE, PLAGUE and WASTE.

Resist Elemental

Type: Reactive
Frequency: Daily
Call: "RESIST Elemental"
Handed: No
Rule: This ability allows the character to RESIST one Elemental effect with the following descriptors: Fire, Water, Wind and Stone.

Resist Poison

Type: Reactive
Frequency: Daily
Call: "RESIST POISON"
Handed: No
Rule: This ability allows the character to RESIST one Gas or POISON delivered effect.

Resurrect

Type: Active
Frequency: Continuous
Call: "RESURRECT"
Handed: One
Rule: This skill allows a character to perform a MAJOR RESURRECT upon another character correctly using a Heartstone. This ability requires contact with a Heartstone for the resurrection to be successful.

Resurrect - Major

Type: Active
Frequency: Daily
Call: "MAJOR RESURRECT"
Handed: One
Rule: This skill allows a character to perform a MAJOR RESURRECT upon another character correctly. This ability involves calling forth the spirit and helping it form the body without an existing body.

Resurrect - Minor

Type: Active
Frequency: Continuous

Call: "MINOR RESURRECT"
 Handed: One
 Rule: This skill allows a character to perform a MINOR RESURRECT upon another character correctly. This ability involves calling forth the spirit and helping it form a body without an existing body.

Retain Arcane

Type: Active
 Frequency: Fueled
 Handed: No
 Rule: This allows a character to retain a CAPTURED Arcane effect for longer than 1 day. Retaining an effect using this skill automatically uses the character's CAPTURE <Arcane> ability for the new day to hold the effect that is being retained. The retained effect is lost if the character dies (Dying or Dead status). All other attributes of the CAPTURE <Arcane> ability apply.

Sailor/ Navigator

Handed: One
 Rule: This skill allows the character to assist in running or command a naval vessel of some type with the skill of a professional. Each level provides the character with more skills that include all levels below it. This does not mean a character with Major Sailor is experienced in all types of vessels, only that he has the skill necessary to learn how to operate them. This skill provides the components to Pre-reged players on page 89 in Money.

	Ability	Weather
Minor	Operate Minor Craft, Crew Standard Craft	Ocean
Standard	Operate Standard Craft, Crew Major Craft	World Travel
Major	Operate Major Craft	Deadly Seas and Exotic Terrain

Scroll Making

Type: Active
 Frequency: Daily
 Handed: One
 Rule: This skill allows a character to create magical scrolls. A Scroll must be in the possession of the character that wishes to utilize its power to be properly used. Also the character using the scroll must be able to physically read and touch the writing on the scroll, unless the scroll is in a Scroll Book. The use of a Scroll does not require a Magical Talisman. A character with Scroll Making can make up to 4 times his level in Scrolls. This means that a character with 5 levels of Scroll Making can make up to 20 total levels of Scrolls. Scroll Making allows the character to manufacture any Scroll up to his Scroll Making level for which he has the Formula in memory and sufficient Mana to cast when at full Mana. A character with Level 1 can use Common components (Magical 1's). A character with Level 6 can use Uncommon components (Magical 2's). A character with Level 11 can use Rare components (Magical 3's). Scrolls may only be produced at Logistics.

Self Instruct

Type: Active
 Frequency: Continuous
 Handed: One
 Rule: This skill allows a character to advance his existing skills by teaching himself. A character with this skill may

teach themselves individual skills multiple times, such as Body Strike or continuing levels of existing skills, such as Craftsman: Tracker Minor allowing up to Craftsman Tracker Major or +1 Skill (Long Axe) allowing up to any + Skill (Long Axe). This skill does not allow the character to teach themselves a skill they do not currently possess, the advanced forms of Techniques or Advanced Racial. Common Skills require 1 Instruction Point. Uncommon Skills require 2 Instruction Points. Rare Skills require 4 Instruction Points. Very Rare Skills require 9 Instruction Points. Extremely Rare Skills require 18 Instruction Points. A character using this skill does not gain the benefit of Quick Learner for skills being taught with Self Instruct.

Sense Arcane

Type: Active
 Frequency: Fueled
 Call: "SENSE Arcane"
 Handed: No
 Rule: This skill allows a character to SENSE when an area has been (or is currently under) the effects of an Arcane ritual or effect. To use this skill, the character must be touching or within the area of effect of the magic. This is a Minor Magic Technique. This skill will last for 5 Minutes for every Magic Point expended by the character.

Sense Spirit

Type: Active
 Frequency: Continuous
 Call: "SENSE Spirit"
 Handed: No
 Rule: This skill allows a character that possesses it to see and detect spirit realms that cross the physical realm of Urth. Characters with this perception can see the disembodied spirits of those who have recently died (those on their way to resurrect). Characters with this skill can also detect disturbances in the ethereal planes, noting changes like RIFTS, PORTALS and GATES through the planes. Affecting spiritual entities requires the character to use another skill called PROJECT SPIRIT.

Sever Strike

Type: Active
 Frequency: Fueled
 Call: "Prepare to be Severed. SEVER STRIKE <Limb>"
 Handed: As Weapon
 Rule: This ability allows the character to remove one of the target's limbs. The target must drop all items in the possession of the limb, cannot use a weapon in that limb, and cannot use it to cast spells or for locomotion. In special cases, this skill may remove a section of a larger creature or inflict 50 points of CRITICAL damage. The character can be as specific as he desires, naming the limb or just the type of limb. For example, "SEVER STRIKE Arm!" will work if a Legal Strike is landed anywhere on the target, but the target can choose which arm is severed. "SEVER STRIKE Right Arm!" will sever the right arm. The character may change targets during the combat. To use this ability the character must be using a Blade weapon. This is a Multi-Strike Technique. This is a Standard Offensive Weapon Technique.

Shamanic Magic

Type: Active
 Frequency: Continuous
 Call: "Shamanic Magic"
 Handed: One

Rule: This skill allows a character to access Shamanic Talismans to cast magic. A character with Shamanic Magic cannot possess Hermetic Magic.

Shamanic High Magic- Minor

Type: Active
Frequency: Continuous
Call: "Minor Shamanic High Magic"
Handed: One

Rule: This allows a character to access High Talismans to purify magic for Minor Shamanic High Magic Rituals. This skill and the correct High Talisman allow the character to work Minor Shamanic Rituals. A character with this skill can meditate using his High Talisman during Logistics to fully DEFINE all Minor High Magic on a single item.

Shamanic High Magic- Standard

Type: Active
Frequency: Continuous
Call: "Standard Shamanic High Magic"
Handed: One

Rule: This allows a character to access High Talismans to purify magic for Standard Shamanic High Magic Rituals. This skill and the correct High Talisman allow the character to cast work Standard Shamanic Rituals. A character with this skill can meditate using his High Talisman during Logistics to fully DEFINE all Minor High Magic on two items or all Minor and Standard High Magic on a single item.

Shamanic High Magic- Major

Type: Active
Frequency: Continuous
Call: "Major Shamanic High Magic"
Handed: One

Rule: This allows a character to access High Talismans to purify magic for Major Shamanic High Magic Rituals. This skill and the correct High Talisman allow the character to work Major Shamanic Rituals. A character with this skill can meditate using his High Talisman during Logistics to fully DEFINE all Minor High Magic on three items or all Minor on one item and all Minor and Standard High Magic on a second item or all High Magic on a single item.

Shatter Strike

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

Rule: This skill allows a character to generate a SHATTER effect using his weapon in such a way as to render the object useless. To SHATTER weapons held in the hand, the character must strike the weapon. To SHATTER any other tagged item, the character must land a Legal Strike. To activate this ability, the character must announce, "SHATTER STRIKE <Item>" to his opponent. This skill is usable for a Multi-Strike. This is a Minor Weapon Technique.

Shield Defense

Type: Active
Frequency: Fueled
Call: "Prepare for Shield Defense. SHIELD DEFENSE <TARGET>"
Handed: As Weapon(s)

Rule: This skill allows a character to use his shield to automatically deflect all weapons strikes from the specified target that are not modified by a Technique. Attacks with the MASSIVE and SIEGE carriers are not deflected by this

technique. The character using this technique must announce his call in a loud voice which the target can hear. This technique will remain active for an Encounter Duration and cannot be used unless the wielder is able to actively use a shield and is wielding a valid shield. This is an Exclusive Technique. This is a Major Defensive Weapon Technique.

Shield Wall

Type: Active
Frequency: Fueled
Call: "Prepare for Shield Wall. SHIELD WALL"
Handed: As Weapon(s)

Rule: This skill allows a character to Plant and strip the carriers of Massive and Siege from attacks that strike him. This technique will remain active for an Encounter Duration and cannot be used unless the wielder is Planted, to actively use a shield and is wielding a valid shield. This is an Exclusive Technique. This is a Minor Defensive Weapon Technique.

Shield Ward

Type: Active
Frequency: Fueled
Call: "Prepare for Shield Ward. SHIELD WARD <TARGET>"
Handed: As Weapon(s)

Rule: This skill allows a character to use his Defensive Techniques to protect a character named in the SHIELD WARD call while that character is touching the back of the one using this technique. The character using this technique is responsible for using and keeping track of Stamina, Synergy and Magic Points used to defend themselves and the target of the Shield Ward Technique. This technique will remain active for an Encounter Duration and cannot be used unless the wielder is able to actively use a shield and is wielding a valid shield. This is an Exclusive Technique. This is a Standard Defensive Weapon Technique.

Shred

Type: Active
Frequency: Fueled
Call: "SHRED!"
Handed: Two

Rule: This skill allows a character to using two 1 handed weapons simultaneously to instantly reduce the target's Armor Points and Bonus Armor to 0 causing the Armor to Breach, even if it has previously Breached. This is a Single Strike Technique. This is a Minor Offensive Weapon and Stealth Technique. This is only available to Natural Weapons.

Shroud

Type: Active
Frequency: Daily
Call: "NATURAL Death FORM"
Handed: No
Rule: This ability is a NATURAL version of the effect Death FORM.

Siege Strike

Type: Active
Frequency: Fueled
Call: "# <Carrier> CRITICAL SIEGE"
Handed: Two

Rule: This skill allows a character to land attacks of great accuracy or ferocity upon the target. SIEGE STRIKE

will allow a strike off of a weapon or shield, but not a complete miss to become a Legal Strike as though it struck the target for effect as per a SIEGE CARRIER. This skill deals 75 points of CRITICAL SIEGE damage. All CARRIERS and descriptors can be used on the strike but no further damage may be added. This is a Multi-Strike skill. This is an Exclusive Technique. This is a Standard Offensive Weapon Technique.

Skill + #

Type: Active

Frequency: Continuous

Handed: As Weapon

Rule: This skill allows the character to inflict + # damage with a specific type of weapon (i.e. Long Sword, Short Axe, Great Mace) at all times. This ability is cumulative with other Skills, Expert Attacks, Back Stabs and Sneak Attacks in the same weapon. Only one type of point Magic, Stamina or Synergy may be purchased per prerequisite.

Technique.

Small Weapon- All

Handed: One

Rule: This skill allows the character to wield all Small class melee weapons: Small Spear, Sword, Club, Hammer, Mace and Axe.

Sneak Attack +

Type: Active

Frequency: Daily

Handed: As Weapon

Rule: This skill allows the character to inflict an additional +2 damage on any opponent he strikes from the rear or in the back with a specific type of weapon. Each Sneak Attack is active for an Encounter Duration. This ability is cumulative with other Skills and Back Stabs in the same weapon in the same hand. It is the responsibility of the player using this skill to inform his opponent that he is using it by announcing "Back" if the strike occurs when the player is not directly behind the target. A strike that fails to meet the requirements for a Sneak Attack inflicts no damage. The use of this skill is not an excuse to Crowd or fight unsafely.

Speak <Type>

Type: Passive

Frequency: Continuous

Call: "<Type> SPEAK"

Handed: Voice

Rule: This ability allows a character to communicate normally with Animals and Magical Animals of a particular type such as Canines, Felines or Avians. This functions as the SPEAK ability. Characters with this ability will be able to better understand the behavior and reactions of the creatures to which they are aligned. The amount of information the character gains is determined by the NPC or Marshal. This does not mean that the character has any special insight into the motives or meaning of the communication.

Spears- All

Handed: One for Small, Short or Long

Handed: Two for Great

Rule: This skill allows the character to wield all Spear class melee weapons: Small Spear, Short Spear, Long Spear and Great Spear. These weapons cause Blade damage.

Specialist- Minor <Path>

Type: Active

Frequency: Continuous

Handed: One

Rule: This skill allows a character to Cast 1 Mana Spells without a Talisman and increase any Talisman they are using by 1 Power Level when using the <Path> specified. Specializing bars the character from learning the Talent of an opposing School of Magic. The Elemental School is opposed to the Spiritual School and the Kinetic School is opposed to the Mental School. A character cannot Specialize in more than one Path or in a Path for which he already knows the opposing School. This skill allows the character to use the following techniques at -1 cost when casting a spell within his specialty: ANY SPELL.

Specialist- Standard <Path>

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to use a single scroll from his Path of Specialization to fuel a single memorized spell of equal or lower level from the Path of Specialization. This skill allows the character to use the following techniques at -1 cost when casting a spell within his specialty: ANY SPELL, ARCANE PARRY and NATURAL SPELL. Also the character may double the damage of a BLAST DAMAGE technique if the damage is in his specialty.

Specialist- Major <Path>

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to access stored Mana Points from any Path of Magic to fuel memorized spells from his Path of Specialization. When casting a Battle or High Magic Ritual of his Path of Specialization, the character is considered to possess one Might and one Temporal High Magic Component for that Ritual if he possess all the prerequisites for the High Magic or he may contribute to a High Magic effect so long as he has the prerequisites for his Path of Specialization, including the number of effect in his Path, Magic Points and specific effect in his Path. This skill allows the character to use the following techniques at -1 cost when casting a spell within his specialty: ANY SPELL, ARCANE PARRY, ARCANE SPELL, ARCANE VOLLEY and NATURAL SPELL. Also, the character may double the damage of a BLAST DAMAGE technique if the damage is in from his Path of Specialization. In addition, a character with this level of specialization may generate a DAMAGE effect from his path of specialization even if the path in question does not possess a DAMAGE, DAMAGE BODY or HEAL BODY effect.

Incants:

I Summon X Time

I Summon X Light

I Summon X Curses

I Summon X Nature

I Call upon X Glamour

I Call upon X Moon

I Call upon X Warding

Specialist- Minor <Talent>

Type: Active

Frequency: Continuous

Handed: One

Rule: This skill extends all benefits of Path Specialization to all Paths in the same Talent. This removes

the character's ability to access Talents other than his specialization.

Spectral Spell

Type: Active
 Frequency: Fueled
 Call: "<Incant> SPECTRAL!"
 Handed: One

Rule: This skill allows a character to affect creatures under the effects of a FORM as though the creature in FORM or Incorporeal was Corporeal. Damage dealt by a Spectral Spell is considered to be BODY damage. The character must only spend the normal amount of Magic Points for the SPECTRAL SPELL Technique. The character does not have to spend additional Magic Points for the ANY SPELL Technique. This is a Standard Offensive Magic Technique.

Stamina Points

Type: Active
 Frequency: Daily
 Handed: As Weapon

Rule: This skill allows a character to fuel Stealth and Weapon Techniques. Stamina Points represent the character's ability to exert his physical prowess more than a normal member of his race. Each point of Stamina represents a Technique level that can be used by the character.

Stealth [Escape] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Escape] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Escape] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Escape Web 2/Root (3 Count)
Standard	<ul style="list-style-type: none"> Escape Web 4/Bind (3 Count)
Major	<ul style="list-style-type: none"> Escape Web 6/Confine (3 Count)

A Minor Stealth Effect costs 1 Stealth Point to use once.
 A Standard Stealth Effect costs 2 Stealth Points to use once.
 A Major Stealth Effect costs 3 Stealth Points to use once.

Stealth [Hide] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats related to hiding. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Hide] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats related to hiding. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Hide] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats related to hiding. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Conceal Average Target (30 Count) out of line of sight Give misleading answer to "What do I see?"
Standard	<ul style="list-style-type: none"> Conceal Average Target (3 Count) out of line of sight Disguise Target as a different race for an Encounter
Major	<ul style="list-style-type: none"> Conceal Large Target (3 Count) out of line of sight Use Single Strike Surprise Carrier immediately after Instant Appear

A Minor Stealth Effect costs 1 Stealth Point to use once.
 A Standard Stealth Effect costs 2 Stealth Points to use once.
 A Major Stealth Effect costs 3 Stealth Points to use once.

Stealth [Quick] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Quick] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Quick] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Setup/Breakdown Trap (30 Count) Reduce Rush penalty (1 per point)
Standard	<ul style="list-style-type: none"> Setup/Breakdown Trap (3 Count)

	Abilities
	<ul style="list-style-type: none"> Rush without penalty Instant APPEAR after Hide
Major	<ul style="list-style-type: none"> Setup/Breakdown Trap (Instant) Deliver Instant Killing Blow Use Instant Physical, Stealth or Knowledge {Skill Name} effect. Hide in Plain Sight (requires use of a Hide Target at the same time)

A Minor Stealth Effect costs 1 Stealth Point to use once.
 A Standard Stealth Effect costs 2 Stealth Points to use once.
 A Major Stealth Effect costs 3 Stealth Points to use once.

Stealth [Search] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Search] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Search] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Find specific named item on a person (3 Count) Full Search of a person (1 Minute) Find Hidden Target (1 Minute)
Standard	<ul style="list-style-type: none"> Full Search of a Room (5 Minutes) Full Search of a person (3 Count) Find Concealed Target (1 Minute)
Major	<ul style="list-style-type: none"> Full Search of a Room (1 Minute) Negate SURPRISE Carrier Find Invisible Target (1 Minute)

A Minor Stealth Effect costs 1 Stealth Point to use once.
 A Standard Stealth Effect costs 2 Stealth Points to use once.
 A Major Stealth Effect costs 3 Stealth Points to use once.

Stealth [Silent] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Silent] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Silent] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Move Silent Target (3 Count between steps) Silent effect (add Silent to call)- Silent effects and their results cannot be heard
Standard	<ul style="list-style-type: none"> Move Silent Target (SLOTH) Natural Major Mask- Self for determining status (appear as Dead). Move 10' while Hidden
Major	<ul style="list-style-type: none"> Move Silent Target (Normal Movement) Sanctuary [Blind Fight]- This makes you immune to creatures using Blind Fight

A Minor Stealth Effect costs 1 Stealth Point to use once.
 A Standard Stealth Effect costs 2 Stealth Points to use once.
 A Major Stealth Effect costs 3 Stealth Points to use once.

Stealth [Waylay] - Minor

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Minor stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Waylay] - Standard

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Standard stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

Stealth [Waylay] - Major

Type: Active
 Frequency: Fueled
 Call: "<Counted Action> <Effect>"
 Handed: No

Rule: This allows a character to perform Major stealth feats on the chart below. This skill grants 3 Stealth Points as a normal Stealth Skill.

	Abilities
Minor	<ul style="list-style-type: none"> Natural SLEEP Strike Back with Small Weapon EXTEND SLEEP/STUN or PARALYZE
Standard	<ul style="list-style-type: none"> Natural STUN Strike Back with Small Weapon Generate a Natural MINOR FORGET Strike on a Helpless target.

	Abilities
Major	<ul style="list-style-type: none"> Natural PARALYZE Strike Back with Small Weapon Generate a Natural FORGET Strike on a Helpless target.

A Minor Stealth Effect costs 1 Stealth Point to use once.

A Standard Stealth Effect costs 2 Stealth Points to use once.

A Major Stealth Effect costs 3 Stealth Points to use once.

Strength <#>

Type: Passive

Frequency: Continuous

Call: "STRENGTH +# Jump", "STRENGTH +# Lift", "STRENGTH +# <Action>"

Handed: No

Rule: Each Point of STRENGTH allows the creature perform actions on the Physical Strength skill chart at will. Strength does not grant Physical Points. Each Point of STRENGTH also allows the creature to purchase 1 additional Stamina Point. STRENGTH based jumps may NOT be done in combat. This effect does NOT grant enhanced agility, if used for a long jump requiring accuracy, Marshal discretion may require the jumper to hit the intended landing spot with a thrown packet.

Strengthen Web

Type: Active

Frequency: Continuous

Call: "NATURAL WEB #"

Handed: No

Rule: This skill allows a character to generate a stronger more resistant WEB. For each time this skill is purchased, the strength of the characters WEBS goes up by 1. For specifics, see the WEB effect.

Stun Strike

Type: Active

Frequency: Fueled

Call: "Prepare to STUN! STUN STRIKE!"

Handed: As Weapon

Rule: This skill allows a character to render his opponent unconscious with the force of his weapon strike. This ability works like a weapon delivered STUN effect. To use this ability the character must be using a Blunt weapon. This is a Multi-Strike Technique. This is a Standard Weapon Technique and Standard Stealth Technique.

Style Master

Rule: This skill allows the character to wield all Style class melee skills that fall in the following list: Style-Small, Style-Short, Style-Long and Style-Small Shield, Style-Short Shield and Style-Long Shield.

Style-Small

Handed: Two

Rule: This skill allows a character to use two 1 Handed melee weapons for which he possesses the Weapon Proficiency. One of the two weapons must be of Small size. Damage must be called separately for each weapon. This is a weapon style, and does not include the weapon skills.

Style-Short

Handed: Two

Rule: This skill allows a character to use two 1 Handed melee weapons for which he possesses the Weapon Proficiency. One of the two weapons must be of Short size. Damage must be called separately for each

weapon. This is a weapon style, and does not include the weapon skills.

Style-Long

Handed: Two

Rule: This skill allows a character to use two 1 Handed melee weapons for which he possesses the Weapon Proficiency. One of the two weapons must be of Long size. Damage must be called separately for each weapon. This is a weapon style, and does not include the weapon skills.

Style- Small Shield

Handed: One or Two if using another Weapon

Rule: This skill allows the character to use a "safe" small shield in combat. Because shields are more useful in the Dragon Crest game than real life, shield use is restricted. See Turtling and Shield Bashing on page 77. This is a weapon style, and does not include the weapon skills other than Shield. If you are wielding a Shield, you are restricted from using any Style Skill except Style- Shield.

Style-Short Shield

Handed: One or Two if using another Weapon

Rule: This skill allows the character to use a "safe" short or small shield in combat. Because shields are more useful in the Dragon Crest game than real life, shield use is restricted. See Turtling and Shield Bashing. This is a weapon style, and does not include the weapon skills other than Shield. If you are wielding a Shield, you are restricted from using any Style Skill except Style- Shield.

Style-Long Shield

Handed: One or Two if using another Weapon

Rule: This skill allows the character to use a "safe" long, short or small shield in combat. Because shields are more useful in the Dragon Crest game than real life, shield use is restricted. See Turtling and Shield Bashing. This is a weapon style, and does not include the weapon skills other than Shield. If you are wielding a Shield, you are restricted from using any Style Skill except Style- Shield.

Style Specialization- Great Weapon

Type: Active

Frequency: Continuous

Call: "Style Specialist- Great Weapon"

Handed: One or Two (as described)

Rule: This skill allows the character to access the Great Weapon Style Specialist Techniques while wielding a 2 handed melee weapon and nothing else. A character with this skill can increase the damage bonus from certain Techniques: Fury (to +4) and Critical Strike (to 50). Characters with this skill are IMMUNE to DISARM effect while wielding a Great Weapon. This skill also provides the ability to block with 1 Hand while using a Great Weapon.

Style Specialization- Ranged

Type: Active

Frequency: Continuous

Call: "Style Specialist- Ranged"

Handed: One

Rule: This skill allows the character to access the Ranged Style Specialist Techniques while wielding a ranged weapon and nothing else. A character with this skill can increase the damage bonus from certain Techniques such as Fury (to +4) and Critical Strike (to 50). This skill also provides the ability to block with 1 Hand while using a Great Ranged Weapon.

Style Specialization- Single Weapon

Type: Active

Frequency: Continuous

Call: "Style Specialist- Single Weapon"

Handed: One

Rule: This skill allows the character to access the Single Weapon Style Specialist Techniques while wielding a 1 handed melee weapon and nothing else including claws. Single Weapon Specialist allows the character to modify a Critical Strike Technique to allow a weapon packet delivery and increased damage. This allows for a damage of 50 Critical instead of the normal 25 Critical for both weapon and weapon packet. A character with this skill is also IMMUNE to the DISARM and SHATTER effect and allows the character to determine which <Arm> is removed due to a SEVER effect.

Style Specialization- Two Weapons

Type: Active

Frequency: Continuous

Call: "Style Specialist- Two Weapons"

Handed: Two

Rule: This skill allows the character to access the Two Weapon Style Specialist Techniques while wielding two 1 handed melee weapons. This skill allows the character to use any applicable + Skill and + Backstab on both weapons at the same time and allows the character to determine which <Arm> is removed due to a SEVER effect. The character is also able to call whatever property one weapon possesses with both weapons doing damage appropriate to the least damage called by either weapon. This applies to Techniques as well.

Style Specialization- Weapon and Shield

Type: Active

Frequency: Continuous

Call: "Style Specialist- Weapon and Shield"

Handed: Two

Rule: This skill allows the character to access the Weapon and Shield Style Specialist Techniques while wielding a 1 handed melee weapon and a shield. This skill allows the character to utilize defensive techniques with a shield as though his + Skill applied to the shield.

Supreme Talent

Type: Passive

Frequency: Continuous

Handed: No

Rule: This skill allows the character to align himself to all magics, Mana and Spells of all Talents. The character may learn any Path of Magic that he has proper Instruction for that appears in any Talent. The character does not need to pay CP for any Path of Magic that he wishes to learn. This skill allows the character to access the Mana of any Mana Gem and use it to fuel any memorized spell, even if it is from a different path than the Mana Gem. This skill allows a character to learn Paths he is racially barred from.

Subdue

Type: Active

Frequency: Fueled

Call: "Prepare to Subdue!", "# PADDED!"

Handed: As Weapon

Rule: This skill allows a character to generate non-lethal blows through his weapon strikes. This generates a Continuous PADDED Strike for an Encounter Duration. This is a Minor Offensive Weapon Technique.

Surprise Strike

Type: Active

Frequency: Fueled

Call: "Surprise <Call>"

Handed: As Weapon

Rule: This skill allows a character to generate a Surprise effect on any weapon strike with his single weapon. You do not have to make any 'Prepare to...' call for techniques used in the Surprise Strike. This is a Single Strike Technique. This is a Major Offensive Weapon and Stealth Technique.

Surge Damage Gas

Type: Active

Frequency: Fueled

Call: "Prepare to SURGE", "<Call> SURGE"

Handed: One

Rule: This skill allows a character to modify a damage gas poison with the SURGE descriptor at the time of use. For example, the character could throw a 50 Ice Gas Poison and use his SURGE DAMAGE GAS Technique (spending the appropriate Stamina Points for the SURGE DAMAGE GAS) and generate a 50 Ice Gas Poison SURGE, using up the gas normally in the process. Subsequent throws will use up another gas poison with each throw but no additional Stamina or Synergy Points until the effect is taken, successfully defended or ends its duration. This is a Multi Strike Skill. This is an Exclusive Technique. This is a Minor Offensive Stealth Technique.

Surge Gas

Type: Active

Frequency: Fueled

Call: "Prepare to SURGE", "<Call> SURGE"

Handed: One

Rule: This skill allows a character to modify a gas poison with the SURGE descriptor at the time of use. For example, the character could throw a Kill Gas Poison and use his SURGE GAS Technique (spending the appropriate Stamina Points for the SURGE GAS) and generate a Kill Gas Poison SURGE, using up the gas normally in the process. Subsequent throws will use up another gas poison with each throw but no additional Stamina or Synergy Points until the effect is taken, successfully defended or ends its duration. This is a Multi Strike Skill. This is an Exclusive Technique. This is a Major Offensive Stealth Technique.

Surge Spell

Type: Active

Frequency: Fueled

Call: "Prepare to Surge Spell! <Incant> SURGE"

Handed: One

Rule: This skill allows a character to channel more power into a single casting of an ANY SPELL, making the effect more difficult to DEFEND against. Appropriate Minor Defenses will be used and stop the single attack but will not end the SURGE SPELL TECHNIQUE. Standard or Major appropriate Defenses may be used to defend successfully against a SURGE SPELL ending the Technique. The character must only spend the normal amount of Magic Points for the SURGE SPELL Technique. The character does not have to spend additional Magic Points for the ANY SPELL Technique. Any spell which a creature is HEALED or IMMUNE to will not gain the ability to harm the creature because it was used in the Arcane SURGE. This is a Multi Strike Technique. This is an Exclusive Technique. This is a Standard Offensive Magic Technique.

Swim

Type: Active

Frequency: Daily

Call: "I SWIM 1, I SWIM 2, I SWIM 3"

Handed: One Limb

Rule: This ability allows the character to travel in the water for limited amounts of time. This ability allows a character to SWIM in the water with a 3 Count and travel for an Encounter Duration in any direction before he must surface. This Count is Uninterruptible. The character cannot bring anyone with him. A single use of this skill allows a character to SWIM away once and back once.

Swim- Group

Type: Active

Frequency: Fueled

Call: "I Swim <Count>..."

Handed: One

Rule: Group Swim allows a character with the Swim skill to carry 5 additional creatures of its size or smaller to travel with the character while he swims in the water. Each use of the Swim skill allows for 6 additional people to travel with the character or an additional 5 Minutes are added to the duration of the Swim. Each level of Underwater Combat that the character with Swim possesses allows for 1 extra passenger to pass through the water. All those involved must hold a 10' or less length of rope to continue traveling. If the character using this skill is rendered Helpless then the passengers are returned to the surface in the closest possible area to their current location. Returning from this skill requires each individual to make a separate and consecutive 3 count, no 2 of which can overlap.

Swords- All

Handed: One for Small, Short or Long

Handed: Two for Great

Rule: This skill allows the character to wield all Sword class melee weapons: Dagger (Small Sword), Short Sword, Long Sword and Great Sword. These weapons cause Blade damage.

Synergy Points

Type: Active

Frequency: Daily

Handed: As Weapon

Rule: This skill allows a character to fuel Weapon, Stealth, Magic and Synergy Techniques. Synergy Points represent the character's ability to exert his prowess more than a normal member of his race. Each point of Synergy represents a Technique level that can be used by the character. Only one type of point Magic, Stamina or Synergy may be purchased per prerequisite.

Talent

Type: Passive

Frequency: Continuous

Handed: No

Rule: This skill allows the character to align himself to the magics, Mana and Spells of a specific School. The character may learn any Path of Magic that he has proper Instruction for that appears in the specific School. The character must still purchase for each Path of Magic that he wishes to learn.

Talisman Damage <Descriptor>

Type: Active

Frequency: Continuous

Call: "NATURAL # <Descriptor>

Handed: As Talisman

Rule: This ability allows the character to throw NATURAL bolts of <Descriptor> energy from his Talisman (either a Wand, Rod or Staff) in the form of Weapon Packet attacks. The base damage for all Talismans is 5 <Descriptor>. The choice of <Descriptor> is based on what Paths of Magic the character knows and is limited to the following list: Fire, Ice, Stone, Lightning, Force and Sound. If the character has more than one of these paths then he can choose to throw one descriptor per quiver used. The character must expend a crystal quiver to fire specially prepared spell packets designed with a 6" cloth tail as arrows. The character must hold the Talisman at arm's length away from his body to fire a packet. To launch a packet, the character must have one of these special Weapon Packets, reach out and touch the Talisman with the packet in his other hand before throwing it. You cannot use any Talisman in a Mage Pouch or not held in the hand for this skill.

Talisman Skill + #

Type: Active

Frequency: Continuous

Handed: As Talisman

Rule: This skill allows the character to inflict + # damage with a specific type of Talisman (Wand, Rod or Staff) at all times. This ability is cumulative with other Potent Attacks and Talisman Skills in the same Talisman. Only one type of point, Magic or Synergy, may be purchased per prerequisite.

Target Arcane

Type: Active

Frequency: Fueled

Call: "Arcane Dispel Target <Effect>!"

Handed: One

Rule: This skill allows a character to specifically target an Arcane effect that he has in memory with a touch delivered DISPEL without affecting any other existing Arcane effects on the target. The caster must touch the affected object, person or effect and consciously target the spell effect by naming the appropriate Effect with the DISPEL and expending a Magic Point. This skill does not affect High Magic in any way. This is a Minor Magical Technique.

Taunt

Type: Active

Frequency: Daily

Call: "VOICE Thought COMMAND. Kill me!"

Handed: Voice

Rule: The character must role-play annoying and insulting the target for a 30 Count. After this time, in which the target must be in sight and capable of hearing the character, the character may then deliver a VOICE CONTROL Thought COMMAND effect in which the target wishes to kill the character by any means necessary. This does not rob the victim of his ability to think, but it does mean that the victim must attempt to attack the character immediately. If the target has an unused Battle Rage, then the TAUNT ability will trigger it, focusing its energy upon the character.

Terrain Combat

Type: Active

Frequency: Continuous

Call: "Minor <Terrain> Combat"

Handed: One Limb

Rule: This ability allows the creature to move through a specified environment or obstacle without performing a special count or being obstructed (other creatures will still be affected). It also negates any combat penalties associated with the environment or obstacles for the creature. This must be announced once at the beginning of the encounter, not for each use.

The List of available Terrain Types include:

- Underground
- Aerial
- Swamp
- Desert
- Aquatic
- Mountain/Hill
- Web
- Planar <Type>

Terrain Master

Type: Active

Frequency: Continuous

Call: "Minor Terrain Master"

Handed: One Limb

Rule: This ability allows the creature to move through any Minor environment or obstacle without performing a special count or being obstructed (other creatures will still be affected). It also negates any combat penalties associated with the environment or obstacles for the creature. This must be announced once at the beginning of the encounter, not for each use. The character must still be instructed in the specific Terrains to use them.

The List of available Terrain Types includes:

- Underground
- Aerial
- Swamp
- Desert
- Aquatic
- Mountain/Hill
- Web
- Planar <Type>

Throw Anything

Type: Active

Frequency: Fueled

Call: "# <CARRIERS>"

Handed: As Weapon

Rule: This skill allows the character to use Weapon Packets to inflict 1 base damage Continuously for 5 Minutes. This is a Minor Weapon Technique.

Thrown- Group

Handed: One for Small, Short or Long

Rule: This skill allows the character to wield all Thrown class ranged weapons: Tiny Thrown (Packets), Small Thrown, Short Thrown and Long Thrown.

This skill also allows a character to use a "mechanical device" to enhance the damage of his thrown weapons. For simplicity sake, this is included as a single skill, and only requires a single phys-rep. This weapon allows a character to increase the damage of thrown Weapons with the Missile Thrower. While using one of these devices, the character is considered to be using both hands for the loading and the launching of the missile, and cannot use another weapon or Style while using it. This device is phys-repped by a Y shaped boffer Small weapon that is constructed without a core.

Theurgist

This skill gives the character knowledge of magical herbs, plants, fungi and other plant or animal products. It allows the character to property harvest them to produce scroll ink, magical potions and other products. A character with this skill can determine if a substance is natural or magical. This skill provides the components to Pre-reged players on page 89.

	Ability	Harvest
Minor	Detect/Identify Magical Components	Magical Components
Standard	Detect/Identify Magical Products	Magical Products
Major	Detect/Identify Specialty Magical Components and Products	Appropriate Specialty Components and Products

Tracker

Rule: This skill allows the character to track a creature through an area. Tracking can also alert the character to information about the creature he is tracking, depending on the level of the tracker and the quarry. Each use of this skill to follow or counter a Track takes 1 hour of time. This skill can also be used to counter another character's Tracking. You may gain one piece of information from the following list for each level of tracking you possess, without spending additional time. This skill provides the components to Pre-reged players on page 89 in Money.

Identify one creature type. Estimate destination of the trail. Estimate number of creatures. Estimate size and age. Estimate pace. Estimate age of trail. Estimate creature's health. Estimate creature's burden.

	Track	Special Movement and Forms
Minor	Individual and Group Over Ground	Burrow
Standard	Individual and Group Over Water	Swim and Amorphous
Major	Individual and Group Over Air	Fly and Non Corporeal

Transfer Mana

Type: Active

Frequency: Fueled

Call: "TRANSFER Mana #"

Handed: One

Rule: This skill allows a character to TRANSFER Mana Points from his Mana pool to another character. The character may TRANSFER up to 15 Mana Points or 1 Magic Point to another willing creature per Magic point expended in the Technique. The character using the TRANSFER Mana Technique crosses out the specified amount of Mana or Magic Points from the current Logistics Day, and signs the targets card with the appropriate number of points, which expire at the end of the current Logistics Day, to the target creature. This Mana or Magic Point cannot take a creature over their full Mana or Magic Point pool. All excess Mana and Magic Points are lost in the TRANSFER. This is a Minor Magic Technique.

Trap Making

Type: Active

Frequency: Daily, Continuous

Handed: One

Rule: This skill allows a character to build and set traps. Setting a trap requires the character to physically set the trap. It requires at least 30 seconds to set and arm a trap properly. Once a trap is set, it cannot be moved more than 5' from its set location without disarming it or the trap will go off. If a character without Disable Device or Trap Making attempts to move a trap at all, the trap automatically goes off. A character with trap making can make up to 4 times his level in traps. This means that a character with 5 levels of trap making can make up to 20 total levels of traps. Trap Making allows the character to manufacture any Trap up to his Trap Making level. A character with Level 1 can use Common components (1's). A character with Level 6 can use Uncommon components (2's). A character with Level 11 can use Rare components (3's). Traps may only be produced at Logistics. For every 3 full levels of this skill, the character gains a +1 Success on Disable Device Bag Picks if he possesses the skill.

Triage

Type: Active
Frequency: Continuous
Call: "First Aid <Effect> Triage"
Handed: STABILIZE- One / SIMULTANEOUS STABILIZE- Two
Rule: This skill allows the character to half the count for any use of the First Aid skill. In addition, TRIAGE allows the character to use the STABILIZE effect of the First Aid skill on up to 2 beings simultaneously at the normal 60 Count. For each Interruptible 60 Count performed, the character can cast one benign SPIRITUAL effect with an Instant duration, spending the Mana to cast the spell once but affecting both targets of the TRIAGE.

Trick Shot

Type: Active
Frequency: Fueled
Call: "MAJOR GAZE <DAMAGE> <CARRIER> <EFFECT> <TARGET>"
Handed: One or Two as Ranged Weapon
Rule: This skill allows a character to use a ranged weapon to strike any target that he does have a clear line of effect to. A clear line of effect is defined as the ability to see the target without any intervening Barrier (mundane or arcane). The character using this technique must be able to see the target and the target (or Marshal) must be able to hear the call. Once the target is hit, he is affected by the call made. This Technique becomes Multi-Strike if combined with another Multi-Strike technique. This is an Exclusive Technique. This is a Major Offensive Weapon and Stealth Technique.

Triple Strike

Type: Active
Frequency: Fueled
Call: "TRIPLE <CALL>"
Handed: Two
Rule: This skill allows a character to using two 1 handed weapons simultaneously to make and automatically land two additional attacks using the same exact effect as the first with his off hand weapon. Technique only functions on normal attacks, Minor and Standard Offensive Techniques. Each effect in the TRIPLE STRIKE attack must be defended individually as Major attacks. For example, if a character were to TRIPLE STRIKE-KILL STRIKE, then three separate PARRIES OR other Standard defenses must be called by the target, otherwise he will

take the effect of whatever KILL STRIKE(s) he could not successfully defend against. Any KILL STRIKE not negated by a Major defense or taken by the target is left active. In the example above, the use of two PARRIES will negate two KILL STRIKES, leaving one KILL STRIKE affecting the defending character. This is a Single Strike Technique. This is a Major Offensive Weapon and Stealth Technique.

Use Armor Harness

Type: Passive
Frequency: Continuous
Rule: This skill allows the character to wear an Armor Harness and gain its benefits normally. This skill is only necessary for those characters with Armor Style- Natural.

Use Rope

Type: Active
Frequency: Continuous
Handed: One
Rule: This skill allows a character to bind a target using rope or similar In-Game tagged items with an Interruptible 30 Count. This skill adds +1 level to the MINOR WEB effect generated by a Rope. Targets may escape from these bonds with an Interruptible 5 Minute Count. This binding lasts for 1 Day. A character with this skill may keep one hand free when climbing with a rope

Use Rope- Major

Type: Active
Frequency: Continuous
Handed: One
Rule: This skill allows a character to bind a target using rope or similar In-Game tagged items with an Interruptible 30 Count. This skill adds +2 levels to the MINOR WEB effect generated by a Rope. The effect lasts for 1 Day. A character with this skill may keep both hands free when climbing with a rope.

Vocation

Type: Active
Frequency: Fueled
Handed: One
Rule: This skill allows a character to use another Trade Skill to manufacture items that the Trade Skill is normally not allowed to. Vocations use the same Production Levels that the Trade Skill that they are related to. Some examples of Vocations are:

Vocation	Trade Skill
Book Making	Scroll Making
Lock Making	Trap Making
Brewer	Alchemy or Potion Making
Smelting	Armor or Weapon Smith
Blacksmith	Armor or Weapon Smith
Baker	Alchemy or Potion Making
Clock Making	Trap Making
Gaffer- Rope Maker	Armor, Weapon Smith, Artisan or Trap Making
Carpenter	Armor Smith
Hearth Making	Weapon Smith
Tool Maker	All
Ink Maker	Alchemy
Glassblower	Potion Making

Volley [Type]

Type: Reactive
Frequency: Fueled
Call: "VOLLEY [TYPE]"
Handed: No

Rule: This ability allows the character to VOLLEY one <Descriptor> effect. Major effects are not returned to the attacker, only successfully defended, ending the attack. This is Major Defensive Technique.

Weakness Strike

Type: Active

Frequency: Fueled

Call: "Prepare to be Weakened!", "Brutal WEAKNESS 2 STRIKE!", "Brutal WEAKNESS 4 STRIKE!", "Brutal WEAKNESS 6 STRIKE!"

Handed: As Weapon

Rule: This skill allows the character to generate a Brutal NATURAL WEAKNESS STRIKE, 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 Brutal NATURAL WEAKNESS 2 STRIKE on the target AND HEAL 25 BODY effect on the character as a Multi Strike. If the character uses 2 points to fuel the technique then he generates a Brutal NATURAL WEAKNESS 4 STRIKE on the target AND HEAL 50 BODY effect on the character as a Multi Strike Exclusive Technique. If the character uses 3 points to fuel the technique then he generates a Brutal NATURAL WEAKNESS 6 on the target AND HEAL 75 BODY effect on the character as a Multi Strike Exclusive Technique.

Weapon Ward

Type: Reactive

Frequency: Fueled

Call: "WEAPON WARD"

Handed: As Weapon

Rule: This skill allows a character to successfully prevent a single SHATTER, DESTROY, DISINTEGRATE, DISARM or MAJOR DISARM effect from taking effect on the weapon in his hand. In effect, the character has become so good with his weapon that he is able to deftly maneuver his weapon out of harm's way. This does not allow him to prevent any other type of attack from taking effect on himself because he was hit in the weapon. This skill is usable to defend against a Single-Strike but does not consume a Multi-Strike attack. This is a Minor Weapon Technique and Minor Stealth Technique.

Weapon Ward- Major

Type: Reactive

Frequency: Fueled

Call: "Major WEAPON WARD"

Handed: As Weapon

Rule: This skill allows a character to successfully prevent any Shatter, Destroy, Disintegrate, Disarm or Major Disarm effect from taking effect on any weapon in his hand(s) for which he meets the Technique prerequisites for 5 Minutes from the time the skill is first announced. In effect, the character has become so good with his weapon that he is able to deftly maneuver his weapon out of harm's way. This does not allow him to prevent any other type of attack from taking effect on himself because he was hit in the weapon. This is a Standard Weapon Technique

Weapon Smith

Type: Active

Frequency: Daily

Handed: One

Rule: This skill allows a character to create physical weapons. A weapon with any property other than Blade or Blunt have its tag attached to a phys-rep to use. Any character with the appropriate weapon proficiency can use a weapon in combat. A character with Weapon Smith can make up to 4 times his level in weapons. This means that a character with 5 levels of Weapon Smith can make up to 20 total levels of weapons. A character with Level 1 can use Common components and Weapon Repair Kits (Ore 1's). A character with Level 6 can use Uncommon components and Weapon Repair Kits (Ore 2's). A character with Level 11 can use Rare components and Weapon Repair Kits (Ore 3's). Weapons may only be produced at Logistics. A Level 10 Weapon Smith can add an additional point of damage to any weapon he is wielding.

Wear Extra Armor

Type: Passive

Frequency: Continuous

Rule: This skill increases a character's Armor Skill by 1 category allowing the character to utilize a greater value armor tag. For example, a Warrior who buys this skill would be able to wear Battle Armor (100 points) instead of Heavy Armor (75 points). A character with this skill must wear the appropriate Phys-Rep for the tag he is currently using. This skill overrides racial armor penalties.

Work <Specialty Physical>

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to use all Specialty Physical components in their appropriate Rituals and Trade skills.

Work <Specialty Ethereal >

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to use all Specialty Ethereal components in their appropriate Rituals and Trade skills.

Work <Specialty Mystical>

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to use all Specialty Mystical components in their appropriate Rituals and Trade skills.

Work <Specialty Psychic>

Type: Active

Frequency: Fueled

Handed: One

Rule: This skill allows a character to use all Specialty Psychic components in their appropriate Rituals and Trade skills.

Combat, Death and Other Rules

BAG PICK RULES

The starting Bag Pick consists of 1 Starting Success and 1 Starting Failure. You cannot remove the Starting Failure from the Bag. Add up all Additional Successes and all Additional Failures. Subtract the Additional Failures from the Additional Successes. A Positive result adds that number of Additional Successes to the Bag up to 10 Total Successes. A Negative result adds that number of Additional Failures to the Bag. A Bag with more than 10 Failures is an automatic Failure.

The lists provided for generating a Bag Pick for any Skill are not intended to represent exhaustive modifiers. Additional situational modifiers may exist at the Marshal's discretion.

Tracking Picks	
Additional Success	Additional Failures
SKILL MODIFIERS	
+ 3 Tracker- Minor	+ 3 Tracker- Minor
+ 6 Tracker- Standard	+ 6 Tracker- Standard
+ 10 Tracker- Major	+ 10 Tracker- Major
+2 Forester- Minor	+2 Forester- Minor
+4 Forester- Standard	+4 Forester- Standard
+6 Forester- Major	+6 Forester- Major
+1 per level Knowledge: Urth, Skill, History*	+1 per level Knowledge: Urth, Skill, History*
+2 Standard Knowledge: Urth, Skill, History*	+2 Standard Knowledge: Urth, Skill, History*
+3 Major Knowledge: Urth, Skill, History*	+3 Major Knowledge: Urth, Skill, History*
+1 per level STEALTH [SEARCH] **	+1 per level STEALTH [SILENT] **
	+1 per level STEALTH [HIDE]
+1 Another Character with Track Skill helping	+1 Another Character with Track Skill helping
+1 Non-Native Terrain (Creature)	+1 Native Terrain (Creature)
+1 Keen Scent	
+1 Keen Sight	
TERRAIN MODIFIERS	
+1 Heavy Brush	+1 Road/Path
+3 Snow Covered Ground/Virgin Soil	+6 Town (includes Road)
	+2 Across Water (Stream, Pond, etc.)
	+9 Non-Corporal (Includes all Terrain negatives)
+3 Appropriate Terrain Combat (Minor)	+3 Minor Terrain
+6 Appropriate Terrain Combat (Standard)	+6 Standard Terrain
+9 Appropriate Terrain Combat (Major)	+9 Major Terrain
ENVIRONMENTAL MODIFIERS	
	+1 Poor Light
+3 Blind Combat	+6 No Light
	+1 Rain or Storm during or after Track

Tracking Picks	
Additional Success	Additional Failures
	+3 Snow after Track (Includes Storm)
TIME MODIFIERS	
+1 Fresh Track (Less than 5 Minutes)	+1 Old Track (Per Hour)
	+2 Additional Track Attempt
+2 Target rushing	+5 Rushed (Reduce Time)
MISCELLANEOUS MODIFIERS	
+1 Large Group (5 for more)	+1 Individual

* Cost is 1 Knowledge Point per level

** Cost is 1 Stealth Point per level

Disable Device Picks	
Additional Success	Additional Failures
+ 3 Disable Device- Minor	+ Level of Device or Effect
+ 6 Disable Device- Standard	
+ 10 Disable Device- Major	
+1/3 Level Trap Maker (rounded Down)	
+1 Standard Tools	+1 Improvised Tools
+3 Major Tools	+3 No Tools
+1-5 Magic Tools	
+1 OILED/+2 MAJOR OILED	
+1 Good Light	+2 Poor Light (0 with Minor Blind Combat)
	+2 Underwater (0 with Minor Water Combat)
+1 Keen Sight	+5 BLIND (-2 WITH MINOR BLIND COMBAT)
	+3 Disabled (Minor)
	+6 Disabled (Major)
+1 Another Character with Disable Device helping	
	+5 for Arcane
	+20 for Minor High
	+25 for Standard High
	+30 for Major High
	+2 Each Additional Attempt
+1 Patient (Increased Time)	+5 Rushed (Reduced Time)
+2 Calm Situation (No Distractions)	

SAFETY RULES

A Safety Rule is one that we take very seriously. These rules are concerned with keeping all players and NPCs safe during the course of the game. Please make sure that you familiarize yourself with these rules first to help yourself and your fellow Dragon Crest participants.

holds

A Hold is a call that immediately stops game. Whenever the word 'Hold' is called, everyone that hears the call should repeat it and go to one knee and remain

there until released by a Marshal. The only people who should remain standing are Marshals, people unable to take a knee due to medical issues and the person who called the Hold. Game stops the moment a Hold is called, and all actions that occur after the Hold is called did not occur. If someone approaches an area that is in a Hold, inform him or her of the Hold.

A Hold can be called for a number of specific reasons.

Safety: All Players, Staff and NPCs are encouraged to call Safety Holds if they observe a Safety concern such as obstacles that may cause injury, unsafe weapons or unsafe combat. This includes damage to property as well, such as stepping on someone's shield, contacts, eyeglasses, Camp or Dragon Crest property. We consider Safety Holds to be serious calls. We require quiet and attention to alert you to any potential problems or remove the reason for the Safety concerns.

Medical: All Players, Staff and NPCs are encouraged to call Medical Holds if they believe that they or another person is in need of medical attention. We consider Medical Holds to be very serious calls. The EMTs and Marshals require quiet to assess the situation and give proper treatment to the person(s) needing it.

Rules: All Players, Staff and NPCs may call Rules Holds when it is necessary to clarify a situation where an effect, skill or other event is in question. Typical Rules Holds involve the specific effects of an attack or defense, questions about whether the target took the appropriate hits and the interaction of two or more different game rules. The Marshals require quiet and attention to properly convey the correct information to those who need it so that game may continue and other similar questions can be avoided.

Information: All Staff and NPCs may call Information Holds when it is necessary to clarify a situation where sensory information that cannot be represented In-Game is needed by the Players and/or NPCs. Typical Information Holds involve the description of one or more creatures, environments or physical representations. The Marshals or NPCs require quiet and attention to properly convey the correct information to those who need it so that game may continue and other similar questions can be avoided.

Reasons that are not valid for calling a Hold are gathering packets, treasure, in-game information, or otherwise gaining an Out-of-Game advantage.

During a Hold, Game Is Stopped. Your character is frozen in time. Don't be looking around to see if someone is sneaking up behind you. Talking to companions In-Game, planning strategy, pointing out threatening NPCs, and otherwise taking advantage of the lull is cheating. This brand of cheating is called *Metagaming* and will not be tolerated. The only topics of discussion during a Hold should be the reason the Hold was called.

When the Hold is resolved, everyone returns to his or her position before the Hold was called. When everyone is ready to resume play, the person who called the Hold or a Marshal will call the lay-on. Typically: '3..2..1..Lay-on!' loud enough for everyone to hear, and play will continue.

Physical Contact

At no time should any player come into direct physical contact with another player. The only type of

contact allowed is by approved physical representation such as a legal packet or boffer weapon. This means that hitting, kicking, punching, shoving, tripping etc. are all strictly illegal within the combat rules for obvious safety reasons. Therefore, all PCs and NPCs must have boffer weapons, even if those weapons are representing claws or fists. You cannot get out of a Killing Blow because the player does not have an approved phys-rep. Simply let the player know that you will not allow Touch Casting and allow them to continue their Count.

Safe Targets

In the interest of safety, there are some parts of the body that are not safe targets in boffer combat, therefore any strike to one of these areas will not count. The areas are the head, including face, neck, and throat; the hands from the wrist out; and the groin. All other locations on the body are safe targets and are referred to as Safe Hits. Repeated strikes in unsafe target areas will result in removal of the weapon skill or other punitive action depending on the severity of the infraction. On the same hand, a player cannot block any blow with an unsafe area of the body.

Any part of the body is considered a Safe Hit for packets. This does not mean that you can aim for someone's head or groin with a packet to gain an advantage over him or her as they recover from the effects. This is unfair and potentially dangerous. Accidents will happen, but repeat offenses will result in the same punitive actions. This is intended to be a friendly game.

Drum Rolling and Machine Gunning

You can only swing once at your opponent for each time you make a Damage Call. This is to prevent unrealistic and unfair combat. Tapping your opponent a hundred times a second without actually stating the entire Damage Call each time is called 'drum rolling' or 'machine gunning', and all those hits will either be discounted or considered as one or maybe two hits.

Swinging for the Fences

On the opposite end of the spectrum is a 'baseball swing' or 'golfing'. Winding up and walloping your opponent as hard as you can is unsafe. A swing should never be more than a 90° angle, 45° is optimal, and a tap only hard enough for your opponent to know he has been struck. People that are reported as hitting too hard or fighting unsafely will either have their weapon skills removed or be expelled from game if the circumstances are severe enough.

Charging

Charging is when a player intentionally or unintentionally makes physical contact with another player during combat. Any physical contact during combat is prohibited. If a player is running out of control and cannot stop or makes physical contact with another player, that is considered Charging and is illegal.

Crowding

Crowding is when any person or group crowd around another participant in such a way to make it difficult or impossible for him to safely wield his weapon or move without making physical contact. An example would be cornering a player indoors (so he cannot back up or move out of the way) or standing too close for him to swing his weapon safely. If the player is backing off or

moving aside, this is not crowding. However, if a group surrounds another player, even outdoors, and he cannot move safely or swing his weapon legally, this is Crowding. When in combat, all combatants must give each other enough room to fight safely. Safe fighting distance is measured by each party standing up with equal weight on each foot in their current stance holding out their closest arm toward each other. If the shortest reach can physically touch another player in the torso, then someone is Crowding. Due to safety issues, offenses of Crowding and Charging are taken seriously. Crowding also includes intentionally moving into another player's way to prevent them from attacking someone. While this is the staple of much heroic fantasy, you must accept that you are intentionally placing yourself in a position where physical contact may result and are the responsible party.

Turtling

Turtling is when a player uses his or her shield as an impenetrable object to block nearly their entire body. Shields in this game are essentially indestructible, and the moves that someone would use in real life against someone 'turtling,' such as bashing or charging, are illegal for safety reasons. Therefore, using a shield in such a way as it is impossible to make a legal hit is illegal. A shield is not a boffer weapon and is not to be used as such.

Pinning and Trapping Weapons

Pinning or Trapping a weapon occurs when anything, body part, boffer weapon or prop is used to press (apply pressure to) another boffer weapon into a person or other physical obstruction. This does not mean that a player cannot force a block to control where his opponent's weapon is headed. It does mean that the player cannot force and hold the boffer weapon against anything else regardless of location (outdoors or indoors).

Weapons shaped in such a way as to trap other weapons (applying pressure on the opponent's weapon by itself), accidentally or by design, are forbidden. Any weapon that is reported as trapping weapons will be removed from game. The Weapon Marshals have the right to reject any weapon.

Non-Combat PC/NPCs

Non-Combat PCs and NPCs are people who are approved by a Safety Marshal to play the game and have either a medical condition which prevents them from participating fully in combat or another reason approved by the General Manager. Anyone designated, as Non-Combat must wear a bright Orange headband. Non-Combat items, those items which a Safety Marshal deems can be carried IG must be adorned with Orange tape (covering at least 50% of the item. In addition, Orange glow sticks and lights are reserved for use by Non-Combat people to clearly designate them at night or in poor light conditions.

A person who has been declared as Non-Combat cannot carry any Weapon Phys-Reps (except for Weapon Packets or Packets) and cannot wield weapons (except for Weapon Packets or Packets). Non-Combat characters may hold up to 3 different Weapon Tags legally. Non-Combat people must avoid frontline combat for any reason. They must do their best to avoid melee combat. All other people in the game can target the Non-Combat person with Packets and Weapon Packets. To strike a Non-

Combat person with a melee weapon, the person can hold out his weapon, without striking the Non-Combat person, and announce his damage in a clear and deliberate manner. As long as the Non-Combat person is within weapon's reach, they must take the damage announced. A Non-Combat person can call a HOLD at any time to take Fate of Party for the duration of the encounter.

No Alcohol

No, none, absolutely not. There is not to be any alcohol on site at any time under any circumstances. At the tavern, non-alcoholic beverages may be available. Other than this, any player found with alcohol on site will be acted against. This is serious, please report anyone drinking alcohol or using any controlled or illegal substances.

No Fires, Candles, Grills

A fire is not allowed at any event. This includes campfires, lanterns, candles, grills, or ANY type of flame or heating element unless specifically approved by the General Manager of the Chapter for that instance. All of these are fire and safety hazards (especially if combat breaks out). If for any reason you wish to have or use anything that uses fire or a heating element, you must ask permission first regardless of circumstances, and be given approval by the General Manager, not a Marshal, each time you wish to use the flame or heating element.

COMBAT RULES

A Combat Rule is concerned with keeping combats and conflicts running smoothly, giving players and NPCs a common reference for playing the game. Please make sure that you familiarize yourself with these rules to help yourself and your fellow Dragon Crest participants.

Calling Damage

Boffer combat is conducted by announcing aloud, in a normal tone of voice, a Damage Call and 'tagging' your opponent with your weapon. Every Damage Call must have at least two components. The first component is the number, which indicates the amount of damage the attack delivers. The weapon type, such as long sword or a claw, and any strength bonuses or skills the character has in that weapon determines this number. The second component is filled with at least one of the following:

Threshold Carrier (Normal is assumed if no Threshold CARRIER is announced)

Descriptor Carrier (No Descriptor is assumed if no Descriptor CARRIER is announced)

Effect Carrier (No Effect is assumed if no Effect CARRIER is announced)

Enhancement Carrier (No Enhancement is assumed is no Enhancement CARRIER is announced)

All announced Effect CARRIERS are assumed to be POISON. A character can choose to use one or more of the applicable CARRIERS on a specific attack. Targets are only affected by what is included in the Damage Call. For example, if you can Call: "7 Magic Fire MASSIVE" but only choose to Call: "7 Fire" then the target creature is only affected by the "7 Fire" and not the "Magic or MASSIVE." The minimal damage call is "# <CARRIER>". You must announce both.

Damage Calls are Out-of-Game announcements that do not require the use of Voice. A Damage Call must be clearly and completely announced at a reasonable volume

(as determined by a Marshal) by the player for each attack, weapon swing or packet-throw. To be valid, a Damage Call must be completed before the attack hits (in the case of a melee weapon) or the packet leaves the attacker's hand (in the case of a ranged attack).

Threshold Carriers

Padded: Any Weapons made with the descriptor "Padded" are able to add the CARRIER "Padded" to their damage call. Padded weapons deal temporary damage. All damage of effects from a Padded weapon return in 5 Minutes. Kill effects will function as STUN effects when used with a Padded weapon. SEVER effects will make the target limb useless for 5 Minutes. Creatures that possess MASSIVE SIZE, sufficiently ALTERED METABOLISMS, NO METABOLISM or unusual Forms are IMMUNE to Padded damage. Padded Weapons may Call "Padded". Padded has no effect upon any creature which as any type of Defense against Corporal types of damage, See IMMUNITY Chart.

Normal: All Weapons except Padded are able to add the CARRIER "Normal" to their Damage Call. This is the default Threshold if another Threshold is not announced. Creatures take no special damage from Normal weapons. All Weapons may Call "Normal" (except Padded unless used by a Grandmaster)

Blade: All Bladed or Sharp Weapons except Padded are able to add the CARRIER "Blade" to their Damage Call. Creatures with the AMORPHOUS Form are likely to take additional damage from Blade weapons. Bladed Weapons may Call "Blade"

Blunt: All Blunt Weapons except Padded are able to add the CARRIER "Blunt" to their Damage Call. Creatures such as Skeletons are likely to take additional damage from Blunt weapons. Blunt Weapons may Call "Blunt"

Silver: Any Bladed or Sharp Weapons except Padded may be made with Pure Silver components. Silver weapons are able to add the CARRIER "Blade" and/or "Silver" to their Damage Call. Creatures with the AMORPHOUS Form are likely to take additional damage from Blade weapons while Shifters are likely to take additional damage from Silver weapons. Silver Weapons may Call "Silver"

Iron: Any Blunt except Padded may be made with Cold Iron components. Iron weapons are able to add the CARRIER "Blunt" and/or "Iron" to their Damage Call. Creatures such as Skeletons are likely to take additional damage from Blunt weapons while Fey are likely to take additional damage from Iron weapons. Iron Weapons may Call "Iron"

Wood: Any Club, Spear or Ammunition except Padded may be made with Living Wood components. Wood weapons are able to add the CARRIER appropriate to the weapon type and/or "Wood" to their Damage Call. Creatures with the TAINTED Subtype are likely to take additional damage from Wood weapons. Wood Weapons may Call "Wood"

Magic: Any weapon except Padded may enchanted with Magic. Magic weapons are able to add the CARRIER "Magic" to their Damage Call. Magic weapons do not use the CARRIER associated with their form such as Blade or Blunt as the "Magic" call supersedes Blade and Blunt doing best Blade or Blunt damage to the target. More powerful

creatures are likely to only take damage from Magic weapons.

The Damage Call must be made individually for each weapon the character is using.

Each time you are tagged by a legal strike, you subtract the damage number called from your total hits. Your total hits include: your current Armor Points (from Armor or Natural Armor), any Bonus Armor you have, any Bonus Body you have, and your current Body Points. If you take sufficient damage to bring your Body Points to zero, you fall Unconscious, and will wake up in 5 Minutes with 1 Body Point. If your Body Points are brought below zero, you begin to bleed to death. This is called 'Bleeding' or 'Bleeding Count' and is covered under Life and Death later in this section.

Legal Hits

A legal hit is any strike landing on a safe area with the appropriate amount of force that is not blocked or deflected. A weak block with a weapon should be counted if the blow lands with at least half normal force. This is usually a judgment call as to whether the strike landed, was blocked, or hit a safe target.

It is this area where the honor of the player comes to call. It is a judgment call if any particular blow hit the shoulder, or was it really the neck, if it hit the ground before hitting the foot, or if the sword block actually blocked the blow or was too weak. People will notice if all judgments are in your favor. Other players will quickly realize if you are counting your hits, claiming valid blows were not legal hits, or otherwise playing with honor. Be honest, else no one will be honest with you, and don't cheat.

Taking Damage

Under normal circumstances a character will take damage in this order:

1. Armor/Natural Armor
2. Bonus Armor Effects (MAJOR ARMOR then ARMOR then MINOR ARMOR effects)
3. Bonus Body Effects (MAJOR PROTECTION then PROTECTION then MINOR PROTECTION effects then Body Armor)
4. Body Points

Defenses

In combat, there are a number of effects, skills and spells that allow a character to defend against other effects, skills and spells. Some examples of these are Elemental SHIELD, PARRY, EVADE, CAPTURE and RESIST. Each of these has specific effects, spells or skills that they will directly counter. If you possess any of these special defenses and are hit with something that they counter, you have a 3 Count from the time of effect to call the appropriate defense. You must also make this call before you make any other attacks or put up another defense. If a person has a Passive defense and does not call the appropriate defense at the time of effect, then the Passive defense is used and does not protect the character. Certain special circumstances, such as a large combat in which one cannot hear another's calls, makes the calling of defenses difficult and both sides must be understanding.

Also, Passive defenses are always lost in the order of most general to most specific. For example, a MAJOR ARCANE SHIELD that will block any Arcane effect will always

be lost before an Elemental SHIELD that only blocks elemental effects when struck with an Arcane 20 Fire.

Life and Death

In the Dragon Crest game you, as the player, are given a tag that represents your character's life force called a Life Tag. This tag is placed on your In-Game ring with other tags for your character's skills and abilities and must be kept with you at all times while In-Game. Only as long as you possess this tag is your character alive. When your character Resurrects he must give up your life tag.

Your character is DYING when: you lose your life tag, 1 Minute after you are brought to -1 body point (you bleed to death), or you are successfully affected by a KILL effect.

A LIFE effect will restore your character life. But if your character does not receive a LIFE effect within 5 Minutes of being successfully affected by a KILL effect, losing his life tag or bleeding to death; your character must go resurrect.

Your character has died, and the time limit for a LIFE effect has passed and you choose to Resurrect or leave the location for any reason

You must put all your game items on the spot where you died leaving your Body Bag and put on a white headband indicating you are Out-of-Game. A character's Body will remain as an In-Game item for 1 Day after the character has died.

You can choose where to resurrect. Either wait for someone to cast a RESURRECT on your body or your spirit can travel up to three days seeking Resurrection. (A Spirit may travel no more than 200 miles if moving non-stop before it becomes too weak to attempt any type of Resurrection.)

If the character that has left their body and is seeking out a Heart Stone or a character with a RESURRECT skill or effect then they may ask other characters Out-of-Game if they have a RESURRECT skill or effect (Call: "Do you have a RESURRECT skill or effect?").

You can also find a Marshal and resurrect anywhere you wish (the Marshal will decide if you find someone with the ability to perform the Resurrect).

Once the RESURRECT Effect/Skill has been started then during this time the players involved are encouraged to Roleplay coaxing and easing the spirit back into the physical realm.

The person who will do your resurrection, either a character or a qualified Marshal, will ask for your character card and assemble a pick bag. There will be nine white stones, minus the number of deaths your character has taken, with a minimum of one white stone, and a single black stone. There will always be at least one white stone, giving your character a minimum of a 50% chance of returning to life. You then make a pick.

If you pick a black stone, your character must go to Monster Camp or find a Plot member who can perform the second pick.

A Player that has selected a choice that prevents him from playing his character in this way has two choices: He may play another character, new or old, for the remainder of the event or he may NPC for the remainder of the event and assign the credit for the event to any of his characters that he chooses.

If the stone is white, then it is a Successful Death Pick and your character will return to life with full memory, up to the point of unconsciousness, unless other effects prevent the memory.

The time required to perform the Resurrect and the remaining effects depend on the type of Resurrect performed.

A MINOR RESURRECT takes 1 Hour to perform and returns the character to life with 1 Body and is now Unskilled for 1 Day.

A STANDARD or MAJOR RESURRECT takes 5 Minutes to perform and returns the character to life with full Body and under the effect of an EMPOWERED STUN.

A MAJOR RESURRECT returns the character to life with full Body.

All spell, monster and poison effects, which do not specifically state that they follow a character's spirit, are removed from the character when he successfully resurrects

So you pulled the Black Stone huh?

A player who pulls a black stone must go to a Plot member to resolve how his encounter with the Void has changed his character. There are 10 possible effects that can happen to the character. Characters in the Adventurer Tier have 3 of each of the Minor effects plus the Lost in the Void option to make the 10 possible effects. Characters in the Veteran and Expert Tiers have 2 of each of the Minor effects, 1 of each of the Standard effects and Lost in the Void to make the 10 possible effects. Characters Heroic Tier or higher have one of each of the effects in Minor, Standard and Major.

Minor Effects

Touched by the Void: A character that is Touched by the Void is placed under a Fortified Empowered Extended Ruin effect for 6 Events or the character Resurrects. If the effect is removed the character will take a Death on Card so long as the character has at least 3 White Stones left in his bag otherwise this effect becomes Drained by the Void. The character may choose to take an additional Death on Card instead of being Touched by the Void before Resurrection so long as the character has at least 3 White Stones left in his bag otherwise this effect becomes Drained by the Void.

Scarred by the Void: A character that is Scarred by the Void has the force of 2 Deaths added to his character instead of the normal 1 Death. If the character does not have at least 3 White Stones left in his bag then this effect becomes Drained by the Void

Drained by the Void: A character that is Drained by the Void loses 1 CP per character level before returning to life in addition to the Death from the first death pick.

Standard Effects

Wracked by the Void: A character that is Wracked by the Void has a Fortified Empowered Extended Void effect Ruin and removes the character's Bleeding count for 6 Events. If the effect is removed the character will take 2 additional Deaths on card. If the character does not have at least 3 White Stones left in his bag then this effect becomes Drawn to the Void. The character may choose to take two additional Deaths on Card instead of being Touched by the Void before Resurrection if the character has at least 3 White Stones left in his bag.

Drawn to the Void: A character that is Drawn to the Void increases his death count to 8. If the character does not have at least 3 White Stones left in his bag then this effect becomes Reborn.

Reborn: A character who is Reborn has been changed by his encounter with the Void, removing 50% of his total CP and removing any Deaths upon his spirit.

Major Effects

Chained to the Void: A character that is Chained to the Void has a Fortified Empowered Extended Void effect which places the character under a Ruin, removing the Bleeding Count and costing 1 additional point for each technique, physical, knowledge or stealth skill for 6 Events. If the effect is removed the character will take 3 additional Deaths on Card. If the character does not have at least 3 White Stones left in his bag then this effect becomes Marked by the Void. The character may choose to become Marked by the Void instead of Chained by the Void before Resurrection.

Marked by the Void: A character that is Marked by the Void may not benefit from Resurrection and when a Resurrection is needed for his spirit, he will then become Lost in the Void. The character will receive a vision of the quest he need to perform to receive resurrections again the next event. This character must be played for 6 full events before he can again benefit from resurrections, even if he has completed his quest.

Remade: A character that is Remade has been changed by his encounter with the Void, reducing him to 40 CP but removing any Deaths upon his spirit. This character may change his race and class should he choose to do so before resurrecting.

Generic Effects

Lost in the Void: A character who is Lost in the Void cannot return from the Void without assistance. This requires a group of character to Challenge the Void. This is a Global Module that must be undertaken by at least one character with more CP than the character that is Lost in the Void. All who partake in the Challenge risk becoming Lost in the Void if the Challenge fails.

Killing Blows

Once an opponent is Defenseless, he can be killing blowed. There are several ways to render an opponent Defenseless. These include but are not limited to, spells, poisons, tying them up physically (thus making them immobile from the neck down), or just hitting them until they are Unconscious. Once a person has been made Defenseless, they can be killing blowed. A Killing Blow changes the status of the target to Dying unless the character is already Dead. This is a Kill effect and does not breach armor.

A Killing Blow can be delivered by anyone, whether they have a weapon or not. You must stand over the victim, placing your weapon or other Marshal approved Physical Representation on their torso from the collarbone to the waist, and remain in contact while you announce, "Killing blow one; killing blow two; killing blow three." If anyone strikes you during the count, knocks your weapon away, or you use any In-Game Skill then the Killing Blow is interrupted and does not render the target Dying. The

killing blow counts as a single strike. The use of a Killing Blow is not considered an In-Game Skill.

When a character is affected by a Killing Blow, all active effects which do not require a specific antidote or have no antidote (i.e. most High Magic or Enhanced Effects) are removed.

OTHER CALLS

Skill Calls are Out-of-Game announcements that require the use of the same components as the Skill being used. A Skill Call must be clearly and completely announced at a reasonable volume (as determined by a Marshal) by the player for each use of a skill. A skill cannot be used until a Skill Call is completed. Skill Call tag lines are specified under the Call section of the individual skills.

Effect Calls are Out-of-Game announcements that do not require the use of Voice. An Effect Call may or may not require the use of a Hand. An Effect Call must be clearly and completely announced at a reasonable volume (as determined by a Marshal) by the player for each attack, weapon swing or packet throw. To be valid, an Effect Call must be completed before the attack hits (in the case of a melee weapon) or the packet leaves the attacker's hand (in the case of a ranged attack). Every Effect Call must have at least three components, in any order. The first component is the *Type* of Effect: Poison, Arcane or Natural. The second component is the *Effect*, which indicates the exact Effect delivered. The third component is the *Descriptor*, which indicates the exact source of the Effect delivered, such as "Fire."

Spell Incants are In-Game announcements that do require the use of Voice and One Hand. A Spell Incant must be clearly and completely announced at a reasonable volume (as determined by a Marshal) by the player for each spell or effect. To be valid, an Incant must be completed before the packet leaves the caster's hand (in the case of a ranged attack). The Mana Points for a spell are used when an Incant is begun, not when it is finished. In the case of an incomplete Incant, one Mana Point is expended if the Spell Effect (Kill for example) is not announced. If the Spell Effect is announced (20 Lightning for example), the amount of Mana Points used is equal to casting the Spell Effect successfully (4 Mana in the case of 20 Lightning).

Item Activation is an In-Game announcement that requires the use of Voice. If the effect targets a creature other than the one activating the effect, Item Activation also requires One Hand. To be valid, Item Activation must be completed before the packet leaves the caster's hand (in the case of a ranged attack). The charge/use of an item is used when an Item Activation is begun, not when it is finished. In the case of an incomplete Item Activation, one charge/use of any active item is expended if the Spell Effect (Kill for example) is not announced. If the Spell Effect is announced (20 Lightning for example), the appropriate charge/use is used. Item Activation is announced as "Activate <Type> <Descriptor> <Effect>."

Run Rule

If any player is physically unable to run do to an injury or other documented reason that player has the option to invoke the Run Rule. This allows the player to link his or her character's life to another character. If that character dies, is captured, all their stuff taken, it is assumed

that the same happens to the character that invoked the run rule. The run rule only applies when the party or a member of the party is leaving the adventure, running away, or otherwise trying to escape. You cannot invoke the run rule because you are a slow runner. Only a physical inability to run at all qualifies, as determined by a Marshal.

Fate of Party

This is similar to the Run Rule except that it is not specific to fleeing. If for any reason you cannot continue an adventure or encounter, and your character cannot leave the adventure In-Game, your character can be considered still with the party even though you are not. However, the worst fate of any character in that party is assumed to happen to your character. If you take Fate of Party and a member of that party is captured or killed, then your character has also been captured or killed. You cannot take the Fate of a specific person in the party.

Falling and other Damage

A fall of greater than 10' disrupts concentration. No items or casting may be used during a fall. Only Reactive effects may be used to mitigate a fall. Falling Damage is considered CRITICAL, SIEGE and MAGIC. Falls of less than 10' do not inflict any damage or effect. Falls of greater than 10' follow the chart. The use of a MAJOR Defensive Reactive TECHNIQUE may reduce the effect by one level. An Active or Reactive FEATHER FALL effect negates all effects and damage from a Fall. Damage and effects of Traps are considered after all Fall Damage and Effects occur. Pit Traps do damage as MASSIVE MECHANICAL TRAPS.

Being Buried occurs at ½ the distance listed under the Feet column with the appropriate effects. In addition, the target is affected by a Natural binding effect depending on the level of the effect: MINOR-BIND, Standard-CONFINE, Major-IMPRISON, High-EMPOWERED IMPRISON.

Being Drowned occurs at double the distance listed under the Feet column with the appropriate effects. Drowning using these rules is a special circumstance that does not occur if you simply do not have the ability to BREATHE WATER.

Falling and other Damage

Level	Feet	Effects
MINOR	11-50	25 DAMAGE/SEVER/1 BREECH
STANDARD	51-100	100 DAMAGE/MAJOR SEVER/2 BREECHES

Level	Feet	Effects
MAJOR	101-200	MAJOR KILL/EMPOWERED FATIGUE/MAJOR SHATTER/ 3 BREECHES
HIGH	201+	SLAY/MAJOR DESTROY/4 BREECHES

* If your armor cannot take the number of breeches indicated by the fall, it is destroyed.

Overcasting

Overcasting is when a character uses more Mana, Stamina, Synergy or Magic Points then they have left for the day. This is also sometimes referred to as Fatiguing because of the results. The particular result occurs after the fight or time during which the points were spent.

Mana Overcast	Stamina/Magic/Synergy Points Overcast*	Resulting Effect on Overcasting character
Up to 10 points	Up to 1 point	Go to Bleeding Status and EMPOWERED Minor FATIGUE
Up to 20 points	Up to 2 points	Go to Dying Status and EMPOWERED FATIGUE
Up to 30 points	Up to 4 points	Go to Dead Status, and EMPOWERED Major FATIGUE
For up to each additional 15 points	For up to each additional 1 point of Stamina or Magic points	Take an additional Death, of which each must be drawn for. And EMPOWERED Major FATIGUE

A character cannot spend more than their normal daily allotment in Overcasting. For example, a character that has 4 Stamina points may not overcast more than 4 Stamina points.

Empowered Fatigue effects last for 24 hours from the time of the overcasting.

Overuse or Abuse of the Overcasting system may result in greater penalties for a character.

* Knowledge, Physical and Stealth Points count as ½ the number of Stamina Points. For example, 4 Stealth points would count as 2 Stamina for the purpose of overcasting.

COMBAT IN HOSTILE ENVIRONMENTS

In some specific instances, characters must travel and adventure under the waves, on another plane or in some other environment. When this is necessary, there are rules that govern playing in these hostile environments. Not all of these effects are necessarily active for a particular environment. Ask your Marshal for a list that governs the specific situation.

Terrain Weapons: Terrain Weapons add 1 Level of either MELEE or RANGED ability to the person wielding the specified weapon in the specified terrain: NONE becomes MINOR, MINOR becomes STANDARD, STANDARD becomes MAJOR. No other effect of the terrain is changed for the character wielding the appropriate weapon.

Terrain Weapons

Terrain	Weapon
Underground	HAMMER/CROSSBOW
Aerial	GREAT WEAPON/BOW

Terrain	Weapon
Swamp	AXE/THROWN
Desert	MACE/BOW
Aquatic	SPEAR/CROSSBOW
Hill/Mountain	CLUB/THROWN
Web	SWORD

Minor Terrain

Effect	Default	Minor Skill	Standard Skill	Major Skill
Holding Breath	1 Minute	5 Minutes	1 Hour	Unlimited
Movement	Full Speed	FLEE	FLEE+	FLEE++
Melee	½ Damage	Full	Full	Full
Ranged	½ Damage	Full	Full	Full
Alchemy	Contact/Ingested	Normal	Normal	Normal
Spells	Touch	Normal	Normal	Normal
Sight	Limited Area	Normal	Normal	Normal

Standard Terrain

Effect	Default	Minor Skill	Standard Skill	Major Skill
Holding Breath	1 Minute/Silence	5 Minutes/Silence	1 Hour	Unlimited
Movement	SLOTH	Full Speed	FLEE	FLEE+
Melee	Minimal	½ Damage	Full	Full
Ranged	Minimal	½ Damage	Full	Full
Alchemy	None	Contact/Ingested	Normal	Normal
Spells	Touch	Touch	Normal	Normal
Sight	None	Limited Area	Normal	Normal

Major Terrain

Effect	Default	Minor Skill	Standard Skill	Major Skill
Holding Breath	None	5 Minutes/Silence	1 Hour/Silence	Unlimited
Movement	Counted Step (10)	Counted Step (3)	SLOTH	Full Speed
Melee	None	Minimal	½ Damage	Full
Ranged	None	Minimal	½ Damage	Full
Alchemy	None	None	Contact/Ingested	Normal
Spells	None	None	Touch	Normal
Sight	None	None	Limited Area	Normal

Holding Your Breath

Minor Effect: A character may hold his breath for 1 Minute. This is regardless of how much activity the character undertakes. If the character possess the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he may hold his breath for 5 Minutes. If the character possesses the skill STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can hold his breath for 1 Hour normally. If the character possesses the skill MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can breathe normally. At the end of this time the character falls Unconscious. Obviously, a character must be conscious to hold his breath. Once Unconscious, the character begins a count as if he were reduced to -1 total Body. He does not actually lose any Body or Protectives if the character is rendered Unconscious; but retains his Body and Protectives if revived before the 60 Count is ended. At the end of the count, the character is considered Dying (affected by a successful KILL effect).

Standard Effect: A character may hold his breath for 1 Minute and is under the effect of a constant NATURAL SILENCE. This is regardless of how much activity the character undertakes. If the character possess the skill

MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he may hold his breath for 5 Minutes. If the character possesses the skill STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can hold his breath for 1 Hour normally. If the character possesses the skill MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can breathe normally. At the end of this time the character falls Unconscious. Obviously, a character must be conscious to hold his breath. Once Unconscious, the character begins a Count as if he were reduced to -1 total Body. He does not actually lose any Body or Protectives if the character is rendered Unconscious; but retains his Body and Protectives if revived before the 60 Count is ended. At the end of the Count, the character is considered Dying (affected by a successful KILL effect).

Major Effect: A character may not hold his breath. If the character possess the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he may hold his breath for 5 Minutes and is under the effect of a constant NATURAL SILENCE. If the character possesses the skill STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can hold his breath for 1 Hour and is under the constant effect of a NATURAL SILENCE. If the character possesses the skill

MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can breathe normally. At the end of this time the character falls Unconscious. Obviously, a character must be conscious to hold his breath. Once Unconscious, the character begins a count as if he were reduced to -1 total Body. He does not actually lose any Body or Protectives if the character is rendered Unconscious; but retains his Body and Protectives if revived before the 60 Count is ended. At the end of the count, the character is considered Dying (affected by a successful KILL effect). At all times any character without the MAJOR TERRAIN COMBAT ability is under a continuous NATURAL SILENCE effect.

Movement

Minor Effect: While in combat, all creatures regardless of their origin move at full speed (whatever speed the player can move at). When fleeing combat or for general movement, creatures with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> are the fastest. The second fastest creatures are creatures with TERRAIN COMBAT- <APPROPRIATE TERRAIN>. The slowest type of creature is that which does not possess the skill of TERRAIN COMBAT- <APPROPRIATE TERRAIN>.

Standard Effect: While in or out of combat, creatures are under a constant NATURAL SLOTH effect. If the character possesses the skill MINOR TERRAIN COMBAT <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can move normally. When fleeing combat or for general movement, creatures with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> are the fastest. The second fastest creatures are creatures with TERRAIN COMBAT- <APPROPRIATE TERRAIN>. The slowest type of creature is that which does not possess the skill of TERRAIN COMBAT- <APPROPRIATE TERRAIN>.

Major Effect: While in or out of combat, creatures without TERRAIN COMBAT <APPROPRIATE TERRAIN> must make a Uninterruptible Counted Action (10) to take each step. While in or out of combat, creatures with MINOR TERRAIN COMBAT <APPROPRIATE TERRAIN> must make a Uninterruptible Counted Action (3) to take each step. If the character possesses the skill MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, then he can move normally. When fleeing combat or for general movement, creatures with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> are the fastest. The second fastest creatures are creatures with TERRAIN COMBAT- <APPROPRIATE TERRAIN>. The slowest type of creature is that which does not possess the skill of TERRAIN COMBAT- <APPROPRIATE TERRAIN>.

Melee Damage

Minor Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Melee Damage normally. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls ½ Melee Damage.

Standard Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> call ½ Melee Damage. Characters with STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>,

or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> can call full Melee Damage. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls Minimal (1) Melee Damage.

Major Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> call Minimal (1) Melee Damage. Creatures with the skill STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> call ½ Melee Damage. Characters with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Melee Damage normally. A character without the skill TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls No (0) Melee Damage.

Ranged

Minor Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Ranged Damage normally. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls ½ Ranged Damage.

Standard Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> call ½ Ranged Damage. Characters with STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>, or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> can call full Ranged Damage. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls Minimal (1) Ranged Damage.

Major Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> call Minimal (1) Ranged Damage. Creatures with the skill STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> call ½ Ranged Damage. Characters with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Ranged Damage normally. A character without the skill TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, calls No (0) Ranged Damage.

Alchemy

Minor Effect: Gas poisons do not work unless the character possesses the MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. All other poisons work normally.

Standard Effect: Gas poisons do not work unless the character possesses the STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. Ingested and Contact poisons do not work unless the character possesses the MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. Characters without MINOR TERRAIN COMBAT- <APPROPRIATE

TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> cannot use Ingested or Contact poisons.

Major Effect: Gas poisons do not work unless the character possesses the MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. Ingested and Contact poisons do not function unless the character possesses the STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill.

Spells

Minor Effect: Incanted Spells do not work at a range unless the character possesses the MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. This means that only Touch cast spells may be generated without the appropriate skills.

Standard Effect: Incanted Spells do not work at all unless the character possesses the TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. Characters with TERRAIN COMBAT- <APPROPRIATE TERRAIN> can cast Touch spells. Characters with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> can cast spells normally.

Major Effect: Incanted Spells do not work at all unless the character possesses the STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> skill. Characters with STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> can cast Touch spells. Characters with MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> can cast spells normally.

Sighted

Minor Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Ranged Weapon Damage, Spells and Gas Poisons normally. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN>, or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, may only target within the area designated by the Marshal.

Standard Effect: When in combat in a hostile terrain, creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, can call Ranged Weapon Damage, Spells and Gas Poisons within the area designated by the Marshal. A character with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> and <ANY> BLIND COMBAT or STANDARD TERRAIN COMBAT or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> may call Ranged Weapon Damage, Spells and Gas Poisons normally. A character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, may not target with Ranged Weapon Damage, Spells and Gas Poisons.

Major Effect: When in combat in a hostile terrain, a character without the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, STANDARD TERRAIN COMBAT- <APPROPRIATE TERRAIN> or MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>, may not target with Ranged Weapon Damage, Spells and Gas Poisons. Creatures with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN>,

may not call Ranged Weapon Damage, Spells and Gas Poisons. A character with the skill MINOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> and <ANY> BLIND COMBAT or STANDARD TERRAIN COMBAT may call Ranged Weapon Damage, Spells and Gas Poisons within the area designated by the Marshal. A character with the skill MAJOR TERRAIN COMBAT- <APPROPRIATE TERRAIN> may target with Ranged Weapon Damage, Spells and Gas Poisons normally.

OTHER RULES

Other Rules are concerned with keeping the game itself running smoothly, giving players and NPCs a common reference for playing the game. Please make sure that you familiarize yourself with these rules to help yourself and your fellow Dragon Crest participants.

Tags

When a new player begins a Dragon Crest event, the player will receive a character sheet. This will track all of the character's skills and effects. After each encounter, be sure to mark off any used skills from the character sheet and turn in any used tags.

Other tags that the character will receive during the event are temporary tags. These tags include armor, weapon, certain magical items, potions, scrolls, poisons and Mana. These tags represent the character's possessions and certain skills. Like the permanent tags, the character should update these tags when he has the opportunity (i.e. ripping off breached armor, used Mana and other possessions).

Items and Phys Reps

A Player must have a physical representation for all in-game items/tags they are carrying with the following exceptions:

- Ammunition for Bows, Crossbows, and Missile Throwers
- Repair Kits
- Treasure gained from adventuring (Only until the next event)
- X/Ever items without a designated physy rep

Items that are not properly physically represented cannot be used.

In addition, if a weapon has any special property then the tag must be attached to the phys rep. If the tag is NOT attached to a phys rep, then the tag is NOT valid.

All tags, treasure and phys-reps provided by Dragon Crest are property of Dragon Crest.

Characters do not require Minor Weapon Tags to utilize weapons. Every approved Phys-Rep is considered to be a Minor Weapon Tag. Items that do not have a Tag attached to them will be considered to be Minor Weapon Tags.

If a character needs a new weapon, they can spend 5 minutes In Town looking for a new one and produce new Minor Weapon Tag, except in the case of a Grandmaster who is considered Disarmed by any affect that causes his weapon to be rendered useless as it is a 5 Count to find a Minor weapon. This does not apply to ammunition.

If a character needs a new Talisman, they can spend 5 minutes In Town or with Marshal permission looking for a new one and produce new Good Talisman Tag, except in the case of a Supreme Talent who is considered Disarmed by any effect that causes his Talisman to be rendered useless as it is a 5 Count to find an Good Talisman. This does not apply to ammunition.

Checking Cards

Any Marshal not PCing the encounter has the right to check any player sheet or spell memory, tags, remaining Body Points, etc. This means that the Marshal can look at the actual cards and tags. A PC has the right to check an NPC's card. This does not mean that the PC has the right to look at the NPC's card. The PC can demand a Marshal to verify the NPC's stats. (This is to prevent the PC from learning the NPC's weaknesses out-of-game and exploiting them, known as metagaming or cheating.)

Marshals

A Marshal is someone who makes judgment calls or runs a particular event. There are certain types of Marshals, each has powers specific to their area of expertise. Not all Marshals can make calls in all areas. Make sure you consult the right Marshal. Some types of Marshals are as follows:

Encounter/Module Marshal: This is a person who has been empowered by a Plot Marshal to run and make calls in the context of a particular Module or Encounter.

Event Marshal: This is a person who has been called to assist in the running of an Event or portion of an Event. All Event Marshals must be approved and activated by a Plot Marshal.

Global Plot Marshal: This is someone who can make sweeping decisions that are global in scope, multi-chapter or game orientated. They oversee the global plots and have jurisdiction over all other Marshals in Global matters.

High Magic Marshal: This is a person who is trusted with overseeing the In-Game High Magic process. This type of Marshal can be used to oversee Rituals for any character, performing the Bag Picks, noting the Scroll or Foci, collecting the tags and components.

Marshal (regular): This is someone who can make rule judgments, clarify the effects of a spell, and settle disputes. They can be seen wandering around; to give credit where it is due to NPCs and players, and to catch cheaters. They also can be seen running modules.

Monster Marshal: This is a person in charge of monster camp, and has power over all NPCs.

Plot Marshal: This is someone who can make sweeping decisions that are specific to the local chapter or chapter orientated. They oversee the plots for a weekend and have jurisdiction over all other Marshals in local matters.

Resurrection Marshal: This is a person who is trusted with overseeing In-Game Resurrection. This type of Marshal can be used to oversee Resurrection for any character, performing the Bag Pick and noting the Death on the character's card.

Rogue Marshal: This is a person who is trusted with overseeing In-Game theft. This type of marshal can be used to oversee cabin break-ins, the theft of In-Game items and the disarming of In-Game traps and locks.

Spot Marshal: This is a person who is trusted with assisting other Marshals with running large encounters or specific effects. This type of marshal can be used to oversee specific areas such as watching boundaries, helping count hits for a large creature or clarifying a stationary effect on the other side of the encounter.

Weapon Marshal: This person is responsible for checking weapons, shields and armor for safety at check in.

If any of these is considered unsafe, they can refuse to allow it In-Game.

NPCs

An NPC is a non-player character. This means that an NPC does not pay for events. They do, however, need to pay for registration each Year.

NPC's play the parts of monsters and bad guys and occasionally good guys (you can never tell) and basically make the game more interesting for the players. Because the NPC does not pay for events, he or she is under the complete control of Dragon Crest Marshals (evil laugh). In other words, you cannot choose your own roles, what monsters you want to play, or do whatever you like. On the other hand, regular NPC's that are good actors can earn for themselves some of the nastiest and deadliest of the bad guys. (Always fun to play.)

Also, an NPC gets points for playing. Depending on the type of points, they are good for discounts on events, or experience for a character.

Props

A Marshall is able to declare an item, phys rep or prop as representing an In-Game item, effect or condition. For example: A tarp placed on a floor may be declared as a deep pit. All PCs and NPCs are expected to play and act as if the declared situation were true. For example: If a rope were declared to represent a wall then the players should not react to actions seen on the other side of the rope.

Out-Of-Game

This is a term used to describe someone or something that is not present in the game scenario. A person that is Out-of-Game must wear a white headband or have a hand placed on top of their head. Marshals will usually be Out-of-Game as they direct NPCs, make clarifications and judgments, and guide the story and the game as a whole. NPCs can be Out-of-Game after they die, as they move from one area to another for an encounter, etc. Players not part of the current scenario can also be Out-of-Game.

Anyone who is Out-of-Game and not a Marshal cannot interfere with the happenings In-Game whatsoever. This means any kind of interaction, the giving of information, items, etc. is not allowed. Also, the use of any information, items, etc. gained while Out-of-Game is forbidden. This is called *metagaming*. This is cheating. Cheaters are not welcome at Dragon Crest events.

Sleeping Out-of-Game and Body Bags

You have the option of choosing to sleep Out-of-Game. This is done for your convenience so that you can sleep at night if you want to. However, if monsters raid your cabin and you are Out-of-Game, you stay Out-of-Game. Until the encounter is over and all perpetrators have left, you cannot come back In-Game. You must also indicate on the marshal notes for your cabin where your character is in-game. A player must always carry his Body Bag just like his Life Tag. Not having a Body Bag is treated like not having your Life Tag.

A Body Bag must be at least 36" by 24", capable of holding all In-Game tags and marked as "Body Bag" or "Body of <character's name>." A standard King pillow case is sufficient for this.

You must place a Body Bag when your character has died, when there must be a Physical Representation of your body but safety dictates that allowing a person to remain in the position is dangerous, or any time when you are not in the same location as your character. This includes when you go Out-of-Game for any reason if your character is not in the same location. If you are leaving camp for any reason, we ask you to check out with Monster Camp and check back in with Monster Camp when you return. This is done for a variety of reasons including scaling and necessary emergency contacts. Depending on the event, you may or may not need to place a Body Bag. Due to in-game circumstances your character may not just be able to leave the event location even though the player can leave. This is the exception, not the rule.

Smoking

Smoking may be allowed in designated smoking areas. Please refrain from smoking outside these areas. Due to the nature of the camps (lots of old, dry, and very flammable pine needles), smoking poses a serious fire hazard. Also, smoking takes away from the medieval atmosphere. Please check with your General Manager as to location, if any, of the smoking area.

Real Weapons

Dragon Crest does not allow or condone its participants bringing real weapons to its events. Even if these weapons are only for decoration, show and tell etc., it is not permissible to bring weapons to an event. Peace-bonds, dull or unfinished blades and other attempts to make weapons "harmless" does not excuse you or the weapon. If you bring a real weapon, you will be asked to secure it and remove it from the camp, or leave.

Event Types

There are several different event types that players may attend. The Event type modifies the number of XP points a character earns and also determines the number of Instruction and Knowledge points granted by the appropriate skills. For example, if a character attends a single module that is not part of some other type of event (such as a weekend), that character would earn a quarter of the XP points they would normally earn. A Module is considered to be specific adventuring outing typically lasting less than three hours and no more than 9 people. For example, "Raid the Trolls Lair" or "Rescue the Farmer's Daughter"

Event Type	Blanket modifier	Instruction/Knowledge Points	Description
Single Module	.25	1	A single Module, or only 1 Module during a day of Modules.
Fair or Module Day	.5	2	A day of activity, or multiple modules during a day of Modules
2 Fair Days in a weekend	1	3	2 days of activity during a weekend
Full Weekend	1	3	Typically starting Friday night and

Event Type	Blanket modifier	Instruction/Knowledge Points	Description
			going continuously till Sunday afternoon
Long Weekend	1.5	4	Typically over a holiday weekend and lasts a day longer then a Full Weekend

The above are the base values for an Event and a Chapter may award any particular event with either greater or lesser values.

Dragon Points

Dragon Points are one way that Dragon Crest rewards those players who help in the running of the game, by volunteering time, props, playing NPC's, helping clean areas for Dragon Crest, writing plot lines, and generally making the game more enjoyable for everyone. Dragon Points can be used for a number of different in and Out-of-Game reasons.

Discounts on Events: Dragon Points may be used to get discounts Dragon Crest events, such as modules and weekends. The number of Dragon Points that a player may use on a particular event is subject to change from chapter to chapter and event to event. Please check with your local Chapter for more information on this.

Experience Points (XP): Dragon Points can be turned in instead of or in addition to In-Game money to earn a character experience points. This is also done on a one Dragon Point per one Silver Piece ratio.

In-Game Money: Dragon Points may be exchanged for In-Game money at a rate of 1 Dragon Point per 5 Copper Pieces.

In-Game Items: Dragon Points can be used to purchase In-Game items for a character. The ratio of Dragon Points needed to purchase a particular item depends upon the item itself. In addition, the character purchasing the scroll must have the spell he wants on the scroll already in memory except for damage scrolls. You cannot produce scrolls or potions for spells or skills that are Very Rare, Extremely Rare or Limited, even if you have the spell or skill. Items are rated on the number and rarity of the Components used to make them. Any item that is made with Common (Level 1) Components costs 2 Dragon Points per Common Component. Any item that is made with Uncommon (Level 2) Components costs 10 Dragon Points per Uncommon Component and 2 Dragon Points per Common Component. Any item that is made with Rare (Level 3) Components costs 100 Dragon Points per Rare Component, 10 Dragon Points per Uncommon component and 2 Dragon Points per Common component. Items that require Specialty Components require that the player provide the Specialty Component. You cannot purchase Components of any type with Dragon Points. You cannot purchase Inspirations, Labs, and Investments of any kind or Lab Components with Dragon Points.

Bribing Plot: Dragon Points can be used to "Bribe Plot." There are a couple of ways to "Bribe Plot." One common way to bribe plot is to request a special teacher for a new skill that your character wishes to learn but cannot find a teacher In-Game or will not learn from any of the teachers

In-Game. This method of bribing plot costs 20 Dragon Points for Common Skills and 120 Dragon Points for Uncommon Skills. Other, more costly methods of bribing plot involve attempting to pass a character history or element of that character history which plot would not normally approve. The cost for this type of bribe is determined largely by the number of headaches the proposed history will cause.

Other: There are additional options to spend Dragon Points available to those who spend an extended period of time contributing as Staff or as NPC's on a "contract".

These costs and ratios are subject to updates and changes. Dragon Crest will attempt to notify the players of any changes in these uses or costs before they take effect.

Retirement Option

A player can choose to 'retire' a character. This means that the character permanently becomes an NPC completely under the control of Plot. This can be done with a character that currently lives, or has just died but before a pick is made for Resurrection. Characters that are under criminal sentence that have outstanding fines, deaths, or slavery sentences cannot be retired until all sentences have been carried out and/or paid in full. The player that makes this choice will receive 3/5 that character's total Character Points towards making a new character. For example, a player decides to retire a character with 100 total Character Points. His new character has 60 total Character Points, this is not in addition to a starting players initial 35 points. All of the retired character's possessions will go with the retired character. A player cannot 'unretire' a character, the decision to retire a character is final, and there are no exceptions. Ever. This is not available to characters that have already permanently died. We require that a player announce to Plot their intention to retire a character on three separate occasions.

Unlearning Skills

Sometimes characters in the Dragon Crest world learn skills that they find that they do not utilize as much as they thought that they would or that a skill does not suit them very well. Whatever the reason, Dragon Crest characters have the option to Unlearn skills from their character's memory. First, the player informs Logistics and Plot that they wish to Unlearn one Skill before a Weekend or Long Weekend Event. The chosen Skill may not have any other Skills as a Prerequisite. For example, you may not Unlearn Read/Write if you possess the Skill Scroll Making 1. For the purposes of this option, 20 Mana, 5 Levels of a Craftsman or Trade skill are considered to be a single skill, +1 Skill or +2 Backstab (any version) and the Expert Attacks or Sneak Attacks required for those skills are considered to be a single skill and all Styles skills in the same tree, such as Style-Small Shield, Style Short Shield, Style- Long Shield, are considered to be a single skill. The Skill is then removed from the Skills that the character can use. The CPs invested in the chosen Skill are still tied up in the Skills in question until the skill can be completely Unlearned. A character must participate in a 3 Weekends or Long Weekend Events for each chosen skill. Note that the character will not have access to any CP until all Unlearning events have been attended. Once the character has participated in required number of Events, the character has successfully Unlearned the Skill and receives all CP that that Skill used back as Free

CP. The player may choose to end the process at the beginning of any Event before the Skill has completed the Unlearning process. This will return the Skill to the character fully. If the character wishes to later Unlearn the same Skill or another Skill, he must start from the beginning again.

*** NPCing that is Pre-Reged or on Contract will count toward the total time if it is done during Weekend and Long Weekend events.

Damage Resistance of Containers

Damage Resistant containers will protect properly phys-repped items (with tags) that are stored inside the container from harm. The amount of harm that the container will protect the items within varies by container. Containers that are larger than the maximum target of a SHATTER effect or that are IMMUNE to SHATTER effects will protect the items in them from SHATTER effects but not DESTROY or DISINTEGRATE effects. Containers that are larger than the maximum target of a DESTROY effect or that are IMMUNE to DESTROY effects will protect the items in them from SHATTER and DESTROY effects but not DISINTEGRATE effects. Containers that are larger than the maximum target of a DISINTEGRATE effect or that are IMMUNE to DISINTEGRATE effects will protect the items in them from SHATTER, DESTROY or DISINTEGRATE effects. Items that are not entirely covered by the container are not protected. Items that do not have the tag in the container with them are not protected. Items that do not have an appropriate phys-rep are not protected. All Damage Resistant Containers must have their dimensions placed on the tag. If the container cannot protect the contents it will be affected by the SHATTER, DESTROY or DISINTEGRATE effect.

ROGUE ROLES

In this world of high fantasy, rogues and thieves can thrive. Theft can be a respectable, if illegal, profession, and is very uncommon. There are, however, restrictions and very strict rules governing theft In-Game. This is to ensure the safety of Out-of-Game personal property. Personal Props that do not have a Tag are not allowed to be stolen. Please be aware that Dragon Crest takes all of the following rules very seriously and violation of these rules is not only punishable by Dragon Crest but the local law as well.

What can be stolen?

Only In-Game objects can be stolen. Tags for weapons and other items such as potions, etc. are also available to be stolen. All such items that a character has should be kept with other In-Game equipment that the character owns. All of these items are the property of Dragon Crest. When an in-game theft occurs, the Marshal and players involved must catalog a list of all items taken and submit it to Monster Camp or any Plot Marshal. All items listed on the sheet must remain on Site until the official end of the current Event. Any item purchased with the proceeds must also remain on Site.

Personal property and personal physical representations of In-Game items should be marked as belonging to that player; an example would be swords or armor. These are both In-Game items but belong solely to the player. Therefore, a thief cannot take these items but can take the tag that represents them. Any of these items that are taken MUST be returned to the player.

Enhanced Production items and Magical Items with continuous or times per <Time Period> must have proper game tags attached at all times, unless it is Phys-Repped with a Packet or Weapon Packet. Items of these types wielded by PCs that do not have the proper tag are OOG.

Searching Bodies

To search a fallen character, you merely go to that character and say "I search you." That character must then either hand over all In-Game items or ask for a more detailed search. For a more detailed search, you would describe what you are doing. Such as "I take off your boots, I search your vest pockets, I search in your pouch," etc. If an item is hidden on your body, it must actually be hidden there. If you have silver hidden in a secret pocket in your cloak, it must BE in a secret pocket in your cloak. Once the area containing treasure has been determined, the 'search' of that area takes as long as it takes the NPC to pull out the treasure (this is a matter of common courtesy). Also a player can perform a Full Search with a 5 Minute Count to symbolize stripping the body and taking the valuables. A player cannot physically search another player without permission.

Carrying Bodies

To carry a fallen comrade or prisoner, you must be within reach of the target and announce, "I am carrying you." A creature can only be moved against his will if it is Defenseless. While carrying a creature you may only move a certain speeds. If you are carrying a creature that is less than Man-Size you may move normally. If you are carrying a creature of roughly Man-Size you may only walk. If you are dragging a creature larger than Man-Size you must complete a Counted action between steps. The creature in question must walk next to you for the duration of your carry. If the creature that you are carrying is not Dead, then effects may individually target the creature. If the creature is Dead, then any effect that strikes the creature will affect the person carrying the creature.

Binding Enemies

Any character may bind a Defenseless or Willing target using rope or similar In-Game tagged items. It requires 5' of rope to bind a pair of similar limbs on a normal size target, Minor MASSIVE SIZE requires 10', Standard MASSIVE SIZE requires 15' and Major MASSIVE SIZE target requires 20' of rope to bind a pair of similar limbs. Binding a pair of limbs requires an Interruptible 60 Count. The target may remove the rope applied by an unskilled character with an Interruptible 60 Count. Limbs that are bound by rope may be freed with the following methods: + STRENGTH, ESCAPE BONDS, cut free with a Bladed weapon as per a MINOR WEB effect. Cutting free requires a 3 Count for a Common Rope, a 6 Count for an Uncommon Rope and a 12 Count for a Rare Rope.

Searching Cabins

A character can find his fortune and his death in searching cabins. To search any cabin, including his own, a character or NPC must have a Marshal present at all times. A player caught stealing from a cabin without a marshal present is subject to immediate and permanent expulsion from game and any legal charges the other player wishes to bring against the guilty player. This is to ensure the safety of personal items during a game where In-Game theft is common.

Players may protect their cabins with spells or traps. A Marshal will read the protection descriptions on the back of the door and judge if the thief is successful in disarming or bypassing these protections.

All Out-of-Game items may not be disturbed. Any items a player places under his or her bed are considered Out-of-Game and may not be disturbed.

Upon exiting the cabin, the thief must show all stolen items to the marshal. The marshal can reward the thief with experience for exceptional burgling.

Hail! What do I see?

Due to the nature of the Dragon Crest game, there will be times when a player must ask another person what his character sees, be it a person, place, item or creature. No matter how hard we try there will always be a need for verbal descriptions: perhaps it is a new effect or creature, perhaps the player has forgotten what a particular tabard represents or perhaps what you see is not obvious to you. In all of these cases a player may announce the following Call: "What do I see?"

In some cases, a Hold will be called. We try to encourage players to try to resolve this type of issue without a Hold but sometimes the situation is unavoidable. When this question is asked in plain sight in a well-lighted area or during the day the person asked should announce a fairly full and accurate description. For example, a small group of players is walking down a main trail during the day and see a person in what appears to be a blue tabard and red claws. One of the players asks, "You on the path, what do I see?" The NPC on the path may answer with; "You see a large water elemental." However, if there were others hiding in the woods, then they would not be required to answer. When this question is asked through significant cover, in a poorly lit area or in the dark the person asked should announce a vague but accurate description. For example, a small group of players is walking down a side trail at night and see someone with two weapons walking hiding in the brush. One of the players asks, "You on side of the path, what do I see?" The NPC may answer with; "You see a large humanoid." Once the players are closer, they announce, "What do I see?" again. The NPC believes that the players can see him better and announces, "I am a large humanoid made of water."

Production

In Dragon Crest Games, many of the items characters use must be constructed within the game. These items must be made with in-game components, described below, by characters with appropriate skills. There are seven major production skills in the Dragon Crest game system. These skills are Artisan, Weapon Smith, Armor Smith, Alchemy, Trap Making, Scroll Making and Potion Making. In addition, several Vocation skills allow you to expand your production skills to make other, related items. Vocation skills include Black Smith, Book Binder, Lock Smith and Brewing. Scholar Skills produce Knowledge Points and Craftsman Skills can produce components and other goods through Businesses.

Production Points: Each level of a Trade skill grants a character "Production Points" that are spent to make the various in-game items. For every level of a Trade skill, a character has 4 points to use in that skill. Points from another skill, even a related skill, cannot be combined. The use of Labs increase the number of Production Points a character can use.

Production Cost: In the charts, this number represents the number of Production Points used to make the item in question. Costs can vary depending on the quality of the components used for constructing the item.

Investments

There are three kinds of Investments: Labs, Libraries and Businesses. These are structures, rooms, land and specialized equipment that helps improves or modifies the use of a named skill. A Lab may be used by 2 characters during an event. Labs, Libraries and Businesses have 50 charges when it is built, but may be extended by paying a recharge fee before the charges are all expended. Each of these when purchased must have a specific skill that it assists. The Recharge fee is equal to half of the total initial cost of the Lab, Library or Business.

Labs modify a Trade skill - Artisan, Weapon Smith, Armor Smith, Alchemy, Trap Making, Scroll Making or Potion Making

Libraries modify a Knowledge <Area> skill - a specific Knowledge Area. A Library may only be used by one character during an event.

Businesses modify a Craftsman Skill - Caravans for Merchants, Farms for Herbalists, Mines for Miners, Sanctums for Theurgist, Lodge for Tracker, Docks for Sailors, Preserve for Foresters and Corrals for Furriers. A Business may only be used by one character during an event.

A Business allows the owner to generate more components each event on the following chart and convert the components to products that are made of the specified component with 'Contacts'. Caravans are always considered Traveling. Farms, Mines, Sanctums and Corrals are never considered Traveling.

Here are some generic rules for Investments:

- Investments may only be used In Town
- Investments may only be used Out of Combat
- Investments only enhanced skills named in the investment.

- Libraries require a minimum of 1 Hour per question (specific times to be determined by the Marshal)

Components Per Weekend Event				
Craftsman Components Per Weekend Event				
Skill Level	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Minor	10 1's	20 1's	30 1's	40 1's
Standard	25 1's	50 1's	75 1's	100 1's
Major	50 1's	100 1's	150 1's	200 1's

* 10 1's (Commons) can be converted into a single 2 (Uncommon) Component.

** 100 1's (Common) can be converted into a single 3 (Rare) Component.

OR

Money for Furrier/Tracker/Merchant/Sailor/Forester Per Weekend Event				
Skill Level	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Minor	2.5 SP	5 SP	7.5 SP	1 GP
Standard	5 SP	1 GP	2 GP	3 GP
Major	1 GP	2 GP	3 GP	5 GP

OR

Business Product Per Weekend Event ***				
Skill Level	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Minor	1	2	3	4
Standard	1	2	3	4
Major	1	2	3	4

The above table represents the craftsman's ability to turn components into product. ****

Maximum Merchant Product Trade Per Weekend Event ***				
Skill Level	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Minor	2	4	6	8
Standard	2	4	6	8
Major	2	4	6	8

The above table represents the craftsman's ability to turn products into components. ****

Maximum Merchant Component Trade Per Weekend Event				
Skill Level	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Minor	50 1's	100 1's	250 1's	500 1's
Standard	100 1's	250 1's	500 1's	1000 1's
Major	250 1's	500 1's	1000 1's	2000 1's

Maximum Merchant Money Trade Per Weekend Event				
	No Inv.	Minor Inv.	Standard Inv.	Major Inv.
Total in	10 GP	25 GP	50 GP	100

Maximum Merchant Money Trade Per Weekend Event			
Gold			GP or 1 item

* A Craftsman, other than a Merchant, must have the "Contact" to generate any Product. Merchants only require a "Contact" for items beyond their Merchant level. The 'Contact' names the Product and the Skill necessary to use the 'Contact.' Only one 'Contact' may be used each event per character per skill and the number of Products are found on the Business Product table above. This consumes all components generated by the skill seen on the Craftsman Components or Money for Furrier/merchant tables above.

** All of a Merchants trades in total for an event must fall under the maximums on each of the Maximum Product, Component and Money charts.

*** Products are cost double production cost for components, but convert into single component cost.

**** The number of trades listed in the tables represent individual items NOT types or groups of items.

Minor Investment

Minor Investments cost 25 Gold and require at least a 1 Month wait period. Minor Investments have 50 charges. A Minor Investment may be recharged for 12.5 Gold any time before total number of charges has been expended. A Minor Library may be recharged with Books amounting to 25 Knowledge Points.

A Minor Lab doubles the number of Production Points characters receive per skill level for the named trade Skill (i.e. 8 Production Points for each level of skill).

A Minor Business increases the components granted to Pre-reged craftsman on the chart above.

A Minor Library reduces the cost of questions related to the named Knowledge Skill by 1 Knowledge Point and allows multiple characters with the same named skill to pool their Knowledge Points to answer a question (This requires a charge of the Library).

Standard Investment

A Standard Investment triples the number of Production/Knowledge Points or Product those characters receive per skill level. (i.e. 12 Production Points for each level of skill). Standard Investments cost 50 Gold and require at least a 3 Month wait period. Standard Investments have 50 charges. A Standard Investment may be recharged for 25 Gold any time before total number of charges has been expended. A Standard Library may be recharged with Books amounting to 50 Knowledge Points.

A Standard Lab triples the number of Production Points characters receive per skill level for the named trade Skill (i.e. 12 Production Points for each level of skill).

A Standard Business increases the components granted to Pre-reged craftsman on the chart above.

A Standard Library reduces the cost of questions related to the named Knowledge Skill by 2 Knowledge Points and allows multiple characters with the same named skill to pool their Knowledge Points to answer a question (This requires a charge of the Library).

Major Investment

A Major Investment can quadruple the number of Production/Knowledge Points or Product those characters receive per skill level. (i.e. 16 Production Points for each level of skill). Major Investments cost 100 Gold and require at least a 6 Month wait period. Major Investments have 50 charges. A Major Investment may be recharged for 50 Gold any time before total number of charges has been expended. A Major Library may be recharged with Books amounting to 100 Knowledge Points. A Major Lab may not be built for Alchemy, Trap Making, Scroll Making or Potion Making. There is a special kind of Major Lab that can be built called a High Technology Lab that is used for producing High Technology items.

A Major Lab quadruples the number of Production Points characters receive per skill level for the named trade Skill (i.e. 16 Production Points for each level of skill).

A Major Business increases the components granted to Pre-reged craftsman on the chart above.

A Major Library reduces the cost of questions related to the named Knowledge Skill by 3 Knowledge Points and allows multiple characters with the same named skill to pool their Knowledge Points to answer a question (This requires a charge of the Library).

Traveling Lab: A Traveling Lab is a portable case with specialized equipment that makes producing items easier, thus granting the character extra Production Points. A Traveling Lab is set up for a specific Trade Skill (Artisan, Weapon Smith, Armor Smith, Alchemy, Trap Making, Scroll Making and Potion Making) and only grants its bonus to that Trade skill. A single Traveling Lab can support only one character and doubles the number of Production Points that character receives per skill level. (i.e. 8 Production Points for each level of skill). Traveling Labs must be 700 cubic inches (about the size of a backpack) and must be On Board/In-Game for the duration of the event. Traveling Labs cost 50 Gold and require at least a 1 Month wait period. Travelling Labs Investments have 50 charges. A Travelling Lab may be recharged for 25 Gold any time before total number of charges has been expended.

Multi-Lab- A Multi-Lab is a property that can be applied to an Investment before it comes into game. This property allows the Investment to function for an additional Trade skill of the same basic type. The following combinations are available: Weapon and Armor, Weapon and Artisan, Armor and Artisan, Trap and Alchemy, Trap and Artisan, Alchemy and Artisan, Scroll and Potion, Scroll and Artisan, Potion and Artisan. The Multi-Lab grants the character extra Production Points based on the base Investment (Minor, Standard or Major). A single Multi-Lab can support two characters. Multi-Labs cost 1 ½ the Gold and require an additional Month wait period beyond the base lab. Multi-Labs Investments have 50 charges. A Multi-Lab may be recharged for ½ the construction cost in Gold any time before total number of charges has been expended.

***NOTE: A character cannot use multiple Investments, to support a single skill, but may use one to support each different Trade skill.

Components

In Dragon Crest Games, items, from the mundane to the magical are made from components. Components could be lumps of rock, poisonous berries or magical plants. Certain specialty items and magical rituals require specific, specially prepared, harvested or otherwise obtained items. Such items are described elsewhere or identified in the scroll related to the ritual in question. The more common types of components are described below. All components come in three grades known as common, uncommon or rare and are identified by the numerals 1, 2 or 3 respectively. In general, a grade is 10 times rarer than the grade directly below it. (Thus 2's are 10 times rarer than 1's, and 3's 10 times rarer than 2's or 100 times rarer than 1's). When used in Production a higher-level component can be substituted for several lower-level components, but lower level components may never be substituted for higher-level components. When used as lower-level components, the producer does not receive any left over lower-level components not consumed in the production. This conversion allows the following substitutions:

1 Level 3 Component to be used as 5 Level 2 Components or 50 Level 1 Components

1 Level 2 Component may be used as 5 Level 1 Components

THIS CONVERSION DOES NOT FUNCTION FOR SPECIALTY OR HIGH COMPONENTS.

Ore: Ore components represent hard metals, stones or woods suitable for making weapons and armor. Ore components can be identified by anyone with minor Mining, or enough Armor, Weapon Smith or Trap Making to use that rarity of Ore. Ore components are not affected by ROT, but are destroyed by RUST effects.

Herbal: Herbal components represent natural plant, animal and mineral components suitable for making alchemical substances. Herbal components can be IDENTIFIED by anyone with Herbalist Minor or enough Alchemy or Trap Making to use that rarity of Herbal. Herbal components are not affected by RUST but are destroyed by ROT effects.

Magical: Magical components represent magical plant, animal and mineral components suitable for making magical substances such as Scrolls and Potions. Magical components can be IDENTIFIED by anyone with Theurgist Minor or enough Potion, Scroll Making or Trap Making to use that rarity of Magical. Magical components are not affected by RUST, but are destroyed ROT effects.

Mechanical: Mechanical components represent gears, levers, springs and other mechanisms that can be used to produce Traps. Trap Makers using Ore Components can produce Mechanical components. Mechanical components cannot be reduced to their Ore components. Mechanical components are not affected by ROT but are destroyed by RUST effects. Mechanical components may be substituted for any other non-specialty component in constructing a Trap.

Money: Money components represent precious metals, gemstones, pelts or minted coins with a set value. Money components can purchase additional training at the end of an event. Money components are also the basis of the economy. For comparison, the standard is 1000 Copper =

100 Silver = 10 Gold=1 Platinum. Money components are not affected by ROT but are destroyed by RUST effects.

Contacts: A Contact is a component that may only be used by a character with an appropriate Craftsman skill. Merchants may use any Contact, other Craftsman may only use Contacts with their named skill and the appropriate level. Each Contact is a one-time use item that can be used to gain the specified products instead of components. The Craftsman must turn in Contacts at logistics when he collects his components. Some examples of Contact are: Minor Herbalist-Antidote Ingested Contact, Minor Miner-Weapon Repair Kits Contact, Major Theurgist- Spirit Life potion and Standard Furrier- Standard Armor repair Contact.

Favors: A Favor is a component that may only be used by a character with an appropriate Craftsman skill. Merchants may use any Favor, other Craftsman may only use favors with their named skill and the appropriate level. Each Favor is a one-time use item that can be used to convert the Craftsman's Components into a specified product for greater effect. The Craftsman must turn in Favors at logistics when he collects his trade. Some examples of Favors are: Minor Herbalist Alchemy Shield Ingested Favor, Standard Theurgist Fire Form Favor or Major Furrier Major Spear Favor. Favors grant 1 extra item named when converting components into product.

Specialty: Specialty Components represent any unusual component that is required to make more powerful production items. These components are used in all types of Trade skills. Like all other components the number to the left of the name of a Specialty Component is used to determine the amount and the number to the right of the name is used to determine the rarity of Specialty Components. Higher-level Specialty Components cannot be broken down into lower-level components. For example, a Mystical/Kinetic 3 component counts as a single Mystical/Kinetic 2 for the purpose of the number of Specialty Component slots that it uses and the number of Specialty Components that it is worth. You cannot receive change or break down a Specialty Component in any way.

Prime: Prime components represent any component that is required to start High Magic rituals. These components are used in all levels of High Magic. Each High Magic effect has a specific unique Prime component associated with it. You cannot receive change or break down a Prime component in any way.

Might: Might components represent any component that is used to reduce the Mana cost of High Magic rituals. These components are used in all types of High Magic skills. You cannot receive change or break down a Might component in any way.

Temporal: Temporal components represent any component that is used to reduce the time to cast a High Magic ritual. These components are used in all types of High Magic skills. You cannot receive change or break down a Temporal component in any way.

Dragon Crest uses a living economy in which the value of non-monetary components can vary based on In-Game factors such as weather, war and consumption. Local fluctuations in the rarity and value of components are

determined by the Local Plots while Global Plot can affect the global availability and value of components.

ARMOR

In a world filled with magical beasts, fierce animals, bloodthirsty brigands and powerful magics, it only makes sense that one would wish to protect themselves. While some races are gifted with thick hides or scales, the majority of people on Urth have relatively soft skin that offers little protection to the wears and tears of the world. Such people wear skins of cloth, leather or steel to protect themselves from tooth, claw, magic and blade alike.

Armor is made from Ore components by characters with the Armor Smith skill. To be used, In-Game, armor requires a physical representation (Phys-Rep) and an Armor Tag. An approved Marshal will check your armor Phys-Rep for value and safety. Spikes, blades, sharp edges, points or other dangerous features in armor are prohibited. A Phys-Rep's value is the maximum armor value it can be used to represent. Larger armor Tags must be breeched down or broken up before they can be used by a character with a smaller Phys-Rep. Once a Marshal has checked your armor, he will give you a card listing the type of armor, any additive coverage, and the total value of the armor.

Armor is rated in points, noting how much damage it can protect its wearer from. Each time a wearer is struck by an attack, his armor's current value is reduced by the amount of damage of the attack (unless the attack used the BODY or SPECTRAL CARRIER which bypasses armor). Once the armor's current value is reduced to zero, it is breeched and the wearer begins to take damage to his Bonus Armor Bonus Body and Body Points.

All Armor, natural or manufactured, can be refit by spending a 60 Count focused on the task. While so focused the character cannot use any other game skills and is limited to walking. If the character is struck by a weapon, runs, or uses any game skill, the count must begin again at zero. If the armor's current value has not reached zero, the armor is unharmed by the punishment it took and it will refit back to its full value. If the armor's current value was brought to zero, it has been damaged or "breeched" and its maximum value has been reduced by 1 category and it is refit to that new maximum value. The character must attach or turn in an Armor Repair tag applied by an Armor Smith of the appropriate level (Armor Smith level 1 for regular Armor Repair tags and Armor Smith level 6 for specialty Armor Repair tags) with a 60 Count, or rip off the appropriate amount of armor from his armor Tag. Un-enhanced or non-specialty armor uses Common (Ore 1) Armor Repair tags regardless of the rarity of the Ore used in its creation. Enhanced or Specialty armor uses Enhanced Armor Repair tags regardless of the rarity of the Ore used in its creation.

Characters with the Armor Smith skill make armor and such characters can make use of an Armor Lab for bonus Production Points. Armor has a value of and cost specified in the table below.

Armor Production

	Component Cost	Production Cost Ore 1	Production Cost Ore 2	Production Cost Ore 3
Armor Harness	20	20	40	60
Light Armor	20	20	40	60
Medium Armor	30	30	60	90
Heavy Armor	40	40	80	120
Battle Armor	50	50	100	150
Armor Repair Kit	5	5	N/A	N/A
Enhanced Armor Repair Kit	5	N/A	10	N/A
Rope *	1 Ore/Foot	1/Foot	2/Foot	3/Foot
Combine Armor Suits	2 Unbreeched Armor Suits	10	20	30
Minor Armor Cladding***	2 Ore 1	1	N/A	N/A
Armor Cladding***	4 Ore 1	3	N/A	N/A
Major Armor Cladding***	5 Ore 1, 2 Ore 2	N/A	8	N/A
<Talent> Shield Cladding***	5 Ore 1	5	N/A	N/A
Natural Deflect Reserved Cladding***	6 Ore 1, 3 Ore 2	N/A	10	N/A
Cold Iron Ingot **	20 Ore	20	N/A	N/A
Pure Silver Ingot **	10 Silver	20	N/A	N/A
Living Wood **	20 Herbal	20	N/A	N/A

* Requires a specific Vocation to manufacture

** Requires the Work Physical Skill

*** Requires a formula in memory to manufacture

NOTE: The maximum Armor Rep value is 100. The maximum value of a suit of armor is 150.

Armor Harness: This armor is manufactured to cover Natural Armor. Specialty components and other properties such as talismans can be worked into Armor Harness as per the normal rules for enhancing armor. This counts as Light Armor. This item will be represented by a two metallic or leather bands worn over the chest. This does not breach as per the normal armor rules.

Light Armor: This armor is manufactured and is worth 25 armor points to someone who can wear Light Armor.

Medium Armor: This armor is manufactured and is worth 50 armor points to someone who can wear Medium Armor.

Heavy Armor: This armor is manufactured and is worth 75 armor points to someone who can wear Heavy Armor.

Battle Armor: This armor is manufactured and is worth 100 armor points to someone who can wear Battle Armor.

Armor Repair Kit: An Armor Repair kit is used to repair damaged or breached armor. When this Kit is used by an Armorsmith of the appropriate level, the Armorsmith can repair one breach of any unenhanced armor. For example, a Common (Ore 1) Battle Armor has been affected reduced to 0 Armor Points, taking a breach. Within 5 Minutes, an Armorsmith applies a Common (Ore 1) Armor Repair Kit to the suit. The breach is repaired and the armor is restored to its full value again once refit.

Enhanced Armor Repair Kit: An Enhanced Armor Repair kit is used to repair damaged or breached enhanced armor. When this Kit is used by an Armorsmith of the appropriate level, the Armorsmith can repair one breach of any armor with properties. For example, a Common (Ore 1) Battle Armor with a Resist Arcane 2/Event has been affected reduced to 0 Armor Points, taking a breach. Within 5 Minutes, an Armorsmith applies an Uncommon (Ore 2) Enhanced Armor Repair Kit to the suit. The breach is repaired and the armor is restored to its full value again once refit.

Cladding: Cladding represents adding strength to an existing armor. To benefit from Cladding the target must be wearing at least Light Armor. Cladding can be applied to a willing target (including you) much like a Potion with a 3 Count. In addition, to apply Cladding you must possess the Armor Smith skill to use all the components in the Cladding- Armor Smith 1 for all Minor Cladding made from only Ore 1s; Armor Smith 6 for all Standard Cladding made from Ore 1s and Ore 2s; Armor Smith 11 for all Major Cladding made from Ore 1s, Ore 2s and Ore 3s. All Cladding is affected by RUST effects and are considered Minor items for the purposes of Damage Resistance. Any

effect generated by a Cladding is a NATURAL <EFFECT> and follows all rules for such an effect.

Rope: Rope represents a long thin piece of material that can bind targets together. There are many uses for a Rope. Ropes are Natural items and are affected by ROT effects. Up to 30' of Rope may be SHATTERED. Up to 100' of Rope may be DESTROYED. Any amount of Rope may be DISINTEGRATED. Rope receives that same benefits that all other items gain from using Uncommon and Rare components in its construction, becoming a Standard or Major item accordingly. Common Rope provides a +1 MINOR WEB effect when used to bind a creature and may support 600 lbs. Uncommon Rope provides a +2 MINOR WEB effect and may support 1200 lbs. Rare Rope provides a +3 MINOR WEB effect and may support 2400 lbs. Cutting free requires a 3 Count for a Common Rope, a 6 Count for an Uncommon Rope and a 12 Count for a Rare Rope.

Combine Armor Suits: Armor Suits of the same component rarity may be combined by paying the appropriate Production Points at Logistics. (Ore 1 and Ore 1). Armor Suits of different component rarities cannot be combined, nor can any armor with Specialty components or High magic effects.

Pure Silver: An ingot of pure silver can be forged into a bladed weapon to give it the properties of Silver. Any number of silver ingots may be combined into a bladed weapon, using only a single component slot, but no additional effects are generated once the minimum number of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Cold Iron: A bar of Cold Iron can be forged into a blunt weapon to give it the properties of Iron. While any number of iron bars may be combined into a blunt weapon, using only a single component slot, no additional effects are generated once the minimum number of bars is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Living Wood: An ingot of living wood can be worked into a Bow, Club, Spear or Quiver to give it the properties of Wood. Any number of living wood ingots may be combined into a Bow, Club, Spear or Quiver, using only a single component slot, but no additional effects are generated once the minimum number of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

WEAPONS

Urth is filled with vile creatures, foul beasts, unscrupulous brigands and various other denizens of your dreams and nightmares, so it is natural to find comfort in a fine blade, stout club or sturdy axe. Weapons are the tools of the trade for Warriors, Rangers and Battle Casters, and often-popular fallbacks for Rogues, Mages and Bards.

Weapons are made from ore by characters with the Weapons Smith Skill. To be In-Game, any weapon that has a property beyond a Minor Blade or Blunt weapon, must have both a Game Tag and a Physical Representation or

Phys-Rep. The Phys-Rep must meet certain requirements of both safety and design before it can be used In-Game. All weapon Phys-Reps must be checked and deemed safe by a Weapons Marshal before it can be used In-Game. The Weapons Marshal will place a sticker or tag on the weapon Identifying it as "safe" for that event. However, weapons wear out, and a weapon Phys-Rep that is deemed "unsafe" by a Weapons Marshal is immediately removed from the game, even if any Weapons Marshal previously passed it.

Melee Weapons, Bows, Crossbows and Throwers are made from a rigid core PVC, CPVC or other approved material covered with 5/8" wall closed cell pipe insulation and covered in a cloth or duct tape. A small "Grip" of unpadded core is allowed for the purpose of properly holding the weapon. Missile weapons are made from the same pipe insulation but do not have any cores. For safety purposes, the ends of every weapon must be covered with

at least 2" of open cell foam insulation (such as cushion or air conditioner insulation foam). More detailed descriptions of weapon construction are included in the back of the rulebook, including guides and suggestions for making specific weapon types.

Characters with the Weapon Smith skill make weapons and such characters can make use of a Weapon Lab for bonus Production Points.

Weapon Production

Item	Base Damage	Component Cost	Production Cost Ore 1	Production Cost Ore 2	Production Cost Ore 3
Small Weapon/Missile Thrower	1 (2)	5 Ore	5	10	15
Short Weapon	2 (4)	10 Ore	10	20	30
Long Weapon	3 (6)	20 Ore	20	40	60
Great Weapon	4 (8)	30 Ore	30	60	90
Claw Bracer	As Claw	20	20	40	60
Quiver (Packet)	As Delivery	5	5	10	15
Weapon Repair Kit	N/A	5	5	N/A	N/A
Enhanced Weapon Repair Kit	N/A	5	N/A	10	N/A
Padded Rope *	Padded	As Weapon	As Weapon	As Weapon	As Weapon
Minor Assault Whetstone ***	N/A	1/Foot	1/Foot	2/Foot	3/Foot
Standard Assault Whetstone ***	N/A	4 Ore 1	3	N/A	N/A
Major Assault Whetstone ***	N/A	5 Ore 1, 5 Ore 2	N/A	8	N/A
Minor Augment Whetstone ***	N/A	6 Ore 1, 4 Ore 2's, 2 Ore 3's	N/A	N/A	13
Standard Augment Whetstone ***	N/A	6 Ore 1	5	N/A	N/A
Major Augment Whetstone ***	N/A	6 Ore 1, 3 Ore 2	N/A	10	N/A
<Descriptor> Carrier Whetstone ***	N/A	7 Ore 1, 5 Ore 2's, 3 Ore 3's	N/A	N/A	15
<Descriptor> Major Carrier Whetstone ***	N/A	5 Ore 1, 2 Ore 2's	N/A	8	N/A
Rope *	N/A	5 Ore 1, 4 Ore 2's, 1 Ore 3's	N/A	N/A	12
Cold Iron Ingot **	N/A	1/Foot	1/Foot	2/Foot	3/Foot
Pure Silver Ingot **	Iron	20 Ore	20	N/A	N/A
Living Wood **	Silver	10 Silver	20	N/A	N/A
	Wood	20 Herbal	20	N/A	N/A

* Requires a specific Vocation to manufacture

** Requires the Work Physical Skill

*** Requires a formula in memory to manufacture

(#) is for Bow, Crossbow and Missile Thrower damages

Weapon Types:

Sword: A sword is any bladed weapon made primarily of manufactured components. It may have a single or double edge, be straight, curved, barbed, serrated or otherwise shaped. Swords are commonly marked with cross guards and typically do not have a "head". A small sword is typically called a dagger. Swords are affected by RUST but are IMMUNE to ROT. Swords use a base cost for production. Swords may use the "Blade" CARRIER. Swords add +1 Level of MELEE in Web Terrain as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Axe: An axe is any bladed weapon made from a composite of manufactured and natural components. Axes may be single or double headed, straight or curved, crescent, hooked, beaked or otherwise shaped. Axes do not normally have a cross guard and must have a head of a given size based on its size category. Axes are affected by both RUST and ROT. Axes use 1/2 base cost for production. Axes may use the "Blade" CARRIER. Axes add +1 Level of MELEE in Hill/Mountain terrain as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Spear: A spear is any bladed weapon that is made primarily of natural components. It may have a single or

double edge, be straight, curved, barbed, serrated or otherwise shaped. A spear does not normally have a cross guard but must have a head of a minimum size based on its size category. Spears are affected by ROT but are IMMUNE to RUST. Spears use base cost for production. Spears may use the "Blade" CARRIER. Spears add +1 Level of MELEE Underwater as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Mace: A mace is any blunt weapon made primarily of manufactured components. It may be spiked, balled, rounded, flanged or otherwise shaped. Maces may have cross guards but must have a head of a minimum size based on its size category. Maces are affected by RUST but are IMMUNE to ROT. Maces use a base cost for production. Maces may use the "Blunt" CARRIER. Maces add +1 Level of MELEE in Desert Terrain as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Hammer: A hammer is any blunt weapon made from a composite of manufactured and natural components. Hammers may be spiked, flat, round, pointed, flanged or otherwise shaped. Hammers do not typically have cross guards and must have a head of a minimum size based on its size category. Hammers are affected by both RUST and ROT. Hammers use ½ base cost for production. Hammers may use the "Blunt" CARRIER. Hammers add +1 Level of MELEE Underground as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Claw Bracer: This weapon is manufactured to cover a natural claw. Specialty components and other properties such as talismans can be worked into Claw Bracers as per the normal rules for enhancing a melee weapon. This item will be represented by a metallic bracer or glove on the hand using the Claw Bracer.

Club: A Club is any blunt weapon made primarily of natural components. It may be spiked, shaved, shod, bound, or otherwise shaped. Clubs do not normally have a cross guard or "head." Clubs are affected by ROT but are IMMUNE to RUST. Clubs use base costs for production. Clubs may use the "Blunt" CARRIER. Clubs add +1 Level of MELEE in Hill/Mountain terrain as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Crossbow: A Crossbow is a weapon made primarily of manufactured components. It may be straight, curved, recurved or otherwise shaped. A crossbow is typically held with its length parallel to the ground and requires a crossbar of a minimum length based on its size category. Crossbows are affected by RUST but are IMMUNE to ROT. Crossbows use base cost for production. Crossbows may use the "Blade" CARRIER for ammunition and the "Blunt" CARRIER for Hand Held. Any properties of the Crossbow transfer to its ammunition with the exception of Silver and Iron. Crossbows add +1 Level of RANGED Underwater as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Missile Thrower: A Missile Thrower is a weapon made of a composite of natural and manufactured components. Missile Throwers are Small Weapons shaped like a "Y", are normally held at one end and do not require a crossbar. Missile Throwers are affected by RUST and ROT. Missile throwers use ½ base cost for production. The damage inflicted by using a Missile Thrower is based on the size of the ammunition. For example, using packet-sized ammunition in a Missile Thrower does a base 1 point of

damage while using a Long weapon (Long Javelin) does a base 6 points of damage. Missile Throwers may use the "Blade" or "Blunt" CARRIER for ammunition. Any properties of the Missile Thrower transfer to its ammunition with the exception of Silver and Iron.

Bow: A Bow is a weapon made primarily of natural components. It may be straight, curved, recurved or otherwise shaped. Bows are typically held at their center and do not require a crosspiece. Bows are affected by ROT but are IMMUNE to RUST effects. Bows use base costs for production. Bows may use the "Blade" CARRIER for ammunition and the "Blunt" CARRIER for Hand Held. Any properties of the bow transfer to its ammunition with the exception of Silver and Iron. Bows add +1 Level of RANGED in Aerial terrain as per the Terrain Combat rules (i.e. NONE becomes MINOR).

Missile: A Missile is any ranged weapon thrown by the character or fired from a missile thrower. All Missiles must be made entirely of foam with a minimum "tip" size of 2" and a minimum size given by the missiles size category. Missiles may use the "Blade" or "Blunt" CARRIER depending on their initial construction.

Quiver: This represents the ammunition (packets with tails) necessary to use a Bow, Crossbow or Missile Thrower for 5 minutes. Specialty components can be worked into Quivers as per the normal rules for enhancing ammunition (5 Quivers are affected by Specialty components worked into them. Ammunition is affected by both ROT and RUST. ORE 2 Ammunition does +1 Damage. ORE 3 Ammunition does +2 Damage. Quivers may have 1 Minor or 1 Major Specialty effect.

Silver: Bladed Weapons made with the descriptor "Silver" are able to add the CARRIER "Silver" to their damage call. The CARRIER "Silver" implies bladed weapons, and thus this descriptor is only applicable to bladed weapons.

Iron: Blunt Weapons made with the descriptor "Iron" are able to add the CARRIER "Iron" to their damage call. The CARRIER "Iron" implies blunt weapons, and thus this descriptor is only applicable to blunt weapons.

Rope: Rope represents a long thin piece of material that can bind targets together. There are many uses for a Rope. Ropes are Natural items and are affected by ROT effects. Up to 30' of Rope may be SHATTERED. Up to 100' of Rope may be DESTROYED. Any amount of Rope may be DISINTEGRATED. Rope receives that same benefits that all other items gain from using Uncommon and Rare components in its construction, becoming a Standard or Major item accordingly. Common Rope provides a +1 MINOR WEB effect when used to bind a creature and may support 600 lbs. Uncommon Rope provides a +2 MINOR WEB effect and may support 1200 lbs. Rare Rope provides a +3 MINOR WEB effect and may support 2400 lbs. Cutting free requires a 3 Count for a Common Rope, a 6 Count for an Uncommon Rope and a 12 Count for a Rare Rope.

Whetstone: Whetstones represent adding power to an existing weapon. To benefit from Whetstone the target must be a manufactured weapon (including Claw Bracers). Whetstones can be applied to a willing target (including you) much like a Potion with a 3 Count. In addition, to use a Whetstone you must possess the Weapon Smith skill to use all the components in the Whetstone - Weapon Smith 1 for all Minor Whetstone made from only Ore 1s; Weapon Smith 6 for all Standard Whetstone made from

Ore 1s and Ore 2s; Weapon Smith 11 for all Major Whetstone made from Ore 1s, Ore 2s and Ore 3s. All Whetstones are affected by Rust effects and are considered Minor items for the purposes of Damage Resistance. Any effect generated by a Whetstone is a Natural <Effect> and follows all rules for such an effect.

Padded: Any Weapons made with the descriptor "Padded" are able to add the CARRIER "Padded" to their damage call. Padded weapons deal temporary damage. All damage of effects from a Padded weapon return in 5 Minutes. Kill effects will function as STUN effects when used with a Padded weapon. SEVER effects will make the target limb useless for 5 Minutes. Padded damage has no effect upon any creature which as any type of Defense against Corporal types of damage, See IMMUNITY Chart on Page 154.

Weapon Repair Kit: A Weapon Repair kit is used to repair damaged or destroyed weapons. When this Kit is used by a Weaponsmith of the appropriate level, the Weaponsmith can generate a MEND effect on an enhanced weapon of the specified Ore rarity or lower. For example, a Common (Ore 1) long sword has been affected by a SHATTER effect. Within 5 Minutes, a weaponsmith applies a Common (Ore 1) Weapon Repair Kit to the weapon. The weapon is MENDED. If the weapon was a Common long sword with a piece of Physical/Elemental 2 allowing it to strike for Lightning damage, the Weapon Repair Kit would have no effect and be used in the process.

Enhanced Weapon Repair Kit: An Enhanced Weapon Repair kit is used to repair damaged or destroyed enhanced weapons. When this Kit is used by a Weaponsmith of the appropriate level, the Weaponsmith can generate a MEND effect on an enhanced weapon of the specified Ore rarity or lower. For example, a Common (Ore 1) +0 Magic long sword has been affected by a SHATTER effect. Within 5 Minutes, a weaponsmith applies an Uncommon (Ore 2) Enhanced Weapon Repair Kit to the weapon. The weapon is affected by a MEND.

Pure Silver: An ingot of pure silver can be forged into a bladed weapon to give it the properties of Silver. Any number of silver ingots may be combined into a bladed weapon, using only a single component slot, but no additional effects are generated once the minimum number of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Cold Iron: A bar of Cold Iron can be forged into a blunt weapon to give it the properties of Iron. While any number of iron bars may be combined into a blunt weapon, using only a single component slot, no additional effects are generated once the minimum number of bars is

used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Living Wood: An ingot of living wood can be worked into a Bow, Club, Spear or Quiver to give it the properties of Wood. Any number of living wood ingots may be combined into a Bow, Club, Spear or Quiver, using only a single component slot, but no additional effects are generated once the minimum number of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Wands: Certain "special" weapon types have special properties that make them more useful to spell casters. A Wand is a Small Mace or Club that is able to store more magical properties than other Small weapons. While not all Small Clubs and Small Maces are Wands, all wooden Wands use the weapon statistics of "Small Club" and all metal Wands use the weapon statistics of "Small Mace". If a caster uses a Wand as the base for a Talisman, that Talisman is considered one Power Level higher for the purposes of accessing magic. I.E. A Wand made as a Strong Talisman functions as a Great Talisman.

Rods: A Rod is a Short or Long Mace. While not all Short or Long Maces are Rods, all Rods are either Short or Long Maces. A Short Rod has the same weapon characteristics as a Short Mace and a Long Rod has the same weapon characteristics as a Long Mace. If a caster uses a Rod as the base for a Talisman, that Talisman is considered two Power Levels higher for the purposes of accessing magic (I.E. A Rod made as a Weak Talisman functions as a Strong Talisman).

Staves: A Staff is a Great Club. While not all Great Clubs are Staves, all Staves are Great Clubs. A Great Staff has the same weapon characteristics as a Great Club. If a caster uses a Staff as the base for a Talisman, that Talisman is considered three Power Levels higher for the purposes of accessing magic (I.E. A Staff made as a Weak Talisman functions as a Great Talisman).

Weapons as Talismans: Any weapon may also have additional Ore, Silver, Gold, Magical and Herbal components incorporated into their construction for the purpose of making them fitting vessels for larger Talismans. Each unit of Pure Silver, Living Wood or Cold Iron counts as a single component towards a vessel's minimum value.

ARTISAN AND TALISMANS

A Talisman helps a caster focus and channels the magical energies of the world into useful and controlled forces shaped by the paths of magic. Without a Talisman, magic is too unstable to call forth into the world. Some creatures have a greater understanding of the workings of magic or a greater link to certain magical forces allowing them to call forth magical effects without the use of a Talisman. There are also skills, such as *Improvise Talisman* and *Innate Spell*, which will allow a character to generate limited magical effects without the use of a Talisman. A

Talisman can look like any type of mundane item, but it is infused with the magical energies of Urth. While Talismans can be made from almost anything, they require a minimum quantity of components for the vessel, plus a number of magical components to enchant it. Vessels can be made from Silver, Gold, Ore, Herbal or Magical Components. Silver is considered a Common component, Gold an Uncommon component and Platinum a Rare component for the purpose of making Talisman vessels.

Artisan Production

Type	Components	Production Cost Common (1) Components	Production Cost Uncommon (2) Components	Production Cost Rare (3) Components	Bonus Worth
Mage Pouch	30 Magicals	30	60	90	N/A
Normal Work	Any Components	1	2	3	0%
Minimal Work	Any Components	5	10	15	5%
Minor Work	Any Components	15	30	45	25%
Standard Work	Any Components	30	60	90	50%
Major Work	Any Components	60	120	180	100%
Quality	2 Silver/ 2 Gold/ 2 Platinum	20	40	60	N/A
Rope *	Herbals or Ore	1/Foot	2/Foot	3/Foot	N/A
Crystal Quiver *	5 Magicals	5	10	15	N/A
Cold Iron Ingot **	20 Ore	20	N/A	N/A	N/A
Pure Silver Ingot **	10 Silver	20	N/A	N/A	N/A
Living Wood **	20 Herbal	20	N/A	N/A	N/A
Touch/Travel Stone***	40 Silver	40	N/A	N/A	N/A

* Requires Vocation to manufacture

** Requires the Work Physical Skill

*** Requires the Work Psychic Skill

Talisman Production

Power Category	Total # of Magical Components	Total # of Other Components*	Prod. Cost Common (1) Components	Prod. Cost Uncommon (2) Components	Prod. Cost Rare (3) Components	Max Spell Level
Weak	3 Magicals	2 Components	5	10	15	1
Good	5 Magicals	5 Components	10	20	30	5
Strong	10 Magicals	10 Components	20	40	60	10
Great	15 Magicals	15 Components	30	60	90	None
High (Shamanic Only)	20 Magicals	20 Components	40	80	120	None
Path Specific Talisman	½ Normal	½ Normal	½ Normal	½ Normal	½ Normal	Normal

* If working with an already existing item, such as a weapon, which has been produced In-Game with appropriate components, the components used in the original manufacture of the item count as "Other Components"

Max Spell Level- This represents the maximum Spell Level from any Path that the Talisman can channel. A Good Talisman can be used to cast up to and including a 5th Level spell.

Unless otherwise noted, all talismans work for all Paths and Talents. Path Specific Talisman cost half the number of production points and components as a normal All Path Talisman. All Talismans must have a Phys-Rep of at least 1 cubic inch, but can include Rings, Necklaces, Earrings, Scarves etc. The Power Category of a Talisman does not affect its required size. Talismans can be incorporated into other items, including weapons, shields and armor.

Talismans come in two varieties: *Hermetic* and *Shamanic*. This is noted on the Talisman Tag. A character must possess the same basic type of Magic that the Talisman employs in order to use a Talisman effectively. In order for a Talisman to be Active and granting its ability to the user the Talisman must be appropriately used, in a Mage Bag or in the hand for items which do not require skills to effectively wield (I.E. Wands, marbles, statuettes). For example, for a Talisman in the form of a Shield to be used, the character must have the ability to use a Shield and actively have the Shield on their arm. For a Talisman in the form of a Staff, the character must have the Staff skill (or larger skill) and have the Staff in hand (though not necessarily both hands to gain the benefit of the Talisman).

A Ring Talisman must be worn, a Necklace around the neck etc... Otherwise any Talisman in a character's Mage Bag is considered to be Active and available. Destruction effects will target first Talismans in the Hand, then Worn/Active (including Mage Pouch), then other Talismans carried.

If the Talisman is being incorporated into an Item that is already a Standard or Major item then components used in the creation of the Talisman must be of the same rarity. For example, a Great Talisman made from a Standard (Ore 2) Long Sword requires the use of 15 Magical 2 components in addition to the 20 Ore 2 components used to make the Standard Long Sword. The total number of Specialty Components for the combined item cannot exceed the limit. For example, if a Major Long Sword was made with 1 Specialty Component, and is made into a Major Talisman, then only 2 more Specialty Components may be used.

Work: Any item, Weapon, Armor, Talisman, Component, gems etc. A Work may only be improved by an Artisan once. All Works are considered Items after production.

Worth: Worth is calculated from the Caravan Prices of the individual Components when the item is made.

Mage Pouch: A Mage Pouch is designed to allow all X/ever magical items and talismans to be Active. This does not include Scrolls or Potions. This allows the character to access the powers of the item or talisman while it is in the Mage Pouch as if the item was worn appropriately. The minimum size of a Mage Pouch is 6 cubic inches when full. The maximum size of a Mage Pouch is 250 cubic inches when full.

Touch/Travel Stone: This represents an item linked to a particular Place or Person. This item must be constructed in the named place or in the presence of the named person. These items are used in Battle and High Magic Rituals. Constructing these items requires Work Psychic.

Quality: An item made with the property of Quality allows the item to be reenchanting with High Magic or reforged with High Technology or Specialty Crafting components. The item must be made with this property during its creation process.

Rope: Rope represents a long thin piece of material that can bind targets together. There are many uses for a Rope. Ropes are Natural items and are affected by ROT effects. Up to 30' of Rope may be SHATTERED. Up to 100' of Rope may be DESTROYED. Any amount of Rope may be DISINTEGRATED. Rope receives that same benefits that all other items gain from using Uncommon and Rare components in its construction, becoming a Standard or Major item accordingly. Common Rope provides a +1 MINOR WEB effect when used to bind a creature and may support 600 lbs. Uncommon Rope provides a +2 MINOR WEB effect and may support 1200 lbs. Rare Rope provides a +3 MINOR WEB effect and may support 2400 lbs. Cutting free requires a 3 Count for a Common Rope, a 6 Count for an Uncommon Rope and a 12 Count for a Rare Rope.

Pure Silver: An ingot of pure silver can be forged into a bladed weapon to give it the properties of Silver. Any number of silver ingots may be combined into a bladed weapon, using only a single component slot, but no additional effects are generated once the minimum number

of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Crystal Quiver: This represents the ammunition (packets with tails) necessary to use Talisman Damage for 5 minutes. Specialty components can be worked into Quivers as per the normal rules for enhancing ammunition (5 Quivers are affected by Specialty components worked into them. Ammunition is affected by both ROT and RUST. Magical 2 Ammunition does +1 Damage. Magical 3 Ammunition does +2 Damage. Crystal Quivers may have 1 Minor or 1 Major Specialty effect.

Cold Iron: A bar of Cold Iron can be forged into a blunt weapon to give it the properties of Iron. While any number of iron bars may be combined into a blunt weapon, using only a single component slot, no additional effects are generated once the minimum number of bars is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Living Wood: An ingot of living wood can be worked into a Bow, Club, Spear or Quiver to give it the properties of Wood. Any number of living wood ingots may be combined into a Bow, Club, Spear or Quiver, using only a single component slot, but no additional effects are generated once the minimum number of ingots is used for that weapon. One unit must be used per size category of the item: Small=1, Short=2, Long=3, Great=4.

Talisman Qualities

Minor: A Minor Talisman is either manufactured (made from Silver or Common Ore) or natural (made from Common Herbals or Magicals) and enchanted with Common Magical components. Minor Talismans can have 1 Specialty Component worked into them and are destroyed by SHATTER, DESTROY and DISINTEGRATE effects.

Standard: A Standard Talisman is either manufactured (made from Gold or Uncommon Ore) or natural (made from Uncommon Herbals or Magicals) and enchanted with Uncommon Magical components. Standard Talismans can have 2 Specialty Components worked into them and are destroyed by DESTROY and DISINTEGRATE effects.

Major: A Major Talisman is either manufactured (made from Platinum or Rare Ore) or natural (made from Rare Herbals or Magicals) and enchanted with Rare Magical components. Major Talismans can have 3 Specialty Components worked into them and are destroyed by DISINTEGRATE effects.

High Talisman: A High Talisman counts as a Great Talisman for all Schools when casting spells. When a High Talisman is created a specific path must be specified which determines the talisman's use during High Magic such as Glamour.

Manufactured: A manufactured Talisman is IMMUNE to ROT effects but destroyed (per a DESTROY effect) by a RUST effect.

Natural: A natural Talisman is IMMUNE to a RUST effect but destroyed (per a DESTROY effect) by a ROT effect.

General Production

Items in this list can be produced by any Trade skill

Lab Component/Inspiration	Component Cost	Production Cost
Minor Lab Component*	40 Common Components	40
Standard Lab Component*	8 Uncommon Components	80
Major Lab Component*	2 Rare Components	160
Inspiration	4 Common Components	20

Lab Component- This represents one of 7 components that make up all Lab Investments. Each Lab must have the one of each component. All components used in a given Lab must be of the same rarity (i.e. Only Minor components in a Minor Lab). Each Trade skill can manufacture one of the components of a Lab with the appropriate Vocation skill:

WEAPON	Hearth Making
ARMOR	Carpenter
SCROLL	Book Making
POTION	Glassblower
ALCHEMY	Ink Maker
TRAP	Clock Making
ARTISAN	Tool Making

* Once all components are completed, an assembly period of 1 event must pass before the investment is useful.

Inspiration- This represents one small item crafted to serve as a reservoir of crafting skill. It can only be used by the character named on the tag for the Trade skill named on the tag. Inspirations cannot be used in regular production due to their nature. Inspirations allow characters with the appropriate Trade Skill, also named on the tag, to perform work outside of Logistics. In addition, Inspirations allow a character to jury-rig or craft temporary make-shift items. No Formula, Specialty component, High Magic effects or any items or effects that last beyond the current encounter can be crafted with Inspirations. These items require no components but require 1 Minute to construct and only last as long as the current Encounter (as decided by the Marshal). Minor effects cost 2 Inspirations, Standard effects require 4 Inspirations and Major effects require 8 Inspirations.

FORMULA TRADE SKILLS POTIONS/SCROLLS/ALCHEMY

Potions, Scrolls and Alchemy are single use items that store an Arcane or Poison effect for later use. Potions and Scrolls are magical items that store spells in a written or liquid form. Alchemy is a natural substance that stores a similar effect as a liquid, gas or gel.

Production: Making Potions, Scrolls and Alchemy is a complicated task, even for an experienced character. In order to make a specific Potion, Scroll or Alchemical substance, a character must have: the Formula for that particular Spell or Poison in memory, the appropriate skill with a level equal to or exceeding the level of the item to be made, the appropriate quantity and types of components and sufficient production points to make the item. In addition, making Potions and Scrolls requires the character making them know the Path of Magic and the particular Spell to be crafted into the Potion or Scroll.

Potion: Potions are made from Magical components by characters with the "Potion Making" skill. The level of a Potion is equal to the level of the spell that is worked in it. Potions are small vials or other containers filled with magical liquid that stores a specific Arcane effect infused into it at the time of its creation that are normally consumed when activated. To produce a Potion, the character must possess the Spell in Memory, the Potion Formula, Potion Making of the level equal to the effect on the Potion Formula and the appropriate Magical Components to manufacture that level of Potion. For safety purposes, potion Physical Representations (Phys-Reps) should not contain liquid as drinking an actual liquid in a mock combat situation poses a serious choking hazard. Instead, potions Phys-Reps are either empty containers or glue sticks. Any character can activate a Potion by

"drinking" it, or activate the Potion on another character by "pouring" the potion into their mouth. Potions that have an effect that can function on an item can be "poured" onto the item with a 3 Count, affecting the item as the effect specifies. Potions without Phys-Reps or those being poured into another's mouth, require a 3 Count to "drink" while those with proper Phys-Reps can be consumed by bringing the potion to the mouth and tilting the Potion rep back. Multiple Potions held in the same hand are all consumed at once. Potions can be IDENTIFIED in a 10 Count by anyone with the appropriate Path of Magic or Major Herbalist. Potions are IMMUNE to RUST and ROT effects, but are destroyed by SHATTER, DESTROY and DISINTEGRATE effects. All potions are Minor items for the purposes of damage resistance. Any character with Estimate Value can Identify the level of the spell contained on the Potion with a 10 Count. Potions bypass SHIELD effects without triggering them to affect the target of the Potion.

Trap: Traps are made from Mechanical components or the type of components specified in the Trap by characters with the "Trap Making" skill. All Traps must have Phys Reps depending on their size (minor, standard or Major). To produce a Trap, the character must possess the Trap Formula, Trap Making of the level equal to the Trap and the appropriate Components to manufacture that level of Trap. When created Traps must be designated as Mobile, Operated Single Target or Area of Effect if the Trap type allows the options. Any character can activate a set Trap by activating the trigger, taking the effect. Multiple Traps cannot overlap in their Area of effect. Traps are affected by RUST and ROT effects. All Traps are Minor items for the purposes of damage resistance. Any

character with Estimate Value can Identify the level of the Trap with a 10 Count.

Scroll: Scrolls are made from Magical components by characters with the "Scroll Making" skill. The level of a Scroll is equal to the level of the spell that is scribed on it. Scrolls are small sheets of paper containing the incant for a spell written with special inks that are normally consumed when activated. To produce a Scroll, the character must possess the Spell in Memory, the Scroll Formula, Scroll Making of the level equal to the effect on the Scroll Formula and the appropriate Magical Components to manufacture that level of Scroll. Any character can activate a Scroll in his possession if, he can read the writing on the Scroll at the time of casting (has sufficient light, is not BLIND and has the appropriate Path of Magic or Read Magic). To activate the Scroll, the character reads the incant and throws a spell packet as though he'd cast that spell, except the spell is powered by the Scroll and the caster uses no Mana and does not require a Talisman. Any character with the appropriate Path of Magic or Comprehend Magic can Identify a Scroll in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the spell contained on the Scroll with a 10 Count. Scrolls are IMMUNE to RUST effects but are destroyed by ROT effects. All Scrolls are Minor items for the purposes of damage resistance.

Memory Formulae: Memory Formulae are the magical formulae necessary to correctly memorize magical Scrolls. The level of a Memory Formulae is equal to the level of the spell that is scribed on it. They are made from Magical components by characters with the "Scroll Making" skill. Memory Formulae are small sheets of paper containing the recipe for a Scroll written with special inks that are normally consumed when memorized. To produce a Memory Formula, the character must possess the Spell in Memory, the Scroll Formula, Scroll Making of the level equal to the effect on the Scroll Formula and the appropriate Magical Components to manufacture that level of Scroll. Any character with the appropriate Path of Magic can memorize a Memory Formulae in his possession if he can read the writing on the Scroll at the time of memorization and has sufficient light, is not BLIND and has the appropriate Path of Magic. To activate the Memory Formulae, the character reads the incant and the caster uses no Mana and does not require a Talisman. The Formulae is consumed in the process, successful or not. Any character with the appropriate Path of Magic or Comprehend Magic can Identify a Memory Formulae in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the spell contained on the scroll with a 10 Count. Memory Formulae are IMMUNE to RUST effects but are destroyed by ROT effects. All Memory Formulae are Minor items for the purposes of damage resistance.

Scroll Formulae: Scroll Formulae are the magical formulae necessary to correctly manufacture magical Scrolls. The level of a Scroll Formulae is equal to the level of the spell that is scribed on it. They are made from Magical components by characters with the "Scroll Making" skill. Scroll Formulae are small sheets of paper containing the recipe for a Scroll written with special inks that are normally consumed when memorized. To produce a Scroll Formula, the character must possess the Spell in Memory,

the Scroll Formula, Scroll Making of the level equal to the effect on the Scroll Formula and the appropriate Magical Components to manufacture that level of Scroll. Any character with the appropriate level of Scroll Making can memorize a Scroll Formulae in his possession if he can read the writing on the Scroll at the time of memorization and has sufficient light, is not BLIND and has the appropriate Path of Magic. To activate the Scroll Formulae, the character reads the incant and the caster uses no Mana and does not require a Talisman. The Formulae is consumed in the process, successful or not. Any character with the appropriate Path of Magic or Comprehend Magic can Identify a Scroll Formulae in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the spell contained on the scroll with a 10 Count. Scroll Formulae are IMMUNE to RUST effects but are destroyed by ROT effects. All Scroll Formulae are Minor items for the purposes of damage resistance.

Potion Formulae: Potion Formulae are the magical formulae necessary to correctly manufacture magical Potions. The level of a Potion is equal to the level of the spell that is worked in it. They are made from Magical components by characters with the "Potion Making" skill. Potion Formulae are small sheets of paper containing the recipe for a Potion written with special inks that are normally consumed when memorized. To produce a Potion Formula, the character must possess the Spell in Memory, the Potion Formula, Potion Making of the level equal to the effect on the Potion Formula and the appropriate Magical Components to manufacture that level of Potion. Any character with the appropriate level of Potion Making can memorize a Potion Formulae in his possession if he can read the writing on the Potion Formulae at the time of memorization and has sufficient light, is not BLIND and has the appropriate Path of Magic. To activate the Potion Formulae, the character reads the incant and the caster uses no Mana and does not require a Talisman. The Formulae is consumed in the process, successful or not. Any character with the appropriate Path of Magic or Comprehend Magic can Identify a Potion Formulae in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the spell contained on the Potion with a 10 Count. Potion Formulae are IMMUNE to RUST effects but are destroyed by ROT effects. All Potion Formulae are Minor items for the purposes of damage resistance.

Poison Formulae: Poison Formulae are the alchemical formulae necessary to correctly manufacture alchemical Poisons. The level of a Poison Formulae is equal to the level of the spell that is scribed on it. They are made from Herbal components by characters with the "Alchemy" skill. Poison Formulae are small sheets of paper containing the recipe for a Poison written with special inks that are normally consumed when memorized. To produce a Poison Formula, the character must possess Poison Formula, Poison Making of the level equal to the effect on the Poison Formula and the appropriate Herbal Components to manufacture that level of Poison. Any character can memorize a Poison Formulae in his possession if he can read the writing on the Poison Formulae at the time of memorization and has sufficient light, is not BLIND and has the appropriate Level of

Alchemy. To activate the Poison Formulae, the character reads the incant and the caster uses no Mana and does not require a Talisman. The Formulae is consumed in the process, successful or not. Any character with the appropriate Level of Alchemy can Identify a Poison Formulae in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the effect contained on the Poison with a 10 Count. Poison Formulae are IMMUNE to RUST effects but are destroyed by ROT effects. All Poison Formulae are Minor items for the purposes of damage resistance.

Trap Formulae: Trap Formulae are the instructions necessary to correctly manufacture Traps. The level of a Trap Formulae is equal to the level of the trap that is scribed on it. They are made from the same components as the trap in question by characters with the "Trap Making" skill. Trap Formulae are small sheets of paper containing the recipe for a Trap written with special inks that are normally consumed when memorized. To produce a Trap Formula, the character must possess the Trap Formula, Trap Making of the level equal to the effect on the Trap Formula and the appropriate Components to manufacture that Trap. Any character with the appropriate level of Trap Making can memorize a Trap Formulae in his possession if he can read the writing on the Trap Formula at the time of memorization and has sufficient light, is not BLIND and has the appropriate Level of Trap Making. To activate the Trap Formulae, the character reads the incant. The Formulae is consumed in the process, successful or not. Any character with the appropriate Trap Making or the appropriate Disable Device can Identify a Trap Formulae in the time it takes to read the incant printed on the Phys-Rep. Any character with Estimate Value can Identify the level of the trap contained on the trap with a 10 Count. Trap Formulae are IMMUNE to RUST effects but are destroyed by ROT effects. All Trap Formulae are Minor items for the purposes of damage resistance.

Decanters: Decanters are made from money components by characters with the "Potion Making" skill or "Alchemy" skill. Decanters are devices for holding many Potions or Ingested Poisons at once, and allowing easy access to the Potions/Poisons it contains. To have a Decanter active, it must be in the character's hand. At the time of use the Decanter may release as many "charges" of the Potion/Poison as the wielder states, up to the number of Potions found in the Decanter with a single 3 Count. When made, a Decanter does not contain any Potions or Poisons. Potions or Poisons are later added as needed to the Decanter. A Decanter protects all of the Potions or Poisons that are placed with it. No Potion in a Decanter can be harmed until the Decanter is destroyed. Once destroyed, the Potions within a Decanter are not accessible until a 60 Count is performed to organize the Potions again. A Minor Decanter requires 100 Copper and is considered a Minor item for the purpose of incorporating Specialty Components and damage resistance. A Minor Decanter can store 25 Potions or Poisons in it. A Standard Decanter requires 100 Silver and is considered a Standard item for the purpose of incorporating Specialty Components and damage resistance. A Standard Decanter can store 50 Potions or Poisons in it. A Major Decanter requires 100 Gold and is considered a Major item for the

purpose of incorporating Specialty Components and damage resistance. A Major Decanter can store 100 Potions or Poisons in it. A Decanter must be capable of holding at least 1 quart of liquid. Decanters are made of natural materials and are thus IMMUNE to RUST effects but destroyed by ROT effects. A Decanter may hold no more than 1 type of Potion/Poison. Decanters are made of natural materials and are thus IMMUNE to RUST effects but destroyed by ROT effects. Decanters must be made as another valid item to include Specialty Components (ie. Talisman).

Scroll Books: Scroll Books are made from money components by characters with the "Scroll Making" skill and the Vocation "Bookbinder". A Scroll Book is a device for holding many Scrolls at once, and allowing easy access to the Scrolls it contains. When made a Scroll Book does not contain any Scrolls. Scrolls are later added as needed to the book. Only Scrolls placed in the Scroll Book can be accessed by the Scroll Book. To have a Scroll Book active, it must be in the character's hand, the character must have one free hand and the ability to speak the incant. A Scroll Book protects all of the Scrolls that are placed with it. No Scroll in a Scroll Book can be harmed until the Scroll Book is destroyed. Once destroyed, the Scrolls within a Scroll Book are not accessible until a 60 Count is performed to organize the Scrolls again. A Minor Scroll Book requires 100 Copper and is considered a Minor item for the purpose of incorporating Specialty Components and damage resistance. A Minor Scroll Book has 5 pages in it. A Standard Scroll Book requires 100 Silver and is considered a Standard item for the purpose of incorporating Specialty Components and damage resistance. A Standard Scroll Book has 10 pages in it. A Major Scroll Book requires 100 Gold and is considered a Major item for the purpose of incorporating Specialty Components and damage resistance. A Major Scroll Book has 15 pages in it. Each page of a scroll book may hold up to 10 Scrolls of a specific type (For example, 10 Lightning Damage and 20 Lightning Damage would require 2 different pages) so a book may contain up to 5, 10 or 15 different types of Scrolls respectively. A Scroll Book must be at least 3" by 8" by 1/2" empty. Scroll Books are made of natural materials and are thus IMMUNE to RUST effects but destroyed by ROT effects. Scrollbooks must be made as another valid item to include Specialty Components (ie. Talisman).

Alchemy: Alchemy is made from Herbal components by characters with the "Alchemy" skill. Alchemy comes in three forms: Gas, Contact and Ingested. Any character with Alchemy Level 1, Herbalist Standard, Keen Scent or Estimate Value can DETECT Poisons with a 10 Count inspection within 1' of the Poison. All forms of Alchemy are IMMUNE to RUST effects but are destroyed by ROT effects. All forms of Alchemy are Minor items for the purposes of damage resistance. To use a Poison, the character must possess the Level of Alchemy to manufacture the item himself, regardless of its form.

Gas Poison: A Gas Poison is a small sphere or globe of thin glass that contains a volatile liquid that bursts into a small cloud of gas when it strikes someone. Gas Poisons are Phys-Repped by orange spell packets that are thrown at the target similar to Spells. To activate a Gas Poison the character must first state name of the Poison effect followed by "Gas Poison". Once activated, the alchemist

has a 3 Count to hurl the Poison or it will explode in his hand and affect the alchemist as though the Gas had hit him normally.

Contact Poison: Contact Poisons are thin-gel like substances represented by a small disk or container. Any character with an appropriate level Alchemy to make the Contact Poison can apply a Contact Poison to an object or weapon. A standard Contact Poison will cover up to 144 contiguous square inches of surface area or one weapon. For safety purposes do not apply a cream or petroleum jelly to a surface or weapon, rather hold the Rep or Tag to the surface or weapon for a 3 Count to apply the Contact Poison. Once applied, a Contact Poison cannot be retrieved and will remain active for 5 days unless contained in an item with the Venom descriptor. A Contact Poison applied to a weapon allows the weapon a Single-Strike effect as a CARRIER on the next strike attempted with that weapon. The poison is consumed whether the strike is successful or not. HEAL Body cannot be applied to a weapon.

Ingested Poison: Ingested Poisons are thin liquids that readily dissolve or evaporate when poured into a liquid or over food and are represented identically to Potions. For safety purposes, do not actually pour any substance into food or beverage, rather have a marshal observe you "tampering" with the food or drink by waving a hand with the Phys-Rep over it for a 3 Count. To mix an Ingested Poison with food or drink, an alchemist requires the appropriate level of Alchemy to make the Poison, however anyone may drink the contents of an Ingested Poison or poisoned food or drink. Once Ingested Poison or any portion of the affected food or drink is placed in the mouth, it will activate, affecting the character that ingests it. Once mixed into food or drink, the Poison remains active for 5 days after which it becomes an inert liquid and has no effect upon its consumption. All Ingested Poisons are Minor items for the purposes of damage resistance. Ingested Poisons bypass SHIELD effects without triggering them to affect the target of the Poison.

Components Required for Formula Trade Skills

Level	Production Cost	Common Components	Uncommon Components	Rare Components	Specialty Components	Production Point Cost
1	1	2	0	0	None	1
2	2	3	0	0	None	2
3	3	4	0	0	None	3
4	4	5	0	0	None	4
5	5	6	0	0	None	5
6	6	3	1	0	None	6
7	7	4	1	0	None	7
8	8	5	2	0	None	8
9	9	6	2	0	None	9
10	10	6	3	0	None	10
11	11	4	3	1	None	11
12	12	5	4	1	None	12
13	13	6	4	2	None	13
14	14	6	5	2	None	14
15	15	7	5	3	None	15

Additional Alchemy/Scroll/Potion Production

	Components	Bonus Alchemy Level ***	Prod. Cost Common (1)	Prod. Cost Uncommon (2)	Prod. Cost Rare (3)
Scroll Book *	100 Copper/100 Silver/100 Gold	NA	15	30	45
Decanter *	100 Copper/100 Silver/100 Gold	NA	15	30	45
Catalyst *	10 Herbal**/10 other **	1/2/3	20	40	60

* Requires Vocation to manufacture

** Component rarity, production cost and Bonus Alchemy level are linked

*** This Bonus is only for the Purposes of Throwing Gases, Mixing Ingested Poisons and Applying Contact Poisons. It does not modify the number of Production Points or allow the character manufacture a Poison that is of greater level than he could make without the Catalyst. Catalysts only function if you have the Alchemy skill.

Alchemy List

Effect	Lvl	Formula	Type	I	G	C
ASSAULT	8	Yes	Substance	N/A	N/A	U
ASSAULT-MAJOR	13	Yes	Substance	N/A	N/A	R
ASSAULT-MINOR	3	Yes	Substance	N/A	N/A	C
AUGMENT	10	Yes	Substance	N/A	N/A	V
AUGMENT-MAJOR	15	Yes	Substance	N/A	N/A	V
AUGMENT-MINOR	5	Yes	Substance	N/A	N/A	R
AWAKEN	4	Yes	Metabolic	C	C	N/A
AWAKEN-MAJOR	11	Yes	Metabolic	R	R	N/A
BANE <DESCRIPTOR>	10	Yes	Substance	R	V	N/A
BANE-MAJOR <DESCRIPTOR>	15	Yes	Substance	V	E	N/A
BANE-MINOR <DESCRIPTOR>	5	Yes	Substance	C	U	N/A
BERSERK	11	Yes	Metabolic	R	R	E
BLIND	6	Yes	Toxin	R	V	E
COMMAND	8	Yes	Metabolic	C	U	V
CURE	4	Yes	Toxin	C	V	N/A
CURE-MAJOR	8	Yes	Toxin	U	E	N/A
DAMAGE ACID - 10	2	Yes	Substance	N/A	C	N/A
DAMAGE ACID - 20	4	ACID	Substance	N/A	C	N/A
DAMAGE ACID - 30	6	ACID	Substance	N/A	C	N/A
DAMAGE ACID - 40	8	ACID	Substance	N/A	C	N/A
DAMAGE ACID - 50	10	ACID	Substance	N/A	C	N/A
DAMAGE ACID - 100	12	ACID	Substance	N/A	C	N/A
DAMAGE BODY - 10	2	Yes	Toxin	C	C	N/A
DAMAGE BODY - 20	4	BODY	Toxin	C	C	N/A
DAMAGE BODY - 40	6	BODY	Toxin	C	C	N/A
DAMAGE BODY - 80	8	BODY	Toxin	C	C	N/A
DAMAGE BODY - 100	10	BODY	Toxin	C	C	N/A
DAMAGE BODY - 120	12	BODY	Toxin	C	C	N/A
DAMAGE FIRE - 10	2	Yes	Substance	N/A	C	N/A
DAMAGE FIRE - 20	4	FIRE	Substance	N/A	C	N/A
DAMAGE FIRE - 30	6	FIRE	Substance	N/A	C	N/A
DAMAGE FIRE - 40	8	FIRE	Substance	N/A	C	N/A
DAMAGE FIRE - 50	10	FIRE	Substance	N/A	C	N/A
DAMAGE FIRE - 100	12	FIRE	Substance	N/A	C	N/A
DAMAGE ICE - 10	2	Yes	Substance	N/A	U	N/A
DAMAGE ICE - 20	4	ICE	Substance	N/A	U	N/A
DAMAGE ICE - 30	6	ICE	Substance	N/A	U	N/A
DAMAGE ICE - 40	8	ICE	Substance	N/A	U	N/A
DAMAGE ICE - 50	10	ICE	Substance	N/A	U	N/A
DAMAGE ICE - 100	12	ICE	Substance	N/A	U	N/A
DISARM	2	Yes	Substance	N/A	R	N/A
DISARM-MAJOR	4	Yes	Substance	N/A	V	N/A
DISPEL-MAJOR ALCHEMY	13	Yes	Substance	C	E	R
DOMINATE <DESCRIPTOR>	13	Yes	Metabolic	R	V	N/A
ENFEEBLE	12	Yes	Metabolic	U	R	V
FASCINATE	6	Yes	Metabolic	C	U	N/A
FEAR	9	Yes	Metabolic	C	U	V
FLARE	2	Yes	Substance	N/A	N/A	C
FORGET	12	Yes	Toxin	C	E	N/A

Effect	Lvl	Formula	Type	I	G	C
FORGET-MAJOR	15	Yes	Toxin	R	E	N/A
FORGET-MINOR	9	Yes	Toxin	C	E	N/A
GLOW	1	Yes	Substance	C	V	N/A
GLUE	5	Yes	Substance	N/A	N/A	C
GLUE-MAJOR	10	Yes	Substance	N/A	N/A	U
HALLUCINATION	2	Yes	Metabolic	C	E	N/A
HALLUCINATION- MAJOR	12	Yes	Metabolic	U	E	N/A
HATE	5	Yes	Metabolic	C	E	N/A
HEAL BODY - 10	2	Yes	Toxin	C	V	N/A
HEAL BODY - 20	4	HEAL	Toxin	C	V	N/A
HEAL BODY - 30	6	HEAL	Toxin	C	V	N/A
HEAL BODY - 40	8	HEAL	Toxin	C	V	N/A
HEAL BODY - 50	10	HEAL	Toxin	C	V	N/A
HEAL BODY - 100	12	HEAL	Toxin	C	V	N/A
INTOXICANT	1	Yes	Toxin	C	E	N/A
KILL	12	Yes	Toxin	U	R	E
LOVE	5	Yes	Metabolic	C	E	N/A
MAJOR COMMAND	14	Yes	Metabolic	R	V	E
MAJOR VENOM	11	Yes	Toxin	R	V	E
MARKER	1	Yes	Substance	C	C	C
MASK	2	Yes	Substance	U	E	R
MASK-MAJOR	12	Yes	Substance	R	E	V
OIL	5	Yes	Substance	N/A	N/A	C
OIL-MAJOR	10	Yes	Substance	N/A	N/A	U
PARALYZE	11	Yes	Toxin	U	R	V
REMEMBER	13	Yes	Metabolic	V	N/A	N/A
SHATTER	3	Yes	Substance	N/A	R	N/A
SHIELD-ALCHEMY	5	Yes	Toxin	C	V	E
SILENCE	4	Yes	Toxin	C	C	E
SLEEP	6	Yes	Metabolic	C	C	V
SLOTH	2	Yes	Metabolic	U	R	E
SLOW	12	Yes	Substance	R	N/A	N/A
SLOW-MAJOR	15	Yes	Substance	V	N/A	N/A
SLOW-MINOR	9	Yes	Substance	U	N/A	N/A
STENCH	2	Yes	Substance	N/A	C	N/A
VENOM	6	Yes	Toxin	U	R	E
WEAKNESS 2	3	Yes	Toxin	C	C	R
WEAKNESS 4	7	Yes	Toxin	C	U	V
WEAKNESS 6	11	Yes	Toxin	U	R	E
WEB-4	7	Yes	Substance	N/A	U	N/A
WEB-6	11	Yes	Substance	N/A	V	N/A

A Catalyst must be Phys-Repped with an item at least 1 cubic inch in size. Whatever the item, the Catalyst must be held in the hand, not worn, to be effectively used. The Power Category of a Catalyst does not affect its size. Catalysts can be incorporated in other items including weapons, shields and other works.

Catalyst Qualities

Minor: A Minor Catalyst is either manufactured (made from Silver or Common Ore) or natural (made from Common Herbs or Magicals) and enchanted with Common Herbal components. Minor Catalysts can have 1 Specialty Component worked into them and are destroyed by SHATTER, DESTROY and DISINTEGRATE effects.

Standard: A Standard Catalyst is either manufactured (made from Gold or Uncommon Ore) or natural (made

from Uncommon Herbs or Magicals) and enchanted with Uncommon Herbal components. Standard Catalysts can have 2 Specialty Components worked into them and are destroyed by DESTROY and DISINTEGRATE effects.

Major: A Major Catalyst is either manufactured (made from Platinum or Rare Ore) or natural (made from Rare Herbs or Magicals) and enchanted with Rare Herbal components. Major Catalysts can have 3 Specialty

Components worked into them and are destroyed by DISINTEGRATE effects.

Manufactured: A manufactured Catalyst is IMMUNE to ROT effects but destroyed (per a DESTROY effect) by a RUST effect.

Natural: A natural Catalyst is IMMUNE to a RUST effect but destroyed (per a DESTROY effect) by a ROT effect.

TRAPS

A Trap is a contraption that produces an effect, sometimes physical, sometimes alchemical, sometimes magical, and sometimes natural when the trap is set off. These devices range from a simple noisemaker to warn nearby creatures of an impending visitor to the complex machinations of a siege engine. Traps, like their makers, are a little eclectic. Traps can be made from a variety of materials; some may even be manufactured from multiple different types of materials. The size of a trap is directly related to the power of the trap, with the notable exception of bombs. Traps cannot be combined for purposes of effect.

Traps Physical Representation (Phys-Rep)

Traps have three basic components: Triggers, Effect Areas and Phys-Reps. All Triggers must be connected to either the Effect Area or the Phys-Rep, not both.

Minor Trap: Minor Traps must have a minimum Phys-Rep of 20 cubic inches. This is slightly less than a can of soda. In the case of a SIEGE Trap it requires a Short Red Crossbow and the minimum volume is 700 cubic inches (about the size of a backpack).

Standard Trap: Standard Traps must have a minimum Phys-Rep of 100 cubic inches. This is slightly less than a 2-liter bottle of soda. In the case of a SIEGE Trap it requires a Long Red Crossbow and the minimum volume is 700 cubic inches (about the size of a backpack).

Major Trap: Major Traps must have a minimum Phys-Rep of 400 cubic inches. This is slightly less than a 2-gallon bottle. In the case of a SIEGE Trap it requires a Great Red Crossbow and the minimum volume is 700 cubic inches (about the size of a backpack).

Bomb: A Bomb must be a at least 3 inch diameter (not Red) soft foam ball, no more than 6 inch diameter (not Red) soft foam ball (As per the thrown weapon rules)

Siege Ammunition: SIEGE Ammunition must be a at least 3 inch diameter (Red) soft foam ball, no more than 6 inch diameter (Red) soft foam ball (As per the thrown weapon rules)

Traps Rules

Setup/Breakdown: It takes at least a 60 interruptible Count to setup or breakdown a trap that requires Setup/Breakdown. Interrupting the count causes the trap to discharge on the person setting up or breaking down the trap only. If the character is not completed setting up or breaking down the Phys-Rep at the end of 60 Count then the count will continue until the trap is completely setup and ready to operate or completely broken down and ready to move. To setup a trap successfully, a character must have one of the following skills: Trap Making 1 or Disable Device (Minor for Minor Traps, Standard for

Standard Traps, Major for Major Traps). A character can destroy the trap with an interruptible 3 Count without taking the effect while setting up or breaking down the trap.

Reload/Reset: It takes at least a 30 interruptible Count to reload or reset a trap. Interrupting the count causes the trap to discharge on the person reloading or resetting the trap only. If the character is not completed reloading or resetting the Phys-Rep at the end of the 30 Count then the count will continue until the trap is completely ready to trigger again. Once a trap is set, it cannot be moved more than 5' from its set location without disarming it or the trap will go off. If a character without Disable Device or Trap Making attempts to move a trap at all, the trap automatically goes off. To reset/reload a trap successfully, a character must have one of the following skills: Trap Making 1 or Disable Device (Minor for Minor Traps, Standard for Standard Traps, Major for Major Traps).

Single Target: This type of trap is designed to direct its effect at a single target defined in the trap. The two acceptable Single Targets are: The being that set off the trap and the being closest to the center of the designated area of effect.

Area of Effect: This type of trap is designed to direct its effect into a 5' radius centered at the Phys-Rep or defined by the target area markings. If two or more traps have overlapping area of effects then only one can create an effect at a time (within a 30 Count).

Mobile: The term Mobile used for a Trap means that the Trap can be moved after it is set, if the appropriate skills are used to Disable and transport the Trap. If a Trap is not Mobile, then it cannot be moved from its current location.

Operated: The term Operated used for a Trap means that the Trap can be triggered by a sentient character capable of activating the Trap. The Operator can aim this Trap. This must be specified when the Trap is first produced. To operate/aim a trap, the operator must have one of the following skills: Trap Making sufficient to manufacture the trap in question, Disable Device (Minor for Minor Traps, Standard for Standard Traps, Major for Major Traps) or Grandmaster. Y= Can be Operated. A= Must be Operated. N= Cannot be Operated.

Marking Area of Effects: A Trap's Area of Effect can be marked with ½ inch rope or Christmas lights laid out to indicate the Area of Effect. In this case you can mark up to a 5' square as the Area. The Area can be apart from the Phys-Rep of the Trap but must be connected by the same type of materials that are used to mark the Area and the connection cannot be further than 20 feet from the Phys-Rep. This marker can then be disguised or hidden by the

character setting the trap. Without this marker in place, the trap is not set and cannot trigger.

Traps Definitions

Weapon Trap: This type of trap is made from a weapon mounted on a heavy, stable object, such as a door, wall, tree or similar object as determined by a Marshal. The mounted weapon must be a "safe" boffer-type weapon (See the Weapon Construction Section). This trap generates a Weapon Strike. This trap will cause the same type of damage that the weapon is capable of inflicting. For example, a silver dagger is used in the construction of a weapon trap. The trap will inflict "Silver" damage. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Natural Energy Trap: This type of trap represents a device that will generate a NATURAL <Energy> attack. The <CARRIERS> available for use in a NATURAL Energy Traps are: Fire, Ice, Lightning, Stone, Force and Sound. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Natural Energy Bomb: This type of trap represents a device that will generate a NATURAL <Energy> CRITICAL attack where the Phys-Rep strikes. The <CARRIERS> available for use in a NATURAL Energy Bomb are: Fire, Ice, Lightning, Stone, Force and Sound. The use of a Bomb requires the appropriate level of Trap Making necessary to manufacture the trap.

Siege Bomb: This type of trap represents a device that will deliver # SIEGE damage where the Phys-Rep strikes. The use of a Bomb requires the appropriate level of Trap Making necessary to manufacture the trap.

Demolition Bomb: This type of trap represents a device that will deliver a MASSIVE NATURAL SHATTER/DESTROY/DISINTEGRATE effect where the Phys-Rep strikes. The use of a Bomb requires the appropriate level of Trap Making necessary to manufacture the trap.

Explosive Bomb: This type of trap represents a device that will deliver # MASSIVE Blunt damage where the Phys-Rep strikes. The use of a Bomb requires the appropriate level of Trap Making necessary to manufacture the trap.

Shrapnel Bomb: This type of trap represents a device that will deliver # MASSIVE Blade damage where the Phys-Rep strikes. The use of a Bomb requires the appropriate level of Trap Making necessary to manufacture the trap.

Restraining Traps: This type of trap represents a mechanism that will hold one target fast as per the NATURAL effect generated. The trap will remain until disarmed or destroyed. The ROOT Effect of Minor Restraining Trap can be cut out of as per a WEB 2 Effect. A DESTROY effect will also destroy a Restraining trap. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Demolition Traps: This type of trap represents a mechanism that is designed to destroy/damage a specific object. This Trap requires a Setup/Breakdown and a Reload/Reset count. A Demolition Trap that affects an Area will generate its effect on everything in the Area.

Activate Traps: This type of trap represents a mechanism that is designed to activate a magical item placed in the trap. The specifics of the item's activation are determined at the time the trap is set. This allows a twelve-word phrase to be imparted to any summoned

creature or any target as a <Task> variable. Placing a limited use item in an Activate Trap expends the item at the time the trap is set. The trap CAPTURES the effect and releases it when triggered. No Item can be recovered from a set Activate Trap. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Warning Traps: This type of trap represents a mechanism that is designed to generate a loud noise three times in succession. The Trap Maker may declare the sound to be up to a 12 Count or 12 words in length. The sound produced will be represented by a Marshal speaking in a loud voice or another sound of equivalent volume (Marshal's discretion). This Trap requires a Setup/Breakdown and a Reload/Reset count.

Gas Traps: This type of trap represents a mechanism that is designed to deliver a Gas Poison when triggered. The gas does not have to be added to the trap at the time of creation. However, once the gas is added to the trap the gas cannot be separated or recovered from the trap. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Natural Stamina Attack Traps: This type of trap represents a mechanism that is designed to duplicate one non-specialist Weapon Technique of the appropriate level except Frenzy. It is not necessary to duplicate any Prerequisite for the trap to function. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Siege Traps: This type of trap represents a mechanism that is designed to launch different types of ammunition, either SIEGE or Normal (Blunt or Blade). This Trap requires a Phys-Rep of a Red Crossbow (Minor is a Short Crossbow, Standard is a Long Crossbow and Major is a Great Crossbow), the base of the Trap and any ammunition. A SIEGE Trap takes 1 Minute to setup for a Minor, 5 Minutes for a Standard and 1 Hour for a Major. The Trap requires 1 Minute to reload, regardless of the size. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Trigger: This type of trap represents a mechanism that is designed to make it more difficult to disarm a trap. This is accomplished by making another trigger that must be disarmed prior to the real trigger of the trap.

Mechanical Traps: This type of trap represents a mechanism that is designed to use massive physical destructive power to deliver their damage, such as pit traps, rock falls, giant weapon traps and others. This type of trap delivers MASSIVE damage. This Trap requires a Setup/Breakdown and a Reload/Reset count.

Bomb Thrower: This type of mechanism allows a character to hurl Bombs as if he were using a Missile Thrower, following all of the same rules, without additional damage. The character must touch the Bomb to the Bomb Thrower to activate the Bomb before throwing. In addition, the character can apply any CARRIER effect to the Bomb through the Bomb Thrower.

Locks: Locks are protective traps that require Vocation Locksmith and the appropriate level of Trap Making to produce. Locks have a Strength equal to their level and can be forced open by someone with greater Strength than the Lock's level. Normal Locks are destroyed when they are forced open. Resettable Locks may be reused if Forced open. SHATTER, DESTROY and DISINTEGRATE effects which are targeted on the Lock will destroy the lock normally. Simply striking the lock with an Axe or Hammer requires

the character to possess + Skill or + Backstab/2 applicable to the weapon equal or greater than the level of the Lock to force/destroy the lock. Forcing a Lock takes a 60 Count with both hands on the Lock and creates a considerable amount of noise. Forcing a Lock will always wake up people in the same structure as the Lock and automatically sets off any trap on or in an object protected by the Lock. Minor Locks are affected by SHATTER, DESTROY and DISINTEGRATE effects normally. Standard Locks are affected by DESTROY and DISINTEGRATE effects. Major Locks are affected by DISINTEGRATE effects. Indestructible Locks are IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects. No Lock is IMMUNE to forcing the Lock open. Locks protect the containers and portals that they that they are attached to from destruction. To successfully affect the protected container or portal, the Lock must be removed first, either by forcing the lock, destroying the lock or opening the lock.

Keys: A Key must be used to open locks properly. Each lock comes with a single key at the time of its manufacture. Keys have the same attributes as the Lock that they are made for. The Lock and the Key tags are both labeled with the Lock number. If the Lock number is identical, then the key works in that lock.

Copying a key requires the original key present at the time the duplicate is being made. The duplicate Key must be made with the same components as the Lock and original Key. Making a key for an existing lock without the key requires the lock be present and twice the normal number of production points.

Loader: Loaders will automatically reload the trap with provided ammunition. This will happen without a counted action a number of times equal to the number of reloads specified in the Effect line for the trap. If the reloader and the trap are both resettable and there is sufficient ammunition then the reloader may be used on a per encounter basis.

Manacles: Manacles generate a MINOR WEB effect and allow the character to apply a Lock to the Manacles. One Lock may protect all Manacles on a single creature. While a Lock is in place, the MINOR WEB effect remains active, even if the duration is exceeded. Targets may not be cut free from Manacles.

Rope: Rope represents a long thin piece of material that can bind targets together. There are many uses for a Rope. Ropes are Natural items and are affected by ROT effects. Up to 30' of Rope may be SHATTERED. Up to 100' of Rope may be DESTROYED. Any amount of Rope may be DISINTEGRATED. Rope receives that same benefits that all other items gain from using Uncommon and Rare components in its construction, becoming a Standard or

Major item accordingly. Common Rope provides a +1 MINOR WEB effect when used to bind a creature and may support 600 lbs. Uncommon Rope provides a +2 MINOR WEB effect and may support 1200 lbs. Rare Rope provides a +3 MINOR WEB effect and may support 2400 lbs. Cutting free requires a 3 Count for a Common Rope, a 6 Count for an Uncommon Rope and a 12 Count for a Rare Rope.

Timer: This type of Trap enhancement represents a mechanism that is designed to set the Trap off in a given time frame. A Minor Timer can set a Trap off 5 Minutes after it is set. A Standard Timer can set a Trap off 1 Hour after it is set. A Major Timer can set a Trap off 1 Day after it is set.

Tumbler: This type of Lock enhancement represents a mechanism that is designed to make it more difficult to pick a Lock. This is accomplished by making another tumbler that must be picked prior to the real Lock.

Combination: This type of Lock enhancement represents a mechanism that is designed to make it more difficult to pick a Lock. This is accomplished by making a much more complex key mechanism which adds the appropriate levels to the trap. Minor Combinations add 2 Levels to the Lock. Standard Combinations add 4 levels to the Lock. Major Combinations add 6 levels to the Lock.

Skeleton Key: This type of Lock represents a mechanism that is designed to make it easier to pick a Lock. This is accomplished by making a generic key that is designed to fit most Locks. This adds the appropriate number of successes to the character's Disable Device for the purposes of picking a manufactured Lock. Unless made as Resettable, the Skeleton Key is only usable once before it is ruined. Multiple Skeleton Keys do not stack their successes when used concurrently. The Skeleton Key cannot be used on any lock that does not use a Key to open it normally.

Tools: This represents a collection of mechanisms that is designed to make it easier to disable a device. This adds the appropriate number of successes to the character's Disable Device for the purposes of disabling a trap. Unless made as Resettable, the Tools are only usable once before they are ruined. Minor Tools add +0 Successes. Standard Tools add +1 Success. Major Tools add +2 Successes.

Mechanical Components: These Components can be used in place of any non-specialty component in Traps. The rarity of the Mechanical Component must match the rarity of the substituted component.

Trap Details

Trap Type		Effect	Lvl	Area	Ammo	Comp.	Mobile	Operated	Specialty Comp.	Reset
Weapon	Minor	25 Blade or Blunt	3							
	Standard	50 Blade or Blunt	8	Y	Y	Ore	Y	Y	Y Weapon	Y
	Major	100 Blade or Blunt	12							
Natural Energy Trap	Minor	Natural 25 <Carrier>	3							
	Standard	Natural 50 <Carrier>	8	Y	N	Magical	Y		Y Scroll	Y
	Major	Natural 100 <Carrier>	12							
Restraining Trap	Minor	ROOT	4	Y	N	Ore	Y		Y Weapon	N
	Standard	WEB 4	6							

Trap Type		Effect	Lvl	Area	Ammo	Comp.	Mobile	Operated	Specialty Comp.	Reset
	Major	WEB 6	9							
Demolition Trap	Minor	SHATTER	3	Y	N	Herbal	Y		Y Alchemy	N
	Standard	DESTROY	6							
	Major	DISINTEGRATE	14							
Activate Trap	Minor	1-5 Arcane Effect	2	N	Y (Item)	Magical	Y		N	Y
	Standard	6-10 Arcane Effect	7							
	Major	11-15 Arcane Effect	12							
Warning Trap		Noise	1	N/A	N/A	Herbal	Y		N	Y
Gas Trap	Minor	1-5 Gas	2	Y	Y (Gas)	Herbal	Y		N	Y
	Standard	6-10 Gas	7							
	Major	11-15 Gas	12							
Mechanical Trap	Minor	30 MASSIVE	2	A	N	Ore	N		N	Y
	Standard	100 MASSIVE	7							
	Major	200 MASSIVE	12							
Natural Stamina Attack Trap	Minor	1 Point	4	Y	Y	Ore	N	Y	Y Weapon	Y
	Standard	2 Point	8							
	Major	3 Point	12							
Siege Trap	Minor	10 SIEGE /25 Blade or Blunt	5	N	Y	Ore	Y	Y	Y Weapon	Y
	Standard	20 SIEGE/50 Blade or Blunt	10							
	Major	40 SIEGE /100 Blade or Blunt	15							
Demolition Bomb	Minor	SHATTER	3	N	N	Herbal	Y	A	Y Alchemy	N
	Standard	DESTROY	6							
	Major	DISINTEGRATE	14							
Natural Energy Bomb	Minor	Natural 25 <Carrier>	5	N	N	Magical	Y	A	Y Scroll	N
	Standard	Natural 50 <Carrier>	10							
	Major	Natural Kill <Carrier>	12							
Siege Bomb	Minor	10 SIEGE	5	N	N	Herbal	Y	A	N	N
	Standard	20 SIEGE	9							
	Major	40 SIEGE	13							
Explosive Bomb	Minor	25 Blunt	5	N	N	Herbal	Y	A	Y Missile	N
	Standard	50 Blunt	10							
	Major	100 Blunt	12							
Shrapnel Bomb	Minor	25 Blade	5	N	N	Ore	Y	A	Y Missile	N
	Standard	50 Blade	10							
	Major	100 Blade	12							
Bomb Thrower		Throw Bombs (As Missile Thrower)	11	N	Y	Ore	Y	A	Y Weapon	N/A
Trigger	Minor	Adds 1 Pick	1	N	N	Mechanicals	N	N	Y Weapon	N
	Standard	Adds 2 Picks	6							
	Major	Adds 3 Picks	11							
Mechanical Component	Minor	1 Mechanical 1	1	N/A	N/A	Ore	N/A	N/A	N/A	N/A
	Standard	1 Mechanical 2	6							
	Major	1 Mechanical 3	11							
Ammo	Minor	Blunt or Blade Damage	5	N/A	N/A	All	N/A	N/A	Y Weapon	N/A
	Standard	Siege Damage	10							
	Major	Burst Damage (6 Packets)	15							
Lock *	Minor	Lock	1-5	N	N	Ore	Y	N	Y Weapon	Y
	Standard	Lock	6-10							
	Major	Lock	11-15							
Tumbler *	Minor	Adds 1 Pick	1	N	N	Mechanicals	Y	N	Y Weapon	Y
	Standard	Adds 2 Picks	6							
	Major	Adds 3 Picks	11							
Key *	Minor	Minor Key	1	N	N	Ore	Y	N	Y Weapon	A
	Standard	Standard Key	6							
	Major	Major Key	11							

Trap Type		Effect	Lvl	Area	Ammo	Comp.	Mobile	Operated	Specialty Comp.	Reset
Combination *	Minor	Minor Combination	2	N	N	Mechanicals	Y	N	Y Weapon	A
	Standard	Standard Combination	7							
	Major	Major Combination	12							
Skeleton Key *	Minor	+1 Success	9	N	N	Ore	Y	N	Y Weapon	Y
	Standard	+2 Successes	12							
	Major	+3 Successes	15							
Tools	Minor	Minor Tools	2	N	N	Mechanical	Y	Y	Y Weapon	Y
	Standard	Standard Tools	7							
	Major	Major Tools	12							
Rope *		None	1/ Foot	N/A	N/A	Ore and Herbal	N/A	N/A	N/A	N/A
Manacles		None	6	N/A	N/A	Ore	Y	Y	N	Y
Loader	Minor	1 Reload	4	N/A	Y	Mechanical	N		N	Y
	Standard	2 Reloads	8							
	Major	3 Reloads	12							
Timer	Minor	5 Minutes	3	N/A	Y	Mechanical	N		N	Y
	Standard	1 Hour	7							
	Major	1 Day	11							

* Requires Vocation to manufacture.

Production Cost Modifiers:

Area: +3 Levels to Cost (Trap Levels cannot exceed 15)

Resetable:X5 Component Cost *** If a Trap is not Resetable, then it is destroyed when triggered.

Trap Formula

Trap	Formula	Minor	Rarity	Standard	Rarity	Major	Rarity
Weapon Trap	Weapon Trap	Yes	C	Yes	U	Yes	R
Natural Energy Trap	Natural Energy Trap	Yes	C	Yes	U	Yes	R
Restraining Trap	Restraining Trap	Yes	U	Yes	R	Yes	V
Demolition Trap	Demolition Trap	Yes	C	Yes	U	Yes	V
Activate Trap	Activate Trap	Yes	C	Yes	U	Yes	R
Warning Trap	Warning Trap	Yes	C	N/A	N/A	N/A	N/A
Gas Trap	Gas Trap	Yes	C	Yes	U	Yes	R
Mechanical Trap	Mechanical Trap	Yes	C	Yes	U	Yes	R
Natural Stamina Attack Trap	Natural Stamina Attack Trap	Yes	R	Yes	V	Yes	E
Siege Trap	Siege Trap	Yes	U	Yes	R	Yes	V
Demolition Bomb	Demolition Bomb	Yes	C	Yes	U	Yes	V
Natural Energy Bomb	Natural Energy Bomb	Yes	C	Yes	U	Yes	R
Siege Bomb	Siege Bomb	Yes	U	Yes	R	Yes	V
Explosive Bomb	Explosive Bomb	Yes	C	Yes	U	Yes	R
Shrapnel Bomb	Shrapnel Bomb	Yes	C	Yes	U	Yes	R
Bomb Thrower	Bomb Thrower	Yes	C	N/A	N/A	N/A	N/A
Trigger	Trigger	Yes	U	Yes	R	Yes	V
Mechanical Component	Mechanical Component	Yes	C	Yes	U	Yes	R
Ammo	Weapon or Siege Trap	Yes	C	Yes	U	Yes	R
Lock	Lock	Yes	C	Yes	U	Yes	R
Tumbler	Tumbler	Yes	C	Yes	U	Yes	R
Key	Lock	Yes	C	Yes	U	Yes	R
Combination	Combination	Yes	C	Yes	U	Yes	R
Skeleton Key	Skeleton Key	Yes	R	Yes	V	Yes	E
Tools	Tools	Free	C	Yes	U	Yes	R
Loader	Loader	Yes	R	Yes	V	Yes	E
Timer	Timer	Yes	U	Yes	R	Yes	V

BOOK PRODUCTION

Type	Components in Magicals	Production Points for Common (1)	Production Points for Uncommon (2)	Production Points for Rare (3)	Points Stored
Minor *	20	20	40	60	10
Standard *	40	40	80	120	20
Major *	60	60	120	180	30

* Requires Vocation to manufacture

Books

Construction: The following skills are required to manufacture a Book: Scroll Making and Vocation: Bookbinder. After the Book is constructed, then someone must teach the Book the skills and/or knowledge that they want it to contain. This is done by assigning Instruction Points or Knowledge Points that are applicable to the Skill involved to the Book using Read/Write. A character may choose to stop short of the maximum Points Stored. Once a Book is sealed (completed) no more Points may be added to it.

Use: To utilize any benefit of a Book (Instruction, Knowledge, etc.) the character gaining the benefit must possess Read/Write.

Instruction Books

Minor Instruction Book

A Minor Instruction Book grants the owner the Minor Instructor <Skill> and up to 10 Instruction Points to use in that particular <Skill>. The Minor Instruction Book may impart up to 3 Instruction Points as the skill Minor Instruction per single blanket event to a character with Read/Write while the book possesses Instruction Points and only for Instruction Points generated by the book.

Standard Instruction Book

A Standard Instruction Book grants the owner the Instructor <Skill> and up to 20 Instruction Points to use in that particular <Skill>. The Standard Instruction Book may impart up to 6 Instruction Points as the skill Instruction per single blanket event to a character with Read/Write while the book possesses Instruction Points and only for Instruction Points generated by the book.

Major Instruction Book

A Major Instruction Book grants the owner the Major Instructor <Skill> and up to 30 Instruction Points to use in that particular <Skill>. The Major Instruction Book may impart up to 9 Instruction Points as the skill Major Instruction per single blanket event to a character with Read/Write while the book possesses Instruction Points and only for Instruction Points generated by the book.

Knowledge Books

Minor Knowledge Book

A Minor Knowledge Book grants the owner up to 9 Knowledge Points to use in that particular Minor Knowledge <Area>. The Minor Knowledge Book does not impart the Minor Knowledge <Area> and can only be used by a character with Read/Write and the named Minor Knowledge for questions related to the named Knowledge skill for Knowledge Points generated by the book.

Standard Knowledge Book

A Standard Knowledge Book grants the owner the Skill Standard Knowledge <Area> and up to 18 Knowledge Points to use in that particular Standard Knowledge <Area>. The Standard Knowledge Book does not impart the Standard Knowledge <Area> and can only be used by a character with Read/Write and the named Minor Knowledge for questions related to the named Knowledge skill for Knowledge Points generated by the book.

Major Knowledge Book

A Major Knowledge Book grants the owner the Skill Major Knowledge <Area> and up to 36 Knowledge Points to use in that particular Major Knowledge <Area>. The Major Knowledge Book does not impart the Major Knowledge <Area> and can only be used by a character with Read/Write and the named Minor Knowledge for questions related to the named Knowledge skill for Knowledge Points generated by the book.

ENHANCED PRODUCTION

In a world filled with fantasy and wonder, it is natural that resourceful people would find extremely rare materials, that when used in making mundane items would provide wondrous abilities to the item. From incredibly hard metals, to resilient woods, to fine gems, Urth abounds with small quantities of such precious materials. Each of the items below is a Specialty Component that can be worked into weapons, armor or Talisman vessels to gain various properties at the time of creation. If a weapon or suit of armor is to be made into a Talisman, the creator of the item must decide at the time of its creation whether the item will affect the weapon/armor's properties, or the Talisman's properties. The only exception to this is Mystical/Kinetic 2, which MUST affect armor's properties if worked into armor and has the same effect on a Talisman as on a weapon. Multiple Specialty Components can be added to an appropriate vessel. Minor vessels can support

one Specialty Component, Standard vessels can support two Specialty Components and Major vessels can support three Specialty Components. The listed Minor Effect is for one Specialty Component of that type. Two Specialty Components of the same type in an item (for the same effect, i.e. Weapon effect as opposed to a Talisman effect) will have no additional effect on the power in the item. It requires three Specialty Components of the same type for the same effect (i.e. all for Weapon or Talisman) to generate the Major Effect.

Enhanced Production Costs

# of Specialty Components	Prod. Points Added
1	20
2	40
3	60

Descriptions:

Minor: Weapons made with the descriptor "Minor" act as normal weapons, they inflict a base damage of 1 per size category for melee and thrown weapons and 2 per size category for Bows and Crossbows or the ammunition of Missile Throwers. Minor weapons are destroyed by SHATTER, DESTROY and DISINTEGRATE effects. Talismans made with the descriptor "Minor" act as normal Talismans for spells levels of 1, 1-5, 1-10 and 1-15 for Weak, Good, Strong and Great Talismans respectively. Minor Talismans are destroyed by SHATTER, DESTROY and DISINTEGRATE effects. Armor made with the descriptor "Minor" acts as normal armor. It can be refit normally and reduces its total value by one category if reduced to zero armor value (breached) and "refit" per the normal armor rules. Minor armor is not affected by SHATTER effects, but is destroyed by DESTROY and DISINTEGRATE effects. Minor Tools have no bonus or penalty on their use for bag-pick skills. Minor items are made from Common components and can hold a single Specialty Component.

Standard: Weapons made with the descriptor "Standard" act as normal weapons, they inflict a base damage of 1 per size category for melee and thrown weapons and 2 per size category for Bows and Crossbows or the ammunition of Missile Throwers. Standard weapons are not affected by SHATTER spells and effects but are destroyed by DESTROY and DISINTEGRATE effects. Talismans made with the descriptor "Standard" act as normal Talismans for spells levels of 1, 1-5, 1-10 and 1-15 for Weak, Good, Strong and Great Talismans respectively. Standard Talismans are not affected by SHATTER effects, but are destroyed by DESTROY and DISINTEGRATE effects. Armor made with the descriptor "Standard" acts as normal armor. It can be refit normally and reduces its total value by one category if reduced to zero armor value and "refit" per the normal armor rules. Standard armor is not affected by SHATTER effects, but is breached by DESTROY effects and destroyed by DISINTEGRATE effects. Standard Tools offer +1 bonus on their use for bag-pick skills. Standard items are made from Uncommon components and can hold two Specialty Components.

Major: Weapons made with the descriptor "Major" act as normal weapons. They inflict a base damage of 1 per

size category for melee and thrown weapons and 2 per size category for Bows and Crossbows or the ammunition of Missile Throwers. Major weapons are not affected by SHATTER or DESTROY effects but are destroyed by DISINTEGRATE effects. Talismans made with the descriptor "Major" act as normal Talismans for spells levels of 1, 1-5, 1-10 and 1-15 for Weak, Good, Strong and Great Talismans respectively. Major Talismans are not affected by SHATTER or DESTROY effects, but are destroyed by DISINTEGRATE effects. Armor made with the descriptor "Major" acts as normal armor. It can be refit normally and reduces its total value by one category if reduced to zero armor value and "refit" per the normal armor rules. Major armor is not affected by SHATTER or DESTROY effects, but is destroyed by DISINTEGRATE effects. Major Tools offer a +2 bonus on their use for bag-pick skills. Major items are made from Rare components and can hold three Specialty Components.

Specialty: These components are noted as <Type> <Talent> <Power> such as Physical Elemental 2. The Type Talent and Power level must match the one specified on the charts or have Generic in Type or Talent to be used in crafting enhanced items using Trade skills.

- All Enhancements last for 1 Year.
- Enhancements can be Recharged if the original item was made of "Quality" using the same Specialty Components and Production Points it required to manufacture the item with all applicable Enhancements.
- When a Specialty Component is applied to a Resettable trap, then entire Specialty Component is used in the creation of that one trap regardless of the number of levels allowed to the effect.
- Minor Effects require a single Specialty Component.
- Major Effects require 3 of the same Specialty Components.

	MYSTICAL/KINETIC MINOR		MYSTICAL/KINETIC MAJOR		PHYSICAL/KINETIC MINOR		PHYSICAL/KINETIC MAJOR	
	Option 1	Option 2	Option 1	Option 2	Option 1	Option 2	Option 1	Option 2
Armor	Indestructible	Weight 1	Defensive Focus	Weight 2	Resist Sound 1/Day	Resist Force 1/Day	Resist Sound 2/Day and Cap 5 Sound	Resist Force 2/Day and Cap 5 Force
Weapon	Indestructible	+1 Damage	Offensive Focus	+2 Damage	+0 Sound	+0 Force	+1 Sound and Arcane Strike Sound Kill 1/Day	+1 Force and Arcane Strike Force Kill 1/Day
Shield	Indestructible	Bonus Armor 10	Indestructible and Immune to Massive	Bonus Armor 25	Arcane 25 Sound Aura 1/Day	Arcane 25 Force Aura 1/Day	Arcane 25 Sound Aura 2/Day and	Arcane 25 Force Aura 2/Day and

	MYSTICAL/KINETIC MINOR		MYSTICAL/KINETIC MAJOR		PHYSICAL/KINETIC MINOR		PHYSICAL/KINETIC MAJOR	
	Option 1	Option 2	Option 1	Option 2	Option 1	Option 2	Option 1	Option 2
							Volley Sound 1/Day	Volley Force 1/Day
Quiver	Massive Carrier	Body Carrier	Siege Carrier	N/A	+1 Sound	+1 Force	Arcane Sound Damage	Arcane Force Damage
Talisman	Indestructible	Damage Boost	Offensive Focus	Defensive Focus	Sound Damage	Force Damage	Sound Might	Force Might
Catalyst	Indestructible	N/A	Indestructible and Critical Carrier	N/A	N/A	N/A	N/A	N/A
Tools	Indestructible	Reduce Time	Indestructible and Major Avoid Trap Technique at 1 Stamina	Auto Success 1/Day	N/A	N/A	N/A	N/A
Scroll	Surge	Extend I or Empowered	Blast	Extend 2	N/A	N/A	N/A	N/A
Potion	Surge	Extend I or Empowered	Blast	Extend 2	N/A	N/A	N/A	N/A
Gas	Surge	Extend I or Empowered	Blast	Extend 2	N/A	N/A	N/A	N/A
Ingested	Surge	Extend I or Empowered	Blast	Extend 2	N/A	N/A	N/A	N/A
Contact	Surge	Extend I or Empowered	Blast	Extend 2	N/A	N/A	N/A	N/A
Trap	Surge	N/A	Blast	N/A	+0 Sound	+0 Force	Arcane Sound Damage	Arcane Force Damage
Glyph*	N/A	N/A	N/A	N/A	Empower, Extend II and Sound Surge	Empower, Extend II and Force Surge	Empower, Extend II and Sound Blast	Empower, Extend II and Force Blast

	PHYSICAL/ELEMENTAL MINOR				PHYSICAL/ELEMENTAL MAJOR			
	Option 1	Option 2	Option 3	Option 4	Option 1	Option 2	Option 3	Option 4
Armor	Resist Fire 1/Day	Resist Ice 1/Day	Resist Lightning 1/Day	Resist Stone 1/Day	Resist Fire 2/Day and Cap 5 Fire	Resist Ice 2/Day and Cap 5 Ice	Resist Lightning 2/Day and Cap 5 Lightning	Resist Stone 2/Day and Cap 5 Stone
Weapon	+0 Fire	+0 Ice	+0 Lightning	+0 Stone	+1 Fire and Arcane Strike Fire Kill 1/Day	+1 Ice and Arcane Strike Ice Kill 1/Day	+1 Lightning and Arcane Strike Lightning Kill 1/Day	+1 Stone and Arcane Strike Stone Kill 1/Day
Shield	Arcane 25 Fire Aura 1/Day	Arcane 25 Ice Aura 1/Day	Arcane 25 Lightning Aura 1/Day	Arcane 25 Stone Aura 1/Day	Arcane 25 Fire Aura 2/Day and Volley Fire 1/Day	Arcane 25 Ice Aura 2/Day and Volley Ice 1/Day	Arcane 25 Lightning Aura 2/Day and Volley Lightning 1/Day	Arcane 25 Stone Aura 2/Day and Volley Stone 1/Day
Quiver	+1 Fire	+1 Ice	+1 Lightning	+1 Stone	Arcane Fire Damage	Arcane Ice Damage	Arcane Lightning Damage	Arcane Stone Damage

	PHYSICAL/ELEMENTAL MINOR				PHYSICAL/ELEMENTAL MAJOR			
	Option 1	Option 2	Option 3	Option 4	Option 1	Option 2	Option 3	Option 4
Talisman	Fire Damage	Ice Damage	Lightning Damage	Stone Damage	Fire Might	Ice Might	Wind Might	Stone Might
Catalyst	Transform Damage - Fire 3/Day	Transform Damage - Ice 3/Day	N/A	Transform Damage - Acid 3/Day	Transform Damage - Fire	Transform Damage - Ice	N/A	Transform Damage - Acid
Trap	+0 Fire	+0 Ice	+0 Lightning	+0 Stone	Arcane Fire Damage	Arcane Ice Damage	Arcane Lightning Damage	Arcane Stone Damage
Glyph*	Empower, Extend II and Fire Surge	Empower, Extend II and Ice Surge	Empower, Extend II and Lightning Surge	Empower, Extend II and Stone Surge	Empower, Extend II and Fire Blast	Empower, Extend II and Ice Blast	Empower, Extend II and Lightning Blast	Empower, Extend II and Stone Blast

	PHYSICAL/MENTAL MINOR		PHYSICAL/MENTAL MAJOR		PHYSICAL/SPIRITUAL	
	Option 1	Option 2	Option 1	Option 2	MINOR	MAJOR
Armor	1 Store/Day	Resist Talent 1/Day	2 Store/Day and Resist Poison 1/Day	Resist Talent 2/Day and Resist Arcane 1/Day	Body Armor	Body Armor and Self Auto Stabilize
Weapon	1 Store/Day	+0 Magic	2 Store/Day and Gas Strike 1/Day	+1 Magic and Arcane Kill Strike 1/Day	1 Stamina Point/Day (Offensive)	2 Stamina Points/Day (Offensive) and Spectral Strike 1/Day
Shield	1 Store/Day	Deflect Arcane 1/Day	2 Store/Day and Poison Damage Aura 1/Day	Deflect Arcane 2/Day and Volley Arcane 1/Day	1 Stamina Point/Day (Defensive)	2 Stamina Points/Day (Defensive) and Absorb Spectral 1/Day
Quiver	Effect Strike	+1 Magic	Arcane Damage	N/A	Spectral Strike	N/A
Talisman	1 Magic Point/Day	N/A	2 Magic Points/Day and Arcane Might (Path)	N/A	Heal or Damage Body	Spiritual Might
Catalyst	1 Store/Day	N/A	2 Store/Day and Reactive Store 1/Day	N/A	N/A	N/A
Tools	1 Store/Day	Disable Arcane	2 Store/Day and Reactive Store 1/Day	Disable High Arcane	Disable Natural	Disable High Spiritual

	MYSTICAL/MENTAL MINOR		MYSTICAL/SPIRITUAL MINOR	
	Option 1	Option 2	Option 1	Option 2
Scroll	Magi	Mask	Spectral Spell	N/A
Potion	Resist Arcane	Mask	Vigor	Restore
Gas	Mask	N/A	Spectral Strike	N/A
Ingested	Resist Poison	Mask	Panacea	Vigor
Contact	Disguise	Mask	Multi-Strike	N/A
Formula	Might	Mask	N/A	N/A
Glyph*	Empower, Extend II and Mask	N/A	Empower, Extend II and Bane	N/A

* Using Specialty Components in Glyphs requires the Glyph and the Specialty components along with the work skill. This can be done in the field.

+# Damage: An item with the descriptor "+# Damage" increases the damage inflicted with it.

+# <Type>: Items made with the descriptor "+# <Type>" are able to add the CARRIER of the specified type to their damage call. In addition, they are able to add the stated amount to the damage of the weapon when using the appropriate CARRIER.

Store: An item with the descriptor "# Store" is able to store the stated number of contact poisons, ingested poisons or potions within the item itself. Loading requires the appropriate skill to use the item, but anyone can use a stored effect. Only contact poisons can be added to the strike of the wielder's choice. No more than 1 poison can be added to any given strike with a non-missile weapon. Missile Throwers add their poison effects to their missiles. Effects in the Store must be noted and dated appropriately unless witnessed by a Marshal in the same encounter. Poisons and Potions stored in a Store item retain their power until released. This is an exception to the normal effective duration of a Poison. Weapons made with this descriptor may only generate offensive (non self) targeted effects. Armor and Shields made with this descriptor may only generate defensive (Self only) targeted effects.

Absorb Spectral: Items made with the descriptor "Absorb SPECTRAL" are able to generate an ABSORB effect usable on any effect linked to the carrier SPECTRAL with the item the specified number of times per day.

Arcane # <Descriptor> Aura: Items made with the descriptor "Arcane # <Descriptor> Aura" may generate one Arcane # <Descriptor> Aura effect per day at the wielder's command. This functions as Arcane Aura technique.

Arcane <Descriptor> Damage: Items made with the descriptor "Arcane <Descriptor> Damage" convert their damage calls into Arcane # <Descriptor> functioning as Arcane damage effects.

Arcane <Descriptor> Kill Strike: Items made with the descriptor "Arcane <Descriptor> Kill Strike" allow the wielder to utilize an Arcane <Descriptor> Kill Strike 1/Day.

Auto-Success: Items made with the descriptor "Auto-Success" allow the wielder to automatically succeed at a Disable Device Pick once per day but this must be announced before any prior picks have been attempted

and the pick cannot be rushed or an automatic failure with 10 failures in the bag. This ability cannot be used on High or Empowered effects.

Bane: An item made with the descriptor "BANE" allows the user to add the "BANE" effect to the Glyph making the effect Critical and only being set off by the appropriate type of creature which the Bane functions against.

Blast: An item made with the descriptor "BLAST" allows the user to add the "BLAST" effect to the Gas Poison or scroll's activation. This works exactly as the magical technique "BLAST". This applies to 120 levels of items made per set of components.

Body Armor: Armor made with the descriptor "Body" acts as additive Body when worn. Attacks that normally bypass armor and directly affect a character's body do not bypass "Body" armor. Body armor can be refit as normal.

Body Carrier: Items made with the descriptor "Body" are able to add the CARRIER attack "Body" to their damage call.

Bonus Armor 10: This grants 10 bonus armor to wielder. If the item granting this bonus armor is DISARMED or in any way rendered unusable for any period of time then the armor is considered gone until the user can Refit the armor.

Bonus Armor 25: This grants 25 bonus armor to wielder. If the item granting this bonus armor is DISARMED or in any way rendered unusable for any period of time then the armor is considered gone until the user can Refit the armor.

Cap # <Descriptor>: An item with the descriptor "CAP # <Descriptor>" gains CAP # against attacks using the specified <Descriptor>. This does not include weapon attacks utilizing the <Descriptor>.

Critical: An item made with the descriptor "CRITICAL" allows the user to add the "CRITICAL" CARRIER to the damage.

Damage Boost: Items made with the descriptor "Damage Boost" doubles the effectiveness of 1 Mana Damage effects (Not Damage Body Effects). For example, if the wielder casts a 1 Mana Fire Damage spell at his opponent, the spell will deal 10 points of Fire Damage, while using an item with Damage Boost it would cost only 1 Mana Point and be called as "1 call upon 10 Fire". This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Defensive Focus: Items made with the descriptor "Defensive Focus" reduces the cost for Defensive Techniques by 1 to a minimum of 1. For example, PARRY is a Standard Stamina Defensive Technique which normally costs 2 Stamina to fuel, while using an item with Defensive Focus it would cost only 1 Stamina Point. Armor may be used for Stealth, Synergy and Weapon Techniques. Talismans may be used for Synergy and Magic Techniques. This property cannot be applied to Costume. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Deflect Arcane: Items made with the descriptor "DEFLECT ARCANE" allow the wielder to generate a DEFLECT ARCANE 1/Day while in possession of the item.

<Descriptor> Damage: Items made with the property '<Descriptor> Damage' allow a Fitted wielder to utilize the <Descriptor> Damage effect contained in the item as though he possessed the appropriate Talent and Path skills. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

<Descriptor> Might: Items made with the property <Descriptor> Might allow a Fitted wielder to utilize the Spells contained in the item as though he possessed the appropriate Talent and Path skills. When created, the item must be 'taught' the spells from the path specified by reading the appropriate formula into the item. A minor item may hold Spells 1-5, a standard item may hold Spells 1-10 and a major item may hold Spells 1-15. All spells learned by the item are lost at the end of the year. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Disable Arcane: An item made with the "DISABLE ARCANE" descriptor grants the Fitted wielder the ability to use his Disable Device skill to DISPEL Arcane effects on a successful pick. This may be used on a willing or Helpless creature or an inanimate object. This does not allow the wielder to target Empowered or High Arcane effects. A failed pick results in the wielder being affected by the same effect that he is trying to disable. If the effect cannot target the wielder or is beneficial, then the wielder takes Arcane Damage equal to 5X the level of the effect which cannot be stopped by any spell, skill or ability. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Disable High Arcane: An item made with the "DISABLE HIGH ARCANE" descriptor grants the Fitted wielder the ability to use his Disable Device skill to DISPEL High Arcane effects on a successful pick once per day. This may be used on an Arcane effect or an inanimate object. A failed pick results in the wielder being affected by the same effect that he is trying to disable. If the effect cannot target the wielder or is beneficial, then the wielder takes Arcane Damage equal to 5X the level of the effect which cannot be stopped by any spell, skill or ability. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Disable Natural: An item made with the "DISABLE NATURAL" descriptor grants the Fitted wielder the ability to use his Disable Device skill to DISPEL Poison and Natural effects on a successful pick. This may be used on a willing or Helpless creature or an inanimate object. This does not allow the wielder to target Empowered or High effects. A failed pick results in the wielder being affected by the same effect that he is trying to disable. If the effect cannot target the wielder or is beneficial, then the wielder takes Natural

Damage equal to 5X the level of the effect which cannot be stopped by any spell, skill or ability. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Disable High Spiritual: An item made with the "DISABLE HIGH SPIRITUAL" descriptor grants the Fitted wielder the ability to use his Disable Device skill to DISPEL High Spiritual effects on a successful pick once per day. This may be used on a willing or Helpless creature. A failed pick results in the wielder being affected by the same effect that he is trying to disable. If the effect cannot target the wielder or is beneficial, then the wielder takes an ARCANE KILL effect which cannot be stopped by any spell, skill or ability. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Disguise: An item made with the "DISGUISE" descriptor grants the consumer the ability to change his appearance to that of another race for 5 Days. This change does not disguise that the original person was or what they looked like other than the change of race. It does prove to make their scent consistent with that of the chosen race. This is considered a NATURAL Persistent effect. One item costs a Level 6, 2 items costs a Level 9, 3 items costs a level 12, 4 items costs a level 15.

Effect Strike: An 'Effect Strike' allows a Quiver to generate the Contact Poison effect used at the time of its manufacture with all ammunition in the Quiver.

Empowered: An effect that has been EMPOWERED cannot be removed by conventional means and is considered Persistent. DISPEL effects do not function on EMPOWERED effects. In the case of a Poison, the only way to remove an EMPOWERED Poison effect is to use a PANACEA of equal or higher level. The only way to remove an EMPOWERED Arcane effect is to use an EMPOWERED DISPEL, a DESTROY ENCHANTMENTS, find a plot specific cure or Resurrection. The only way to remove an EMPOWERED NATURAL effect is through a plot specific cure. This applies to 60 levels of items made per component.

Extend I: An item made with the descriptor "EXTEND I" has its duration increased to 5 Days. You cannot EXTEND the duration of Instant or Indefinite effects. This applies to 60 levels of items made per component. This enhancement cannot target any effect which increases weapon damage.

Extend II: An item made with the descriptor "EXTEND II" has its duration increased to 1 Year. You cannot EXTEND the duration of Instant or Indefinite effects. This applies to 60 levels of items made per set of components. This enhancement cannot target any effect which increases weapon damage.

Gas Strike - Items made with the descriptor "# Gas Strike" have the listed number of POISON Gas Strikes usable per day with a Gas POISON Stored inside the weapon. Loading the Gas Poison requires the appropriate skill to use the Gas normally.

Heal or Damage Body: Items made with the property 'Heal or Damage Body' allow a Fitted wielder to utilize the Spirit HEAL BODY or the Death DAMAGE BODY effect (specified at the time of creation) contained in the item as though he possessed the appropriate Talent and Path skills. This item must be fitted to the character using an appropriate Inspiration at Logistics.

Immune to Massive: Items with the descriptor "Immune to MASSIVE" strips the MASSIVE carrier from all

attacks on the wielder. The wearer is not immune to the damage of the attack and must defend himself normally.

Indestructible: Items made with the descriptor 'Indestructible' are considered immune to SHATTER, DESTROY and DISINTEGRATE. Armor made with the descriptor "Indestructible" is not rendered useless when targeted by a successful DESTROY or DISINTEGRATE effect. This armor can be refit and repaired normally. This property cannot be applied to Costume.

Magi: A Castable Scroll made with the descriptor "MAGI" allows the maker to combine any effect known by the maker and any Path known by the maker. This applies to 60 levels of items made per component.

Magic Point: An item made with the descriptor "MAGIC POINT" allows the wielder to call forth the specified number of Magic Points per day. Magic Points may be limited to either Defensive or Offensive as specified in the chart.

Mask: An item made with the descriptor "MASK" has been made such that it cannot be DETECTED, IDENTIFIED, SENSED or DEFINED in a target's system or out. This applies to 60 levels of items made per component.

Massive: Items made with the descriptor "MASSIVE" are able to add the CARRIER attack "MASSIVE" to their damage call.

Might: Scrolls or Formula made with the descriptor "Might" have been penned to allow it to be used more than once, however it does not store the magical energy to fuel the casting, only the knowledge of the Spell. To use a Scroll of Might, the caster must have the Scroll in his possession, have the appropriate Path of Magic to use the spell listed on the Scroll, be able to read from the Scroll and have enough Mana to fuel the spell. Unlike other Scrolls, a Scroll of Might is not consumed in the process of casting and cannot be memorized. To use a Formula of Might, the caster must have the Formula in his possession, have the appropriate Production Skill and Level to make the item listed on the Formula, be able to read from the Formula and have enough Components to make the item. Unlike other Formulas, a Formula of Might is not consumed in the process of casting and cannot be memorized. A Formula of Might must be Fitted to a character to be used and may only be used once per Logistics Day. A Formula of Might can only be used to manufacture castable or usable items (No Formula). This property applies to 60 Levels of Scrolls or Formulae per component used. In the case of a Talisman, a scroll formula must be read into the Talisman for the Talisman to provide the spell to the wielder.

Multi Strike: An item made with the descriptor "Multi-Strike" has been made to allow the user to continue to use the item so enhanced as a Multi-Strike effect. This applies to 60 levels of items made per component.

Offensive Focus: Items made with the descriptor "Offensive Focus" reduces the cost for Offensive Techniques by 1 to a minimum of 1. For example, KILL STRIKE is a Standard Stamina Offensive Technique which normally costs 2 Stamina to fuel, while wielding an Offensive Focus item it would cost only 1 Stamina Point. Weapons may be used for Stealth, Synergy and Weapon Techniques. Talismans may be used for Synergy and Magic Techniques. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Panacea: An item made with the descriptor "PANACEA" has been brewed to act as an EMPOWERED DISPEL for any Poison effect of the specified Level or less including Enhanced effects. This descriptor applies to 60 level of poison created per component.

<Path> Blast: An item made with the descriptor "<PATH>BLAST" allows the maker to enhance a Glyph with the BLAST descriptor for any effect of the specified Path.

<Path> Surge: An item made with the descriptor "<PATH>SURGE" allows the maker to enhance a Glyph with the SURGE descriptor for any effect of the specified Path.

Poison Damage Aura: Items made with the descriptor "Poison <Descriptor> Aura" may generate one 'Poison # <Descriptor> Aura' effect per day at the wielder's command. The effect is directly linked to the Gas poison loaded into the item. Loading a Gas poison requires the appropriate level of Alchemy to use the gas.

Reactive Store: An item with the descriptor "Reactive Store" is able to store one contact poison, ingested poison or potion within the item itself. Loading requires the appropriate skill to use the item, but anyone can use a stored effect. The effect may be called as a Reactive defense. Effects in the Reactive slot must be noted and dated appropriately unless witnessed by a Marshal in the same encounter. The appropriate call is '<Effect> Reactive Store'. Poisons and Potions stored in a Store item retain their power until released. This is an exception to the normal effective duration of a Poison.

Reduce Time: An item made with the descriptor "REDUCE TIME" has been created to negate the penalty for rushed attempts when using the Disable Device skill. Only one time step can be reduced with this ability.

Resist Arcane: An item made with the descriptor "RESIST Arcane" has been created to grant the drinker a once ever RESIST Arcane. This is stored in the drinker's Active Slot until used. 4 such items can be made per component. One Resist costs a Level 6, 2 Resist costs a Level 9, 3 Resists costs a level 12, 4 Resists costs a level 15.

Resist Poison: An item made with the descriptor "RESIST POISON" has been brewed to grant the drinker a once ever RESIST POISON. This is stored in the drinker's Reserved Slot until used. 4 such items can be made per component. One Resist costs a Level 6, 2 Resist costs a Level 9, 3 Resists costs a level 12, 4 Resists costs a level 15.

Restore <Skill>: A Potion made with the descriptor "Restore" has been brewed to restore used/lost skills, specifically Stamina Points, Magic Points or Mana. When worked into a Potion of Level 5 it provides 1 Stamina, Synergy or Magic Point or 10 Mana as specified in the Potion. When worked into a Potion of Level 7 it provides 2 Stamina, Synergy or Magic Point or 20 Mana as specified in the Potion. When worked into a Potion of Level 9 it provides 3 Stamina, Synergy or Magic Point or 30 Mana as specified in the Potion. When worked into a Potion of Level 11 it provides 4 Stamina, Synergy or Magic Point or 40 Mana as specified in the Potion. When worked into a Potion of Level 13 it provides 5 Stamina, Synergy or Magic Point or 50 Mana as specified in the Potion. When worked into a Potion of Level 15 it provides 6 Stamina, Synergy or Magic Point or 60 Mana as specified in the Potion.

Self Auto Stabilize: Items made with the descriptor "SELF AUTO STABILIZE" are able to provide a Passive Spirit STABILIZE

effect to the Fitted wielder whenever necessary. This item must be Fitted to the character using an appropriate Inspiration at Logistics.

Spectral Spell: Items made with the descriptor "SPECTRAL SPELL" are able to add the carrier SPECTRAL to 60 levels of items made per component.

Spectral Strike: Items made with the descriptor "SPECTRAL STRIKE" are able to add the carrier SPECTRAL to attacks with the item the specified number of times per day.

Stamina Point: An item made with the descriptor "STAMINA POINT" allows the wielder to call forth the specified number of Stamina Points per day. Stamina Points may be limited to either Defensive or Offensive as specified in the chart.

Surge: An item made with the descriptor "SURGE" allows the user to add the "SURGE" effect to the item's activation. This works exactly as the magical technique "SURGE". This descriptor applies to 120 levels of items made per component.

Transform Damage <Descriptor>: An item with the property 'Transform Damage <Descriptor>' can change the descriptor of Damage Poisons to the <Descriptor> specified. This can be a number of times per day in the case of a minor effect or at will in the case of a major effect.

Vigor: A potion with the "VIGOR" descriptor grants the consumer +4 Strength and +25 Body for 5 Minutes. One item costs a Level 6, 2 items costs a Level 9, 3 items costs a level 12, 4 items costs a level 15.

Volley Arcane: Items with the descriptor "# VOLLEY Arcane" has the listed number of Per Day VOLLEYS against Arcane attacks. The wearer can activate a VOLLEY at any time she is conscious. Even if the item is not currently being worn, it will VOLLEY attempts to destroy it.

Volley <Path>: Items with the descriptor "# VOLLEY <Path>" has the listed number of Per Day VOLLEYS against <Path> attacks. The wearer can activate a VOLLEY at any time she is conscious. Even if the item is not currently being worn, it will VOLLEY attempts to destroy it.

Weight 1: Armor made with the descriptor "Weight 1" is adds 25 Armor Points more to the actual value for physical representation and armor skill point requirements. As an example, a Warrior with a Heavy Armor Phys-Rep and Heavy Armor Proficiency can wear Heavy Armor (75 Points) made with the Weight 1 property at the armor value of a Battle Armor (100 Points). This property cannot be applied to Costume.

Weight 2: Armor made with the descriptor "Weight 2" is adds 50 Armor Points more to the actual value for physical representation and armor skill point requirements. As an example, a Warrior with a Battle Armor Phys-Rep and Battle Armor Proficiency can wear Battle Armor (100 Points) made with the Weight 2 property gaining 150 Armor Points. This property cannot be applied to Costume or Light Armor.

Magic

THE WORRINGS OF MAGIC

Magic in the Dragon Crest game is based on Mana, ambient energy that flows through the entire universe, inhabiting all life and form. The manipulation of this energy is known as Magic. Magic is divided into a number of Talents. These Talents form the basis for mortal understanding of Magic. Each Talent is further defined in Paths, ways of understanding and qualifying the ebb and flow of Mana through the universe. Each Path deals with one aspect or element, making it easier for the magician to deal with the raw Mana. When purchasing the Mana skill, the character is really enhancing his ability to channel and control Mana, allowing him to create more or greater magical effects.

Magic is simulated in the game using small squares of cloth filled with birdseed called packets. To cast a magical spell, the caster must have learned the spell in question, have enough Mana to fuel the spell, be properly wielding a Talisman that has a sufficient power category, speak the incant aloud, and have one hand free to cast the spell. The incant must be completed successfully without the caster being rendered Unconscious or Defenseless during the casting or the Talisman becoming unusable. Upon successful completion of the incant, the caster then has three seconds to throw the packet at his target otherwise the spell and Mana are wasted. The incant, or spell verbal is In-Game and can be understood by anyone who hears it. The incant is recited and the packet is thrown at the target. If the incant is correct and the packet hits the target then the spell is successful. If the target successfully dodges or the incant is incomplete or incorrect, the spell fails. The whole body and possessions of the opponent is a legal target. All spells, unless modified by another skill, are considered to be Arcane, which means that the spell does take effect if it strikes a weapon, shield, or anything the target is holding or wearing.

A character does not have to memorize a spell each day to cast that spell, but the character must commit each spell to memory at some point, so he can cast it. Each spell that a character knows will be listed on his character sheet. This record represents the spells that character can cast. When a character wishes to commit a new spell to memory he must have access to a Memory Formula with that spell on it. He reads the Memory Formula, using up the magic of the Memory Formula to imprint the knowledge of that spell to his memory. In the process, the Memory Formula is destroyed. The method that we use to memorize other formulae is the same. The player must have the item in question and be able to use it successfully, as specified in the item description. The player must find a Marshal who can sign his character sheet. Please note that you should not use any Marshal who is affiliated with your character In-Game as questionable signatures will result in the spell or formula being used and not placed in the character's memory. The player then announces that he is ready to read the formula into memory. Once the announcement is made, all actions by the player are considered In-Game. The player must read aloud the text printed on the formula to the satisfaction of the Marshal. The Marshal then signs

the player's character sheet with the spell or formula name and his signature and circles them both.

Each spell or magical effect requires a specific amount of Mana to power it. The amount of Mana necessary to generate a spell is equal to the Level of the Spell. This Mana either comes from the character's Mana Pool or from an item. The appropriate amount of Mana is subtracted from the character's remaining Mana. Each day, the character's Mana Pool is replenished with the rest of his skills

Someone who can cast magic and is holding packets in his hands should describe to others that their hands are "shimmering". At each multiple of 60 Mana a character has learned he may pick a path that they know. From then on they may choose to have their hands "shimmer" the color of that path. For instance, a character with 60 Mana who has picked Path of Fire as the path from the 6 Paths he knows may describe that his hands are "shimmering Red". A character with 120 Mana who has picked the Path of Fire and the Path of Spirit from their 6 Paths may describe that his hands are "Shimmering Red and White". A character that has learned the skill Path Specialization may always choose to have their hands Shimmer the color of their path of specialty.

Each spell has a duration of effect specified in the Effect description.

Magic is performed in one of two styles. A character is either a *Hermetic Mage* or a *Shamanic Mage*. This is chosen when a character begins learning magic and is typically determined by the characters first magic teacher. While a character with magic may change their style, it is a difficult process. A character's style of magic determines which Talismans and High Magic Scrolls they may use.

A starting Character chooses a style and begins with all Common Spells in the paths that they know, unless otherwise noted. They may also start with either one Rare Spell or Two Uncommon Spells in their First Path. In their Second Path they may start with one Uncommon Spell. Some spells and Paths are not available to beginning PCs and must be learned In-Game. All such spells are indicated by a Rarity other than Common.

After the initial 35 Character Points, any Paths bought by the character will have only the DAMAGE/HEAL effect if the Path has it, otherwise no spells in that path are known.

Scrolls, Formula, and Talismans can all be discovered in many different ways in the game. They can be found as treasure on quests, after killing creatures and as the spoils of battle. But they can also be created by other players or sold by merchants. Many people acquire these through organizations that are devoted to magic. New magic skills can also be learned from many of the same sources.

Magic Points are very different from Mana. Magic Points represent a characters superior control and understanding of the flows of Mana in the world and are used to fuel specific Magic Techniques that can radically alter a specific or many aspects of the magic being used.

All characters skilled in a Path of Magic have these abilities:

Comprehend Magic

Type: Active

Frequency: Continuous

Call: "Comprehend Magic"

Handed: No

Rule: This skill allows a character to understand magical texts that contain information or power from Paths of Magic he does not possess. This allows a character to identify directly any written work including scrolls, memory formula, scroll formula and potion formula. This does not allow a character to utilize the power contained within the text, i.e. it does not allow a character to cast from a scroll from a Path he does not possess. This skill can be used to identify High Magic scrolls that contain Paths the character does not know.

Control Magic

Type: Active

Use: Continuous

Call: "Control Magic"

Handed: No

Rule: This skill allows a character to control the duration of any spell or Arcane <Effect> that he has cast which has a duration longer than Instant. The caster can cancel an Arcane <Effect> with this skill by touching the affected object, person or effect and consciously willing the effect to end. PROTECTIVE, ARMOR, CARRIER, FORM and SHELL effects that have been cast upon another person are cast by the person that the spell is active upon for the purposes of this skill. In addition, a character with this skill is capable of controlling the magic of his own SHIELDS to allow spells of his choosing that are touch cast to pass through without activating the SHIELD. This is accomplished by Concentration. Finally, this also allows the caster to act as a key for any ARCANES LOCK effects that he cast.

Types of Magic

Normal- This is the type of magic that Magic Wielding Player Characters know at the start of Game. This type of magic requires learning Talents, Paths, Spells and Mana individually. Normal Magic requires the use of Talismans. In addition, Magic generated in this manner requires Incants and a Free Hand.

Minor Innate- This is the type of magic that many magical creatures aligned with a particular force generate. This type of magic grants the creature an innate (untrained) understanding of the Talent for the purposes of using its inborn magical abilities. The creature has an innate (untrained) knowledge of a Path of Magic, certain Spells within that Path and access to a specific Mana Pool. Minor Innate Magic does not require the use of Talisman. In addition, Magic generated in this manner requires Incants but no Free Hand.

Standard Innate- This is the type of magic that some magical creatures aligned with a particular force generate. This type of magic grants the creature an innate (untrained) understanding of the Talent for the purposes of using its inborn magical abilities. The creature has an innate (untrained) knowledge of several Paths of Magic in that Talent, certain Spells within those Paths and access to a specific Mana Pool. Standard Innate Magic does not require the use of Talismans. In addition, Magic generated in this manner requires Incants but no Free Hand.

Major Innate- This is the type of magic that a few magical creatures aligned with a particular force generate. This type of magic grants the creature an innate (untrained) understanding of the Talent for the purposes of using its inborn magical abilities. The creature has an innate (untrained) knowledge of many Paths of Magic, all Spells within those Paths and access to a specific Mana Pool. Major Innate Magic does not require the use of Foci. In addition, Magic generated in this manner requires Incants but no Free Hand.

Minor Inherent- This is the type of magic that many magical creatures linked with a particular force generate. This type of magic grants the creature an inherent (natural) understanding of the Talent for the purposes of using its natural magical abilities. The creature has an inherent (natural) knowledge of a Path of Magic, certain Spells within that Path and access to a specific Mana Pool. Minor Inherent Magic does not require the use of Talisman. In addition, Magic generated in this manner does not require Incants or Free Hand.

Standard Inherent- This is the type of magic that some magical creatures linked with a particular force generate. This type of magic grants the creature an inherent (natural) understanding of the Talent for the purposes of using its natural magical abilities. The creature has an inherent (natural) knowledge of several Paths of Magic in that Talent, certain Spells within those Paths and access to a specific Mana Pool. Standard Inherent Magic does not require the use of Talisman. In addition, Magic generated in this manner does not require Incants or Free Hand.

Major Inherent- This is the type of magic that a few magical creatures linked with a particular force generate. This type of magic grants the creature an inherent (natural) understanding of multiple Talents for the purposes of using its natural magical abilities. The creature has an inherent (natural) knowledge of several Talents, several Paths of Magic, all Spells within those Paths and access to a specific Mana Pool. Major Inherent Magic does not require the use of Talisman. In addition, Magic generated in this manner does not require Incants or Free Hand.

Pure- This is one of the purest forms of Magic. This type of Magic is available to the very powerful who are directly linked to arcane forces. This type of magic does not require learning any Talents, Paths, Spells or Mana. The creature is able to generate any Magical effects with a thought. High Magic is as easy for those who have Pure understanding of Magic as normal spells are to others. Pure Magic does not require the use of Foci. The creature does not require an Incant or a Free Hand to cast Magic in any form.

Elder- This is the purest form of Magic. This type of Magic is only available to the most powerful of beings that understand the workings of the universe. This type of magic does not require learning Talents, Paths, Spells or Mana. The creature is able to generate impossible Magical effects with a thought. High Magic is as easy for those who have Elder understanding of Magic as normal spells are to others. This creature does not require High Magic Scrolls/Items, Components or extra time to generate High Magic effects. Elder Magic does not require the use of Foci. The creature does not require an Incant or a Free Hand to cast Magic in any form.

Items

Magical artifacts such as wands, scrolls, swords, etc. can be found as treasure, bought, traded or in some way acquired by players.

A scroll is used when a character with the appropriate path of magic (i.e. Path of Fire for a Fire - DISARM scroll) reads aloud from a scroll in his possession. This action activates the magic in the scroll and allows 1) the spell to be cast without using any Mana from the caster's Mana pool if it is a castable scroll or 2) in the case of a Formula, it allows the character to memorize the spell or formula. If you alter or damage or deface the wording of any scroll in any way, the scroll is destroyed. To use any scroll, the scroll must be in your possession, the words able to be touched, and the words able to be read. So you cannot read scrolls off of a shield that somebody else is wielding, when it is total darkness or read a scroll into memory by looking at it over someone's shoulder. Since you must be able to touch the words, scrolls cannot be laminated. Anything over 90% coverage constitutes laminated.

A potion is used when all of the contents of the container are consumed at once. This releases the magic of the potion and the spell effect occurs upon the one who drank the potion. The effects of potions bypass spell defenses such as Fire Shield. RESISTS and other "Reactive" effects can still be used to stop the effect. A potion attached to a phys-rep can be immediately used, as quickly as the player can motion drinking the phys-rep. If for some reason the potion tag is not attached to a phys-rep, a three count must be performed before the potion can be consumed.

Magical items come in a variety of forms and types. One type of magical item is the "Times Ever" item. This type of magic item allows the character to cast a particular spell or create a specific effect a specific limited number of times before the item is destroyed. This item does not recharge or regain its magical abilities. "Times Ever" items are used when the character says, "Activate <Spell Name or Effect Name>".

Another type of magical item is the "Times Per <Period of Time>." This type of magical item stores particular spells or effects that are usable a specified number of times per hour, day, week etc. This type of magical item does regain its magic according to its cycle. "Times Per < Period of Time >" items are used when a character says, "Activate <Spell Name or Effect Name>."

A third type of magical item is a Mana item. This item stores raw Mana, which may be used to fuel any spell, or specific Mana, such as Fire Mana, which can only be used to fuel fire spells. Mana items may or may not be rechargeable.

A fourth type of magical item is a continuous use item that while activated provides a skill, spell, or effect for a predetermined amount of time. For example, a staff that grants the character +1 skill for 24 hours. Continuous items are used when a character says, "Activate <Spell Name or Effect Name>."

The last types of magical items are permanent items. These items generate an effect that is always in operation. This is the case with a sword that swings for "Magic" all the time or a belt of strength that makes the possessor stronger all the time.

Magical items have an expiration date after which the item will no longer function and is considered consumed.

You must be able to use an item to be capable of using any magic on the item. For example, if you have a physical shield that does a once per day HEAL 30 Body, you HAVE to have the Shield skill to use the magical effect. Items that have no skill requirement, such as wands, gems, amulets, etc., are unaffected. However, items need to be either worn/used appropriately (i.e. necklace around the neck), held in the hand or kept in a Mage Pouch in order to use the magical effect.

"Sleeping" magical items, also referred to as Relics, have had their expiration suspended. No one has identified all the circumstances that can cause magical items to go to "sleep". One mechanism is a High Magic ritual that will put all items in a radius to "sleep", often used when creating hidden caches or in sealing tombs. This is done so that items that are close to expiring can be saved until there is a need for them. The item is "awakened" and the expiration is started again when an animate creature touches the item.

Artifacts are rare magical items created with powerful magic typically only available to those with Elder magic or incredibly potent High Magic Rituals. They are a special in that is not consumed when the expiration is reached but instead becomes dormant. Artifacts typically require a special set of circumstance unique to the Artifact to make it active. But there are also High Magic Rituals that can "awaken" a dormant Artifact.

Detecting and Identifying Items

Detecting items is most commonly done with either the DETECT, SENSE or DEFINE Arcane effect(s).

Potions, Scrolls and Mana items can be Identified by anyone with the appropriate Path. Someone with either Potion Making or Scroll Making level 6 may determine the same information as the Estimate Value skill for the appropriate constructed items. Any person with a Path may Identify the Power Category of a Talisman. A level 6 Artisan may receive the same information as the Estimate Value skill from a Talisman.

A DETECT Arcane is used as per the DETECT effect. Each DETECT will give the answer to each successive question. Is the item Magical? What Path is involved? What Effect or How much Mana? At that point the item is considered Identified. A DEFINE Arcane effect will answer all the questions in one casting. A SENSE Arcane effect will only let the caster know that the item is Magical.

All other items use the following order for the questions answered by a DETECT Arcane. Is it Magical? What is the first Path involved? (This question as many times as necessary) What is the next Path involved? What is the first Effect involved? (This question as many times as necessary) What is the next Effect involved? What is Times per <Period> and Continuous Duration (if necessary) for the first Effect? (This question as many times as necessary) What is Timer per <Period> and Continuous Duration (if necessary) for the next Effect? What is the Expiration? No more than 6 DETECT Arcane effects can be used in sequence on the same item. This means that if a magical item had 7 paths involved in its creation then the caster of the DETECTS could at most learn 5 of the paths, the first DETECT was used to determine it is magic and the remaining 5 DETECTS

would each determine a path. A DEFINE will typically answer all questions for the item including those beyond the first 6.

Note that Artifacts and many powerful magic items will not become fully Identified with a DEFINE Arcane and will require scholarly research to completely Identify all the properties of the magical item.

Creating Items

Potions, Scrolls and Talismans are created by the respective Trade Skill: Potion Making, Scroll Making and Artisan.

All other items are created with High Magic Rituals or equivalent magic. Times Ever items are most often made with the Enchant Ritual. Mana Items are most often made with the MANA STORE Ritual. Timers per <Period> items are most often made with the IMBUE SPELL Ritual. Almost all Continuous or Constant items have specific rituals for each effect.

Path Colors

Path	Color
Stone	Dark Brown
Fire	Red
Wind	Light Blue
Water	Dark Blue
Spirit	White
Curse	Light Grey
Death	Black

Path	Color
Force	Yellow
Warding	Orange
Time	Light Brown
Sound	Violet
Thought	Pink
Glamour	Gold
Moon	Silver
Nature	Green
Light	Any Neon Color
Shadow	Dark Grey

MASTER SPELL CHART

All Magical Paths require the caster to incant the spell unless the caster has a special ability that allows him to ignore that restriction. All Magical Paths have a Master Incant. The specific Incant is then appended to the Master Incant to generate the Full Incant, except in the case of HEAL or DAMAGE spells. These are listed under the Incant column. For example, I CALL UPON 25 FIRE, will cost 5 Mana and is the Full Incant for Path of Fire Damage spells. The number is calculated by multiplying the Mana spent in the casting of the spell by the number in the (). I CALL UPON THE POWER OF WATER TO CURE YOU is another example of a Full Incant as listed for the Path of Water.

Elemental Magics

Level	Fire	Water	Wind	Stone
1	Glow	Glow	Glow	Glow
2	Disarm	Detect-Water	Disarm	Detect-Stone
3	Shatter	Shatter/Breathe Water	Feather Fall Reserved	Shatter/Root
4	Minor Assault Reserved	Minor Assault Reserved/ Cure	Minor Assault Reserved /Major Disarm	Minor Assault Reserved
5	Elemental Shield	Elemental Shield	Elemental Shield	Elemental Shield
6	Bind/Blind	Bind/Venom	Bind	Bind/Destroy
7	Field	Barrier	Field	Barrier/Gauntlet
8	Dispel/Carrier	Dispel/Carrier	Dispel/Carrier	Dispel/Carrier/Carrier-Iron
9	Form	Shell/Confine	Form	Shell/Confine
10	Stun	Stun	Stun	Stun
11	Minor Blind Combat/Anchor	Passage/ Minor Water Combat	Major Repel/Anchor	Paralyze/Passage
12	Kill/Major Carrier	Kill/Major Carrier	Kill/Major Carrier	Kill/Major Carrier/Major Carrier- Iron
13	Dominate	Dominate	Dominate	Dominate/Major Gauntlet
14	Disintegrate/ Refuge	Restrict-Swim	Restrict-Fly/ Refuge	Disintegrate/ Restrict- Burrow
15	Summon/Create Weapon/Circle	Summon/Circle	Summon/Circle	Summon/Circle
Varies	Damage	Damage	Damage	Damage

Kinetic Magics

Level	Force	Sound	Light	Shadow	Time
1	Repel	Repel	Glow/Stabilize	Darkness	Stabilize
2	Disarm	Disarm	Disarm	Minor Mask	Detect-Time
3	Shatter	Shatter	Strength 2 Reserved	Weakness 2	Weakness 2
4	Disable Minor Lock	Silence	Minor Assault Reserved	Minor Assault Reserved	Minor Assault Reserved
5	Kinetic Shield/Minor	Kinetic Shield	Kinetic Shield	Kinetic Shield	Kinetic Shield/

Level	Force	Sound	Light	Shadow	Time
	Arcane Lock				Augment- Minor
6	Destroy/Bind	Fascinate/Sleep	Blind	Blind	Destroy
7	Barrier/Gauntlet	Field	Field	Field	Field
8	Dispel	Dispel/Command	Command/Dispel	Command	Sever/Dispel
9	Confine/Shell	Confine	Freedom	Form	Minor Forget
10	Arcane Lock/Deflect Natural Reserved	Stun	Stun/Define-Arcane	Stun	Define-Time
11	Major Repel	Paralyze	Minor Blind Combat	Minor Blind Combat	Paralyze
12	Imprison	Kill	Life	Kill	Kill/Life
13	Mend/Major Gauntlet	Speak with Creature	Vitality	Major Dispel	Major Dispel/Mend
14	Disintegrate	Disintegrate/ Major Command	Major Command	Invisibility	Disintegrate/ Refuge
15	Shelter/Circle	Circle	Summon/Circle	Summon/Circle	Stasis/Circle
Varies	Damage	Damage		Damage Body	

Spiritual Magics

Level	Spirit	Curses	Death	Nature	Void
1	Minor Protection/Stabilize	Stench	Darkness	Track 2	Darkness
2	Detect-Spirit	Sloth/ Detect-Curse	Detect-Spirit	Detect-Nature	Detect-Spirit
3	Protection	Weakness 2	Disease	Shatter/Root	Shatter/Weakness 2
4	Cure	Silence/Major Disarm	Minor Assault Reserved	Awaken	Silence
5	Spiritual Shield	Spiritual Shield	Spiritual Shield	Spiritual Shield	Spiritual Shield
6	Sanctuary	Blind	Sanctuary/Venom	Venom	Destroy
7	Regenerate	Ruin/Weakness 4	Create Zombie	Barrier/Gauntlet	Weakness 4
8	Major Cure/Dispel/Major Protection	Dispel	Sever/Dispel	Major Armor/Dispel/ Carrier- Wood	Dispel Spiritual
9	Form	Minor Forget/Fear	Fear	Freedom	Minor Forget
10	Define-Spirit	Stun	Stun	Define-Nature	Stun
11	Anchor/Resurrect	Berserk/ Paralyze/ Weakness 6	Create Skeleton	Passage-Nature	Weakness 6
12	Life	Enfeeble	Kill	Life/ Major Carrier- Wood	Kill
13	Vitality/Speak with Spirit	Major Sever	Harm/Dominate Death	Vitality/Dominate- Animal/Dominate- Plant/Major Gauntlet	Major Dispel
14	Refuge	Disintegrate	Disintegrate	Conceal/ Restrict- Travel	Disintegrate
15	Summon/Circle	Curse/Major Forget/Circle	Circle	Summon/Circle	Major Forget /Summon/Circle
Varies	Heal Body		Damage Body		

Mental Magics

Level	Glamour	Thought	Warding	Moon
1	Glow	Empathy	Minor Armor	Glow
2	Detect-Arcane	Detect-Thought	Detect-Arcane/Message Glyph	Detect-Arcane
3	Strength 2 Reserved	Weakness 2	Armor	Weakness 2
4	Awaken	Awaken	Damage Glyph	Minor Assault Reserved
5	Mental Shield	Mental Shield	Mental Shield/ Minor Arcane Lock	Mental Shield
6	Sleep/Fascinate	Sleep/Blind	Effect Glyph	Fascinate
7	Strength 4 Reserved	Weakness 4	Ward Rune	Field/Gauntlet
8	Command/Carrier	Command	Major Armor/ Major Damage Glyph/Dispel	Dispel/Carrier-Silver
9	Fear	Minor Forget	Carrier Rune	Freedom

Level	Glamour	Thought	Warding	Moon
10	Define-Arcane	Stun	Deflect Natural Reserved /Arcane Lock	Stun
11	Berserk/Strength 6 Reserved	Paralyze/Berserk	Arcane Shield	Berserk/Minor Blind Combat
12	Enfeeble	Kill/Forget	Major Destruction Glyph	Kill/ Major Carrier- Silver
13	Major Dispel	Remember	Major Carrier Rune	Dominate/Major Gauntlet
14	Major Command/Invisibility	Major Command	Suppress Rune/Warding Glyph	Restrict-Swim
15	Summon/Circle	Deprive/Major Forget/Circle	Suppress/Circle	Summon/Circle
Varies		Damage Body		

PACHS

Dach of Fire

Master Incant	I CALL UPON THE POWER OF FIRE TO...					
Level	Fire-Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	C	C	C	1 Day	create a GLOW
2	Disarm	C	C	N/A	5 Count	DISARM <HAND>
3	Shatter	C	C	C	Instant	SHATTER <Item>
4	Minor Assault Reserved	C	C	C	5 Days	grant a MINOR ASSAULT <Reserved>
5	Shield	C	C	C	5 Days	create an Elemental SHIELD
6	Bind	U	U	N/A	5 Minutes	BIND you
6	Blind	R	V	N/A	5 Minutes	BLIND you
7	Field	U	U	N/A	1 Hour	create a FIELD
8	Dispel	U	U	U	Instant	DISPEL <Target>
8	Carrier	U	R	R	5 Minutes	grant CARRIER-FIRE
9	Form	U	U	U	5 Minutes	grant a FORM
10	Stun	U	U	N/A	5 Minutes	STUN you
11	Minor Blind Combat	R	V	V	1 Hour	grant MINOR BLIND COMBAT
11	Anchor	R	R	N/A	Instant	ANCHOR you
12	Kill	R	R	N/A	Instant	KILL you
12	Major Carrier	R	V	V	5 Minutes	grant a MAJOR CARRIER-FIRE
13	Dominate	V	V	V	1 Hour	DOMINATE FIRE
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
14	Refuge	V	E	E	1 Hour	grant REFUGE
15	Summon	V	E	N/A	1 Hour	SUMMON Elemental-Fire
15	Create Weapon	R	V	N/A	Instant	Create <Weapon>
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	C	C	N/A	Instant	I CALL UPON (#*5) FIRE

Dach of Water

Master Incant	I CALL UPON THE POWER OF WATER TO...					
Level	Water- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	C	C	C	1 Day	create a GLOW
2	Detect-Water	C	C	N/A	Instant	DETECT <Water>
3	Shatter	C	C	R	Instant	SHATTER <Item>
3	Breathe Water	C	C	C	1 Day	grant BREATHE WATER
4	Minor Assault Reserved	C	C	C	5 Days	grant MINOR ASSAULT <Reserved>
4	Cure	C	U	U	Instant	CURE you
5	Shield	C	C	C	5 Days	create an Elemental SHIELD

Master Incant I CALL UPON THE POWER OF WATER TO...						
Level	Water- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
6	Bind	U	U	U	5 Minutes	BIND you
6	Venom	U	R	R	5 Minutes	create a VENOM
7	Barrier	U	U	N/A	1 Hour	create a BARRIER
8	Dispel	U	U	U	Instant	DISPEL <Target>
8	Carrier	U	R	R	5 Minutes	grant CARRIER-ICE
9	Shell	U	U	U	5 Minutes	grant a SHELL
9	Confine	U	U	N/A	5 Minutes	CONFINE you
10	Stun	U	U	N/A	5 Minutes	STUN you
11	Passage	R	R	N/A	1 Trip	grant PASSAGE
11	Minor Water Combat	R	V	V	1 Hour	grant MINOR WATER COMBAT
12	Kill	R	R	N/A	Instant	KILL you
12	Major Carrier	R	V	V	5 Minutes	grant a MAJOR CARRIER-ICE
13	Dominate	V	V	V	1 Hour	DOMINATE WATER
14	Restrict-Swim	R	V	N/A	1 Hour	RESTRICT- SWIM
15	Summon	V	E	N/A	1 Hour	SUMMON Elemental-Water/Ice
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	C	C	N/A	Instant	I CALL UPON (#*5) ICE

Dath of Wind

Master Incant I CALL UPON THE POWER OF WIND TO...						
Level	Wind- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	C	C	C	1 Day	create a GLOW
2	Disarm	C	C	N/A	5 Count	DISARM <Hand>
3	Feather Fall Reserved	C	C	C	Instant	grant FEATHER FALL <Reserved>
4	Minor Assault Reserved	C	C	C	5 Days	grant a MINOR ASSAULT <Reserved>
4	Major Disarm	C	C	N/A	5 Count	MAJOR DISARM you
5	Shield	C	C	C	5 Days	create an Elemental SHIELD
6	Bind	U	U	N/A	5 Minutes	BIND you
7	Field	U	U	N/A	1 Hour	create a FIELD
8	Dispel	U	U	U	Instant	DISPEL <Target>
8	Carrier	U	R	R	5 Minutes	grant CARRIER-LIGHTNING
9	Form	U	U	U	5 Minutes	grant a FORM
10	Stun	U	U	N/A	5 Minutes	STUN you
11	Major Repel	R	R	N/A	Instant	MAJOR REPEL you
11	Anchor	R	R	N/A	Instant	ANCHOR you
12	Kill	R	R	N/A	Instant	KILL you
12	Major Carrier	R	V	V	5 Minutes	grant a MAJOR CARRIER-LIGHTNING
13	Dominate	V	V	V	1 Hour	DOMINATE Wind
14	Restrict-Fly	R	V	N/A	1 Hour	RESTRICT- FLY
14	Refuge	V	E	E	1 Hour	grant REFUGE
15	Summon	V	E	N/A	1 Hour	SUMMON Elemental-Wind/Lightning
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	C	C	N/A	Instant	I CALL UPON (#*5) LIGHTNING

Dath of Stone

Master Incant I CALL UPON THE POWER OF STONE TO...						
Level	Stone- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	C	C	C	1 Day	create a GLOW

I CALL UPON THE POWER OF STONE TO...						
Master Incant						
Level	Stone- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
2	Detect-Stone	C	U	N/A	Instant	DETECT <Stone>
3	Shatter	C	C	C	Instant	SHATTER <Item>
3	Root	C	C	N/A	5 Minutes	ROOT you
4	Minor Assault Reserved	C	C	C	5 Days	grant a MINOR ASSAULT <Reserved>
5	Shield	C	C	C	5 Days	create an Elemental SHIELD
6	Bind	U	U	N/A	5 Minutes	BIND you
6	Destroy	U	U	U	Instant	DESTROY <Item>
7	Barrier	U	U	N/A	1 Hour	create a BARRIER
7	Gauntlet	U	R	R	5 Minutes	grant a GAUNTLET
8	Dispel	U	U	U	Instant	DISPEL <Target>
8	Carrier	U	R	V	5 Minutes	grant CARRIER-STONE
9	Shell	U	U	U	5 Minutes	grant a SHELL
9	Confine	U	U	N/A	5 Minutes	CONFINE you
10	Stun	U	U	N/A	5 Minutes	STUN you
11	Paralyze	R	R	N/A	5 Minutes	PARALYZE you
11	Passage	R	V	N/A	1 Trip	grant PASSAGE
12	Kill	R	R	N/A	Instant	KILL you
12	Major Carrier	R	V	V	5 Minutes	grant a MAJOR CARRIER-STONE
13	Dominate	V	V	V	1 Hour	DOMINATE STONE
13	Major Gauntlet	R	V	V	5 Minutes	create a MAJOR GAUNTLET
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
14	Restrict-Burrow	R	V	N/A	1 Hour	RESTRICT- BURROW
15	Summon	V	E	N/A	1 Hour	SUMMON Elemental-Stone
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	C	C	N/A	Instant	I CALL UPON (#*5) STONE

Dath of Force

I SUMMON THE MIGHT OF FORCE TO...						
Master Incant						
Level	Force- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Repel	C	C	N/A	5 Minutes and Concentration	REPEL you
2	Disarm	C	C	N/A	5 Count	DISARM <Hand>
3	Shatter	C	C	C	Instant	SHATTER <Item>
4	Disable Device 3	C	C	N/A	1 Use	grant DISABLE DEVICE 3
5	Shield	C	C	C	5 Days	create a Kinetic SHIELD
5	Minor Arcane Lock	U	R	N/A	5 Days	create a MINOR ARCANE LOCK
6	Destroy	U	U	U	Instant	DESTROY <Item>
6	Bind	U	U	N/A	5 Minutes	BIND you
7	Barrier	U	U	N/A	1 Hour	create a BARRIER
7	Gauntlet	U	R	R	5 Minutes	grant a GAUNTLET
8	Dispel	U	U	U	Instant	DISPEL <Target>
9	Confine	U	U	N/A	5 Minutes	CONFINE you
9	Shell	U	R	R	5 Minutes	grant a SHELL
10	Arcane Lock	U	U	N/A	5 Days	create an ARCANE LOCK
10	Deflect-Natural Reserved	V	V	V	5 Days	grant DEFLECT NATURAL-Reserved>
11	Major Repel	R	R	N/A	Instant	MAJOR REPEL you
12	Imprison	R	R	N/A	1 Hour	IMPRISON you
13	Mend	R	V	V	Instant	MEND <Item>
13	Major Gauntlet	R	V	V	5 Minutes	grant a MAJOR GAUNTLET

Master Incant I SUMMON THE MIGHT OF FORCE TO...						
Level	Force- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
15	Shelter	V	E	N/A	1 Hour	create a SHELTER
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	C	C	N/A	Instant	I SUMMON (#*5) FORCE

Dath of Sound

Master Incant I SUMMON THE MIGHT OF SOUND TO...						
Level	Sound- Uncommon	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Repel	U	R	N/A	5 Minutes and Concentration	REPEL you
2	Disarm	U	R	N/A	5 Count	DISARM <Hand>
3	Shatter	U	R	R	Instant	SHATTER <Item>
4	Silence	U	R	N/A	5 Minutes	SILENCE you
5	Shield	U	R	R	5 Days	create a Kinetic SHIELD
6	Fascinate	U	V	V	5 Minutes	FASCINATE you
6	Sleep	U	V	V	5 Minutes	SLEEP you
7	Field	U	V	N/A	1 Hour	create a FIELD
8	Dispel	U	V	V	Instant	DISPEL <Target>
8	Command	U	V	V	5 Minutes	COMMAND you <Task>
9	Confine	U	V	N/A	5 Minutes	CONFINE you
10	Stun	U	V	N/A	5 Minutes	STUN you
11	Paralyze	R	V	N/A	5 Minutes	PARALYZE you
12	Kill	R	V	N/A	Instant	KILL you
13	Speak with Creature	V	V	V	5 Minutes	SPEAK with <Creature>
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
14	Major Command	V	V	V	1 Hour	MAJOR COMMAND you <Task>
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Damage	U	U	N/A	Instant	I SUMMON (#*5) SOUND

Dath of Light

Master Incant IN THE BRIGHTEST DAY I...						
Level	Light- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	R	V	V	1 Day	create a GLOW
1	Stabilize	R	V	V	Instant	STABILIZE you
2	Disarm	R	V	N/A	5 Count	DISARM <Hand>
3	Strength 2 Reserved	R	V	V	5 Days	grant STRENGTH 2 <Reserved>
4	Minor Assault Reserved	R	V	V	5 Days	grant a MINOR ASSAULT <Reserved>
5	Shield	R	V	V	5 Days	create a Kinetic SHIELD
6	Blind	R	V	N/A	5 Minutes	BLIND you
7	Field	R	V	N/A	1 Hour	create a FIELD
8	Command	R	V	V	5 Minutes	COMMAND you <Task>
8	Dispel	R	V	V	Instant	DISPEL <Target>
9	Freedom	R	V	V	Instant	grant FREEDOM
10	Stun	R	V	N/A	5 Minutes	STUN you
10	Define-Arcane	R	V	N/A	Instant	DEFINE ARCANE
11	Minor Blind Combat	V	E	E	1 Hour	grant MINOR BLIND COMBAT
12	Life	V	E	E	Instant	grant LIFE

Master Incant IN THE BRIGHTEST DAY I...						
Level	Light- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
13	Vitality	V	E	E	Instant	grant VITALITY
14	Major Command	V	E	E	1 Hour	MAJOR COMMAND you <Task>
15	Summon	V	E	N/A	1 Hour	SUMMON Light
15	Circle	V	E	N/A	1 Hour	create a CIRCLE

Dach of Shadow

Master Incant IN THE DARKEST NIGHT I...						
Level	Shadow- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Darkness	R	V	V	Instant	create a DARKNESS
2	Minor Mask	R	V	V	1 Day	grant a MINOR MASK
3	Weakness 2	R	V	N/A	5 Minutes	grant WEAKNESS 2
4	Minor Assault Reserved	R	V	V	5 Days	grant a MINOR ASSAULT <Reserved>
5	Shield	R	V	V	5 Days	create a Kinetic SHIELD
6	Blind	R	V	N/A	5 Minutes	BLIND you
7	Field	R	V	N/A	5 Minutes	create a FIELD
8	Command	R	V	V	5 Minutes	COMMAND you <Task>
9	Form	R	V	V	5 Minutes	grant a FORM
10	Stun	R	V	N/A	5 Minutes	STUN you
11	Minor Blind Combat	V	E	E	1 Hour	grant MINOR BLIND COMBAT
12	Kill	V	E	E	Instant	KILL you
13	Major Dispel	V	E	E	Instant	MAJOR DISPEL <Target>
14	Invisibility	L	L	L	1 Hour	grant INVISIBILITY
15	Summon	V	E	N/A	1 Hour	SUMMON Shadow
15	Circle	R	E	N/A	1 Hour	create a CIRCLE
Varies	Damage Body	R	V	N/A	Instant	I CAUSE (#*5) SHADOW BODY

Dach of Time

Master Incant BY THE SANDS OF TIME I...						
Level	Time- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Stabilize	C	C	C	Instant	STABILIZE you
2	Detect-Time	C	C	N/A	Instant	DETECT Time
3	Weakness 2	C	C	N/A	5 Minutes	grant WEAKNESS 2
4	Minor Assault Reserved	C	C	C	5 Days	grant a MINOR ASSAULT <Reserved>
5	Shield	C	C	C	5 Days	create a Kinetic SHIELD
5	Augment- Minor	C	C	C	5 Minutes	grant a MINOR AUGMENT
6	Destroy	U	U	U	Instant	DESTROY <Item>
7	Field	U	U	N/A	1 Hour	create a FIELD
8	Sever	U	U	N/A	Instant	SEVER <Limb>
8	Dispel	U	U	U	Instant	DISPEL <Target>
9	Minor Forget	U	U	U	5 Minutes	MINOR FORGET you
10	Define-Time	R	V	N/A	Instant	DEFINE Time
11	Paralyze	R	R	N/A	5 Minutes	PARALYZE you
12	Kill	R	R	N/A	Instant	KILL you
12	Life	V	V	V	Instant	grant LIFE
13	Major Dispel	R	V	V	Instant	MAJOR DISPEL <Target>
13	Mend	R	V	V	Instant	MEND <Item>

BY THE SANDS OF TIME I...						
Master Incant						
Level	Time- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
14	Refuge	V	V	V	1 Hour	grant REFUGE
15	Stasis	V	V	V	1 Hour	create a STASIS
15	Circle	R	V	N/A	1 Hour	create a CIRCLE

Dach of Spirit

BY THE STRENGTH OF MY SPIRIT I...						
Master Incant						
Level	Spirit- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Minor Protection	C	C	C	5 Days	grant MINOR PROTECTION
1	Stabilize	C	C	C	Instant	STABILIZE you
2	Detect-Spirit	C	C	C	Instant	DETECT Spirit
3	Protection	C	C	C	5 Days	grant PROTECTION
4	Cure	C	C	C	Instant	CURE you
5	Shield	V	V	V	5 Days	create a Spiritual SHIELD
6	Sanctuary	R	V	V	5 Minutes	grant SANCTUARY-Death
7	Regenerate	U	U	U	Instant	REGENERATE <Limb>
8	Major Cure	U	U	U	Instant	MAJOR CURE you
8	Dispel	U	U	U	Instant	DISPEL <Target>
8	Major Protection	R	V	V	5 Days	grant MAJOR PROTECTION
9	Form	U	U	U	5 Minutes	grant a FORM
10	Define-Spirit	U	R	N/A	Instant	DEFINE Spirit
11	Resurrect	R	R	R	5 Minutes	RESURRECT you
11	Anchor	R	R	N/A	Instant	ANCHOR you
12	Life	R	R	R	Instant	grant LIFE
13	Vitality	V	V	V	Instant	grant VITALITY
13	Speak with Spirit	R	R	R	5 Minutes	SPEAK with Spirit
13	Major Regenerate	R	R	R	Instant	MAJOR REGENERATE <TARGET>
14	Refuge	V	E	E	1 Hour	grant REFUGE
15	Summon	V	E	N/A	1 Hour	SUMMON Spirit
15	Circle	R	V	N/A	1 Hour	create a CIRCLE
Varies	Heal Body	C	C	C	Instant	I HEAL (#*5) SPIRIT BODY

Dach of Curses

BY THE BURNING OF MY BLOOD I...						
Master Incant						
Level	Curses- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Stench	C	C	N/A	5 Minutes	create a STENCH
2	Sloth	C	C	N/A	5 Minutes	SLOTH you
2	Detect-Curse	C	C	N/A	Instant	DETECT Curse
3	Weakness 2	C	C	N/A	5 Minutes	grant WEAKNESS 2
4	Silence	C	C	N/A	5 Minutes	SILENCE you
4	Major Disarm	C	R	N/A	5 Count	MAJOR DISARM you
5	Shield	V	V	V	5 Days	create a Spiritual SHIELD
6	Blind	R	V	N/A	5 Minutes	BLIND you
7	Ruin	U	U	N/A	5 Minutes	RUIN you
7	Weakness 4	U	U	N/A	5 Minutes	grant WEAKNESS 4
8	Dispel	U	U	U	Instant	DISPEL <Target>
9	Minor Forget	U	U	U	5 Minutes	MINOR FORGET you
9	Fear	U	U	N/A	5 Minutes	grant FEAR

Master Incant BY THE BURNING OF MY BLOOD I...						
Level	Curses- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
10	Stun	U	U	N/A	5 Minutes	STUN you
11	Berserk	R	R	N/A	5 Minutes	BERSERK you
11	Paralyze	R	R	N/A	5 Minutes	PARALYZE you
11	Weakness 6	R	R	N/A	5 Minutes	grant WEAKNESS 6
12	Enfeeble	R	R	N/A	1 Hour	ENFEEBLE you
13	Major Sever	R	V	N/A	Instant	MAJOR SEVER you
14	Disintegrate	V	V	V	Instant	DISINTEGRATE <Item>
15	Curse	V	E	E	5 Days	CURSE you with <Carrier>
15	Summon	V	E	N/A	1 Hour	SUMMON Curse
15	Major Forget	V	E	E	5 Minutes	MAJOR FORGET you
15	Circle	R	V	N/A	1 Hour	create a CIRCLE

Dach of Death

Master Incant BY THE DARKNESS OF MY SPIRIT I...						
Level	Death- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Darkness	R	V	V	1 Day	create DARKNESS
2	Detect-Spirit	R	V	N/A	Instant	DETECT Spirit
3	Disease	R	V	N/A	5 Minutes	grant DISEASE
4	Minor Assault Reserved	R	V	V	5 Days	grant MINOR ASSAULT <RESERVED>
5	Shield	R	V	V	5 Days	create a Spiritual SHIELD
6	Sanctuary	V	V	V	5 Minutes	grant SANCTUARY-Life
6	Venom	R	V	N/A	5 Minutes	create a VENOM
7	Create Zombie	E	E	N/A	1 Hour	CREATE ZOMBIE
8	Sever	R	V	N/A	Instant	Sever <Limb>
8	Dispel	R	V	V	Instant	DISPEL <Target>
9	Fear	R	V	N/A	5 Minutes	grant FEAR
10	Stun	R	V	N/A	5 Minutes	STUN you
11	Create Skeleton	E	E	N/A	1 Hour	CREATE SKELETON
12	Kill	V	E	N/A	Instant	KILL you
13	Harm	V	E	E	Instant	HARM you
13	Dominate Abomination	E	E	E	1 Hour	DOMINATE ABOMINATION
14	Disintegrate	V	E	E	Instant	DISINTEGRATE <Item>
15	Circle	V	E	N/A	1 Hour	create a CIRCLE
Varies	Damage Body	R	V	V	Instant	I CAUSE (#*5) DEATH BODY

Dach of Nature

Master Incant I CALL UPON THE FORCES OF NATURE TO...						
Level	Nature- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Minor Tracking	R	V	N/A	1 Use	Grant MINOR TRACKING
2	Detect-Nature	R	V	N/A	Instant	DETECT Nature
3	Shatter	R	V	V	Instant	SHATTER <Item>
3	Root	R	V	N/A	5 Minutes	ROOT you
4	Awaken	R	V	V	Instant	AWAKEN you
5	Shield	R	V	V	5 Days	create a Spiritual SHIELD
6	Venom	R	V	N/A	5 Minutes	create a VENOM
7	Barrier	R	V	N/A	1 Hour	create a BARRIER
7	Gauntlet	R	V	V	5 Minutes	create a GAUNTLET

I CALL UPON THE FORCES OF NATURE TO...						
Master Incant						
Level	Nature- Very Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
8	Carrier	R	V	V	5 Minutes	GRANT CARRIER WOOD
8	Dispel	R	V	V	Instant	DISPEL <Target>
8	Major Armor	R	V	V	5 Days	grant MAJOR ARMOR
9	Freedom	R	V	V	Instant	grant FREEDOM
10	Define-Nature	R	V	N/A	Instant	DEFINE Nature
11	Passage-Nature	V	E	N/A	1 Trip	grant PASSAGE Nature
12	Life	V	E	E	Instant	grant LIFE
12	Major Carrier	V	E	E	5 Minutes	GRANT MAJOR CARRIER WOOD
13	Vitality	V	E	E	Instant	grant VITALITY
13	Dominate-Animal	V	E	E	1 Hour	DOMINATE Animal
13	Dominate-Plant	V	E	E	1 Hour	DOMINATE Plant
13	Major Gauntlet	V	E	E	5 Minutes	create a MAJOR GAUNTLET
14	Conceal	E	E	E	1 Hour + Concentration	CONCEAL you
14	Restrict-Travel	E	E	N/A	1 Hour	RESTRICT <Travel>
15	Summon	V	E	N/A	1 Hour	SUMMON Nature
15	Circle	V	E	N/A	1 Hour	create a CIRCLE

Dach of Void

FROM THE DEPTHS OF THE VOID I...							
Master Incant							
Level	Void- Rare	Extremely	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Darkness		R	V	V	1 Day	create DARKNESS
2	Detect-Spirit		R	V	N/A	Instant	DETECT Spirit
3	Shatter		R	V	V	Instant	SHATTER <Item>
3	Weakness 2		R	V	N/A	5 Minutes	grant WEAKNESS 2
4	Silence		R	V	N/A	5 Minutes	SILENCE you
5	Shield		R	V	V	5 Days	create a Spiritual SHIELD
6	Destroy		R	V	V	Instant	DESTROY <Item>
7	Weakness 4		R	V	N/A	5 Minutes	grant WEAKNESS 4
8	Dispel Spiritual		R	V	V	Instant	DISPEL Spiritual <Target>
9	Minor Forget		R	V	V	5 Minutes	MINOR FORGET you
10	Stun		R	V	N/A	5 Minutes	STUN you
11	Weakness 6		V	E	N/A	5 Minutes	grant WEAKNESS 6
12	Kill		V	E	E	Instant	KILL you
13	Major Dispel		V	E	E	Instant	MAJOR DISPEL <Target>
14	Disintegrate		E	E	E	Instant	DISINTEGRATE <Item>
15	Major Forget		E	E	N/A	1 Hour	Major Forget you
15	Summon		V	E	N/A	1 Hour	SUMMON Void
15	Circle		V	E	N/A	1 Hour	create a Circle
Varies	Damage		R	V	V	Instant	I CAUSE (#*5) VOID

Dach of Glamour

BY THE FORCE OF MY WILL I...						
Master Incant						
Level	Glamour-Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	C	C	C	1 Day	create a GLOW
2	Detect-Arcane	C	C	N/A	Instant	DETECT Arcane
3	Strength 2 Reserved	C	C	C	5 Days	grant STRENGTH 2 <Reserved>
4	Awaken	C	C	C	Instant	AWAKEN you
5	Shield	C	C	C	5 Days	create a Mental SHIELD

Master Incant BY THE FORCE OF MY WILL I...						
Level	Glamour-Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
6	Sleep	U	U	N/A	5 Minutes	SLEEP you
6	Fascinate	U	R	N/A	5 Minutes	FASCINATE you
7	Strength 4 Reserved	U	R	R	5 Days	grant STRENGTH 4 <Reserved>
8	Command	U	U	U	5 Minutes	COMMAND you
8	Carrier	U	R	R	5 Minutes	grant CARRIER- Magic
9	Fear	U	U	N/A	5 Minutes	grant FEAR
10	Define-Arcane	U	V	N/A	Instant	DEFINE Arcane
11	Berserk	R	R	N/A	5 Minutes	BERSERK you
11	Strength 6 Reserved	R	R	R	5 Days	grant STRENGTH 6 <Reserved>
12	Major Carrier	R	V	V	5 Minutes	grant MAJOR CARRIER MAGIC
12	Enfeeble	R	R	N/A	1 Hour	ENFEEBLE you
13	Major Dispel	R	R	R	Instant	MAJOR DISPEL <Target>
14	Major Command	V	V	V	1 Hour	MAJOR COMMAND you <Task>
14	Invisibility	L	L	L	1 Hour	grant INVISIBILITY
15	Summon	V	E	N/A	1 Hour	SUMMON Glamour
15	Circle	R	V	N/A	1 Hour	create a CIRCLE

Dach of Thought

Master Incant BY THE POWER OF MY THOUGHTS I...							
Level	Thought-Rare	Extremely	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Empathy		R	E	E	1 Use	create EMPATHY
2	Detect-Thought		R	E	N/A	Instant	DETECT Thoughts
3	Weakness 2		R	E	N/A	5 Minutes	grant WEAKNESS 2
4	Awaken		R	E	E	Instant	AWAKEN you
5	Shield		R	E	E	5 Days	create a Mental SHIELD
6	Sleep		R	E	N/A	5 Minutes	SLEEP you
6	Blind		R	E	N/A	5 Minutes	BLIND you
7	Weakness 4		R	E	N/A	5 Minutes	grant WEAKNESS 4
8	Command		R	E	E	5 Minutes	COMMAND you
9	Minor Forget		R	E	E	5 Minutes	MINOR FORGET you
10	Stun		R	E	N/A	5 Minutes	STUN you
11	Paralyze		V	E	N/A	5 Minutes	PARALYZE you
11	Berserk		V	E	N/A	5 Minutes	BERSERK you
12	Kill		V	E	N/A	Instant	KILL YOU
12	Forget		V	E	E	5 Minutes	FORGET you
13	Remember		E	E	E	Instant	REMEMBER you
14	Major Command		E	E	E	1 Hour	MAJOR COMMAND you <Task>
15	Deprive		E	E	N/A	1 Day	DEPRIVE you <Skill>
15	Major Forget		V	E	E	5 Minutes	MAJOR FORGET you
15	Circle		R	E	N/A	1 Hour	create a CIRCLE
Varies	Damage Body		R	E	N/A	Instant	I CAUSE (#*5) THOUGHT BODY

Dach of Warding

Master Incant I CALL UPON ELDRITCH POWER TO...						
Level	Warding- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Minor Armor	C	C	C	5 Days	grant MINOR ARMOR
2	Detect- Arcane	C	C	N/A	Instant	DETECT Arcane
2	Message Glyph	C	C	N/A	5 Days	create a MESSAGE GLYPH

I CALL UPON ELDRITCH POWER TO...						
Master Incant	Warding- Common	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
3	Armor	C	C	C	5 Days	grant ARMOR
4	Damage Glyph	C	C	N/A	5 Days	create a DAMAGE GLYPH
5	Shield	C	C	C	5 Days	create a Mental SHIELD
5	Minor Arcane Lock	U	R	N/A	5 Days	create a MINOR ARCANE LOCK
6	Effect Glyph	U	U	N/A	5 Days	create an Effect GLYPH
7	Ward Rune	U	U	N/A	1 Hour	create a WARD RUNE
8	Carrier	U	U	U	5 Minutes	Grant CARRIER IRON
8	Major Armor	R	V	V	5 Days	grant MAJOR ARMOR
8	Major Damage Glyph	U	U	N/A	5 Days	create a MAJOR DAMAGE GLYPH
8	Dispel	U	U	U	Instant	DISPEL <Target>
9	Carrier Rune	U	R	N/A	1 Hour	create a CARRIER RUNE <Descriptor>
10	Deflect-Natural Reserved	R	R	R	5 Days	grant a DEFLECT NATURAL <Reserved>
10	Arcane Lock	U	R	N/A	5 Days	create an ARCANE LOCK
11	Arcane Shield	R	V	V	5 Days	create an ARCANE SHIELD
12	Major Destruction Glyph	R	R	N/A	1 Hour	create a MAJOR DESTRUCTION GLYPH
12	Major Carrier	R	R	R	5 Minutes	Grant MAJOR CARRIER IRON
13	Major Carrier Rune	R	V	N/A	1 Hour	create a MAJOR CARRIER RUNE <Descriptor>
14	Suppress Rune	R	V	N/A	1 Hour	create a SUPPRESS RUNE
14	Warding Glyph	R	R	N/A	5 Days	create a WARDING GLYPH
15	Suppress	R	R	R	1 Hour	SUPPRESS <Target>
15	Circle	R	V	N/A	1 Hour	create a CIRCLE

Dach of Moon

BY THE LIGHT OF THE MOON I...						
Master Incant	Moon- Rare	Rarity-Spell	Rarity-Scroll	Rarity-Potion	Duration	Incant
1	Glow	U	R	R	1 Day	create a GLOW
2	Detect-Arcane	U	R	N/A	Instant	DETECT Arcane
3	Weakness 2	U	R	N/A	5 Minutes	grant WEAKNESS 2
4	Minor Assault Reserved	U	R	R	5 Days	create a MINOR ASSAULT <Reserved>
5	Shield	U	R	R	5 Days	create a Mental SHIELD
6	Fascinate	U	R	N/A	5 Minutes	FASCINATE you
7	Field	U	R	N/A	1 Hour	create a FIELD
7	Gauntlet	U	R	R	5 Minutes	create a GAUNTLET
8	Carrier	U	R	R	5 Minutes	grant CARRIER-Silver
8	Dispel	U	R	R	Instant	DISPEL <Target>
9	Freedom	U	R	R	Instant	grant FREEDOM
10	Stun	U	R	N/A	5 Minutes	STUN you
11	Berserk	R	V	N/A	5 Minutes	BERSERK you
11	Minor Blind Combat	R	V	V	1 Hour	grant a MINOR BLIND COMBAT
12	Kill	R	V	N/A	Instant	KILL you
12	Major Carrier	R	V	V	5 Minutes	grant MAJOR CARRIER-Silver
13	Dominate	V	V	V	1 Hour	DOMINATE Moon
13	Major Gauntlet	R	V	V	5 Minutes	create a MAJOR GAUNTLET
14	Restrict-Swim	R	V	N/A	1 Hour	RESTRICT- SWIM
15	Summon	V	E	N/A	1 Hour	SUMMON Moon
15	Circle	V	V	N/A	1 Hour	create a CIRCLE

Effect Descriptions

Key:**Variables** <>**Optional Variables** []**Additions** {}

With any effect with multiple Ranks, only the Minor and Major Rank are stated during the call. If the Rank being used is Standard then there is no need to add that when making the call.

Please refer to the Definitions of terms 162 for more information.

<DESCRIPTOR>

Duration: Instant

Level: Varies

Call: "# <Descriptor>"

This effect causes the target to suffer the specified damage.

ABSORB <TYPE> <#>

Duration: Instant

Level: N/A

Call: "ABSORB"

This ability allows the creature to ABSORB a limited amount of a specific effect (i.e. Weapon damage, fire damage, spells, etc.). This limit and type is detailed for the creature. Although damage or spells that are absorbed have no effect on the creature this is visibly different from IMMUNITY. Once the limit has been reached, the creature will take normal damage and effect from further attacks of the same type. A single attack which partially exceeds the remaining ABSORB limit is negated, and the remaining limit is used.

ALERTNESS

Duration: Instant

Level: N/A

Call: "ALERTNESS"

This skill grants the character the ability to focus his senses and awareness allowing him to detect minute details of a situation that others may miss. This does not mean that the character is able to properly interpret the information granted by this ability, only that he notices it. For example, the character using this skill may notice marks in the dust on the floor near a wall, which reveal the secret door hidden there. This skill can also be used to negate the SURPRISE effect or a BACK attack.

ALTERED METABOLISM - <RANK>

Duration: Constant

Level: N/A <Minor/ Standard/ Major>

Call: "<Rank> ALTERED METABOLISM, No Effect, REDUCED"

This ability represents a higher, more powerful, slightly alien or otherwise altered metabolism. A creature with this ability is more resilient to certain effects and IMMUNE to others. A list of these specific effects and how they function on a creature with ALTERED METABOLISM is listed on page 154.

AMORPHOUS

Duration: Constant

Level: N/A

Call: "AMORPHOUS, No Effect, REDUCED"

This ability represents a creature made up of some physical fluid, liquid or other extremely malleable substance. An AMORPHOUS creature can move through materials as determined by a Marshal. An AMORPHOUS creature takes ½ Damage from Weapon Strikes and is immune to Force and Sound damage. A creature with this ability is more resilient to certain effects and IMMUNE to others. A list of these specific effects and how they function on a creature with AMORPHOUS is listed on page 154.

ANCHOR

Duration: 5 Minutes

Level: 11

Call: "ANCHOR"

This effect removes a FORM effect from the target. If the creature's natural Body Type is NON-CORPOREAL then this effect acts as a CONFINE that will affect the creature.

ANNIHILATE - <RANK>

Duration: Instant

Level: N/A <Standard/ Major>

Call: "<Rank> ANNIHILATE"

This effect changes the status of the target to Dead and reduces the chances of a successful Resurrection by removing three success stones. This adds three additional Deaths to the character's total. In the case of a MAJOR ANNIHILATE then the target is reduced to a Death Pick of 50/50 adding the corresponding number of deaths to the target. Under normal circumstances the target may NOT receive a LIFE effect. Some targets are so powerful that a ANNIHILATE/MAJOR ANNIHILATE does not send them to the status of Dead; in this case, the target will take 1000/2000 points of CRITICAL <Descriptor> damage instead

APPEAR

Duration: Instant

Level: N/A

Call: "APPEAR"

APPEAR allows a creature to make an entrance without needing to do a Count due to movement type or CONCEAL effect. Those in a CONCEAL may move up to 10' from their original location before making an entrance. For example, a creature with BURROW and APPEAR would not need to do a Count to BURROW up out of the ground, effectively allowing the character to enter combat instantly.

ARCANE <EFFECT>

Duration: Instant

Level: N/A ,

Call: "Arcane <Effect>"

This ability allows a creature to generate a special magical effect that can be stopped by an appropriate defense or SHIELD that protects from Arcane effects. This ability affects the target even if it strikes a weapon or shield as would a Spell effect. This ability does not require that the caster be able to speak and may not require a free hand to target the effect.

ARCANE LOCK - <RANK>

Duration: 5 Days

Level: 5/ 10 <Minor/ Standard>

Call: "<Rank> ARCANE LOCK"

This effect surrounds a device/structure with a Transparent Arcane Barrier. In the case of a Minor Arcane Lock, the device can be no larger than Great-Sized. In the case of an Arcane Lock, the Structure must be at least 8' by 8' by 5' in size. MINOR ARCANE LOCK requires a 700 cubic inch Rigid container to take effect or a portal such as a door or window. This is a Magical Level 5/10 Lock. A lock and a key (only one per ARCANE LOCK casting) must be placed adjacent to a lid or other opening. The opening must be something that opens and closes. When the key is in the lock, then the lid may be opened. If the key is removed from the lock, the device cannot be opened until the key is in place. Those portals that open to the inside of the structure can be opened and closed without opening the ARCANE LOCK. When an ARCANE LOCK goes up anyone or anything within the entryway, either wholly or partially is ejected outside the device taking no damage. Nothing, including FORMS, may pass through the device/enter the structure. Items protected by an ARCANE LOCK are Indestructible. A creature with +6 or greater Strength may rip a door off, but cannot open a chest protected by a MINOR ARCANE LOCK. This effect cannot target Weapons or Armor. If someone casts this effect multiple times with the key in the lock and in their possession within the first 1 Minute of the original ARCANE LOCK being cast, a duplicate key will be created in the lock it was cast upon for each casting. Only one active ARCANE LOCK may be in place on a given device/structure at a time. Note: Plot may deem that a device/structure is not appropriate. They may also determine that a structure actually represents more than one structure for out-of-game purposes (most likely to phys rep a particular setting). An ARCANE LOCK may not be placed within another ARCANE LOCK. This is disabled as a Magical Level 5/10 Lock. An ARCANE LOCK is represented by an "A" clearly marked on the protected object at least 3" in size.

ARCANE SHIELD

Duration: 5 Days
 Level: 11
 Call: "Arcane SHIELD"

This type of effect blocks the next Spell or Arcane effect. This effect is a Passive effect and does not require Conscious effort to work. This is announced "ARCANE SHIELD". A SHIELD effect only negates a Single-Strike effect and will not end a Superior Single-Strike, Multi-Strike, 5 Minute or Continuous effect.

ARMOR - <RANK>

Duration: 5 Days
 Level: 1/ 3/ 8 <Minor/ Standard/ Major>
 Call: "<Rank> Armor"

This effect grants the target 5/10/25 Bonus Armor Points. These points act as Armor and add to the total amount of damage the target may take. These are the last Armor Points lost to damage and cannot ever be repaired or adjusted back to their original value, except by renewing the effect. ARMOR effects cannot be stacked with other ARMOR effects of the same Rank but can stack with ARMOR effects of different Ranks. This can stack with Physical Armor. A MAJOR ARMOR does NOT stack with Physical Armor or MAJOR PROTECTION.

ASSAULT - <RANK>

Duration: Instant
 Level: 3/ 8/ 13 <Minor/ Standard/ Major>

Call: "<Rank> ASSAULT"

This effect causes the target to strike for additional 5/15/25 points of damage on its next strike.

AUGMENT - <RANK> <WEAPON>

Duration: 5 Minutes
 Level: 5/ 10/ 15 <Minor, Standard, Major>
 Call: "<Rank> AUGMENT"

This effect causes the target to strike for a Continuous +1/+2/+3 damage for the duration of the effect or until the weapon leaves the target's hand, whichever comes first. This may be applied to either manufactured or natural Weapons.

AURA <EFFECT>

Duration: Instant
 Level: N/A
 Call: "Aura <Effect>"

This ability allows the creature to deliver a specified effect when struck by a Legal Strike. The attack does not need to cause damage in order to trigger the AURA. If the effect renders the target unable to strike then the caster is not affected by the strike. AURAS are considered to be Major effects, allowing the character using the AURA to continue to call the AURA until it is fully countered by a Major Defense or taken. This ability typically acts as a Reactive Defense, allowing the caster to determine its use unless specified otherwise.

AVOID TRAP - <RANK>

Duration: Instant
 Level: N/A <Standard, Major>
 Call: "<Rank> AVOID TRAP"

This ability allows the creature to avoid any one non-Area of Effect trap attack or effect that they trigger. This ability is usable against Weapon, Poison and Arcane traps. MAJOR AVOID TRAP works against Area of Effect traps.

AWAKEN - <RANK>

Duration: Instant
 Level: 4/ 11 <Standard, Major>
 Call: "<Rank> AWAKEN"

The STANDARD AWAKEN effect will permanently remove all the following effects from the target creature: COMMAND, FASCINATE, FEAR, MINOR FORGET, HALLUCINATION, HATE, INTOXICANT, LOVE and SLEEP. The MAJOR AWAKEN will additionally remove: BERSERK, DOMINATE, MAJOR COMMAND, ENFEEBLE, FORGET, MAJOR FORGET, MAJOR HALLUCINATION. AWAKEN has no affect if the effect to be removed is Empowered.

AWARENESS - <RANK>

Duration: Varies
 Level: N/A <Standard/ Major>
 Call: "<Rank> AWARENESS <Descriptor>"

This ability allows the creature to know the direction and distance of the named effect, item or creature from the Descriptor. The Major version allows the creature to know the exact location.

BANE - <RANK> <SUB-TYPE>

Duration: Instant
 Level: 5/ 10/ 15 <Minor/ Standard/ Major>
 Call: "<Rank> BANE <Sub-Type>"

This effect only damages the specified Sub-Type. If the specified type of target is hit by the effect then the creature takes 25/50/KILL CRITICAL Damage. The KILL effect functions on the creature normally, even if the creature is IMMUNE to the KILL effect.

BANISH

Duration: Instant
 Level: N/A
 Call: "BANISH"

This effect returns a target to its home plane of existence

BARRIER <DESCRIPTOR>

Duration: 1 Hour
 Level: 7
 Call: "BARRIER <Descriptor>"

This spell creates a physical wall up to 10' across and 10' tall that expands from the point of origin until 10', the end of the physical representation is reached or prevented from continuing by an obstruction. Nothing but air may pass through the BARRIER. All NON-CORPOREAL creatures are also prevented from crossing the BARRIER. If a creature is standing on the physical representation of the BARRIER when the BARRIER is cast, that creature is forced (taking no damage) to the side of the BARRIER away from the caster. All effects are prevented from passing through the BARRIER. This effect requires that a length of tape or rope of the Descriptor's designated color be used to mark the position of the BARRIER before casting. Once active, a BARRIER cannot be moved. In the case when a BARRIER crosses the opening of an ARCAN LOCK, the BARRIER is negated for the duration of the ARCAN LOCK. All BARRIERS are opaque.

BERSERK

Duration: 5 Minutes
 Level: 11
 Call: "BERSERK"

This effect causes the target to fly into a rage, attacking the nearest Ally (and only that Ally) until he delivers a successful KILL effect (Killing Blow counts). The target will repeat this process until the duration has elapsed, the effect is removed or the Ally he is attacking is affected by a successful KILL effect delivered by the target. If the Marshal feels that the target is not acting appropriately to the BERSERK, then the target will take a KILL effect.

BIND - <RANK>

Duration: 5 Minutes
 Level: 6/ N/A <Standard, Major>
 Call: "<Rank> Bind"

This effect generates a restraint preventing the target from using its arms and legs. While under the effect of a BIND, the target can speak normally, is Defenseless and is Searchable. The target of a BIND may not use their arms or legs to move or generate any effects such as Spells, use Alchemy or wield Weapons. Other creatures may move the target. BIND can be removed with Strength by the target. Creatures attempting this must have a +4 or better Strength attribute or effect. Removing a BIND effect with Strength requires a 3 Count and causes the target of the BIND 15 points of <Type> <Descriptor> damage. The target of the Major version may NOT use Strength to Rip Free.

BIND STRIKE - <RANK>

Duration: Instant
 Level: N/A <Standard/ Major>
 Call: "<Rank> BIND STRIKE <#>..." "BIND STRIKE 1, <Effect>"

This ability allows a creature to entangle another creature with its limbs or body, much like a snake coiling or a bear hug. The creature must strike a Legal Strike while

announcing "BIND STRIKE #." Where # is the number from which the Countdown will start. This ability is typically a Single-Strike attack. The target is affected by a BIND effect by the creature during its Countdown. If the target Rips Free of the BIND, before the final effect is reached, then the BIND STRIKE is negated. The target of the Major version may NOT use Strength to Rip Free. This ability typically requires Concentration but is Uninterruptible. After the Countdown reaches "1" the creature announces the effect, typically "KILL", the BIND STRIKE and BIND is finished and the victim is affected by the KILL, or other announced effect. The creature using the BIND STRIKE is not considered Defenseless during the effect. This typically requires the use of all the creatures Weapons unless otherwise specified. The creature can stop the BIND STRIKE at any time by announcing, "Break", but it is used in the process. BIND STRIKE will typically have one of the following starting numbers: 12, 9, 6, 3, 1.

BLAST

Duration: Instant
 Level: N/A
 Call: "<Effect> BLAST"

This ability allows a creature to transform an effect making it much more difficult to block. This ability transforms a single effect into a SURGE "Single Target Area of Effect." This skill will activate any Passive RESIST effect, SHIELD effect, Minor or Standard Technique and affect the target as though the defense were not effective. Active RESIST effects, SHIELD effects or Minor Techniques that are used to defend against the BLAST will also be used and the BLAST will affect the target as though the defense was not effective. An appropriate Parry will stop a single hit but not use up the Blast in the process, allowing the caster to use the effect again. Appropriate Major Techniques may be used to defend successfully against a BLAST. Any spell to which a creature is HEALED or IMMUNE to will not gain the ability to harm the creature because it was used in the BLAST.

BLIND

Duration: 5 Minutes
 Level: 6
 Call: "BLIND"

This effect renders the target BLIND for the duration, by removing their sense of sight. The victim cannot wield a Weapon, or take any action that affects any target other than themselves. A creature under the effects of a BLIND (even when using BLIND COMBAT) is also under a NATURAL SLOTH effect. It does not affect creatures that use senses other than sight to move and attack.

BLIND COMBAT - <RANK>

Duration: Continuous
 Level: N/A
 Call: "<Rank> BLIND COMBAT"

This skill allows a character that has been BLINDED for any reason to operate normally except for the following: the character cannot use Read/Write, read scrolls, or use any skill that is Handed: Sight. The character may operate in darkness normally (as well as the player is able). This does not allow you to use any visual enhancement items. Also, the character cannot identify anything visually such as color or detailed features. Out of combat, the character must abide by rules for blindness until the effect is negated. This does not allow the use of night vision equipment.

BLIND COMBAT will only allow the character to fight something they would see if the environment was different, not if the target is invisible or concealed. The character cannot target an opponent who has not attacked him. Some environmental factors may have a severe limiting effect on BLIND COMBAT. For example, fighting across a barrier to vision of some sort, which may act in a concealing manner. Any other effect beyond this is entirely at a marshal's discretion.

BODY

Duration: Instant
 Level: N/A
 Call: "<Effect> Body"

This CARRIER ability allows a creature to inflict damage that bypasses Armor Points and ARMOR type protections to do damage directly to the target's Body Points.

BREATHE <DESCRIPTOR>

Duration: 1 Day
 Level: 3
 Call: "BREATHE <Descriptor> "

This allows a creature to BREATHE the Descriptor. This does not include any other protection necessary to survive in the specified environment such as IMMUNITY to Fire or pressure.

BRUTAL

Duration: Instant
 Level: N/A
 Call: "<CALL> BRUTAL "

This creates an effect that cannot be Reduced and bypasses Immunity and Healed By defenses.

BURROW

Duration: Continuous
 Level: N/A
 Call: "I <BURROW> #... I <BURROW> 1. BURROW."

Some creatures have the ability to travel either naturally or magically through the earth. Creatures with these abilities are able to retreat from combat using these abilities and a Count. The Count is typically Uninterruptible 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. Burrow is represented by circling a single hand or weapon below the waist. Announcing BURROW as part of an attack will affect a creature using BURROW. Two creatures burrowing may affect each other normally.

BURST <EFFECT>

Duration: Instant
 Level: N/A
 Call: "BURST <Effect>"

This ability allows a creature to deliver an effect by throwing a number of Packets at the same time while announcing "<Effect> BURST". All of the packets included in the attack deliver the same affect or damage that is called in the attack. Whether one or more packets strike a target, the same damage or effect is taken, and a single defense will stop the entire attack. This Multi-Packet attack can affect multiple targets. The typical number of packets used is 6, unless specified.

CALM <TYPE>

Duration: Continuous
 Level: N/A
 Call: "CALM <Type>"

This ability allows a creature to influence on a basic level with a particular group, typically Wild Animals. This

is not a SPEAK ability. Creatures with this ability will be able to announce "CALM <Type>". Creatures of the appropriate type will act as if influenced by a MAJOR VOICE CONTROL COMMAND < Calm down/Do not attack>. Additionally, the character will not be attacked by animals of that type unless the character begins the combat or the creature is controlled or trained and under orders to attack, or other extenuating circumstances.

CAP <TYPE>

Duration: Continuous
 Level: N/A
 Call: "CAP"

This ability allows the creature to take less damage from the specified attacks. The creature is simply too powerful, healthy, large, etc., to be fully affected. A Damage CAP is the maximum amount of damage that a single Natural, Arcane or Poison attack can possibly cause to the creature. The creature must announce, "CAP" when the damage has been affected. For example a creature with a Natural Damage CAP of 5 is hit for "10 normal". The creature takes only 5 points of damage from the attack. If, on the other hand, the creature is hit for 4 points of damage, it takes all 4 points of damage.

CAPTURE <CATEGORY>

Duration: 1 Day
 Level: N/A
 Call: "CAPTURE"

This ability allows the creature to CAPTURE a specified type of effect from the attacking creature. The creature will announce the amount or type of ability CAPTURED. The ability is considered used until the character regains the ability normally. The creature gains what the victim of the attack loses from the attack. This allows the creature to use the CAPTURE to generate the same effect as "ARCANE", "POISON", or "NATURAL" and the "Effect" description. The creature generates the same Effect that it absorbs but the delivery and enhancements of that Effect becomes a single packet <Effect>. For example, an Arcane Strike DISPEL FIRE SURGE is generated as an Arcane DISPEL FIRE. The use of this ability triggers the appropriate Passive defense if the creature possessed it. For instance, if the creature captures a DISPEL FIRE spell while carrying an active Elemental SHIELD, the Elemental SHIELD is used and the creature CAPTURES the spell. If the creature currently has a CAPTURED effect and dies (in Dying or Dead state), the CAPTURED effect is lost. You may not keep a CAPTURED effect longer than a single game day (this means you cannot release a CAPTURED effect and time it perfectly to recapture the same effect at Reset). When granted by an item, the CAPTURED effect is stored and released from the item.

CARRIER - <RANK> <DESCRIPTOR> <WEAPON>

Duration: Encounter
 Level: 8/ 12 <Standard/ Major>
 Call: "<Rank> CARRIER <Descriptor>"

This effect causes the target to strike for a Continuous <Descriptor> CARRIER / Continuous +1 <Descriptor> CARRIER for the duration of the effect. This may be applied to either manufactured or natural Weapons. Damage generated by a Weapon with a CARRIER does NOT heal creatures HEALED BY the appropriate Descriptor and does not trigger <Descriptor> SHIELD effects.

CHANNEL <CATEGORY>

Duration: Instant

Level: N/A
 Call: "<Effect> Channel"

Channel allows a creature to channel an Arcane or Gas Poison through a Weapon as a Single-Strike. The creature must still say the full incant for the effect, and make a Legal Strike to the target.

CIRCLE <DESCRIPTOR>

Duration: 3 Hours
 Level: 15
 Call: "CIRCLE <Descriptor>"

This effect creates a proper platform, a 5' diameter CIRCLE, for performing High Magic Rituals. This effect requires that a length of tape or rope of the Descriptor's designated color be used to mark the position of the CIRCLE before casting.

COMMAND - <RANK>

Duration: 5 Minutes/1 Hour
 Level: 8/ 14 <Standard/ Major>
 Call: "<Rank> COMMAND <Task>"

This effect causes the target to obey the next task given by the caster of the COMMAND. The target must be of at least low intelligence and be able to understand the task or the effect fails. The target must attempt to immediately complete the task given to them. The target does not need to obey those tasks that will result in an immediate and certain death. (E.G. "I command you to jump into the pool of molten lava", "I command you to slay yourself with this sword".) The target of the Major version will obey all tasks given during the duration, even those tasks that will result in an immediate and certain death. The Minor effect lasts until the task is complete or the duration has passed, whichever comes first. The Major version lasts for 1 Hour.

CONCEAL

Duration: 1 Hour and Concentration
 Level: 14
 Call: "CONCEAL"

This effect renders the target unable to be targeted by any directed effect. The target cannot be DETECTED or SENSED. This effect causes anyone viewing the area where the target is to have the feeling that they are being watched. However, unless a systematic search of an enclosed area (time determined by Marshall) or a Major Tracker or Major Stealth Search is employed, it is impossible to find the target. A successful Move while Hidden will force the Major Tracker or Major Stealth Search to be required to locate the creature again. The effect requires the Concentration of the target to maintain its effect. During the effect the target may not move, attack, cast spells, or perform any in-game skills that require physical activity. To maintain the effect and Concentration the target must maintain a hand gesture, hands in a fist, facing towards the front of torso, fists touching each other. It requires a 3 Count to exit from a CONCEAL during which the target is vulnerable to attack.

CONFINE - <RANK>

Duration: 5 Minutes
 Level: 9/ N/A <Standard/ Major>
 Call: "<Rank> CONFINE"

This effect generates a restraint preventing the target from using its arms and legs. While under the effect of a CONFINE, the target can speak normally, is Defenseless and is Searchable. The target of a CONFINE may not use their

arms or legs to move or generate any effects such as Spells, use Alchemy, or wield Weapons. Other creatures may not move the target regardless of size or strength. CONFINE can be removed with Strength by the target. Creatures attempting this must have a +6 or better Strength attribute or effect. Removing a CONFINE effect with Strength requires a 3 Count and causes the target of the CONFINE 20 points of <Type> <Descriptor> damage. The target of the Major version may NOT use STRENGTH to Rip Free.

CONFINE STRIKE

Duration: Instant
 Level: N/A
 Call: "CONFINE STRIKE <#>"..."CONFINE STRIKE 1, <Effect>"

This ability allows a creature to entangle another creature with its limbs or body, much like a snake coiling or a bear hug. The creature must strike a Legal Strike while announcing "CONFINE STRIKE #." Where # is the number from which the Countdown will start. This ability is typically a Single-Strike attack. The target is affected by a CONFINE effect by the creature during its Countdown. If the target Rips Free of the CONFINE, before the final effect is reached, then the CONFINE STRIKE is negated. This ability typically requires Concentration but is Uninterruptible. After the Countdown reaches "1" the creature announces the effect, typically "KILL", the CONFINE STRIKE and BIND is finished and the victim is affected by the KILL, or other announced effect. The creature using the CONFINE STRIKE is not considered Defenseless during the effect. This typically requires the use of all the creatures Weapons unless otherwise specified. The creature can stop the CONFINE STRIKE at any time by announcing, "Break", but it is used in the process. CONFINE STRIKE will typically have one of the following starting numbers; 12, 9, 6, 3, 1.

CONTROL <DESCRIPTOR>

Duration: Continuous
 Level: N/A
 Call: "CONTROL <Descriptor>"

This ability allows a creature to CONTROL the duration of any <Descriptor> effect that they have cast which has a duration longer than Instant. The caster can cancel an effect with this ability by touching the affected object, person or spell effect and consciously willing the effect to end. PROTECTIVE, ARMOR, CARRIER, FORM and SHELL effects that have been cast upon another person are cast by the person that the effect is active upon for the purposes of this ability. In addition, a character with this ability is capable of controlling their own appropriate <Descriptor> SHIELDS to allow effects of their choosing that are touch cast to pass through without activating the SHIELD. This is accomplished by Concentration. Finally, this also allows the caster to act as a key for any <Descriptor> LOCK effects that they cast.

CREATE <CREATURE>

Duration: 1 Hour
 Level: Varies
 Call: "CREATE <Creature>"

This effect CREATES a Minor creature of the specified type. The CREATED creature must follow the orders of the caster. The effect lasts until the creature is destroyed or the duration is reached, whichever comes first. The effect is not always successful in CREATING a creature, see a Plot Marshal. The creature is destroyed by an appropriate DISPEL or a MAJOR DISPEL. The caster must supply the

required treasure and NPC for the creature CREATED as part of the casting. Using a CREATE is not a valid reason for a PC to call a HOLD.

CREATE WEAPON

Path: Fire
 Incant: I Call upon the Power of Fire to Create Weapon- <Weapon>.
 Duration: Module Duration
 Level: 15
 Call: "Create Weapon- <Weapon>"

This effect allows a character to instantly create any single Minor weapon or 5 minor quivers which lasts for 1 Module Duration or until used.

CRITICAL

Duration: Instant
 Level: N/A
 Call: "<Effect> CRITICAL"

This CARRIER ability allows a creature to generate a crippling blow to the target that bypasses certain defenses. In effect, the creature is able to strike creatures taking advantage of their weaknesses and vulnerabilities. This CARRIER passes through the abilities of CAP and REDUCED preventing the damage from being affected by those defenses.

CURE - <RANK>

Duration: Instant
 Level: 4/ 8 <Standard/ Major>
 Call: "<Rank> CURE"

This effect will remove from the targeted creature all normal types of diseases the DISEASE effect, and VENOM. The Major version will additionally remove: all types of disease, Metabolic and Toxin Poisons, STUN, PLAGUE MAJOR VENOM and acts as a DISPEL <Metabolic Poison> and DISPEL <Toxin Poison>. CURE will not replace any Body Points or parts lost to the disease; however, it will remove any penalties caused by the disease.

CURSE <EFFECT>

Duration: 5 Days
 Level: 15
 Call: "CURSE <Effect>"

This effect afflicts the target with a damage CARRIER chosen by the caster at the time the effect is cast from the following list: LETHAL, PARALYZE, BERSERK, MAJOR WEAKNESS, SILENCE or STUN. All Damage taken by the target will have the specified CARRIER added to it. This effect is Persistent.

DAMAGE # BODY - <DESCRIPTOR>

Duration: Instant
 Level: Varies
 Call: "Cause # Body"

This effect causes the target to suffer the specified damage to Body Points directly without affecting Armor, Armor Effects or Natural Armor.

DARKNESS

Duration: 1 Day
 Level: 1
 Call: "DARKNESS"

This effect negates a targeted light source for the duration. The light source negated by this effect cannot be larger than a GLOW effect. Once cast, the tag/Mana for this effect must be attached to the physical representation.

DEFLECT <CATEGORY>

Duration: Instant
 Level: N/A
 Call: "<Category> DEFLECT"

This ability allows a creature to block any appropriately specified effect or strike that is not modified by Area of Effect, Major, SURGE or BLAST. This is announced "DEFLECT <Descriptor>". This ability does not negate a Superior Single-Strike, Multi-Strike skill or Effect; however it does protect the creature from that one strike, without using up the attacker's effect. For example, DEFLECT can be used to completely negate a single claw delivered "12 PARALYZE" or a single Legal Strike from a "KILL STRIKE", but would allow the KILL STRIKE to continue.

DEFINE <CATEGORY>

Duration: Instant
 Level: 12
 Call: "DEFINE <Category>"

This effect allows the caster to better Identify 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.

DEPRIVE <SKILL/EFFECT>

Duration: 1 Day
 Level: 15
 Call: "DEPRIVE <Skill/Effect>"

This effect prevents the target from using the specified skill, ability or effect. If the skill/effect affected by the DEPRIVE is a prerequisite for other skills/effects then they are also affected by the DEPRIVE.

DESTROY - <RANK> [ITEM]

Duration: Instant
 Level: 6/ N/A <Standard/ Major>
 Call: "<Rank> DESTROY [Item]"

This effect renders one inanimate object, named by the caster, permanently useless. This effect will only function on items of Great-Sized or less. It will not create a Great-Sized hole in a larger structure. Unless specified by the caster, the effect attempts to DESTROY items in the target's hands first, then those items being effectively worn or used, then other items carried by the target until an item is successfully DESTROYED or all items are IMMUNE to DESTROY. The caster may specifically designate an item elsewhere on the target such as "the chain mail in your backpack." The Major version affects all objects carried by the target. Each object carried by the target will take a single DESTROY effect. An appropriate SHIELD effect will negate the MAJOR DESTROY and protect all the items. Calls without the [Item] named will only affect targets in the hands, being actively worn or used.

DETECT <CATEGORY>

Duration: Instant
 Level: 2
 Call: "DETECT <Category>"

This effect allows a character to DETECT information about a person, place, thing or effect. There will be a limit of 6 DETECT castings per Target, after which the caster will get no additional information. The order of information gathered will typically be very general to more specific. For example:

DETECT <Magic>

Scrolls and potions: is it magic, path, effect, charges or duration (if applicable), special type (if applicable).

Times-ever item: is it magic, path, effect, number of charges, duration.

Times per day item: is it magic, paths (one at a time, usually including Glamour and Time), effect, number of times per day, duration (if you get that far).

Others: is it magic, paths (one at a time, probably including Glamour and Time), effect, number of times per day, duration (if you get that far).

DETECT <Spirit>

Is there a spirit? Is there more than one spirit? How many spirits? What is the nature of the weakest spirit? What is the nature of the next weakest spirit? What is the nature of the next weakest spirit? If there are more than three spirits in a given target and its possessions, then only information on the nature of those three will be obtained.

DISABLE LOCK- MINOR

Duration: Instant

Level: 4

Call: "DISABLE LOCK- MINOR"

This effect automatically disables Minor Lock effects, Physical, Natural, Arcane or Poison. No pick is required.

DISARM - <RANK> <HAND>

Duration: 5 Seconds

Level: 2/ 4 <Standard/ Major>

Call: "<Rank> DISARM <Hand>"

This effect causes the target to lose the ability to use in-game items in the Hand specified by the caster for 5 seconds from the moment the target is affected by the DISARM. Items held in two hands (i.e. Great Weapons) cannot be wielded by both hands until the duration of the effect has passed. The Major version affects both hands.

DISEASE

Duration: 1 Hour

Level: 3

Call: "DISEASE"

The DISEASE effect prevents the healing of Body damage on the target until the end of the duration unless the effect is removed.

DISINTEGRATE - <RANK> [ITEM]

Duration: Instant

Level: 14/ N/A

Call: "<Rank> DISINTEGRATE [Item]"

This effect renders one inanimate object, named by the caster, permanently useless. This effect will only function on items of 10' cube-sized or less. It will not create a 10' cube-sized hole in a larger structure. Unless specified by the caster, the DISINTEGRATE attempts to affect items in the target's hands first, then those items being effectively worn or used, then other items carried by the target until an item is successfully DISINTEGRATED or all items are IMMUNE to DISINTEGRATE. The caster may specifically designate an item elsewhere on the target such as "the body you are carrying on your back." This effect can be used to specifically DISINTEGRATE the body of someone who is Dying preventing the use of LIFE effect, but does not affect the Dying Count. The Major version affects all objects carried by the target. Each object carried by the target will take a single DISINTEGRATE effect. An appropriate SHIELD effect will negate the MAJOR DISINTEGRATE and protect all the items. Calls without the [Item] named will only affect targets in the hands, being actively worn or used.

DISPEL - <RANK> <DESCRIPTOR>/<CATEGORY>

Duration: Instant

Level: 8/ 13 <Standard/ Major>

Call: "<Rank> DISPEL <Descriptor>/<Category>"

This effect will permanently remove all effects of the specified Descriptor/Category (Arcane, Natural, Poison) from the target. An appropriate SHIELD effect will negate DISPEL if targeting a creature, but will be consumed in the process. DISPEL will inflict 50/100 points of Arcane damage to a creature with the appropriate Descriptor. DISPEL has no affect if the effect to be removed is Enhanced. DISPEL will not function on effects with an Instant duration.

DOMINATE <SUB-TYPE>

Duration: 1 Hour

Level: 13

Call: "DOMINATE <Sub-Type> <Task>"

This effect causes the target to obey the next task given by the caster of the DOMINATE. The target must be of the appropriate Sub-Type specified by the caster or the DOMINATE fails. DOMINATE does not require the target to be intelligent or share a common language. The target must attempt to immediately complete the task given to them. The target will obey a task of any nature even those tasks that will result in an immediate and certain death. The effect lasts until the task is complete or the duration has passed, whichever comes first.

DOUBLE

Call: "DOUBLE <CALL>"

Rule: This effect allows a creature to make and automatically land a second attack using the same exact effect as the first. Each effect in the DOUBLE attack must be defended individually. For example, if a character were to DOUBLE- KILL STRIKE, then two separate DEFLECTS , PARRIES OR other defenses must be called by the target, otherwise he will take the effect of whatever KILL STRIKE(s) he could not successfully defend against. In the example above, the use of one PARRY will negate one KILL STRIKE, leaving one KILL STRIKE affecting the defending character.

DRAIN <ABILITY>

Duration: 1 Day

Level: N/A

Call: "DRAIN <Ability>", "TRANSFER"

This ability allows the creature to DRAIN Mana or skills taking them from the target of the attack and reducing their maximum value and effect for the duration. The creature must land a Legal Strike. The amount or type of ability DRAINED will be announced in the attack (i.e. DRAIN 10 Mana). The duration of the loss is typically one day. The ability is considered used until the character regains the ability normally or one day has passed. The creature does not gain the ability lost to this power unless the creature is capable of and states "TRANSFER". It is considered lost or used. Some creatures have a more powerful DRAINING attack with a longer duration. In the case of a "DRAIN # Body", the target's effective Body is now reduced till the Duration has passed. The target's Body Points cannot be reduced below 0.

EMPATHY <TYPE>

Duration: Continuous

Level: N/A

Call: "<Type> EMPATHY"

This ability allows a character to communicate on a basic level with Animals and Magical Animals of a particular type such as Canines, Felines or Avians. This is not a SPEAK ability. Characters with this ability will be able to better understand the behavior and reactions of the creatures to which they are Fitted. The NPC or Marshal

determines the amount of information the character gains. This does not allow the character to directly communicate with the animals. Finally, the character will not be attacked by animals of that type unless the character begins the combat, the creature is controlled or trained and under orders to attack, or other extenuating circumstances.

EMPOWERED

Duration: Continuous

Level: N/A

Call: "EMPOWERED <Effect>"

An effect that has been EMPOWERED cannot be removed by conventional means. DISPEL effects do not function on EMPOWERED effects. In the case of a Poison, the only way to remove an EMPOWERED Poison effect is to use a Panacea of equal or higher level. The only way to remove an EMPOWERED Arcane effect is to use a EMPOWERED DISPEL if it is a normal magic effect or OBLITERATE MYSTICAL if it is a High Magic effect or find a plot specific cure. The only way to remove an EMPOWERED NATURAL effect is through a plot specific cure.

ENFEEBLE

Duration: 1 Hour

Level: 12

Call: "ENFEEBLE"

This effect causes the target to become a babbling idiot. The target is Unskilled and is unable to communicate anything meaningful to others. The target is NOT Defenseless and is NOT vulnerable to a Killing Blow. The target will be unable to remember anything that happens while under this effect. This will last until the duration has passed, or the effect has been removed, whichever comes first.

ENGULF

Duration: Varies

Level: N/A

Call: "ENGULF <#>..."ENGULF 1, <Duration> <Effect>"

This ability allows a creature to entangle another creature with its limbs or body, in preparation to be taken into the creature's body. The creature must strike a Legal Strike while announcing "ENGULF #." Some Creatures require the target to be Defenseless before they can strike. Where # is the number from which the Countdown will start. This ability is a Single-Strike attack. The target is affected by a MAJOR BIND effect by the creature during its Countdown. This ability typically requires Concentration but is Uninterruptible. After the Countdown reaches "1", the creature announces "Done" then to the target "<Duration>, <Effect>". The ENGULF strike and MAJOR BIND is finished and the victim is Unconscious until the duration and specified effect is reached. Usually, this involves the destruction of the victim's body, forcing a resurrection. If used within 3 seconds of the ENGULF Count finishing, an ESCAPE BONDS used by the target of the ENGULF will free them. The creature using the ENGULF is not considered Defenseless during the effect. This typically requires the use of all the creatures Weapons unless otherwise specified. The creature can stop the ENGULF at any time by announcing, "Break", but it is used in the process. ENGULF will typically have one of the following starting numbers; 12, 9, 6, 3, 1. This ability only functions on a creature of equal or less Size than the attacker.

ESCAPE

Duration: Instant

Level: N/A

Call: "ESCAPE"

This skill allows a character to escape any Natural, Poison or Arcane (except for IMPRISON) bindings, such as ropes, shackles, ROOT, BIND, CONFINE, WEB etc. If multiple bindings are used, one ESCAPE skill must be used for each type of binding (Arcane, Natural, Poison).

EVADE - <RANK>

Duration: Instant

Level: N/A <Standard/ Major>

Call: "<Rank> EVADE"

This skill allows a character to dodge any one attack from a weapon or packet. This skill is used after the attack is landed. This skill will use up a Minor or Standard Multi-Strike Technique. EVADE is not effective against any Area of Effect calls or Major Weapon, Stealth Magic Techniques. The Major version will also use up a Major Multi-Strike Technique and is effective against Area of Effect calls or Major Weapon, Stealth and Magic Techniques.

FADE

Duration: Instant

Level: N/A

Call: "I FADE <#>... I FADE 1. Done."

This effect transports the creature to another Plane of existence.

FASCINATE

Duration: 5 Minutes

Level: 6

Call: "FASCINATE"

This effect causes the target to become transfixed by the caster of the FASCINATE. The target is Unskilled and is unable to communicate anything to others. The target is NOT Defenseless and is NOT vulnerable to a Killing Blow. The target will follow and stare at the caster until the duration has passed or the effect has been removed, whichever comes first.

FAST HEAL <#>

Duration: Instant

Level: N/A

Call: "FAST HEAL <#>"

This ability allows the creature to regain # amount of its Body Points under specific conditions. Typically the creature may use this ability continuously as needed. The exact amount and abilities are listed for the creature.

FATIGUE- <RANK>

Duration: 1 Day

Level: N/A <Minor/ Standard/ Major>

Call: "<Rank> FATIGUE"

This effect causes a creature to become exhausted. The affected creature loses 1/3/5 Skill, Backstab or Trade Skills. The affected creature loses 1/2/3 level of Craftsman and Disable Device. In addition, the character loses the ability to wear category of Armor reducing his maximum Wear Armor skill by 1/2/3 categories. For example when a Warrior with Heavy Armor is affected by a MINOR FATIGUE, the character is only able to wear Medium Armor. A character that is under the effects of a FATIGUE cannot use more than 2/1/0 Stamina or Magic Points at a time. The character is also unable to channel more than 10/5/1 MANA Points into a single spell or effect.

FEAR

Duration: 5 Minutes

Level: 9

Call: "FEAR"

This effect causes the target to see the caster as their greatest fear. The target must attempt to get out of Line of Sight of the caster, moving immediately from the area in the fastest manner possible. The target will continue to do everything possible to stay out of Line of Sight of the caster until the duration has passed, or the effect has been removed, whichever comes first. As long as the target stays out of Line of Sight with the caster then they may act normally.

FEATHER FALL

Duration: 1 Trip

Level: N/A

Call: "FEATHER FALL"

This ability allows the target to fall any distance without harm or damage. This is announced "FEATHER FALL". Used as a Reactive defense against a MAJOR REPEL it negates the effect of the MAJOR REPEL and allows the target to determine where he lands within 100' of their current location.

FEED

Duration: 1 Day

Level: N/A

Call: "FEED <#>"..."FEED 1, Done"

This ability allows a creature to entangle another creature with its limbs or body, in preparation to take something from the target. The creature must strike a Legal Strike while announcing "FEED #." Some Creatures require the target to be Defenseless before they can strike. Where # is the number from which the Countdown will start. This ability is typically a Single-Strike attack. The target is affected by a BIND effect by the creature during its Countdown. If the target Rips Free of the BIND, before the final effect is reached, then the FEED is negated. This ability typically requires Concentration but is Uninterruptible. After the Countdown reaches "1" the creature announces "Done" then to the target the effect. The typical effect is to reduce the targets maximum ability and skills to half their normal value till the end of the duration, typically 1 Day. For example, the target's new maximum Body and usable armor is halved, as well as maximum Mana and Damage Swing. The FEED strike and BIND is finished and then the victim is released. The creature using the FEED is not considered Defenseless during the effect. This typically requires the use of all the creatures Weapons unless otherwise specified. The creature can stop the FEED at any time by announcing, "Break", but it is used in the process. FEED will typically have one of the following starting numbers: 60, 12, 9, 6, 3, 1.

FIELD <DESCRIPTOR>

Duration: 1 Hour

Level: 7

Call: "FIELD <Descriptor>"

This spell creates a plane of energy up to 10' across and 10' tall that expands from the point of origin until 10', the end of the physical representation is reached or prevented from continuing by an obstruction. A FIELD does not prevent any creature, item or effect from crossing its plane. Anything that contacts a FIELD is affected by 25 points of Arcane <Descriptor> damage and an Arcane <Descriptor> SHATTER effect. A single SHIELD effect will completely protect a creature and all inanimate possessions from the effects of crossing a FIELD once, consuming the

SHIELD in the process. If a creature is standing on the physical representation of the FIELD when the FIELD is cast, that creature is forced (taking full effect from the FIELD) to the side of the FIELD away from the caster. The FIELD does not prevent Effects from passing through. FIELDS are transparent. FIELDS requires that a length of tape or rope of the Descriptor's designated color be used to mark the position of the FIELD before casting. Once active, a FIELD cannot be moved. In the case when a FIELD crosses the opening of an ARCANE LOCK, the FIELD is negated for the duration of the ARCANE LOCK.

FLARE

Duration: 5 Count

Level: 2

Call: "I light a fire 3, I light a fire 2. I light a fire 1. Ignite. " or "Killing Blow 1, Killing Blow 2, Killing Blow 3. Fire!"

This effect allows a character light a fire using flammable materials with a 3 Count. This can be used in conjunction with a Killing Blow to produce a Killing Blow Fire effect.

FLEE

Duration: Instant

Level: N/A

Call: "I FLEE 3, I FLEE 2, I FLEE 1. FLEE. "

This ability allows a character to escape combat by running at an increased rate of speed away from the battle. This ability typically requires a 3 Count during which the character is vulnerable to attack. This ability typically requires Concentration but is Uninterruptible. 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 ability may also be used to double the speed (half the time) the character may normally travel for one trip per use of the ability.

FLY

Duration: Continuous

Level: N/A

Call: "I <FLY> #... I <FLY> 1 "

Some creatures have the ability to travel either naturally or magically through the air. Creatures with these abilities are able to retreat from combat using these abilities and a Count. The Count is typically Uninterruptible 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. Fly is represented by circling a single hand or weapon above the head. Announcing FLY as part of an attack will affect a creature using FLY. Two creatures flying may affect each other normally.

FORGET - <RANK>

Duration: 5 Minutes

Level: 9/ 12/ 15 <Minor/ Standard/ Major>

Call: "<Rank> FORGET"

This effect causes the target to FORGET the last 15 Minutes/1 Hour/ 1 Day and all events that happened during that time. This affect is permanent if it is not removed during the duration. If the effect is allowed to complete its duration, then the memory is completely gone. Note, if the target dies before the duration is complete, A FORGET

type effect is considered removed and the memory is regained.

FORM

Duration: 5 Minutes and Concentration

Level: 9

Call: "FORM"

This effect causes the target's body to be transformed to a NON-CORPOREAL form made of energy. This effect grants the advantages of a NON-CORPOREAL Form. While in this form, the target is only affected by SPECTRAL damage, ANCHOR, GLYPHS, BARRIERS, FIELDS, appropriate DISPEL, appropriate MAJOR DISPEL, and by GAZE and MAJOR GAZE. During the effect the target may not attack, cast spells, or perform any In-Game skills that require physical activity. A FORM cannot pass through another creature with a spirit. In addition, if the creature in FORM loses their sense of sight for any reason, (i.e. they are BLIND or enter a physical barrier 3' thick or thicker) the character loses their ability to move. If the character has entered a physical object and lost their ability to move, they are Dead and must turn over all of their In-Game possessions to the Marshal who will determine what, if anything is salvageable. A character under a FORM effect cannot interpose themselves between an attack and its target intentionally. If it is determined that either the character in the FORM or the target is using the FORM as a defensive mechanism to prevent attacks upon the character not in FORM, a Marshal may automatically successfully target the character not in FORM with the attack. To maintain the effect and Concentration, the target must maintain a hand gesture as follows: arms crossed up in front against their torso.

FREEDOM

Duration: Instant

Level: 9

Call: "FREEDOM"

This effect allows the target to escape all Natural, Poison or Arcane (except for IMPRISON) bindings, such as ropes, shackles, ROOT, BIND, CONFINE, WEB etc.

GAS POISON <EFFECT>

Duration: Instant

Level: N/A

Call: "<Effect> Gas POISON"

This ability allows the creature to generate a substance that acts as a Poison. This ability affects the target even if it strikes a weapon or shield. It typically requires Orange packets for manufactured, but does not require special packets for Natural.

GATE

Duration: Varies

Level: N/A

Call: "<Action> GATE #... <Action> GATE 1. GATE"

This ability allows the creature to create a magical doorway between two points, may be Time, Place, Plane etc.. Opening and Closing a GATE usually requires a Count. A GATE allows two-way transport. The GATE is stable and usable until closed or the duration is reached.

GAUNTLET - <RANK> <DESCRIPTOR>

Duration: 5 Minutes

Level: 7/ 13 <Standard/ Major>

Call: "GAUNTLET <Hand> <Descriptor>"

This effect causes a destructive field of energy to form around the target's specified hand. This mimics a single/two Base 2/3 Monster Claw for the duration of the

effect. The target is responsible for providing the appropriate red Short/Long physical representation for this effect.

GAZE - <RANK>

Duration: Instant

Level: N/A <Standard/ Major>

Call: "<Rank> <Effect> GAZE"

This ability allows the creature to deliver a spell or other effect through the following mechanism. A GAZE attack is delivered by packet but is not stopped by transparent non-physical obstructions. The Major version does NOT require the target to be hit by a packet or weapon. GAZE Attacks do not require a free hand, but does require an active sense of sight. A GAZE attack may or may not require a Count or Incant to be performed. Once this is done, the creature announces "<Effect> GAZE". Physical barriers stop these attacks. The appropriate SHIELD still functions normally against the GAZE delivered attacked.

GLOW

Duration: 1 Day

Level: 1

Call: "GLOW"

This effect creates a light source (glow stick, approved muted flashlight or other light source) that the caster can use for the remainder of that day. A light source generated by this effect cannot be larger than a Small Weapon and shall be muted by a plastic gel, cloth or other translucent material. Once cast, the tag/Mana for this effect shall be attached to the physical representation. This effect can negate a DARKNESS effect.

GLUE <RANK>

Duration: 1 Hour/ 5 Days

Level: 6/ 11 <Standard, Major>

Call: "<Rank> GLUE"

This effect will act as an incredible adhesive. For the duration of the effect objects that have been affected by the GLUE are stuck together. If used on a Weapon, the weapon cannot be dropped and is considered IMMUNE to DISARM. GLUE can be removed with Strength. Creatures attempting this must have a +4 or better Strength attribute or effect. Removing a GLUE effect with Strength requires a 3 Count and causes the target of the GLUE 15 points of Physical damage. This effect can be used to remove an OIL effect. If used to remove an OIL effect, GLUE has no other effect on the item. This is Touch Cast delivery only. Major Glue is additionally IMMUNE to MAJOR DISARM, may remove a MAJOR OIL and can NOT be removed by Strength.

GLYPH

Duration: 5 Days

Level: Varies

Call: "Varies"

Most GLYPHS are activated in the same way. Activation is described below. The only exception is WARDING GLYPH; its characteristics are described in the spell description.

GLYPHS are activated if someone touches the protected object without saying the command word, destroys the object, or moves the object (even if they say the command word). Only an animated creature such as construct, elemental or living being may set off a GLYPH. The command word is a single word, chosen by the caster at the time of casting, the GLYPH will enable the person saying it to touch the protected object without activating.

Once a GLYPH is activated, the magic is used up to create the specified effect. The GLYPH will not function again until the process of creating it is repeated. The GLYPH requires that the caster draw a representation of the appropriate <Descriptor> color and complexity on the object before the effect is cast. If the color is not specified by a <Descriptor>, the color of the GLYPH is Silver. The Level of the GLYPH determines its complexity. GLYPHS have one line per level and one symbol for levels 1-5, two symbols for level 6-10 and three symbols for levels 11-15. GLYPHS must be at least 3 square inches in size. GLYPHS cannot be larger than 5' in any direction. The area of effect for any effect generated by a GLYPH is measured from the center of the GLYPH outward. This area is not cumulative with any other area of effect. The area of effect and/or protected object for one GLYPH cannot be used by another GLYPH. If two GLYPHS are created so that their area of effect intersects in any way, (either a single target glyph and an area of effect glyph, or two area of effect glyphs), the second GLYPH that has been created is negated (special circumstances apply, such as a permanent/Enhanced GLYPH or RUNE). GLYPHS requiring additional effects can only be charged by touching the item with the GLYPH on it and casting the effect (if necessary) into the GLYPH within 1 Minute of its initial casting. Anyone with the appropriate effect may charge a GLYPH. GLYPHS, their type, command words and effects should be written on the marshal's notes for your cabin (please include the necessary Mana).

Message Glyph-Level 2: When activated, this GLYPH will produce a loud sound three times in succession. The caster may declare the sound to be up to 12 words in length. The sound produced will be represented by a Marshal speaking in a loud voice or another sound of equivalent volume (Marshal's discretion).

Damage Glyph-Level 4: When activated, this GLYPH will generate the charged damage effect to a single target. The effect is called "Arcane <Descriptor> #". The target is the person who activated the GLYPH. This GLYPH may not hold any effect that generates an effect other than DAMAGE. DAMAGE BODY is considered an Effect and not DAMAGE for the purposes of the GLYPH. This GLYPH must be of <Descriptor> color.

Minor Lock Glyph-Level 5: This GLYPH generates a MINOR ARCANE LOCK effect instantly on an appropriate target.

Effect Glyph-Level 6: When activated, this GLYPH will generate the charged effect to a single target. The effect is called "Arcane <Descriptor> <Effect>". The target is the person who activated the GLYPH. This GLYPH may not hold any effect that generates only DAMAGE. DAMAGE BODY is considered an Effect and not DAMAGE for the purposes of the GLYPH. This GLYPH must be of <Descriptor> color.

Major Damage Glyph-Level 8: When activated, this GLYPH will generate the charged damage effect to a 5' radius Area of Effect. The effect is called "Arcane <Descriptor> #". This GLYPH may not hold any effect that generates an effect other than DAMAGE. DAMAGE BODY is considered an Effect and not DAMAGE for the purposes of the GLYPH. This GLYPH must be of <Descriptor> color.

Lock Glyph-Level 10: This GLYPH generates an ARCANE LOCK effect instantly on an appropriate target.

Major Destroy Glyph-Level 12: When activated, this GLYPH will generate a MAJOR DESTROY effect to a 5' radius Area of Effect. The effect is called "Arcane MAJOR DESTROY".

Warding Glyph-Level 14: This effect creates an Arcane transparent BARRIER in the form of a cylinder up to 10' diameter and 10' tall. A specified <Bloodline> of Minor creature cannot pass through the BARRIER. The BARRIER and WARDING GLYPH representation are protected from direct effects and assault by the specified type of creature except MAJOR DISPEL and SUPPRESS. All <Bloodline> NON-CORPOREAL creatures are also prevented from crossing the BARRIER. If an effected creature is within the Area of Effect when it is cast, that creature is trapped on the inside of the BARRIER. This effect requires that a length of tape or rope be used to mark the position of the BARRIER if requested. Further there must be a person (either In-Game our Out-of-Game) to announce the effect or appropriate marshal notes inside a cabin.

GROUP MIND-<RANK>

Duration: 1 Day/ Indefinite/ Indefinite
 Level: N/A <Minor, Standard, Major>
 Call: "<Rank> GROUP MIND", "No Effect"

This represents the connection that the creature possesses to a powerful "Over-mind." This GROUP MIND grants the creature various IMMUNITIES and abilities found on the Mind Chart under GROUP MIND. In addition, the creature is vulnerable to DOMINATE from the controllers of the GROUP MIND while the GROUP MIND is active. The GROUP MIND is aware of all thoughts, skills, memories and sensory input that the creature possesses. The information transfer is a two-way communication that is under the control of the creatures with the MAJOR GROUP MIND ability. A STANDARD GROUP MIND also allows the creature to communicate with other members of the same GROUP MIND while in non-medical or emergency holds. A MAJOR GROUP MIND allows the creature to grant the GROUP MIND awareness of any skills that the member creatures possess.

HALLUCINATION - <RANK>

Duration: 1 Hour/ 1 Day
 Level: 2/ 12 <Standard, Major>
 Call: "<Rank> HALLUCINATION"

This is a strong sensory effect. This causes the target to hallucinate, altering perceptions. The target will see things, hear voices and noises, and other misperceptions for the other senses. Only one effect is generated per use, all effects are as chosen by the Marshal, if no Marshal is immediately available, the target may choose the resulting effects. A MAJOR HALLUCINATION generates 3 effects and is specified by the caster. The specification must be generic (i.e. you cannot specify that a single person looks like a dragon, you can specify that everyone looks like a dragon.)

HARM

Duration: Instant
 Level: 13
 Call: "HARM"

This effect will cause the following effects to the target: PLAGUE and 100 points of Body damage.

HATE

Duration: 30 Days
 Level: 5
 Call: "HATE"

This effect causes the target to uncontrollably HATE and plot the death of the next creature they see. This effect lasts until the duration has passed or it is removed, whichever is first. This effect will remove a LOVE effect.

HEAL # BODY - <DESCRIPTOR>

Duration: Instant
 Level: Varies
 Call: "HEAL # Body"

This effect causes the target to regain the specified damage to Body Points directly without affecting Armor, Armor Effects or Natural Armor.

HEALED <DESCRIPTOR>

Duration: Instant
 Level: N/A
 Call: "HEALED"

The specified Poison, Arcane, or NATURAL <Descriptor> damage, or effect is beneficial to the creature and Heals instead of hurts them. If the creature is hit by a strike using <Descriptor> as a CARRIER then the creature is IMMUNE to the CARRIER but still takes the damage. The creatures are not IMMUNE to other descriptors.

IMMUNITY <DESCRIPTOR>

Duration: Continuous
 Level: N/A
 Call: "No Effect"

This ability allows the creature to ignore attacks of the specified type. If the creature is hit by a strike using <Descriptor> as a CARRIER then the creature is IMMUNE to the CARRIER but still takes the damage. If the specified type is a Threshold CARRIER then the creature is IMMUNE to the damage or effect. The creature is simply not affected by the attack in any way.

IMPRISON - <RANK>

Duration: 1 Hour
 Level: 12/ N/A <Standard, Major>
 Call: "<Rank> IMPRISON"

This effect generates a restraint, surrounding the target in a transparent physical BARRIER. The target cannot speak, move or be searched. The target of an IMPRISON may not use their arms or legs to move or generate any effects such as Spells, use Alchemy or wield Weapons. Other creatures may move the target. The target of the IMPRISON is Helpless only to the caster. Performing the killing blow removes the IMPRISON. IMPRISON can be removed with Strength by the target. Creatures attempting this must have a +12 or better Strength attribute or effect. Removing an IMPRISON effect with Strength requires a 3 Count and causes the target of the IMPRISON 50 points of <Type> <Descriptor> damage. This effect can be removed by the caster by touching the IMPRISON and willing the effect to end. The target of a MAJOR IMPRISON may NOT use Strength to Rip Free. While this effect belongs to the Movement Set it will normally affect any creature that is NON-CORPOREAL or AMORPHOUS.

INTOXICANT

Duration: 1 Hour
 Level: 1
 Call: "INTOXICANT"

This is an incredibly strong metabolic effect. Each dose increases the effect upon the target, the effect is listed for the following number of doses:

- 1-No appreciable effect

- 2-Mood Swing, Target's Choice
- 3-Impair Judgment, Target's Choice
- 4-Impair Reaction, Target's Choice
- 5-Impair Memory, Target's Choice
- 6-SLEEP

INVISIBILITY

Duration: 1 Hour and Concentration
 Level: 15
 Call: "INVISIBILITY"

This effect renders the target unable to be targeted by any directed effect. The target cannot be seen, DETECTED or SENSED. This effect causes anyone viewing the area where the target is to have the feeling that they are being watched. However, unless a systematic search of an enclosed area (time determined by Marshall) or a Major Tracker or Major Stealth Search is employed, it is impossible to find the target. A successful Move while Hidden will force the Major Tracker or Major Stealth Search to be required to locate the creature again. It is impossible to locate the target, even then non-area of effect attacks cannot target the Invisible creature. The effect requires the Concentration of the target to maintain its effect. During the effect the target may not attack, cast spells, or perform any in-game skills that require physical activity. To maintain the effect and Concentration the target must maintain a hand gesture, hands palm open, facing towards the front of torso, fingertips touching each other.

KILL - <RANK>

Duration: Instant
 Level: 12/ N/A <Standard, Major>
 Call: "<Rank> Kill"

This effect reduces the target's current Body Points, Armor Points, PROTECTION and ARMOR effects to -1 total. This effect also changes the status of the target to Dying. Under normal circumstances the target may still receive a LIFE effect. Some targets are so powerful that a KILL does not reduce the target to -1 Body or send them to the status of Dying; in this case, the target will take 100/200 points of CRITICAL <Descriptor> damage instead. Targets that possess the HEALED BY ability for the CARRIER used in this effect will be affected as a LIFE effect.

LETHAL

Duration: Instant
 Level: N/A
 Call: "<Effect> LETHAL"

This CARRIER attack functions when the target is reduced to 0 or -1 total Body Points. If the target takes LETHAL Damage that reduces his total Body Points to 0 or -1, then the target is instantly Dying Status. Normal means of saving someone who is Dying still apply.

LIFE

Duration: Instant
 Level: 12
 Call: "LIFE"

This effect restores to Conscious status a target that is currently Dying. There must be a body for the effect to target, restoring the spirit to the body. A person who has this effect cast upon them will be returned to life at 1 Body Point and Conscious. Targets that possess the Damaged By ability for the CARRIER used in this effect will be affected as a KILL effect.

LOVE

Duration: 30 Days
 Level: 5
 Call: "LOVE"

This effect causes the target to uncontrollably LOVE the next person of the appropriate sex they see. This effect lasts until the duration has passed or it is removed, whichever is first. This effect can remove a HATE effect.

MAJOR DARKNESS

Call: "MAJOR DARKNESS"
 Duration: Module Duration

Rule: This effect creates a darkness so intense that all Sight restrictions within the same room (or encounter if outdoors) are increased by one level for each MAJOR DARKNESS present. This also enables the use of the Hide or Invisibility effects which are SHADOW or DARKNESS related and increases pick penalties for poor or no light.

MAJOR LIGHT

Call: "MAJOR LIGHT"
 Duration: Module Duration

Rule: This effect creates a light so intense that all Sight restrictions within the same room (or encounter if outdoors) are reduced by one level for each MAJOR LIGHT present. This also prevents the use of the Hide or Invisibility effects which are SHADOW or DARKNESS related and removes pick penalties for poor or no light.

MARKER

Duration: 5 Minutes
 Level: 1
 Call: "MARKER <Color>"

This effect generates a non-damaging effect that does not consume any Passive Defenses. MARKER causes the affected area to change color to the designated color for the duration of the effect.

MASK - <RANK> <ITEM>

Duration: 1 Day/ Indefinite
 Level: 2/ 12 <Standard, Major>
 Call: "<Rank> MASK"

This effect causes the item named by the caster to be MASKED, preventing any DETECT, Identify, SENSE or DEFINE effects from functioning on it. All DETECT, SENSE or DEFINE effects used upon the item for the duration of this effect will see the item as ordinary in every way. Even the Estimate Value skill will show the item to be made of base materials with plain workmanship. This effect will work on an inanimate item up to the size of a Long-Sized/Great-Sized.

MASSIVE

Duration: Instant
 Level: N/A
 Call: "<Effect> MASSIVE"

This CARRIER ability allows a creature to inflict damage though shields and weapons that are used to block their strikes. A strike off of a weapon or shield, but not a complete miss becomes a Legal Strike as though it struck the target for effect. This damage affects characters normally, causing damage to Armor first then to Body.

MASSIVE SIZE - <RANK>

Duration: Constant
 Level: N/A <Minor, Standard, Major>
 Call: "<Rank> MASSIVE SIZE, No Effect, REDUCED"

This ability represents a larger or stronger physical form. A creature with this ability is more resilient to certain effects and IMMUNE to others. A list of these specific

effects and how they function on a creature with MASSIVE SIZE is listed on page 154.

MEND <TARGET>

Duration: Instant
 Level: 13
 Call: "MEND"

This effect will repair any inanimate target that was damaged or destroyed in the last 5 that is Great-Sized or smaller. This effect may be used to reconstitute a body that has been affected by a DISINTEGRATE effect within the time limit. This effect also acts as a REGENERATE. This effect acts as a VITALITY effect for a Construct or suit of Armor (repairing 100 points of Body or Armor as appropriate). This does not return any High Magic or High Technology Properties.

METAMORPHOSIS

Duration: Indefinite and Special
 Level: N/A
 Call: "METAMORPHOSIS <#>, METAMORPHOSIS 1, METAMORPHOSIS 2..."

This ability allows a creature to forcefully change a Defenseless target into another creature. This ability affects the victim's Spirit and is not cured upon Resurrection. The amount of time it takes to perform a METAMORPHOSIS and the type of creature the victim becomes will be specified for the creature. Only a Polymorph Ritual or a specific cure will free the victim.

NATURAL <EFFECT>

Duration: Instant
 Level: N/A
 Call: "NATURAL <Effect>"

This ability allows a creature to generate a specified effect that can be stopped by an appropriate defense or SHIELD that protects from <Descriptor> effects. This ability affects the target even if it strikes a weapon but not if it strikes a Physical Shield. The resulting effect is not considered Arcane and is not vulnerable to removal by effects that target Arcane effects. This ability does not require that the caster be able to speak and may not require the use of a free hand to target the effect. Any NATURAL delivered Effect must use a Weapon Packet.

NO METABOLISM

Duration: Constant
 Level: N/A
 Call: "NO METABOLISM, No Effect, REDUCED"

This ability represents an extremely alien or complete lack of a metabolism. A creature with this ability is more resilient to certain effects and IMMUNE to others. Creatures with NO METABOLISM may not appear to be alive or living in the standard sense. While they may possess a Spirit and their bodies may be animate, they are essentially dead. A list of these specific effects and how they function on a creature with No METABOLISM is listed on page 154.

NO MIND

Duration: Indefinite
 Level: N/A
 Call: "NO MIND", "No Effect"

This represents a lack of a mind, The creature does not possess sentience or self-awareness. An example of such a creature is for all intents and purposes an automaton. The creature possesses the IMMUNITIES and abilities listed in the Mind Chart under NO MIND.

NON-CORPOREAL

Duration: Constant

Level: N/A
 Call: "NON-CORPOREAL, No Effect, REDUCED"
 This ability represents a creature made entirely of energy, gas or some other non-solid or liquid. A NON-CORPOREAL creature can move through non-living things as though the creature is in a FORM. A creature with this ability is more resilient to certain effects and IMMUNE to others. A List of these specific effects and how they function on a creature with NON-CORPOREAL is listed on page 154.

OBLITERATE

Duration: Instant
 Level: N/A
 Call: "OBLITERATE"

This effect changes the status of the target to Dead. Under normal circumstances the target may NOT receive a LIFE effect. Some targets are so powerful that an OBLITERATE does not send them to the status of Dead; in this case, the target will take 500 points of CRITICAL <Descriptor> damage instead.

OIL - <RANK>

Duration: 5 Minutes/ 1 Hour
 Level: 5/ 10 <Standard, Major>
 Call: "<Rank> OIL"

This effect will act as an incredible lubricant. For the duration of the effect objects that have been affected by the OIL are stuck under the effect of a MAJOR DISARM. This effect can be used to remove a GLUE/MAJOR GLUE effect. If used to remove a GLUE effect, OIL has no other effect on the item. This is Touch Cast delivery only.

PARALYZE

Duration: 5 Minutes
 Level: 11
 Call: "PARALYZE"

This effect causes the target to become rigid and unable to move. While under this effect the target is Helpless. That target is unable to use any skills, abilities or effects that require any physical movement. The target is still able to use NATURAL abilities. This is NOT a binding type spell. The target can be Searched and moved. The Target may resist any attempt to change their pose. The target is still Conscious, aware and may use their senses.

PARRY <CATEGORY>

Duration: Instant
 Level: N/A
 Call: "<Category> PARRY"

This ability allows a creature to block any appropriately specified effect or strike. This ability can be used to negate any of the Minor or Standard Techniques, including Multi-Strike effects, using them up in the process. This will also negate a single hit of a Major Technique, preventing the hit but not using up the Technique, allowing the caster to continue to use the Technique. PARRY may not be used to protect another target.

PASSAGE - <RANK> <MEDIUM>

Duration: 1 Trip
 Level: 11/ N/A <Standard, Major>
 Call: "PASSAGE <Medium>"

This effect allows the target PASSAGE through the specified medium in a straight line for up to 5 minutes. This affects only one target for one trip, going one direction. The Major version allows the target and up to 5 willing or Helpless targets touching the recipient to travel to the same destination.

PERSISTENT

Call: "PERSISTENT"
 Duration: As Effect
 Rule: This property indicates that the effect will continue to function even until the end of its normal duration even if the target enters the Dying state. In the case of items 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.

PHASE

Duration: Instant
 Level: N/A
 Call: "PHASE"

This ability allows a creature to instantly and temporarily become intangible by shunting most of its form into another plane, becoming transparent for that instant. A PHASE will work against any single effect unless otherwise stated in the attacks description. This effect is considered to be a Major Reactive ability. This ability can also be used to Escape any Binding or Major Binding Effect including IMPRISON. If the creature is Conscious, non-Enhanced effects that have a duration other than Instant may be removed at time later than when first generated. For example, while under the effects of a PARALYZE, the creature may at any time use an appropriate PHASE to remove the effect from themselves.

PLAGUE

Duration: 1 Hour
 Level: 9
 Call: "PLAGUE"

The PLAGUE effect prevents the healing of Body damage on the target until the end of the duration at which time the target will take a <Descriptor> KILL effect unless the PLAGUE effect is removed.

POISON <EFFECT>

Duration: Instant
 Level: N/A
 Call: "<Effect> POISON"

This ability allows the creature to generate a substance that acts as a POISON. It does not require special packets and is a natural substance that cannot be stolen from the creature.

PORTAL

Duration: Varies
 Level: N/A
 Call: "<Action> PORTAL 1, <Action> PORTAL 2, ..., Done"

This ability allows the creature to create a magical doorway between two points, may be Time, Place, Plane etc.. Opening and Closing a PORTAL usually requires a Count. A PORTAL only allows one-way transport. The PORTAL is stable and usable until closed or the duration is reached.

POSSESS

Duration: 1 Hour
 Level: N/A
 Call: "POSSESS <#>... POSSESS 1. POSSESS"

This effect allows the creature to usurp control of the body of the targeted creature. This is typically a Spirit effect and is removed by an appropriate DISPEL or MAJOR DISPEL. The creature causing the effect is effectively out-of-game and inside the target directing their actions as a Continuous MAJOR COMMAND effect.

PROJECT SPIRIT

Duration: Continuous
 Level: N/A
 Call: "PROJECT SPIRIT <#>... PROJECT SPIRIT 1., PROJECT SPIRIT"

This ability allows a character that possesses it to project his consciousness into the Near Spirit Realms that cross the physical realm of Urth. A creature using this ability can take itself and form ethereal versions of its possessions on the Spirit Realm, normal magical items and abilities not tried directly to the creature's spirit are left behind or transformed into non-magical items on the Spirit Realm. While Projecting, a creature must leave a Body Bag at the point of Projection. Wounds inflicted in the spirit realm are real, as is death. The use of this skill leaves the creature's body Helpless on the plane of Urth. All effects done to the physical body take effect when the spirit returns (starting any required counts). It requires a 30 Count to leave or enter the creature's body. A creature that is Projecting can only re-enter its body while touching its Physical Representation. Projected creatures can only affect NON-CORPOREAL entities that rely on a connection to a spirit realm to maintain their existence (including other Projected characters) as though the being did not possess the ability of NON-CORPOREAL form. Only such entities and others with this ability can interact on the spirit planes. This ability cannot be used to enter another body.

PROTECTION - <RANK>

Duration: 5 Days
 Level: 1/ 3/ 8 <Minor, Standard, Major>
 Call: "<Rank> PROTECTION"

This effect grants the target 5/10/25 Bonus Body Points. These points act as Body and add to the total amount of damage the target may take. These are the first Body points lost to damage and cannot ever be repaired or healed back to their original value, except by renewing the effect. As long as these points remain and the damage of an attack does not exceed the remaining points, a character does not take effect from CARRIERS that take effect on damage to the Body points. PROTECTION will not change the status of a character that is Dead, Dying, Unconscious, Defenseless or Helpless. PROTECTION effects cannot be stacked with other PROTECTION effects of the same Rank but can stack with PROTECTION effects of a different Rank. This can stack with Physical Armor. MAJOR PROTECTION cannot be stacked with MAJOR ARMOR effects or Physical Armor.

RECHARGE <SPECIFIC>

Duration: Instant
 Level: N/A
 Call: "RECHARGE <Specific>"

This ability allows the creature to regain a specified amount of its Body Points, Armor Points or abilities at a specific time or under specific conditions. The exact amount and abilities are listed for the creature. This is announced "RECHARGE <Specific>".

REDUCE DAMAGE

Duration: Instant
 Level: N/A
 Call: "REDUCE DAMAGE"

This skill allows a character to move quickly enough to partially avoid and thus lessen the damage delivered by attacks on his person. REDUCE DAMAGE grants the character the ability of CAP 25 for Weapon, Poison, Natural and Arcane for single damaging attack. This is not usable

against an attack that is reduced by another defense. In addition to the CAP, the character also gains IMMUNITY to the CARRIER of the same attack, except for Threshold CARRIERS: Normal, Silver, Iron, Magic and SIEGE (i.e. 30 MASSIVE becomes 25 Normal, 50 Fire Magic becomes 25 Magic, 25 CRITICAL Silver becomes 25 Silver, this overrides the normal definition of the CRITICAL CARRIER). This skill does not remove the SURGE or BLAST effect from an attack, but still provides the CAP ability. This skill also allows the character to completely mitigate all Weapon, Poison, Natural and Arcane for single damaging attack of 25 points or less. This applies to Weapon, Poison, Natural or Arcane attacks that inflict a set amount of damage to the target. This ability does not protect the character from any attack delivered by SURPRISE or any Area of Effect attacks. Any attack, Spell, effect or Poison that inhibits the character's ability to move will negate this skill until it is removed, such as any skill that requires the character to Plant himself, ROOT, BIND, CONFINE and IMPRISON effects.

REDUCED <CATEGORY>

Duration: Continuous
 Level: N/A
 Call: "REDUCED"

This ability allows a creature to suffer REDUCED effects from specified types of attacks. Typically creature will suffer half damage from certain types of attacks. The exact amount and type are listed for the creature.

REFUGE

Duration: 1 Hour
 Level: 14
 Call: "REFUGE"

This effect will temporarily move the target out of phase with the physical world and into the world of the <Descriptor>. The target is immediately shunted out of contact and is unable to be DETECTED or targeted. The target should leave their Body Bag, to note where they left the world. This effect breaks Line of Sight after a 10 Count. The target is still able to see and sense what is going on in the physical world. The target is also capable of using any spells or effects that only target themselves. The target will return to the physical world at the exact spot they left at the end of the duration or when they so choose, whichever is sooner. This effect cannot be removed by a DISPEL or ANCHOR.

REGENERATE - <RANK>

Duration: Instant
 Level: 7/ 12 <Standard, Major>
 Call: "<Rank> REGENERATE"

This effect will restore a missing or damaged body part to the target. A single STANDARD REGENERATE effect will only restore a single limb/body part per casting. A MAJOR REGENERATE will restore all limbs and parts with one casting. REGENERATE will not replace any Body Points.

REMEMBER

Duration: Instant
 Level: 13
 Call: "REMEMBER"

All memories lost in the last 1 Day are returned. This effect will remove any FORGET type effects even if it has become permanent after the 5 Minute duration.

REPEL

Duration: Concentration and 5 Minutes
 Level: 1

Call: "REPEL"

This effect forces the target to not get closer to the caster once they are at or within 10' of the caster. This effect does not force the target away from the caster if the target is within 10' when affected. This effect does prevent the target from advancing toward the caster if the target is more than 10' from the caster. If the caster advances on the target, the target is not required to move away. The caster can keep the target REPELLED for as long as they hold one open hand, palm out. The caster may cast other spells and effects but may not engage in physical combat without breaking the effect. The caster may not have more than one Active REPEL.

REPEL - MAJOR

Duration: Instant

Level: 10

Call: "Major REPEL"

This effect throws the target 100' directly away from the caster. If the target impacts anything or anyone then both will suffer the effects of "25 MASSIVE". The use of a Reactive FEATHER FALL will allow the target their choice of location to stop/land within 100' of the caster and negate any damage.

RESERVE <EFFECT>

Duration: 5 Days

Level: Varies

Call: "<Effect> {Reserve}"

This effect allows the target a single feat of the specified effect. The effect in the RESERVE slot may be used as a Reactive effect. This effect lasts until the duration is over or until the specified effect is performed. A target may have only one RESERVE effect upon them at a time. A second RESERVE effect, even of a different type, cast upon the target will force the target to remove either the existing or the new RESERVE effect. A RESERVE effect may be cast without using the RESERVE tag, if this is done then the effect must be used immediately and cannot be held in the RESERVE slot. The duration of the Reserved effect does not begin until called forth from the RESERVE Slot (Activated).

RESIST <DESCRIPTOR>

Duration: Instant

Level: N/A

Call: "RESIST <Descriptor>"

This ability allows a creature to prevent a certain type of attack or effect, such as Fire, Arcane or Poison. The effect of a RESIST is visible as the creature begins to take the effect and is able to shrug it off. This is visibly different from IMMUNITY. If the creature is Conscious, non-Enhanced effects that have a duration other than Instant may be removed at time later than when first generated. For example, while under the effects of a PARALYZE, the creature may at any time use an appropriate RESIST to remove the effect from themselves. This is not a minor Defense.

RESTRICT <TERRAIN>

Duration: 1 Hour

Level: 14

Call: "RESTRICT <Terrain>"

This effect can target creatures that are using the specified form of movement even if they could not normally be targeted by the caster. RESTRICT prevents the target from using the specified form of movement. In addition the target is affected by the SLOTH effect even if they are normally IMMUNE.

RESURRECT - <RANK>

Duration: 1 Hour/ 5 Minutes/ 5 Minutes

Level: Varies/ 11/ Varies <Minor, Standard, Major>

Call: "<Rank> RESURRECT"

This effect allows the target a to bring a creature back to life after a successful Death Pick without the need of a Body or other assistance. The MINOR effect leaves the creature Unskilled and at 1 Body Point for 1 Day. The STANDARD effect instead leaves the target at full Body Points and under an EMPOWERED STUN effect upon its completion. The MAJOR effect leaves the target at full Body Points with no additional penalty. In the case of a spell, the recipient must have a physical form to target the effect on.

REVIVE - <RANK> <COUNT> <PREVENTS>

Duration: Instant

Level: N/A <Minor, Standard, Major>

Call: "<Rank> REVIVE"

This ability allows a creature to return to life and health from Unconscious, Bleeding, Dying or Dead unless a certain condition is met after a specified time. The condition that prevents this will be specified for the creature. A MINOR REVIVE, if Dying or Dead, the creature returns to LIFE and Consciousness even beyond the normal time frame of a LIFE effect, at 1 Body Point. A STANDARD REVIVE, if Unconscious, Bleeding, Dying or Dead, the creature returns to LIFE and Consciousness, even beyond the normal time frame of a LIFE effect, at full Body Points and Natural Armor Points. A MAJOR REVIVE also returns all other Abilities, including Daily, so that they are reset to full value.

RIFT

Duration: Indefinite

Level: N/A

Call: "<Action> RIFT <#>... <Action> RIFT 1. RIFT"

This ability allows a creature to create a destructive unstable rip in the fabric of the universe allowing one or two way access to any other point, including time, space, planes and dimensions. Usually a RIFT requires a Count to open or close. The other point of the RIFT is determined by Plot. The duration is unstable, as stated by Plot.

ROOT - <RANK>

Duration: 5 Minutes

Level: 3/ N/A <Standard, Major>

Call: "<Rank> ROOT"

This effect generates a restraint preventing the target from moving its left foot. While under the effect of a ROOT, the target can speak normally and perform all other actions but locomotion normally. Other creatures may not move the target regardless of Size or STRENGTH. ROOT can be removed with STRENGTH by the target. Creatures attempting this must have a +2 or better STRENGTH attribute or effect. Removing a ROOT effect with Strength requires a 3 Count and causes the target of the ROOT 5 points of <Type> <Descriptor> damage. The target of the Major version may NOT use STRENGTH to Rip Free

ROT

Duration: Instant

Level: N/A

Call: "ROT STRIKE"

This ability only DESTROYS items made of organic materials and weapons of the following classes: Axe, Spear, Bow, Thrown, Club, and Hammer. To ROT weapons held in the hand, the creature may strike the weapon. To ROT

any tagged item, the character must land a Legal Strike. For example, a monster swinging "ROT STRIKE" swings at a target. The first blow is blocked by the target's metal shield. The target announces "No Effect" since ROT does NOT affect metallic items. The second blow hits the target's Hammer; the Hammer is DESTROYED. The third blow hits the target's leg counting as a Legal Strike. Following the rules for DESTROY, since the items in the hand are either metal or destroyed then the target must choose an organic item to be DESTROYED from those items being effectively worn or used. Calls without the [Item] named will only affect targets in the hands, being actively worn or used.

RUIN

Duration: 5 Minutes
Level: 7
Call: "RUIN"

This effect causes the target to take double damage from any attack that causes damage. This multiplier is applied before any Damage CAPS or Reduction.

RUNE

Duration: 1 Hour
Level: Varies
Call: "<Specific> RUNE"

This effect creates a magical symbol on the target that will generate a specified effect. The caster must be touching the target and the mark on the object must have been made prior to the casting. The RUNE requires that the caster draw a RUNE of the appropriate complexity on the object before the effect is cast. The Level of the RUNE determines its complexity. RUNES have one line per level and one symbol for levels 1-5, two symbols for level 6-10 and three symbols for levels 11-15. RUNES must be at least 3 square inches in size. RUNES cannot be larger than 5' in any direction. The color for a RUNE is Gold, this color must be used for all RUNE physical representations. No more than one RUNE may be active on the target at a given time, with the exception of the SUPPRESS RUNE. Unless specified, the target of the RUNE will be DISINTEGRATED at the completion of the RUNE or if the RUNE is removed. All RUNES last for 1 Hour from when they are cast until the duration is reached, the item is destroyed or until removed.

Ward Rune-Level 7: This RUNE will create a protective field around the object that will render the object IMMUNE to SHATTER, DESTROY and DISINTEGRATE effects. In addition, dropping the weapon will NOT remove the effect.

Carrier Rune-Level 9: This RUNE creates a CARRIER effect upon the marked weapon. The duration of the CARRIER effect is that of the RUNE and not the CARRIER effect. In addition, dropping the weapon will NOT remove the effect. This RUNE may generate the following effects: Fire, Ice, Stone, Lightning or Magic.

Major Carrier Rune-Level 13: This RUNE creates a MAJOR CARRIER effect upon the marked weapon. The duration of the MAJOR CARRIER effect is that of the RUNE and not the MAJOR CARRIER effect. In addition, dropping the weapon will NOT remove the effect. This RUNE may generate the following effects: Fire, Ice, Stone, Lightning or Magic.

Suppress Rune-Level 14: This RUNE creates a SUPPRESS effect upon the marked target. The SUPPRESS RUNE does not have to be etched into the object, allowing it to affect

Indestructible items. A SUPPRESS RUNE does not DISPEL the target.

RUSH

Duration: Instant
Level: N/A
Call: "RUSH [CALL]"

This effect reduces the Count for an action by 1 category 1 Hour becomes 5 minutes, 5 Minutes becomes 1 Minute, 1 Minute or less becomes a 3 Count.

RUST

Duration: Instant
Level: N/A
Call: "RUST STRIKE"

This ability only DESTROYS items made of metallic materials and weapons of the following classes: Axe, Sword, Crossbow, Thrown, Mace, and Hammer. To RUST weapons held in the hand, the creature may strike the weapon. To RUST any tagged item, the character must land a Legal Strike. For example, a monster swinging "RUST STRIKE" swings at a target. The first blow is blocked by the target's wooden shield. The target announces "No Effect" since RUST does NOT affect organic items. The second blow hits the target's Hammer; the Hammer is DESTROYED. The third blow hits the target's leg counting as a Legal Strike. Following the rules for DESTROY, since the items in the hand are either organic or destroyed then the target must choose an metallic item to be DESTROYED from those items being effectively worn or used. Calls without the [Item] named will only affect targets in the hands, being actively worn or used.

SANCTUARY <DESCRIPTOR>

Duration: 5 Minutes and Concentration
Level: 6
Call: "<Descriptor> SANCTUARY"

This effect allows the target to be IMMUNE to Minor Creatures of the specified type. The target is protected from direct effects and assault by the specified type of creature. The target of the SANCTUARY is still affected by GLYPHS, BARRIERS, FIELDS, and Traps. To maintain the effect and Concentration the target must maintain a hand gesture, palms together, touching over the head. The target must also announce "<Descriptor> SANCTUARY" every 10 Seconds.

SENSE - <RANK> <DESCRIPTOR>

Duration: Instant
Level: N/A <Standard, Major>
Call: "<Rank> SENSE <Descriptor>"

This ability allows the creature to know if an area has been (or is currently under) effect from the Descriptor. To use this, the creature must be touching or within the area of the effect. This does not Identify the SENSED effects. The SENSE can only determine if effect(s) are active or latent. When using the Major version the caster does not need to be within or touching the area of effect and may also include item or creature descriptors.

SEVER - <RANK> [LIMB]

Duration: Instant
Level: 8/ 13 <Standard, Major>
Call: "<Rank> SEVER [Limb]"

This effect removes the target's specified limb/all limbs. The target must drop all items in the possession of the limb and cannot use a weapon in that limb, use it to cast spells or for locomotion. In special cases, this skill may

remove a section of a larger creature or inflict 50/100 points of CRITICAL damage. The character can be as specific as he desires, naming the limb or just the type of limb. For example, "SEVER Arm!" will work but the target can choose which arm is severed. "SEVER Right Arm!" will SEVER the right arm.

SHATTER - <RANK> [ITEM]

Duration: Instant

Level: 3/ N/A <Standard, Major>

Call: "<Rank> SHATTER [Item]"

This effect renders one inanimate object, named by the caster, permanently useless. This effect will only function on items of long shield-sized or less. It will not create a long shield-sized hole in a larger structure. Unless specified by the caster, the effect attempts to SHATTER items in the target's hands first, then those items being effectively worn or used, then other items carried by the target until an item is successfully SHATTERED or all items are IMMUNE to SHATTER. The caster may specifically designate an item elsewhere on the target such as "the shield in your backpack." The Major version affects all objects carried by the target. Each object carried by the target will take a single SHATTER effect. An appropriate SHIELD effect will negate the MAJOR SHATTER and protect all the items. Calls without the [Item] named will only affect targets in the hands, being actively worn or used.

SHELL

Duration: 5 Minutes and Concentration

Level: 9

Call: "SHELL"

This effect causes the target's body to be surrounded by a flexible SHELL of <Descriptor> material. While in this form the target is IMMUNE to all Weapon strikes, all non-environmental damage and is considered to have NO METABOLISM. The target is IMMUNE to GAZE and MAJOR GAZE attacks. The effect requires the Concentration of the target to maintain its effect. During the effect the target may not attack, cast spells, or perform any in-game skills that require physical activity. To maintain the effect and Concentration the target must maintain a hand gesture, arms crossed down over the stomach in front of the torso. This effect cannot be removed by a DISPEL effect.

SHELTER <DESCRIPTOR>

Duration: 1 Hour

Level: 15

Call: "SHELTER <Descriptor>"

This spell creates a physical closed cylinder up to 10' diameter and 10' tall, which expands to fit the physical representation within the maximum limits. Nothing but air may pass through the SHELTER unless it is Recognized. The caster may allow creatures through the SHELTER while it is in operation by announcing, "<Name> is Recognized by the SHELTER". This is by conscious effort and must be vocalized. The caster may revoke this Recognition by announcing, "<Name> is not recognized by the SHELTER", or by Recognizing a different creature. Only one creature may be Recognized at a time. Revoking Recognition does NOT eject the creature from the SHELTER. All NON-CORPOREAL creatures are also prevented from crossing the SHELTER. If a creature is standing on the physical representation of the effect when it is cast, that creature is forced (taking no damage) to the side of the SHELTER away from the caster. The SHELTER prevents all effects from passing through the

SHELTER. This effect requires that a length of tape or rope of the Descriptor's designated color be used to mark the position of the SHELTER before casting. This effect is Empowered.

SHIELD

Duration: 5 Days

Level: 5

Call: "SHIELD <School>"

This type of effect blocks the next spell or effect from the same School that strikes the target. This effect is a Passive effect and does not require Conscious effort to work. This is announced "<School> SHIELD". A SHIELD effect only negates a Single-Strike effect and will not end a Superior Single-Strike, Multi-Strike, 5 Minute or Continuous effect. The seven Schools of effects are: Natural, Poison, Kinetic, Elemental, Spiritual, Mental and Arcane.

SHRED <RANK>

Duration: Instant

Level: N/A

Call: "<Rank> SHRED",

This effect causes 100/200 points of damage to Armor Points and all ARMOR type protective effects, causing 1 / 2 Breaches to the armor of the target, even if the armor was previously breached. SHRED must be delivered as a Legal Strike.

SIEGE

Duration: Instant

Level: N/A

Call: "<Effect> SIEGE"

This damage CARRIER is considered both BODY and MASSIVE. For example, 25 SIEGE will cause 25 points of damage to Armor and Body.

SILENCE

Duration: 5 Minutes

Level: 4

Call: "SILENCE"

This effect renders the target silent and unable to speak for the duration. The victim cannot cast spells or make any sound using their voice. This does not affect combat announcements other than speech or spell casting.

SKILL <SPECIFIC>

Duration: 1 Hour/1 Use

Level: Varies

Call: "Skill <Specific>"

This effect grants the target the instant use of the specified skill. If the skill is a Continuous skill then the duration is 1 Hour. If the skill is Daily, then the duration is 1 immediate use.

SLAY

Duration: Instant

Level: N/A

Call: "SLAY"

This effect changes the status of the target from DYING to Dead. Under normal circumstances the target may NOT receive a LIFE effect.

SLEEP

Duration: 5 Minutes

Level: 6

Call: "SLEEP"

This effect causes the target to go into a deep SLEEP. The target is Unconscious and Helpless. The target can be Searched and moved. The target will remain asleep for the duration unless shaken continuously for 1 Minute.

SLOTH

Duration: 5 Minutes
 Level: 2
 Call: "SLOTH"

This effect renders the target unable to escape from combat. This prevents the target from using a FLEE or running from the combat.

SLOW - <RANK>

Duration: 5 Days
 Level: 9/12/15
 Call: "<Rank> SLOW <Effect>"

This effect modifies another effect. It will delay the onset of the specified effect by 15 Minutes/1 Hour/1 Day.

SPEAK <DESCRIPTOR/SUB-TYPE>

Duration: 5 Minutes
 Level: 13
 Call: "SPEAK <Descriptor/Sub-Type>"

This effect allows the target to communicate with the specified creature, being, or thing for the duration of the effect. The only communication allowed is for the caster to ask 3 questions (of 12 words or less each question) and the target to answer the 3 questions (of 12 words or less each answer). This communication is allowed even if the target and caster would normally not be able to communicate. The target is NOT forced to answer truthfully. Since the target is only allowed to understand the 3 questions, this effect does NOT allow the use of a COMMAND type effect. All questions and answers are at Marshal's discretion.

SPECTRAL

Duration: Instant
 Level: N/A
 Call: "<Effect> SPECTRAL"

This CARRIER ability allows a creature to inflict BODY damage to targets that are in a NON-CORPOREAL Form. This type of attack also affects targets using the FORM effect. This damage bypasses Armor Points and ARMOR type protections to do damage directly to the Body Points.

STABILIZE

Duration: Instant
 Level: 1
 Call: "STABILIZE"

This effect returns a target that is Bleeding (at -1 Body Points) but not Dying to 0 Body Points and Unconscious. If this effect requires a Count to finish then the Bleeding Count is halted while the Stabilize Count is being performed. If the Stabilize Count is interrupted the Bleeding Count continues from where it left off. The Stabilize Count must start again at the beginning to be effective.

STASIS

Duration: 1 Hour
 Level: 15
 Call: "STASIS"

This effect causes the target to become rigid and unable to move. While under this effect the target cannot be moved, touched or attacked, and is IMMUNE to all spells and damage. That target is unable to perform any action. This is NOT a binding type spell. The target cannot be Searched or moved. The Target may take a comfortable pose. The target is considered to be Unconscious. This effect stops time from passing for the target, all time/duration Counts are paused until the end of this

effect. This includes Bleeding and Dying Counts. This is Empowered.

STENCH

Duration: 5 Minutes
 Level: 1
 Call: "STENCH"

This effect causes the target to have a horrific smell around them, this very obvious to someone even without Keen Scent. If a creature affected by this is a target of a Track, then the Tracker receives a bonus. If the target creature possesses Keen Scent then the Keen Scent ability is negated for 5 Minutes.

STRENGTH <#>

Duration: Continuous
 Level: N/A
 Call: "STRENGTH +# Jump", "STRENGTH +# Lift", "STRENGTH +# <Action>"

This ability allows a creature to inflict more damage with a weapon or natural weapons and perform feats of strength. The # determines how much extra damage a creature inflicts with a Weapon. STRENGTH based jumps may NOT be done in combat. This effect does NOT grant enhanced agility, if used for a long jump requiring accuracy, marshal discretion may require the jumper to hit the intended landing spot with a thrown packet. The amount of STRENGTH depends on the individual creature and will be listed for the creature. Each Point of STRENGTH allows the creature to purchase 1 extra Stamina point. A Standard Type Creature may purchase 2 Stamina per Point of STRENGTH. A Major Type Creature may purchase 3 Stamina per Point of STRENGTH. For each +Point of STRENGTH the creature can carry 300lbs, Jump 10 feet (this ability cannot be used in combat), add +1 damage to any Weapons.

STRENGTH <#> - RESERVE

Duration: 5 Days
 Level: Varies
 Call: "SINGLE STRENGTH <#> {Reserve}"

This effect allows the target to perform a single feat of strength that may last up to 1 Minute or add the full STRENGTH as a Damage bonus to a single attack. The feats are equivalent to that of STRENGTH +# in regards to such activities as distance thrown, distance jumped, and ripping free. It can be used to move great weights and to carry someone or something heavy. STRENGTH based jumps may NOT be done in combat. This effect does NOT grant enhanced agility, if used for a long jump requiring accuracy, Marshal discretion may require the jumper to hit the intended landing spot with a thrown packet. This effect is considered a RESERVE effect and follows all such rules. This effect can be cast to cancel a WEAKNESS effect if the SINGLE STRENGTH # is equal or greater than the WEAKNESS #.

STRIKE <EFFECT>

Duration: Instant
 Level: N/A
 Call: "<Effect> STRIKE"

This is a weapon delivered effect. This is not a CARRIER and takes effect with a Legal Strike. It is considered to have the CARRIER "Normal" unless otherwise specified.

STUN

Duration: 5 Minutes
 Level: 10

Call: "STUN"

This effect causes the target to become Unconscious and Helpless. The target can be Searched and moved.

SUMMON <CREATURE>

Duration: 1 Hour

Level: Varies

Call: "SUMMON <Creature>"

This effect SUMMONS a Minor creature of the specified type. The SUMMONED creature must follow the orders of the caster. The effect lasts until the creature is destroyed or the duration is reached, whichever comes first. The effect is not always successful in SUMMONING a creature. See a Plot Marshal for more information. The creature is destroyed by an appropriate DISPEL or a MAJOR DISPEL. The caster must supply the required treasure and NPC for the creature SUMMONED as part of the casting. Using a SUMMON is not a valid reason for a PC to call a HOLD.

SUPPRESS

Duration: 1 Hour

Level: 15

Call: "SUPPRESS"

This effect causes all magic on a target to act as if affected by a MAJOR DISPEL. This effect will SUPPRESS all Arcane effects and Magic CARRIERS, preventing the use of magic items, but not Spell casting until it is removed. This will work on all effects other than those with an Instant duration, including GLYPHS, BARRIERS and FIELDS. All active effects which could be removed by a MAJOR DISPEL are no longer active and effects in the following list that are cast on the target of the SUPPRESS during the duration will not take effect until after the SUPPRESS has been removed: PROTECTION type, CARRIER type, FORM, SHELL, ARMOR type, ASSAULT, AUGMENT and RUNE. SUPPRESS will affect Empowered Effects and Magic Items that would normally not be affected by the MAJOR DISPEL.

SURGE

Duration: Instant

Level: N/A

Call: "<Effect> SURGE"

This ability allows a creature to channel more power into a single effect, making the effect more difficult to block. This ability will activate any Passive RESIST effect or SHIELD effect and affect the target as though the defense was not effective. Active RESIST effects or SHIELD effects that are used to defend against the SURGE will also be used and the SURGE will affect the target as though the defense was not effective. Standard or Major appropriate Techniques may be used to defend successfully against a SURGE. Appropriate Minor Techniques such as DEFLECT will stop a single hit without ending the SURGE, allowing the user to continue using another SURGE. Any effect to which a creature is HEALED or IMMUNE to will not gain the ability to harm the creature because it was used in the SURGE.

SURPRISE

Duration: Instant

Level: N/A

Call: "<Effect> SURPRISE"

This CARRIER means that Reactive Defenses may NOT be used but Passive Defenses still apply.

SWARM

Duration: Constant

Level: N/A

Call: "SWARM, No Effect, REDUCED"

This ability represents a form made up of a large number of smaller creatures that act as one. A SWARM is capable of moving through spaces that the individual creatures that make up its body are capable of moving through. A SWARM is also able to move in the same manner as the individual creatures that make it up (for example, a SWARM of beetles can BURROW, a SWARM of fire flies can FLY). A SWARM takes Minimal (1 Damage) from Weapon Strikes. A creature with this ability is more resilient to certain effects and IMMUNE to others. Regardless of immunities a SWARM will always be fully affected from any effect delivered through an Area of Effect unless specifically protected. A list of these specific effects and how they function on a creature with SWARM is listed on page 154.

SWIM

Duration: Continuous

Level: N/A

Call: "I <SWIM> #... I <SWIM> 1."

Some creatures have the ability to travel either naturally or magically through the water. Creatures with these abilities are able to retreat from combat using these abilities and a Count. The Count is typically Uninterruptible 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. Swim is represented by circling a single hand or weapon above the head. Announcing SWIM as part of an attack will affect a creature using SWIM. Two creatures swimming may affect each other normally.

SYMBIOSIS

Duration: Indefinite

Level: Varies

Call: "SYMBIOSIS"

This effect allows the creature using it to bond physically, mentally and spiritually to the target. Once the SYMBIOSIS is complete, the attacking creature no longer possesses independent statistics. The target creature (or host) gains whatever Template the attacking creature grants to its hosts. The attacking creature cannot be removed from the host without the attacking creature's consent. Forcefully physically removing an attacking creature from its host reduces the host to the Dead status.

TAUNT

Duration:

Level: N/A

Call: "VOICE CONTROL Thought COMMAND. Kill me!"

The creature must role-play annoying and insulting the target for a 30 Count. After this time, in which the target must be in sight and capable of hearing the creature, the creature may then deliver a VOICE CONTROL Thought COMMAND effect in which the target wishes to kill the creature by any means necessary. This does not rob the victim of his ability to think and plan, but it does mean that the victim must attempt to attack the creature immediately. If the target has an unused Battle Rage, then the TAUNT ability will trigger it, focusing its energy upon the creature.

TELEPORT

Duration: Instant

Level: N/A

Call: "TELEPORT #... TELEPORT 1. TELEPORT"

This ability allows a creature to transport itself (sometimes with others) to another location anywhere on the same plane of existence, or another plane if specified, that it has been before. The use of this ability may require a Count.

<TERRAIN> COMBAT

Duration: Continuous

Level: N/A

Call: "<TERRAIN> COMBAT"

This ability allows the creature to move through a specified environment or obstacle without performing a special count or being obstructed (other creatures will still be affected). It also negates any combat penalties associated with the environment or obstacles for the creature. This must be announced once at the beginning of the encounter, not for each use.

<TERRAIN> MASTER - <RANK>

Duration: Continuous

Level: N/A <Standard, Major>

Call: "<RANK> <TERRAIN> MASTER"

This ability allows the creature to move through a specified environment, object or condition without restriction. It also negates all combat and other penalties associated with the environment or obstacles for the creature. The creature is IMMUNE to environmental effects from the terrain. This creature is also considered to have the fastest movement in the specified terrain. This grants special situational abilities as determined by the Marshal. The Major version allows the creature to grant these benefits to targets it specifies while it is in proximity as determined by the Marshal, typically touch.

<TERRAIN> TRAVEL

Duration: Continuous

Level: N/A

Call: "<TERRAIN> TRAVEL"

This ability allows the creature to move through a specified environment, object or condition without passing through the space in between. This ability is called "<TERRAIN> TRAVEL" and requires the amount of time in-game that it takes for the person to move to the other end of the TRAVEL Effect. Entering the <TERRAIN> TRAVEL may require a Counted action, the length of which will be listed for the creature. Exiting <TERRAIN> TRAVEL may require the same Counted action, see APPEAR.

TRACK- MINOR

Path: Nature

Incant: 1 Call upon the Forces of Nature to Grant Track- Minor.

Duration: Instant

Level: 2

Call: "TRACK- MINOR"

This effect can assist any other Track pick, successfully track over land corporeal creatures without the Tracking skill within 1 hour of the tracks being made, outside of Town. This effect may also be used to cover tracks normally as a Tracking Minor skill. No pick is necessary to use these effects.

TRANSFER <SPECIFIED> - <RANK>

Duration: 1 Day

Level: N/A <Minor, Standard, Major>

Call: "<Rank> TRANSFER <Specified>"

This ability allows a creature to TRANSFER the specified abilities of a caster to a willing target. These abilities expire

at the end of the current Logistics Day. These abilities cannot take a target over their starting amounts. All excess ability is lost in the TRANSFER. A STANDARD TRANSFER may go over the starting amounts of the recipient. A MAJOR TRANSFER may be from any one willing to target to another with the caster as a conduit.

TRANSFORM <SUB-TYPE> <CURE>

Duration: Indefinite

Level: N/A

Call: "TRANSFORM #... TRANSFORM 1, TRANSFORM"

This ability allows a creature to forcefully change a Defenseless target into another creature. Typically the new form is of like nature to the caster though of a Minor Type. This ability affects the victim's Body and is typically cured upon Resurrection or by specific cure. During this time the target is typically completely under the control of Plot. The amount of time it takes to perform a TRANSFORM and the type of creature the victim becomes will be specified for the creature.

TRIPLE

Call: "Triple <Call>"

Rule: This effect allows a creature to make and automatically land a second and third attack using the same exact effect as the first. Each effect in the TRIPLE attack must be defended individually. For example, if a character were to TRIPLE- KILL STRIKE, then three separate DEFLECTS, PARRIES OR other defenses must be called by the target, otherwise he will take the effect of whatever KILL STRIKE(s) he could not successfully defend against. In the example above, the use of two PARRIES will negate two KILL STRIKES, leaving one KILL STRIKE affecting the defending character.

VENOM - <RANK>

Duration: 5 Minutes/ 1 Hour

Level: 6/ 11 <Standard, Major>

Call: "<Rank> VENOM"

A target under the effects of a VENOM is Unskilled. A target under the major version will additionally take a KILL effect at the end of the MAJOR VENOM's duration unless the MAJOR VENOM effect is removed.

VITALITY

Duration: Instant

Level: 13

Call: "VITALITY"

This effect will restore the target's health and Consciousness. A VITALITY performs the following: Heals 100 total Body and Natural Armor Points, acts as a MAJOR CURE and AWAKEN. VITALITY will also remove the following: PARALYSIS, BERSERK, MAJOR COMMAND, DOMINATE, BLIND, CURSE, DEPRIVE, WASTE, ENFEEBLE, all FORGET types, RUIN, all WEAKNESS types, SILENCE, SLOTH, RESTRICT, DRAIN (this does not return daily type skills and points for that day) and FEED. VITALITY will not return a target to LIFE from Dying or REGENERATE any damaged or missing limbs.

VOICE CONTROL <DESCRIPTOR> <CREATURE> <RANK>

Duration: 1 Hour

Level: N/A <Standard, Major>

Call: "<Rank> VOICE CONTROL <Descriptor> <Creature> <Task>"

This ability allows a creature to control a/all specified creature(s) within the sound of its voice. This ability works like a DOMINATE on those types of creatures that the ability specifies. This ability is typically Glamour, Sound or

Thought. This will NOT affect the SHIELD or Passive Defenses that are not of the appropriate type.

VOLLEY <CATEGORY>

Duration: Instant

Level: N/A

Call: "<Category> VOLLEY"

This skill allows a character to negate any one <Category> effect and return that same effect to the attacker. This includes both damage and special attributes. The VOLLEY automatically strikes the opponent it is used against. A VOLLEY cannot be used on anyone except the person whose strike was negated. Major Techniques are PARRIED by this skill, not VOLLEYED. The effect returned by a VOLLEY can be negated with any appropriate defense for that particular effect.

WASTE

Duration: 1 Hour

Level: 13

Call: "WASTE"

The WASTE effect prevents the healing of Body damage on the target until the end of the duration at which time the target will take a <Descriptor> KILL effect unless the WASTE effect is removed. This effect also DRAINS 3 Stamina or Magic Points immediately but it is not Cumulative with other WASTE effects as long as the WASTE effect is active. The DRAIN cannot be restored by the removal of the WASTE effect.

WEAKNESS <#>

Duration: 5 Minutes

Level: Varies

Call: "WEAKNESS <#>"

This effect creates a Continuous # reduction to the target's damage calls for the duration of the effect. The lowest damage that anyone can call is 0. This effect is not stackable with any other WEAKNESS type effects, the target will suffer only the greatest # reduction. This effect can be removed by a STRENGTH <#> effect if it is greater than or equal to the WEAKNESS <#> effect.

WEAPON TRAP

Duration: Instant

Level: N/A

Call: "WEAPON TRAP"

This ability allows a creature to make the target Weapon unusable to the wielder. This is considered a Reactive AURA type ability and requires a Legal Strike from the Weapon to be targeted. The weapons affected by a WEAPON TRAP ability are considered to be in the possession of the creature.

WEAPON WARD - <RANK>

Duration: Instant/ 5 Minutes

Level: N/A

Call: "<Rank> WEAPON WARD"

This skill allows a creature to successfully prevent a single SHATTER, DESTROY, DISINTEGRATE, DISARM or MAJOR DISARM effect from taking effect on the weapon in its hand. In effect, the creature has become so good with its weapon that it is able to deftly maneuver its weapon out of harm's way. This does not allow it to prevent any other type of attack from taking effect on itself because it was hit in the weapon. The Standard version of the skill is usable to defend against a Single-Strike but does not consume a Multi-Strike attack.

WEB <#> <RANK>

Duration: 5 Minutes

Level: Varies=Strength

Call: "<Rank> WEB <#>"

This effect generates a restraint preventing the target from using its arms and/or legs. A MINOR WEB effect generates a restraint upon one or two like limbs. A WEB affects all of the target's limbs. While under the effect of a WEB, the target can speak normally, is Defenseless and is Searchable. The target of a WEB may not use their arms or legs to move or generate any effects such as Spells, use Alchemy or wield Weapons. Other creatures may not move the target regardless of Size or STRENGTH. WEB can be removed with STRENGTH by the target. Creatures attempting this must have a +STRENGTH attribute or effect greater than # of the WEB. Removing a WEB effect with Strength requires a 3 Count and causes the target of the WEB <#> points of CRITICAL damage. Someone else may cut the target free with a 3 Count using a Bladed weapon causing the target (#*5) points of Physical damage. The target may also be cut free with a 1 Minute Count causing NO damage.

Immunities

Immunity Chart

Effect Set	Size			Metabolism				Form			Mind/Group			
	Mi	St	Ma	Mi	St	Ma	No	Sw	Non	Am	Minor	St	Ma	No
Corporal	L	L	R			L	R	M	L	R				
Mystical	L	L	R	L	L	L	R		L	R				
Intellect				L	R	I	I	I			L	R	I	I
Movement	L	R	I					M	I	I				
Systemic		L	R	L	R	I	I	I	I					

Key to this Table

Mi- Minor
 St- Standard
 Ma- Major
 Sw- SWARM
 Non- NON-CORPOREAL
 Am- AMORPHOUS
 No- NO MIND

R- Reduction
 Corporal= ½ Listed Damage
 Mystical= ½ Listed Damage
 Intellect= WEAKNESS 2
 Movement= SLOTH
 Systemic= WEAKNESS 2
 L- Limited Reduction
 Corporal= Listed Damage
 Mystical= Listed Damage
 Intellect= WEAKNESS 4
 Movement= ROOT
 Systemic= WEAKNESS 4
 M= Takes Minimal Damage
 I= IMMUNE
 H= HEALED

NOTE: You may only have one Size, Metabolism or Form at a time. When combining Size, Metabolism and Form the creature gains the best defense for the effect from its properties, unless the creature has a specified better or weaker defense. These properties are applied after the modifications for Size, Metabolism and Form. The list of defenses from best to worse is H (HEAL), I (IMMUNE), M (Takes Minimal Damage – 1 point),

R (REDUCED Effect) and L (Limited REDUCED Effect).

Immunity Sets

Corporal

Minor
 DISARM <all>
Standard
 SEVER <Standard>
 KILL <Standard>
Major
 HARM
 KILL <Major>
 SEVER <Major>
 VITALITY

Mystical - If listed in

Monster Stats

Minor
 AWAKEN
Standard
 DISPEL <Path>
 SANCTUARY
Major
 DISPEL <Arcane/Alchemy>
 SUPPRESS

Intellect

Minor
 HALLUCINATION <Standard>
 HATE
 INTOXICANT
 LOVE
Standard
 COMMAND <all>
 FASCINATE
 FEAR
 FORGET <Minor>
 SLEEP

Major

BERSERK
 ENFEEBLE
 FORGET <Standard/Major>
 HALLUCINATION <Major>

Movement

Minor
 REPEL <all>
 ROOT <all>
 SLOTH
 WEB 2
Standard
 Bind <all>
 CONFINE <all>
 WEB 4
Major
 IMPRISON <all>
 WEB 6+

Systemic

Minor
 DISEASE
 POISON Body Damage
 SILENCE
 WEAKNESS 2
Standard
 Blind
 RUIN
 STUN
 VENOM <Standard>
 WEAKNESS 4
Major
 DEPRIVE
 PARALYZE
 STASIS
 PLAGUE
 VENOM <Major>
 WASTE
 WEAKNESS 6

Weapon Construction

SIZE	MIN Length	MAX Length	MAX Grip	MIN Crossbar	MAX Crossbar	MAX Guard	MIN Head	MAX Head	MAX Area	MAX Diameter
Thrown-Small	4"	6"	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Thrown-Short	7"	12"	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Thrown-Long	13"	24"	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Thrown-Great	25"	48"	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Small	18"	26"	6"	6"	9"	6"	2"	6"	N/A	N/A
Short	24"	36"	10"	9"	12"	9"	4"	12"	N/A	N/A
Long	34"	46"	12"	12"	17"	12"	6"	18"	N/A	N/A
Great	56"	63"	18"	17"	28"	15"	12"	24"	N/A	N/A
	64"	72"	24"	17"	28"	15"	12"	24"	N/A	N/A
	73"	76"	30"	17"	28"	15"	12"	24"	N/A	N/A
Small Shield	N/A	12"	N/A	N/A	N/A	N/A	N/A	N/A	120"	12"
Short Shield	N/A	24"	N/A	N/A	N/A	N/A	N/A	N/A	300"	19"
Long Shield	N/A	36"	N/A	N/A	N/A	N/A	N/A	N/A	600"	27"
Packet	5" tail	12" tail	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

MIN Length is the minimum total length (or diameter for Thrown), including Thrust Tips that a Weapon can possess.
 MAX Length is the maximum total length (or diameter for Thrown), including Thrust Tips that a Weapon can possess.
 MAX Grip is the maximum total unpadded length of core, including any padded interruptions such as Guards which have exposed core on both sides. Except for Great Club (Staff), the Grip must begin at the bottom Thrust Tip.
 MIN Crossbar is the minimum length of the bow for a Crossbow Weapon.
 MAX Crossbar is the maximum length of the bow for a Crossbow Weapon.
 MIN Head is the minimum total length that the striking head of a weapon can be. Axes, Maces and Hammers all require a head.

COLOR CODING

There are limitations on colors for some weapons:

Magic Weapons must be white, or have a white striking surface. No other weapons can have a white striking surface or blade.

Natural weapons are red and do not have a cross-guard. Weapons should resemble their real life counterparts as much as possible.

Non-Combat items are orange. No other weapon can use orange tape.

APPROVED MATERIALS

Weapons must be constructed out of approved materials. The list of standard APPROVED materials for weapon construction is:

- PVC and CPVC cores
- GRAPHITE cores
- KITESPAR cores

Other cores may be used but are subject to rigorous safety inspections. Any weapon made with non-standard materials must be brought to the attention of the Weapon Safety Marshall who inspects the weapon every event. Non-standard materials used in a weapon must be padded appropriately and extra effort must be made in their construction. At no time may metal cores of any type be used in the construction of any weapon less than 56 inches in total length.

- Duct Tape
- The only closed cell foam that is typically approved for weapon construction is 5/8" thick light green pipe insulation.

There are other colors of this type of foam that are also usable. Pink closed cell pipe insulation of 5/8" thickness is also acceptable. Other varieties may be available to different areas and are subject to the Weapon Safety Marshall's decision. Pipe insulation must have a minimum interior diameter of 1/2".

The list of standard ~~PALED~~ materials for weapon construction is:

- Fishing poles (regardless of their material construction) are not legal materials for cores and may not be used in the construction of any weapon.
- Steel cores
- Aluminum cores, less than 56"
- Wood cores
- Eggshell foam

Common reasons for weapons failing Safety Inspection are:

- At no time and for no reason may the foam of the weapon be split lengthwise along the core. This is one of the quickest ways to have your weapon fail. It causes the rapid break down of the foam and allows the core to break free.
- Shaving foam down below 5/8" in the blade or pommel of the weapon.
- Missing Thrust Tip on either Tip or Pommel.
- Thrust Tip does not compress/expand well.
- Being able to feel core when depressing the Thrust Tip firmly.
- Too much foam above the core causing the Tip to bend over, allowing the core to thrust out.
- Points or small protrusions that can cause eye injury.

SWORDS

Swords take practice to make. The materials are simple, and can usually be found at any hardware store and are inexpensive. The construction does take some trial and error, experience, and knowledge of what is needed to pass. Let's start with the materials.

3/4 inch CPVC pipe

Pipe insulation a minimum of 5/8" in thick; green is usually best, some pink and white is okay. Do not use black. If you do be very careful, most black foam is not very thick and is harder than the other foams. Your weapon probably will not pass. Only use black for the cross guard.

Open cell foam, about 2 inches thick

Duct tape

Optional: cushion foam

Razor or scissors

Hacksaw

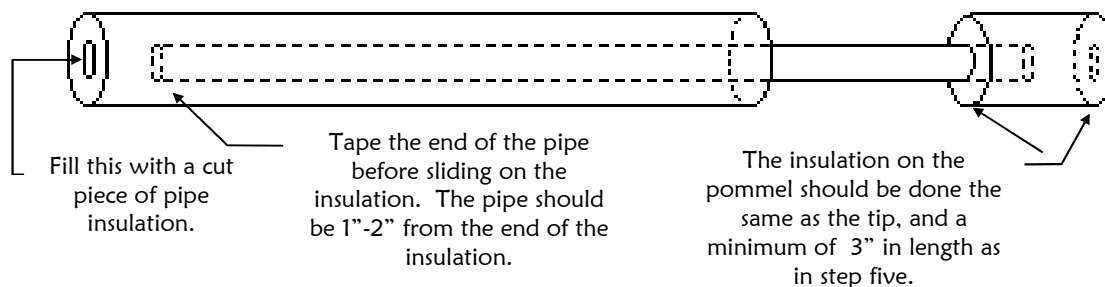
Electrical or sport tape

Note: When using non-standard materials for the core of a weapon you should never split the pipe insulation, as it allows the pipe to break out and possibly injure someone. Weapons with non-standard cores should be brought to the attention of a safety marshal for tagging.

Step One: Main Portion

First, cut the CPVC pipe 4 to 6 inches shorter than the desired length of the sword, including the hilt. Tape both ends of the pipe to prevent it from ripping the foam later. Slide the pipe insulation on the pipe and secure one end to where the blade will start. Fasten it securely with electrical tape. The insulation should extend past the pipe at least 1/2 inch but not more than 1 inch. Now cut a small piece of closed cell insulation to fill the hole at the tip.

Step Two: The Edges (skip this part if you have never made a sword before)



This portion takes some artistic ability. To create the edge of the blade cut a wedge out of pipe insulation or cushion foam. The wide part of the wedge should be the inside curve of the insulation, allowing the wedge to lay flat on the blade of the sword. Cut two. Getting the wedges of equal size and even shape takes practice and is therefore not recommended for beginners.

Step Three: Taping

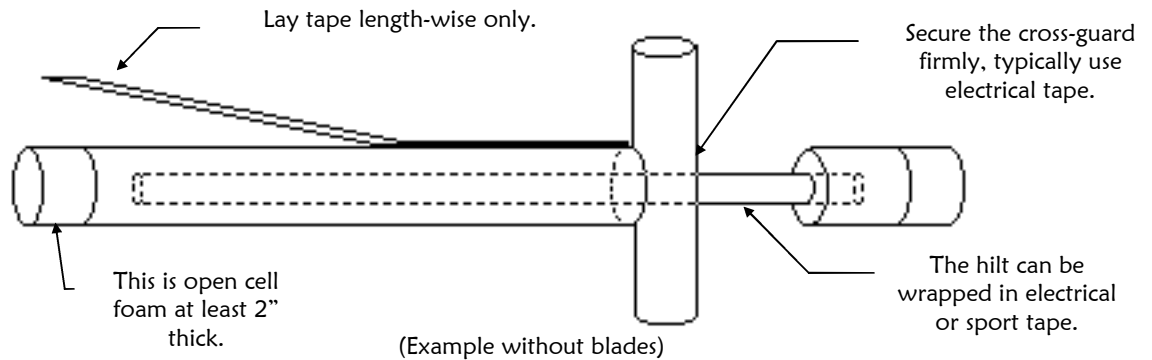
Using duct tape lengthwise along the blade, secure the wedges if you are using them and cover the length of the sword. Do Not spiral wrap the tape or compress the foam in any way. Lay tape lengthwise only.

Step Four: The Cross-guard

If you want a cross-guard on your sword you would do so now. Out of black (or any color) insulation cut a piece about a foot long. There is usually a slit in the foam on one side, in the center of the foam open it along that slit and cut a hole opposite it. Then slide the foam up the hilt and secure it in place. Then tape it.

Step Five: The Hilt

Now cut a short piece of insulation, about 3 to 4 inches. Slide this over the bottom end of the sword so that it overhangs it by at least an inch, same as the tip, and secure it with electrical tape. Fill the gap with green foam and tape it lengthwise as in step three.



Step Six: Thrust Tips

Next cut two 2" squares out of open cell foam. Place one at the tip of the sword and gently, being careful not to compress the foam at all, lay duct tape over it and secure it to the blade. Do the same for the hilt end. Then with a pin or needle, punch hundreds of holes in the tips to allow air in and out. When squeezed, the tip should snap back to its original shape almost instantly.

One way to increase the durability of the foam in the thrusting tips is to wrap the foam in tissue paper before taping it.

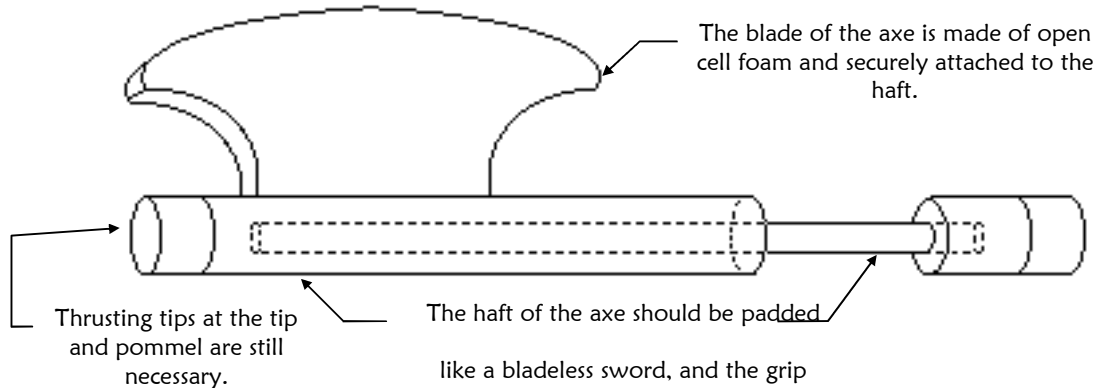
Step Seven: The Grip

Last, you can use electrical or sport tape to cover the grip of the hilt. You can also use cord to make a wider grip if it is securely fastened and will not come loose. Your sword should now be finished and any final decorations may be added to it. Keep in mind no points or hard edges.

OTHER WEAPONS

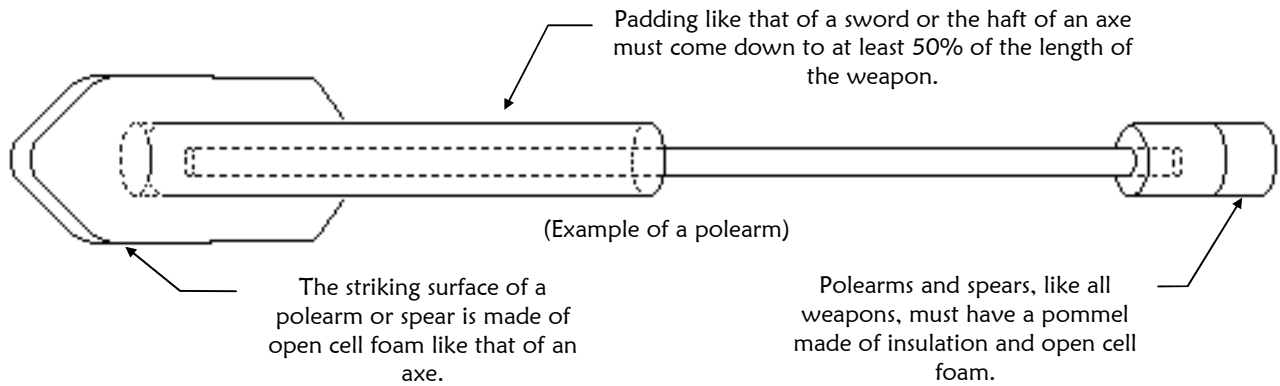
Axes

An axe is created in much the same way as a sword. Create the striking surface of the weapon the same way as you would create a sword, but not using the blades. To create the blade of the axe use open cell foam cut to the shape of the axe that you wish. Secure the shape to the haft of the weapon and carefully lay duct tape over the foam lengthwise overlapping very slightly. Poke hundreds of holes in the foam with a pin or needle. When the foam is compressed, it should snap back to shape almost instantly.



Great Weapons

For weapons over 56 inches only, you can use graphite aluminum or aluminum as the shaft. Metal of any type in a shorter weapon is prohibited. The length of the shaft near the blade of a Great Weapon must be padded in the manner of a sword. The blade of the Great Weapon is created in much the same way as that of an axe, with open cell foam.

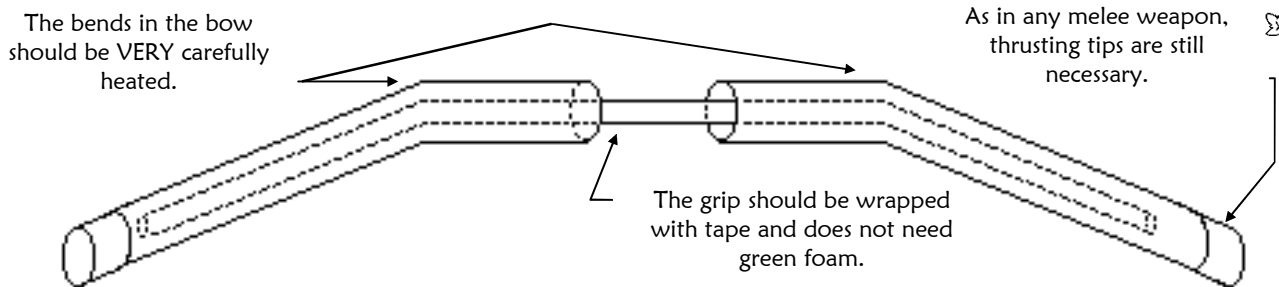


Great Club-Staff

Staves are very simple. The entire length of the staff can be padded like a sword without blades. If you leave an area unpadded, it must be in the center and you can only hold the weapon by the center 3 feet. You also must have both hands on this weapon during combat.

Bows

Bows are made very much like a short staff. The core materials and foam are the same as for any weapon. For effect, they may be curved by heating the pipe and bending it at the appropriate joints. When heating the pipe be careful not to heat the pipe too much, or it will turn into useless putty. Do not melt the pipe. If you leave an area unpadded, it must be in the center and you can only hold the weapon by the center.



Missile Thrower

This device is phys-repped by a Y shaped boffer Small Weapon that is constructed without a core.

PACRETS

Packets are very simple to make. The approved materials are:

- Thin cloth
- Birdseed core
- Tape
- Elastic bands

Use only normal birdseed without sunflower seeds, any other core material is illegal!

Illegal materials include:

- Rice
- Beans
- Dried peas
- Starch
- Sand

Here are some instructions on making legal packets. What you do is cut the cloth into squares approximately 6 in. by 6 in. Then using a 35 mm film canister fill the center of the cloth with birdseed. Then close the edges of the cloth around the seed and seal it using electrical tape or elastic bands. As Weapon Packets require tails, the tails should be constructed of ribbon, plastic safety or surveyors tape. Very lightweight cloth can also be used, but isn't as good.

Weapon Packets are constructed the same way with a tail. The tails should not be more than one inch and not less than 1/2 inch wide and between 5-12 inches in length. The tails are attached with the same tape or elastic band used to seal the packet.

SHIELDS

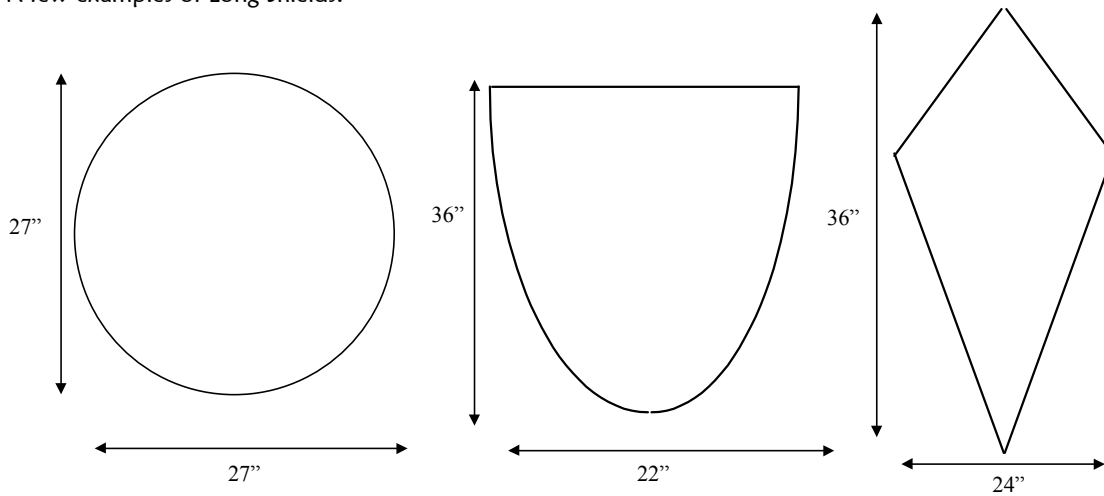
Shields can be made from several different types of material. One convenient and well-sized shield is an aluminum disk sled. Other shields can be made of plywood or panel board. All shields have 5/8" thick pipe insulation around the edge, duct taped lengthwise like a sword.

Due to the indestructible nature of a shield, there are size restrictions. No length in any direction of any shield can exceed 36 inches including the foam padding. Also the area of the shield measuring from the outer edges cannot be less than 100 square inches and cannot exceed 600 square inches. Gaps inside the perimeter of the shield will be counted as part of the surface area.

Small Shields must have a handle. Short and Long Shields must have a handle and an arm strap. The handle of the shield can be made from drawer handles that can be found in most hardware stores. You can also use nylon strapping or similar material for both a handle and the arm strap.

Do not allow the construction materials such as screws, nuts, or any protruding pieces on the outside of the shield, and be very careful of such items on the inside. Have them covered with putty, use rounded screws or use smaller materials, whichever applies.

A few examples of Long Shields:



Armor Rating

Class	Max Armor	Race Restricted Max
Warrior	Heavy	Medium
Rogue	Medium	Light
Mage	Light	Costume
Battle Caster	Medium	Light
Ranger	Heavy	Medium
Bard	Light	Costume

Costume- Period Clothing granting 10 Armor Points. This is intended to be any clothing that does not detract from the atmosphere of the game. Costume may be refit fully In Town given a 5 minute count (when you change into a new set of clothes) or when an Armor Repair Kit is applied. Costume which is breeched grants no protection.

Light Armor- This armor grants 25 Armor Points.

Medium Armor- This armor grants 50 Armor Points.

Heavy Armor- This armor grants 75 Armor Points.

Battle Armor- This armor grants 100 Armor Points.

Armor Suits can be broken down at Logistics for the following:

- Light Armor can be broken down into 1 Armor Repair Kit.
- Medium Armor can be broken down into 2 Armor Repair Kits.
- Heavy Armor can be broken down into 3 Armor Repair Kits.
- Battle Armor can be broken down into 4 Armor Repair Kits.

Armor Suits cannot be combined to generate a greater armor suit. Armor is only considered at full value if it has an active Armor Repair Kit on it.

*** The player must announce Refit Armor in a normal tone of voice once every 10 seconds of the count.

*** Any hit on the character, even if it has no effect, and any dodging by the character resets the count.

Armor Refit- Armor can be refit by anyone granting Armor points equal to 1 category lower than the last refit.

Full Armor Refit- Armor can be reset to 1 category less than its full value after 5 minutes In Town.

Armor Repair Kit- Unenhanced Armor can be repaired using an Armor Repair Kit by an Armorsmith Level 1. This will remove all penalties to the armor gained by Breeching.

Specialty Armor Repair- Enhanced Armor can be repaired using a Specialty Armor Repair Kit by an Armorsmith Level 6. This will remove all penalties to the armor gained by Breeching.

BASE ARMOR: TORSO

A suit of armor gains the full bonus below if it covers the torso from the collarbone to the waist and the sides to 3" below the armpits. A suit must cover at least 4 of the following locations: Collarbone (A minimum of two 3" wide strips one passing over each shoulder from the top of the upper chest to the top of the upper back), Upper back to the bottom of the Shoulder Blades, Lower back to the Waist, Upper Chest to the bottom of the ribs, Lower chest to the waist, sides under the arms to the waist.

- -1 rating for any Torso armor that does not cover all the locations above, minimum 4 of the 6.
- -1 rating for any armor that is "non period", this includes unmodified modern leather jackets, motocross, or hockey gear.

You can also gain a base armor rating by covering all 6 secondary armor locations with the same type of armor.

Leather

Armors made from leather may be made from real leather, rubber, vinyl or other non-woven material.

- Leather armors are classified by their ability to maintain their shape under force.
- Soft Leather armor is any form of non-rigid, leather. Soft Leather armor is considered "light armor".
- Hard Leather armor is any form of semi-rigid leather armor. Hard Leather Armor is considered "Medium Armor".

Chain

Chain mail armor is any form of armor made from interlocking rings. Chain mail rings must not allow a nickel to pass through the weave. Chain mail armors are classified by the materials they are made from, and the general weight of the armor.

- Chain made from Chain Mesh, Theatrical Costume Chain, and non-Metal chain, are considered "light armor"
- Chain made from light metal, is considered "medium armor"
- Chain made from heavy metal, is considered "heavy armor"

Brigandine

Brigandine armor is any form of armor made from rigid, metal plates supported by a non-rigid or semi-rigid backing material. Brigandine armors are classified by the size and spacing of the plates.

- Small plate, plates at least 6 square inches in size
- Spacing no more than 2 inches apart, is considered "light armor"
- Spacing no more than 1 inch apart, is considered "medium armor"
- Large plate, plates at least 8 square inches in size,
- Spacing no more than 2 inch apart, is considered "medium armor"
- Spacing no more than 1 inch apart, is considered "heavy armor"
- -1 rating for light metal plates, minimum of "light armor"

Plate

Plate armor is any form of armor made from rigid, metal plates that are self-supporting. Plate armors are classified by the materials they are made from, and the general weight of the armor.

- Light plate, any plate made from a light non-metal material, is considered "light armor"
- Medium plate, any plate made from a, heavy non-metal, or light metal, is considered "medium armor"

- Heavy plate, any plate made from steel or Iron, is considered "heavy armor"

SECONDARY ARMOR LOCATIONS

You can increase the rating of your armor suit by covering the following armor locations. You must use the armor ratings listed in the table below to gain the bonus. You must cover more than 50% of the armor location to gain the bonus. Both locations in a pair must be covered to gain this bonus, except the Head and Groin.

Base Armor	Armor Location Rating	Locations	Rating Bonus
Light	Light, Medium, Heavy	3 / 6	+1 / +1
Light	Medium, Heavy	3 / 6	+1 / +2
Medium	Medium, Heavy	3 / 6	+1 / +2
Heavy	Medium, Heavy	3 / 6	+1 / +2

Head - The head is defined as the area of the characters head from their forehead up and the back of their head to the base of the skull. Head protection should be padded to prevent injury to the wearer.

Upper Arm - The Upper Arm is defined as the area from the top of the elbow to the bottom of the deltoid muscle for both arms.

Lower Arm - The Lower Arm is defined as the area from the bottom of the elbow to the narrow part of the wrist for both arms.

Groin - The Groin is defined as the lower abdomen from the waist to the groin, front and back.

Upper Leg - The Upper Leg is defined as the area from the groin to the top of the knee for both legs.

Lower Leg - The Lower Leg is defined as the area from the lower knee to the ankle for both legs.

Jointed - 2 different armor locations on the same limb, which are properly jointed, are treated as 1 location.

Scaled - Scaled armor is constructed of layered overlapping armor materials. Scaled armor must be of the same rating armor as the base armor. Layers must be attached to each other, simply wearing 2 suits does not count.

- +1 class of armor for 50% overlaps of non-rigid armor.

MATERIAL DEFINITIONS

Rigid - This material will not visibly deform from its intended shape when a 12oz (full can of soda) weight is applied.

Semi-rigid - This material will visibly deform from its intended shape, but maintain at least 50% of its shape when a 12oz weight is applied.

Non-rigid - This material will visibly deform from its intended shape and maintain less than 50% of its shape when a 12 oz weight is applied.

Leather - Armors made from leather may be made from real leather, rubber, vinyl or other non-woven material. Leather armors are classified by their ability to maintain their shape under force.

Non-Metal - This is any Rigid or Semi-rigid material that is not metal, examples are Plastic, PVC, Fiberglass, or Carbon Fiber.

- Light Non-metal, is any of the above materials that are Semi-rigid.
- Heavy Non-metal, is any of the above materials that are Rigid.

Metal - Any Rigid material that is made from metal.

- Light Metal: aluminum, or titanium.
- Heavy Metal: Steel, Iron, Copper, or Bronze

Definitions

<Ability>: This variable is used to denote an Ability named by the user during a Call or Incant.

Active: This term denotes skills, abilities or effects that can only be used by a Conscious character who is not currently under another State or restriction which prevents the use of the specified effect such as a creature in a BIND attempting to use its Claw to attack.

Area of Effect: This term denotes an effect that affects all targets in the specified area individually. No Strike or Packet must land for an Area of Effect to successfully attack. Area of Effects cannot be EVADED or PARRIED.

Blanket: This term denotes a standard award of XP granted to a character for attending an official Dragon Crest event.

Bleeding: This term denotes a condition that occurs when the target is at -1 Body Points total. The target is Unconscious and required to perform a 60 Count unless ended by an appropriate effect. A target that completes his Bleeding Count moves to the Dying state. Any effect that places a target into a Bleeding state does not override the Dying or Dead states unless specifically stated in the effect to the contrary.

Bleeding Count: This term denotes the 60 Count performed by a creature that is in the Bleeding state. Once the 60 Count is over the creature moves to the Dying state.

<Bloodline>: This variable is used to denote a Bloodline named by the user during a Call or Incant. Examples of Types are: Humanoid, Animal or Abomination. Examples of Sub-Types are: Humanoid-Fire, Animal-Bear or Abomination-Skeletal. Examples of Bloodlines are: Humanoid-Fire-Pyresti, Animal-Bear-Cave or Abomination-Skeletal-Warrior.

Breath Count: This term denotes a condition that occurs when the target is unable to breath for one reason or another. The target is required to perform a 60 Count unless ended by an appropriate effect. A character with the appropriate TERRAIN COMBAT skill has a 5 Minute Count. A target that completes his Breath Count moves to the Bleeding state.

Call: This term denoted the Out-of-Game verbal tagline that must be completed for the effect to be activated. This includes announcing Weapon Damage.

Carrier: This term denotes any attribute that is appended to the end of a weapon call. There are several types of CARRIERS including: Threshold, Descriptor, Effect and Enhancement.

<Category>: This variable is used to denote a Category named by the user during a Call or Incant. The appropriate choices are Physical, Arcane or Poison.

Category: Arcane, Physical, or Poison

Common (C): This term denotes the rarity of something that is considered common in the Game World. Anything with the Rarity of Common is available to starting characters and can be easily gained or found. *These are the only skills that a starting character may purchase.*

Complete Search: This term is used to denote an action in which a creature designates a Great-Sized target (including an area or another Man-Sized creature) to search. A Complete Search takes 5 Minutes and finds all

possessions of a target or area that do not require a specific skill to take or recognize.

Concentration: This term denotes the duration of an effect that relies upon the caster's or the recipient's attention. This is usually represented by a Hand Gesture. If the Hand Gesture is broken or the character maintaining the Concentration is rendered Defenseless, then the Concentration is broken.

Conscious: This term denotes the default condition of a target in which it is aware of its surroundings and able to use any Active items, skills or effects (unless modified by another condition).

Continuous: This term denotes a delivery method in which the effect may be Called for the duration of the effect, regardless of hit or miss.

Counted Duration: This term denotes an effect that functions 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.

<Creature>: This variable is used to denote a Creature named by the user during a Call or Incant. Creatures include all animate beings.

Crude Items: This term denotes a quality of item that will function as a normal Minor Item of its type, i.e. Weapon, Armor, or Talisman for a limited period of time. The Marshal determines this duration, as these items sometimes require a certain level of familiarity to use effectively as well.

Current: This term denotes the active effect, duration or condition.

Damaged: This term denotes a creature with greater than 66% and no more than 90% of its Body and Natural Armor.

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.

Dead: This term denotes a condition that occurs when the target has completed their Dying Death Count. The target is beyond the power of a LIFE effect and is considered an item.

Death Count: This term denotes the 5 Minute Count performed by a creature that is in the Dying state. Once the 5 Minute Count is over the creature moves to the Dead state.

Defenseless: This term denotes a condition that prevents the target from moving under its own power. The target is unable to prevent a Killing Blow.

Descriptor: This is used to determine how much the target is affected by the damage or effect. There is no default Descriptor. Some examples of appropriate Descriptors are: Fire, Ice, Lightning, Sound, Stone, Spirit, Death, Acid, Poison and Force.

Dying: This term denotes a condition that occurs when the target has been Killing Blowed or completed their Bleeding Count. The target is Unconscious and no longer

affected by any effect that does not specifically state it will affect a Dying target. The target is required to perform a 5 Minute Count unless ended by a LIFE effect. This State removes all other non-enhanced effects and States unless otherwise specified in their description. Any effect that places a target into a Dying state does not override the Dead state unless specifically stated in the effect to the contrary.

Effect: When referring to a CARRIER, this is used to determine what effect the target is affected by after taking damage to the target's Body Points, not including PROTECTIVE effects. There is no default Effect. Some examples of appropriate Effects are: SLEEP, PARALYZE, BIND, KILL and NAUSEA.

<Effect>: This variable is used to denote an effect named by the user during a Call or Incant. See the Effect List on page 132 for a list of appropriate variables.

Empowered: This term denotes an effect that has been fortified with additional power making it more complex, more difficult to remove or destroy. This renders the effect immune to non Empowered effects..

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.

Enhanced: This term denotes an effect or item that has been fortified with additional power making it more complex, more difficult to remove or destroy. This term is most commonly used to describe Production items that have Specialty Components worked into them.

Enhancement: When referring to a CARRIER, this modifies how the damage is delivered. The default Enhancement is NATURAL. Some examples of Enhancement CARRIERS are: MASSIVE, Body, SPECTRAL, Arcane, DRAIN, Gas and SIEGE.

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 effect.

Extremely Rare (E): This term denotes the rarity of something that is considered extremely rare in the Game World. Anything with the Rarity of Extremely Rare is not available to starting characters (Please see the section on starting a character.) Extremely Rare items require an enormous amount of time, money and effort to acquire. Such items are the subject of a Life Quest.

Fitted: This term is used to describe an item which can only be used by a single character. A Fitted item may be Fitted to a new character using an appropriate Inspiration at Logistics.

Free (F): This term is used to denote a skill that does not require any Instruction Points to learn. One example of a Free skill is +1 Strength.

Great: Great items are granted an increase in their Damage Resistance up to Standard. This applies to items Great Weapons and Great Talismans. If the item is already of Standard or greater damage resistance then no further increase may be gained from Great objects.

Great Sized: This term denotes object that falls within the dimensions of 8' by 4'. This term also applies to any Great item made with Weapon Smith, and any Armor made with the Armor Smith skill whose physical representation is smaller than 8' by 4'.

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

<Hand>: This variable is used to denote a Hand named by the user during a Call or Incant. The appropriate choices are Right Hand or Left Hand.

Handed: This term is used to denote when a skill, ability or effect requires the use of something specific to activate the skill, ability or effect. The possible restrictions are: Voice, One (Hand/Arm), One (Limb), Two (Hand/Arm) or Two (Limb), Sight, No.

Hand Gestures: These are Out-Of-Game representations of a particular game effect. They indicate the concentration necessary to maintain the skill or the effect. You cannot use these Hand Gestures without having the effect active. The effect is only active as long as the Hand Gesture is maintained or until the effect's duration has ended. As these effects are usually powerful, the use of Hand Gestures is strictly enforced. If there is any obstruction to the hand gesture, such as a shield or cloak, the character must place the hand gesture on the outside of the obstruction. Note that we do not expect that shield wielders will drop their shields to assume a Hand Gesture, but we do expect that they will make every effort to make their Hand Gesture visible and clear to observers, up to and including announcing the effect.

Harvest: This term denotes ability whether natural or skilled based to actually remove useful components or products, such as poisons or potions, from a creature or a place. Unless otherwise specified, Harvesting has a range of Touch and requires a 30 Count.

Healthy: This term is used to denote a creature at over 90% of its Body and Natural Armor.

Helpless: This term denotes a Defenseless state in which the target cannot use any Activate items, skills or abilities except for Self Targeted Racial skills and abilities.

IG/In-Game: This term denotes any person, place or item that is considered to be part of the game that is in use.

Identify: This term denotes the ability, skill or spell which allows the character using it to determine more specific information on the specified substance or effect on the target or in the area. In other words, the presence of the effect must be DETECTED before it can be Identified. Depending on the actual ability, skill or effect, the character may find varying levels of information. This may also occur with the use of several DETECT effect (i.e. the DETECT ARCANES effect). This ability does not allow a character to initially DETECT the substance or effect unless otherwise specified. Unless otherwise specified, Identification has a range of Touch and requires a 30 Count.

In Town: This term is used to denote a location which has enough resources and relative safety to perform a certain types of actions. In general, this refers to a secured Base Camp, or populated area and any area named by a Marshal.

Inanimate: This term denotes a non-living item that is not capable of self-locomotion.

<Incant>: This variable is used to denote a specific Incant named by the user during a Call or Incant. A list of appropriate Incants can be found on page 122.

Incant: This term denotes an In-Game verbal tagline that must be completed for the effect to be activated. This includes the activation of a Magic Item's effect.

Indestructible: This term denotes a level of Damage Resistance greater than "IMMUNE to DISINTEGRATE". Some unusual effects may be able to destroy an item that is "IMMUNE to DISINTEGRATE" such as being tossed into the lava flow of an active volcano that an Indestructible item would survive.

Initial (I): This term is used to denote a skill that requires Instruction Points to learn the first level of the skill. One example of an Initial skill is 1st Expert Attack +1. A character may then learn 2nd, 3rd, 4th, and 5th Expert Attack +1 without use of Instruction Points.

Injured: This term denotes a creature that is over 33% of its Body and Natural Armor but less than 66%.

Instant: This term denotes an effect that occurs immediately and ends immediately. This type of effect cannot be DISPELLED or SUPPRESSED in any way. An Instant effect cannot be interrupted.

Interruptible: This term denotes a Counted effect that can be stopped by something other than the creature using the effect. If the count is Interrupted, the count must begin again from the beginning and if the effect is a Daily effect, then the effect is used for the day. The use of Passive effects by the creature Counting does not Interrupt the Count. Interruption is defined as being struck by any detrimental effect including damage that affects the target. An example of a count that can be Interrupted is a First Aid. If a creature is struck while counting, it must restart the Count from the beginning to generate the effect.

<Item>: This variable is used to denote an item named by the user during a Call or Incant. Items must be Inanimate.

Killing Blow: This is an action or effect that changes a target's current State to Dying. Killing Blows are generally done with an Interruptible 3 Count. Killing Blows can only be done on Defenseless or Willing targets. This is considered a Counted KILL effect.

LARP: Live Action Role-Playing

Legal Strike: This term denotes a valid hit. In the case of a boffer weapon, a valid strike hits anywhere except: Head, Hands, Groin, and Weapons/Shields (properly wielded with Proficiency). In the case of a Weapon Packet, a valid strike hits anywhere except: Shields (properly wielded with Proficiency). In the case of a Packet, a valid strike hits anywhere. Note: in any case the intentional targeting of the Head, Hand or Groin area is considered Un-Sportsman-Like.

Leveled (L): This term is used to denote a skill that requires Instruction Points for each level of the skill. One example of a Leveled skill is Tracker Minor. A character may not learn Tracker Standard or Major without the use of Instruction Points.

Limited (L): This term denotes the rarity of something that is physically limited in the Game World. Anything with the Rarity of Limited is not available to starting characters (Please see the section on starting a character.) Limited items require a colossal amount of time, money

and effort to acquire. Such items are the subject of a Life Quest that even the best have failed to acquire.

Line Of Sight: This term denotes effect that persists as long as the originator remains within sight of the target. This does not mean that the originator must be looking at the target, but if the target or the originator face each other and can see each other, then Line of Sight is maintained. The originator of the effect must be Conscious for Line of Sight to be maintained.

Logistics: This term denotes the time when on players can perform production with their character's Trade Skills.

Long Sized: This term denotes object that falls within the dimensions of a legally constructed Long Weapon. This term also applies to any item made with the skills, Weapon Smith, Scroll Making, Potion Making, Alchemy and Trap Making skill whose physical representation is smaller than the area of a Long Weapon.

Mauled: This term denotes a creature with less than 33% of its Body and Natural Armor.

<Medium>: This variable is used to denote a Medium named by the user during a Call or Incant. The list of Medium types includes: Air, Water, Earth, Fire and Void.

Melee: Effects with this descriptor function with Armor and Weapons.

<Movement>: This variable is used to denote a Movement named by the user during a Call or Incant. The list of Movement types includes: FLY, Walk, BURROW and SWIM.

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- Back: This functions as a Multi Strike effect with the following restrictions: So long as the character announces the <Back> call, limiting the effect to a successful strike on the back of the target, the character may continue to call the technique until a target is affected or until the wielder does not announce the <Back> call, in which case the effect is ended but may affect the target with any single legal strike. If a Multi-Strike is blocked by a DEFLECT or SHIELD effect, the Multi-Strike is not expended.

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.

Mystic: Effects with this descriptor function with Potions and Scrolls.

No: This term is used to denote when a skill, ability or effect does not require Voice, One or Two hands.

None (N): This term is used to denote a skill that cannot ever be instructed.

One: This term is used to denote when a skill, ability or effect requires the use of a single free hand/arm or limb. A free hand/arm must not be under any effect which restricts its movement such as a ROOT, WEB, BIND, CONFINE or IMPRISON or any effect which prevents the use of game skills such as DISARM or MAJOR DISARM. Unless otherwise modified, the character must use the "Free Hand/Arm/Limb" to generate the effect.

OOG/Out-of-Game: This term denotes person, place or item that is not considered to be part of the current game. This includes marshals, props not being used, costumes, and other players whose characters are not part of the current scenario.

Passive: This term denotes skills, abilities or effects that can be used by a character that is not currently Conscious or in another State or restriction which prevents the use of the Active effects.

Persistent Item: This term denotes an item which can be destroyed normally but will reform with the character in 5 Minutes, fully functional.

Physical Representation (Phys-Rep): This term denotes the "real world" item that serves as a representation of the In-Game item. As an example, the boffer weapon used by a character is the Physical Representation of the In-Game weapon.

Plant: This term denotes when a Conscious creature plants the ball of the Left Foot to the ground to represent his Concentration. A creature may pivot on ball of the Left Foot but may not move or lift the ball from the location of the Plant. If in a Marshal's opinion, the creature has moved the ball of the Left Foot then the Plant is broken.

<Rank>: This variable is used to denote a Rank named by the user during a Call or Incant. Examples of Level include Minor, Standard and Major.

Rare (R): This term denotes the rarity of something that is considered rare in the Game World. Anything with the Rarity of Rare is not generally available to starting characters (Please see the section on starting a character.) Rare items require a lot of looking around and effort to acquire. This generally requires 3+ adventures specifically designed to quire the item/skill and the culmination of a plotline.

Rare Plus (R+): This term is used to denote a skill that's rarity increase one stage more rare each time the skill is learned. Typically used for Hermetic and Shamanic Magic designation.

Reactive: This term denotes skills, abilities or effects that can be used by a Conscious character that is not currently under another State or restriction that prevents the use of the specified effect up to 3 Seconds after another effect is announced. The use of a Reactive effect allows a creature to avoid, negate or mitigate another effect.

Recognition: This term denotes the method in which the owner of an effect can allow beings through/into/out of the effect while it is in operation. The owner must be in contact with the effect and state "<Name> is recognized by the <Effect>" to allow that person only passage. This is by conscious effort and must be vocalized. The being allowed passage can take no other action when crossing the boundary of the effect and must cross it fully, but otherwise can take actions normally. The owner may revoke this recognition by being in contact with the effect and stating, "<Name> is no longer recognized by the <Effect>". Revoking recognition does NOT eject the being from the effect once they have completely crossed the boundary. If a being is partially within the boundary, the being is ejected away from the owner. Only one being may be recognized at a time, and recognition cannot be granted to objects alone.

Reserve Slot: This term denotes the ability of every character or creature to hold certain specific Effects to be

activated later. Only one specific Effect with the Reserve descriptor can be held in the Reserve Slot at a time.

Reset: This term denotes the time of day when character's per day skills RECHARGE.

Resuming: This term denotes a Counted effect that can be stopped by the creature. If the count is Interrupted, the count can begin again from the last Count number. Interruption is defined as being struck by any detrimental effect including damage that affects the target. An example of a count that may be Resumed is a Harvest Count. A creature can choose to stop the Count early to perform another action such as using a PARRY Technique and then Resume the Count where he left off.

Rip Free: This term denotes the action of using STRENGTH or other applicable effect to struggle free of another effect. This is done using a Count. At the end of the Count, the creature Ripping Free takes whatever effect is noted for Ripping Free.

Searchable: This term is used to denote a condition that allows other creatures access to the possessions of the target.

Set: A grouping of effects for purposes of IMMUNITY, see IMMUNITY chart.

Sight: This term is used to denote when a skill, ability or effect requires the character to see the target.

Signature: This term is used to describe an item which can only be used if it is prominently displayed. Signature items must be worn and displayed to be used and can never be activated in a Mage Pouch or while hidden.

Single-Strike: This term denotes a delivery method in which the effect may only be Called once, regardless of hit or miss.

Single Target Area of Effect: This term denotes an effect that affects one target struck with a Strike or Packet. Single Target Area of Effects cannot be EVADED or PARRIED.

<Skill>: This variable is used to denote a Skill named by the user during a Call or Incant. See the Skill List on page 27 for a list of appropriate variables.

<Specific>: This variable is used to denote a property named by the user during a Call or Incant.

Status: This denotes the current overall condition of the target. A target may be in more than one State at a time. For example, a target is affected by a SLEEP effect rendering it Unconscious. The same target is struck for an amount of damage reducing its Body Points to -1 total. The target is both Unconscious and Bleeding. Returning the same target to 2 Body Points by using a HEAL 3 Body effect will remove the target from the Bleeding state but leave the target in the Unconscious state. Unless noted in its description, an effect cannot change a target's state.

Stealth: Effects with this descriptor function with Alchemy and Traps.

<Sub-Type>: This variable is used to denote a Sub-Type named by the user during a Call or Incant. Examples of Types are: Humanoid, Animal or Abomination. Examples of Sub-Types are: Humanoid-Fire, Animal-Bear or Abomination-Skeletal. Examples of Bloodlines are: Humanoid-Fire-Pyresti, Animal-Bear-Cave or Abomination-Skeletal-Warrior.

Superior Single-Strike: This term denotes a delivery method in which the effect may only be Called once, regardless of hit or miss. If a Superior Single-Strike is blocked by a DEFLECT or SHIELD effect, the Superior Single-

Strike is not expended. This does not mean that the Superior Single-Strike must be used on the next strike.

<Task>: This variable is used to denote a command named by the user during a Call or Incant. The Task must be phrased in 12 words or less.

Threshold: This is used to determine if the target is affected by the damage or effect. The appropriate Threshold CARRIERS are: Normal, Blade, Blunt, Silver, Iron, Wood and Magic.

<Terrain>: This variable is used to denote a Terrain named by the user during a Call or Incant. See the list of Terrains under TERRAIN COMBAT for appropriate variables.

Touch Cast: This type of casting is where the caster, with the prior permission of the recipient, touches the recipient with a packet and casts the spell. The spell packet is not thrown.

Two: This term is used to denote when a skill, ability or effect requires the use of 2 free hands/arms or limbs. A free hand/arm must not be under any effect which restricts its movement such as a ROOT, WEB, BIND, CONFINE or IMPRISON or any effect which prevents the use of game skills such as DISARM or MAJOR DISARM.

<Type>: This variable is used to denote a Type named by the user during a Call or Incant. Examples of Types are: Humanoid, Animal or Abomination. Examples of Sub-Types are: Humanoid-Fire, Animal-Bear or Abomination-Skeletal. Examples of Bloodlines are: Humanoid-Fire-Pyresti, Animal-Bear-Cave or Abomination-Skeletal-Warrior.

Uncommon (U): This term denotes the rarity of something that is considered uncommon in the Game World. Anything with the Rarity of Uncommon is not generally available to starting characters (Please see the section on starting a character.) Uncommon items require some looking around and effort to acquire. This generally equates to 1-3 adventures specifically designed to acquire the item/skill.

Unconscious: This term denotes a condition that makes the target Helpless and unaware of their surroundings. Unless prevented, an Unconscious target will return to a Conscious state in 5 Minutes with at least 1 Body Point. A character with 0 Body Points is considered Unconscious. Any effect that places a target into an Unconscious state

does not override the Bleeding, Dying or Dead states unless specifically stated in the effect to the contrary.

Uninterruptible: This term denotes a Counted effect that cannot be stopped by an outside force except by rendering the creature Helpless or unable to complete the effect. The use of Reactive or Passive effects by the creature Counting does not Interrupt the Count. An example of a count that cannot be interrupted is a BURROW. If a burrowing creature is struck while counting, it may continue the Count useless it is killed or rendered unable to BURROW (i.e. paralyzed, slept, bound, takes too much damage).

Unskilled: This term denotes condition in which the target is Conscious but unable to use any Active skills or abilities.

Very Rare (V): This term denotes the rarity of something that is considered very rare in the Game World. Anything with the Rarity of Very Rare is not available to starting characters (Please see the section on starting a character.) Very Rare items require a great deal of time, money and effort to acquire. Such items are generally considered to be the subject of a Quest.

Voice: This term is used to denote when a skill, ability or effect requires the use of a voice to activate. The character using the effect must be Conscious and able to speak.

Weapon Packet: This term denotes legal packet with legal tails, the tails should be constructed of ribbon, plastic safety or surveyors tape. Very lightweight cloth can also be used, but isn't as good. The tails should not be more than one inch and not less than ½ inch wide and between 5-12 inches in length. The tails are attached with the same tape or elastic band used to seal the packet. All other Packet rules apply.

Wounded: This term denotes a condition that occurs when the target is not at full Body Points.

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