

Mythic Realms MERGE

Launch Rulebook

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Chapter 2 – Races

Each race lists several branches from different classes. These are the "preferred skills" of those races. Characters purchasing racially preferred skills receive a discount. -2 off the cost of novice, and -1 off the cost of Apprentice through Expert. Discounts only apply to the listed skill lines, not to the whole class. Cultures with 2 preferred skills from 1 class receive a total of -4 to the cost of novice. All races have a base of 4 health and 1 Augmentation Slot.

Human

Physrep: none
Description: Stalwart healers and defenders of the land, and everything else.
Racial Skills: Healer-Healing, Healer-Salve, Mystic-Warding, (Humans may choose a branch at character creation that becomes their fourth favored skill branch. This cannot be from Mystic or Abyssal)

Gypsy

Physrep: Black tattoos on the backs of both hands
Description: Free spirited wanderers of the open road.
Racial Skills: -4 to the cost of the character's first two General Novices, first Spellcasting Novice (not Abyssal), and first Production novice

Barbarian

Physrep: Non-black tattoos covering at least ½ of the face
Description: Fierce warrior people of the frozen north.
Racial Skills: Infusionist-Hardening, Infusionist-Influence, Armsman-Impact, Duelist-Maim

Asurkian

Physrep: Elf ears and grey/silver makeup around each eye.
Description: Wise elven sages and mages of old.
Racial Skills: Scribe-Creation, Scribe-Enhancement, Fire-Scorch, Water-Vision

Xelaque

Physrep: Black makeup on exposed skin. Optional white hair.
Description: Mysterious dark skinned elven alchemists and secretive meddlers.
Racial Skills: Alchemist-Debilitating, Alchemist-Ingested, Duelist-Strike, Air-Shielding

Elentari

Physrep: Elf ears. Optional black tattoo on upper arms.
Description: Noble elven mercenaries and warriors of the highest order.
Racial Skills: Duelist-Disarm, Duelist-Parry, Rogue-Dirty Fighting, Profession

Knockmilna

Physrep: Elf ears and black tatooo on face.

Description: Wild elven forest folk and archers, still deeply connected to the land.

Racial Skills: Marksman-Pin, Marksman-Ranged Strike, Thief-Find/Conceal, Herbalist

Grungnir

Physrep: Reddish makeup on face for ruddy complexion. Optional red beard, or large nose/ears.

Description: Dwarven warriors and weaponsmiths of pride and ambition.

Racial Skills: Weaponsmith-Enhancement, Weaponsmith-Modification, Armsman-Damage, Mystic-Cleansing

Hrungnor

Physrep: Brownish makeup on face for ruddy complexion. Optional dark beard, or large nose/ears.

Description: Dwarven armorsmiths and leaders in the great mountain halls.

Racial Skills: Armorsmith-Creation, Armorsmith-Enhancement, Marksman-Deflect, Earth-Sharpen

Halfling

Physrep: Big bushy eyebrows and a red nose.

Description: Numble locksmiths and thieves with the urge for adventure.

Racial Skills: Locksmith-Construction, Locksmith-Picking, Thief-Pick Pockets, Earth-Movement

Orc

Physrep: Green makeup on exposed skin.

Description: Savage rogues trying to make a place for themselves in the world.

Racial Skills: Rogue-Backstab, Rogue-Waylay, Fire-Destruction, Hunting

Fey

Physrep: Elf ears and Glitter on exposed skin. Optional bestial features or wings.

Description: Mystical fairy kin and mischeivous pranksters.

Racial Skills: Thief-Disguise, Thief-Rumors, Water-Manipulation, Mystic-Life

Thorgg

Physrep: Grey makeup on exposed skin. Optional bone protrusions or horns.

Description: Stalwart bastions of strength and fortitude.

Racial Skills: Armsman-Armor, Armsman-Fortitude, Marksman-Multishot, Miner

Parthan

Physrep: Feline appearance.

Description: Feline savages on the outskirts of civilization.

Racial Skills: Trapsmith-Creation, Trapsmith-Disarm, Rogue-Evade, Air-Protection,

Chapter 3 - Classes

Classes and Skill Trees

Skills are divided into different classes and trees. Skills must be bought sequentially; you must have Novice Duelist before purchasing Apprentice Parry, and must have Apprentice Parry before purchasing Journeyman Parry. Also, you must have all of the class skills bought up to Expert Level before purchasing the Master ability for that tree. Skills cost different amounts depending on what rank they are.

General Classes & Spell Casting Classes

Novice - 10 Skill Points	Adept - 6 Skill Points
Apprentice - 2 Skill Points	Expert - 8 Skill Points
Journeyman - 4 Skill Points	Master - 10 Skill Points

Production Classes

Novice - 5 Skill Points	Adept - 6 Skill Points
Apprentice - 2 Skill Points	Expert - 8 Skill Points
Journeyman - 4 Skill Points	Master - 5 Skill Points

Common Skills

Health: All Health bonuses are cumulative.

Augmentation Slots: All Augmentation Slots are cumulative.

Weapon Proficiency: Upon Purchasing Novice you can use the listed weapon(s).

Armor Proficiency: Upon purchasing Novice you can use the listed armor(s).

Dodge: This gets you out of any ranged, melee, or spell attack of less than master level.

Special

Per Battle: Skills reset after 10 minutes of rest.

Per Day: Skills reset after logistic.

Charged Resist: You can expend a use of a skill to defend once against that skill.

10 Seconds

Stunned: Cannot use affected limb for 10 seconds. You do not automatically drop any item held.

Dazed: Cannot attack, cast, or use any offensive skills for 10 seconds.

Pinned: Targeted foot pinned to the ground for 10 seconds.

Repelled: Target must move straight back 10ft, to the best of their ability, and cannot advance for 10 seconds.

Slipped: Target's knee must remain in contact with the ground for 10 seconds.

5 Minutes

Maimed: Cannot use affected limb for 5 minutes. Automatically drop any item held.

Silenced: The target cannot speak, cast, or active items that require vocal commands for 5 minutes.

Feared: The target must flee for 5 minutes, to a minimum distance of 100 ft or as far as possible.

Paralyzed: Target cannot move, and cannot talk.

General Classes

Armsman

Novice Armsman

Weapons: All Melee Weapons, Large Shield
Armor: All Armor
Other: +2 Health

Armor Branch

Apprentice: +1 All
Journeyman: +2 Ch, +2 Sc, +2 Pl
Adept: +2 Sl, +3 Ch, +3 Sc, +4 Pl
Experts: +2 Lt, +3 Sl, +4 Ch, +5 Sc, +6 Pl

Fortitude Branch

Apprentice: Shield Break 1/day R. Disease 1/d
Journeyman: Shield Break 3/day, R. Poison 1/d
Adept: S.B. 2/day, 1/btl, Resist Waylay +1
Expert: S.B. 4/day, 1/btl +1 HP, Tireless

Master Armsman

+1 Damage to all Melee Weapons, +2 Health, Dodge 1/day, Armor Mastery 1/day, Force Knockout 1/day, Force Shatter Shield 1/day, Immune to Fear, Resist Waylay +2

Armor Branch - The bonus armor gained from this branch cannot be healed by smithing or magic, but automatically refreshes after 10 minutes of rest. You can only gain points from this bonus up to the points provided by your phys rep.

Armor Mastery – While wearing armor call “Armor Mastery” to gain a 5 point ‘slide’ for 5 minutes. If hit by a weapon doing equal or less damage then its ‘slide,’ no damage is taken. If the armor is hit by a weapon doing a greater amount of damage then its ‘slide,’ all the damage is taken.

Damage Branch – The bonus damage is added to each weapon type listed.

Force Knockout – Swing your large weapon and call “Force Knockout {Type}”. If landed on body or shield and not defended they are unconscious for 5 minutes.
‘Charged Resist’

Damage Branch

Apprentice: +1 Large
Journeymen: +1 Medium
Adept: +1 Small, +2 Large
Expert: +2 Medium, +3 Large

Impact Branch

Apprentice: Knockback 1/day
Journeyman: Knockback 3/day
Adept: K.back 2/day, 1/btl, K.down 2/day
Expert: K.back 4/day, 1/btl, K.down 4/day

Force Shatter Shield - Swing your weapon at an opponent’s shield and call "Force Shatter Shield". If landed and not defended the shield it is destroyed. ‘Charged Resist’

Immune to Fear – Immune to fear affects.

Knockback - Swing your large weapon and call "Knockback {Type}". If landed on body or shield and not defended they are ‘repelled’. ‘Charged Resist’

Knockdown - Swing your large weapon and call "Knockdown {Type}". If landed on body or shield and not defended they are ‘slipped’. ‘Charged Resist’

Resist Disease - Call "Resist Disease" after being hit with a disease to defend against the effect, used at will.

Resist Poison - Call "Resist Poison" after being hit by a poison to defend against the effect, used at will.

Resist Waylay (#) - Add this number to the waylay resist given by wearing a helmet, you get this even bareheaded.

Shield Break - When using a medium or large weapon and calling shield break a shield that is struck is broken and must be repaired by the water spell, 'Repair Item', or the novice armorsmith ability 'Restore Shield'. '*Charged Resist*'

Tireless - Wake immediately after receiving first aid, and only take half time to recover from unconsciousness effects.

Duelist

Novice Duelist

Weapons: All Small and Medium Melee Weapons, Small Shield, Florentine, Dual Wield
Armor: Leather, Studded Leather, Chain, Scale
Other: +1 Health, Disarm 1/day, Parry 1/day, Strike +1 1/battle

Disarm Branch

Apprentice: Disarm 2/day
Journeyman: Disarm 4/day
Adept: Disarm 3/day, 1/battle
Expert: Disarm 3/day, 2/battle

Strike Branch

Apprentice: Strike +2 2/battle
Journeyman: Strike +3 3/battle
Adept: Strike +4 4/battle
Expert: Strike +5 5/battle

Master Duelist

+1 Damage to all Small and Medium Melee Weapons, +2 Health, Dodge 1/day, Force Parry 1/day, Force Shatter 1/day, Force Shatter Limb 1/day, Force Slay 1/day

Disarm - Swing at an opponent's weapon call "Disarm". If landed on weapon and not defended they must drop the weapon immediately for 5 seconds. No one else can pick up the weapon for 10 seconds. *'Charged Resist'*

Dual Wield - Can fight with a Small Weapon in 1 hand and a Small or Medium Weapon in the other. (Not Staff)

Florentine - Can fight with a Dagger in 1 hand and a Small or Medium Weapon in the other. (Not Staff)

Force Parry - Call "Force Parry" to defend against any melee blow, including master level. You must be holding a drawn weapon in order to use a Critical Parry.

Force Shatter - Swing at an opponent's weapon and call "Force Shatter Weapon". If landed and not defended their weapon is destroyed and they must immediately drop it. *'Charged Resist'*

Maim Branch

Apprentice: Stun 1/day
Journeyman: Stun 3/day
Adept: Stun 2/day, 1/battle, Maim 2/day
Expert: Stun 4/day, 1/battle, Maim 4/day

Parry Branch

Apprentice: Parry 2/day
Journeyman: Parry 4/day
Adept: Parry 3/day, 1/battle
Experts: Parry 3/day, 2/battle

Force Shatter Limb - Swing at an opponents arm or leg and call "Force Shatter Limb {Type}". If landed and not defended they cannot use the effected limb until logistics or healed. *'Charged Resist'*

Force Slay – Swing at an opponent and call "Force Slay {Type}". If landed and not defended they immediately fall into their bleed count. *'Charged Resist'*

Maim - Swing at an opponents arm or leg and call "Maim {Type}". If landed and not defended the effected limb is *'Maimed'*. *'Charged Resist'*

Parry - Call "Parry" to defend against a melee attack with a {type} designator. Parry cannot be used to defend from Master Level Abilities. You must be holding a drawn weapon or shield in order to use a parry.

Strike - Swing at an opponent and call "Strike {Damage} {Type}" Add the listed bonus to your damage for that swing.

Stun - Swing at an opponent's arm or leg and call "Stun {Type}". If landed and not defended the effected limb is *'Stunned'*. *'Charged Resist'*

Marksman

Novice Marksman

Weapons: All Ranged Weapons, All Small Weapons, Small Shield
Armor: Leather, Studded Leather, Chain
Other: +1 Health, Deflect 1/day, Ranged Strike +1 1/battle

Deflect Branch

Apprentice: Deflect 2/day
Journeyman: Deflect 4/day
Adept: Deflect 3/day, 1/battle
Expert: Deflect 3/day, 2/battle

Multishot Branch

Apprentice: Multishot 1/day
Journeyman: Multishot 3/day
Adept: MS 2/d, 1/b, R. Knockback 2/day
Expert: MS 4/d, 1/b, R. Knockback 4/day

Master Marksman

+1 Damage to all Ranged Weapons, +1 Health, Dodge 1/day, Force Deflect 1/day,
Force Ranged Bypass 1/day, Force Ranged Shatter Limb 1/day, Force Ranged Shatter Shield 1/day,

Deflect - Call "Deflect" to defend against a ranged weapon or gas attack hit. Deflect cannot be used to defend from Master Level Abilities or Master Gases.

Pin - Fire at an opponent and call "Pin {Right/Left} Foot {Type}". If landed and not defended they are *'pinned'*. *'Charged Resist'*

Force Deflect - Call "Force Deflect" to defend against a ranged gas or weapon hit, including master abilities.

Force Ranged Bypass - Fire at an opponent and call "Force Ranged Bypass {Damage} {Type}". If landed and not defended they take the damage directly to health. *'Charged Resist'*

Force Ranged Shatter Limb – Fire your weapon at an opponents arm or leg and call "Force Ranged Shatter {Right/Left} {Arm/Leg} {Type}". If landed and not defended they cannot use the effected limb until logistics or healed. *'Charged Resist'*

Pin Branch

Apprentice: Ranged Stun 1/day
Journeyman: Ranged Stun 3/day
Adept: R. Stun 2/day, 1/battle, Pin 2/day
Expert: R. Stun 4/day, 1/battle, Pin 4/day

Ranged Strike Branch

Apprentice: Ranged Strike +2 2/battle
Journeyman: Ranged Strike +3 3/battle
Adept: Ranged Strike +4 4/battle
Expert: Ranged Strike +5 5/battle

Force Ranged Shatter Shield - Fire your weapon at an opponent's shield and call "Force Ranged Shatter Shield". If landed and not defended the shield it is destroyed. *'Charged Resist'*

Multishot - You can fire multiple weapons simultaneously, call "Multishot {Damage} {Type}". All the weapons being used with multishot must have the same {Damage} and {Type} designator. You only take damage once, regardless of how many weapons hit you, and one defense negates the hit. This skill can only be combined with the Ranged Strike Skill, and you can fire a maximum of 5 weapons at once.

Ranged Knockback – Fire your ranged weapon and call "Knockback {Type}". If landed on body or shield and not defended they are *'repelled'*. *'Charged Resist'*

Ranged Strike - Fire at an opponent and call "Strike {Damage} {Type}" Add the listed bonus to your damage for that swing.

Ranged Stun – Fire at an opponent and call "Stun {Right/Left} {Arm/Leg} {Type}". If landed and not defended the effected limb is *'Stunned'*. *'Charged Resist'*

Rogue

Novice Rogue

Weapons: All Small Weapons, Florentine
Armor: Leather, Studded Leather, Chain
Other: +1 Health, Daze 1/day, Evade 1/day, Poison Use

Backstab Branch

Apprentice: Pierce 1/day
Journeyman: Backstab 1
Adept: Pierce 2/day, Backstab 2
Expert: Pierce 4/day, Backstab 3

Evade Branch

Apprentice: Evade 2/day
Journeyman: Evade 4/day
Adept: Evade 3/day, 1/battle
Expert: Evade 3/day, 2/battle

Master Rogue

+1 Damage to all Small Weapons, +1 Health, Dodge 1/day, Force Assassinate 1/day, Force Bypass 1/day, Force Crippling Strike 1/day, Force Evade 1/day, Waylay 5

Backstab (#) - You can add the listed number to your damage when striking from behind with a Small Weapon.

Daze - Swing your weapon and call "Daze {Type}". If landed and not defended they are 'dazed'. 'Charged Resist'

Evade - Call "Evade" to defend against a spell. Evade cannot be used to defend against master level spells.

Force Assassinate - After remaining behind an opponent for 5 seconds, you can strike them in the back with a dagger, calling "Assassinate {Type}." If landed and not defended the target falls immediately into their death count. 'Charged Resist'

Force Bypass - Swing a small weapon at an opponent and call "Bypass {Damage} {Type}". If landed and not defended they take the damage directly to health, non-armor magical defenses still apply.

Dirty Fighting Branch

Apprentice: Daze 2/day
Journeyman: Daze 4/day
Adept: Daze 3/day, 1/battle
Expert: Daze 3/day, 2/battle

Waylay Branch

Apprentice: Waylay 1
Journeyman: Waylay 2
Adept: Waylay 3
Expert: Waylay 4

Force Crippling Strike - Swing your weapon and call "Crippling Strike {Type}". If landed and not defended they are 'dazed', 'pinned', 'slipped', and 'silenced'. 'Charged Resist'

Force Evade - Call "Force Evade" to defend against any spell.

Pierce - Swing a dagger and call "Pierce {Poison} {Type}". If landed and not defended they take the effect of the poison.

Poison Use - Allows you to use oils and gasses and force feed potions to helpless characters.

Waylay - Strike an opponent lightly between the shoulder blades with the pommel of a small weapon, calling "Waylay {Level} {Type}". The opponent must not see the weapon swing itself. This skill cannot be used in combination with itself or assassinate for 5 seconds after its use. Helmets protect against waylay.

<u>Waylay Level</u>	<u>Time</u>	<u>Defense</u>
Waylay 1	ten seconds	Leather
Waylay 2	thirty seconds	Chain
Waylay 3	one minute	Plate
Waylay 4	five minutes	None
Waylay 5	ten minutes	None

Thief

Novice Thief

Weapons: Dagger
Armor: Leather, Studded Leather
Other: Looting, Resist Mind Control 1/day

Disguise Branch

Apprentice: Resist Mind Control 2/day
Journeyman: Resist Pain
Adept: Disguise 1, Interrogation
Expert: Disguise 2, R. Mind Cnt. 4/day

Pick Pocket Branch

Apprentice: Quick Search
Journeyman: Basic Pick Pockets
Adept: Pillage
Expert: Advanced Pick Pockets

Master Thief

+1 Health, Dodge 1/day, Disguise 3, Find/Conceal 5, Master Pick Pockets, Research

Disguise - You can change your physical appearance and voice. You must have disguise serum to learn new levels of this skill. This change is so thorough that neither searching, nor dying reveals the true identity of the disguised person, though what is said might. Changing between disguises takes roughly 5 minutes, as out of game you apply different makeup and costuming. You can use disguise serum to change out one of your preset disguises for another, with marshal approval.

Level: the level of disguise,

Number: the number of disguises you can have,

Type: the limitations on the type of disguise you can assume,

Time: how long you can stay in a particular disguise,

Cooloff: when your time runs out, how long before you can assume a disguise again.

<u>Level</u>	<u>Number</u>	<u>Type</u>	<u>Time</u>	<u>Cooloff</u>
1	1	Race	1 hour	1 hour
2	2	PC	4 hours	30 min
3	3	NPC	logistics	none

Find/Conceal Branch

Apprentice: Find/Conceal 1
Journeyman: Find/Conceal 2
Adept: Find/Conceal 3, Keen Senses
Expert: Find/Conceal 4, Hide

Rumors Branch

Apprentice: Underworld Contacts
Journeyman: Rumors 1
Adept: Rumors 2
Expert: Rumors 3

Find/Conceal - On a five count you can conceal any number of items on your person. These items cannot be picked, and is not revealed in a standard 60 second search. You no longer gain the benefits of this skill if you are helpless, until Find/Conceal 5. When searching or looting someone, declare your level of find/conceal to uncover hidden item. If the searcher's level of find/conceal equals or exceeds the target's level, the items can be found. You must keep these items in an 11" by 4" white, out of game, bag with the word "conceal" written on it.

Hide - On a five count you can conceal yourself in area that would provide cover. You actually have to hide to use this skill, it provides perfect cover in an area the would otherwise only proved moderate cover. As long as you don't move you remain hidden.

Interrogation - This skill allows a character to force truthful information out of another character through intimidation, psychological manipulation, and torture. To use this skill you must hold a dagger phys rep against your target for 5 minutes, at the end of which you may ask a yes/no question. Unless defended they must truthfully answer immediately. You may use this skill on a character to extract as many yes/no answers as you want, but each question takes 5 minutes and inflicts 1 pt of damage directly to the targets health.

Keen Senses - This skill allows you to notice things others might miss, subject to marshal approval. Marshals will ask if anyone has this skill at the beginning of an event and relay additional information as appropriate.

Looting - With a 5 count you can quickly recover items "I loot you of your {Item}, loot 1, loot 2, loot 3, loot 4, loot 5". Valid items include pouches, armor, jewelry, money, weapons, potions, scrolls, components, and other items subject to marshal approval.

Pick Pockets, Basic - By placing an approved pick you can steal items from other characters. You must place the pick directly on the item or container to be stolen, and the target or any bystanders will have 10 seconds to notice the pick and call attention to the theft, otherwise the theft is successful and the target must turn over the stolen items or containers. Please don't metagame and "discover you have been pick pocketed" shortly after you turn over the items, this is cheating. We understand that natural discovery does occur sometimes, but be sure you are being fair if such a discovery happens. Approved picks include stickers, clothespins, or velcro balls. Ask a marshal before using a new kind of pick. You cannot steal items held in hand with this skill. You cannot steal items in hidden locations with this level of skill.

Pick Pockets, Advanced – As basic pick pockets, except now you can place the pick within a handspan of the item you are trying to steal. A handspan is the distance from the tip of your pinky to the tip of your thumb when fingers are outstretched. At this level you can also steal hidden items that you are aware of. Also at this level you can place items on people with a successful pick, or slip something in a drink with a successful pick.

Pick Pockets, Master – At this level you can steal several items without having to place a pick, thus not risking detection. By handling a drink or food you can slip something in it without placing a pick. On a handshake you can steal any rings on the hand or any items held in a bracer without placing a pick. With a pat on the shoulder you can steal a necklace or brooch without placing a pick. By touching a pouch or bag you can steal the contents without placing a pick. There may also be other options available to you subject to marshal discretion.

Pillage – With this skill you can perform a 60 second full search in 30 seconds. Announce that you are using pillage when you begin the search.

Quick Search - With this skill you can perform a 60 second full search in 50 seconds. Announce that you are using quick search when you begin the search.

Research - You can use days of downtime to find out information. Marshal approval on appropriate usage. This skill uses up production day, which then cannot be used on trade skills.

Resist Mind Control - You can resist mind altering effects including charm, fear, enslave, truth poison, and others. You do not need to call resist. Do not abuse this.

Resist Pain - This skill provides immunity to the mind control effect of Interrogation and the 'slipped' effect of the Cause Pain spell. You do not need to call resist when using this skill to resist Interrogation.

Rumors - Each level of rumors provides you with more, and more accurate information about current local and world events. This is generally represented by plot dumps prior to events, giving you hints as to the disposition of local rumors.

Underworld Contacts - This skill gives you access to the anonymous in game board.

Spellcasting Classes

Personal Augmentation Slots – The number of Personal Augmentation Slots a character has determines the maximum number of defensive spells and potions they can have up at one time. This includes any beneficial or defensive spell, potion, oil, paste etc... with a duration of greater than instant. i.e. If a character has 2 Personal Augmentation Slots (1 from beginning package, and 1 from novice mystic), therefore (s)he can have two defensive spells up like Strengthen Morale and Grant Mobility. You cannot have more than one of any given spell on you, and you cannot stack spells or potions with like effects(a toughen and a phantom health for example). Weapons and armor also have 1 slot.

Casting Spells – To cast a spell from a school of magic, while holding a spell packet in hand, the caster must speak the incant appropriate to each class. The appropriate incant will be listed at the beginning of each class. i.e. “I call upon Fire to Burn 10”. The incantation for master spells is slightly different, and will be acquired when the caster earns that degree of training.

Spell Packets - Standard spell packets are an in-game items that can be taken away. This rule follows all Mythic Realms Property Return Policy.

Spellcasting Slots – Spellcasting slots are the number of spells that a caster can memorize per level. Each school of magic has their own separate spell pool. To acquire spellcasting slots, one must purchase a novice/branch/master in a school of magic. The spellcasting slots are gain in a ladder effect. When you purchase novice in a school of magic you gain 4 novice spellcasting slots and have access to all the novice spells of that school. Then for each branch purchased you gain 1 spellcasting slot for that branch, access to that spell, and gain a spellcasting slot for all lower levels, including novice. i.e. When you purchase a journeyman spell you gain an additional journeyman, apprentice, and novice spellcasting slot. When master is purchase you gain 4 master spellcasting slots, access to all master spells, and 2 more spellcasting slot for each level and novice. These spellcasting slots can be applied to any combination of spells that you have access to, at their appropriate level.

School of Magic	Novice	Branch 1	Branch 2	Branch 3	Branch 4	Master	Total
Master						1111	4
Expert		1	1	1	1	11	6
Adept		11	11	11	11	11	10
Journeyman		111	111	111	111	11	14
Apprentice		1111	1111	1111	1111	11	18
Novice	1111	11111	11111	11111	11111	11	26

Memorizing Spells – Each logistics you must provide a list of the specific spells you have memorized for that day. You can only memorize spells that you have access to and have a scroll of. You must be able to use that scroll in order to memorize from it. If you do not have a scroll to memorize from, you can instead memorize all your spells at that level as a single spell that you have purchased access to.

Calling Out Your Magical Defense – If a target of a spell or physical attack has a magical defense, they must state the spell name that they are using for their defense. You must call a defense immediately after you complete your current action or within 3 seconds.

Using Scroll – Using different scrolls require different abilities from the caster. Refer to the Scroll Making section of the rulebook for more details.

Types of Spells – *Caster* – This type of spell can only be cast on the caster casting the spell.

Single – This type of spell can be cast on any player target.

Spawn – Necromantic and Abyssal creatures.

Claws – This type of spell must be cast on a target with claw weapons.

Item (type of item) – This type of spell can be cast on the named type of item.

Instant – This type of spell has an affect that happens immediately.

Logistic – This type of spell has an affect that last for the duration of a logistic.

The Schools of the Arcane

Air Caster *"I call upon Air,"*

Novice Air Caster

Weapons: Dagger, Spear

Armor: +1 Personal Augmentation Slot, Leather

Novice Spells: Phantom Health 2, Cloak of Might, Cloak of Magic, Blink Stance

Distortion Branch

Apprentice: Invisibility Stance

Journeyman: Blink 10

Adept: Invisibility

Expert: Blink 30

Phantom Health Branch

Apprentice: Phantom Health 4

Journeyman: Phantom Health 6

Adept: Phantom Health 8

Expert: Phantom Health 10

Protection Branch

Apprentice: Defend

Journeyman: Protect

Adept: Absorption

Expert: Greater Cloak of Might

Shielding Branch

Apprentice: Item Shield

Journeyman: Guard Magic

Adept: Shield Magic

Expert: Greater Cloak of Magic

Master Air Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day

Master Spells: Force Anticipate Blow, Force Phantom Health 20, Force Resist Magic, Force Ward

Absorption *(Air, Protection, Apt)*

Target: Single

Duration: Logistics\Until Used

Description: This spell allows the target to resist the next three non-magic physical hits.

Blink Stance *(Air, Novice)*

Target: Caster

Duration: 10 seconds

Description: This spell works the same as the Journeyman Air spell 'Blink 10,' but the caster must remain stationary.

Blink (#) *(Air, Distortion, Jou)*

Target: Caster

Duration: (#) seconds

Description: This causes the caster to go out of game for a number of seconds equal to the numeric value at the end of the spell. While out of game your character is not aware of their environment. The player may not move through closed doors, or other obstructions that they would not normally be able to move through, but may otherwise move freely. At the end of the duration, the caster comes back in game and cannot use any skills for a number of seconds equal to the duration of the spell.

Defend *(Air, Protection, App)*

Target: Single

Duration: Logistics\Until Used

Description: This spell allows the target to resist the next normal physical hit.

Cloak of Magic *(Air, Novice)*

Target: Caster

Duration: 30 Seconds

Description: This spell grants immunity to non-master spells, caster must have their arms crossed over their chest with their hands open to retain spell, and cannot do any other action besides movement. This spell ends if the caster becomes unconscious.

Cloak of Might (Air, Novice)

Target: Caster

Duration: 30 Seconds

Description: This spell grants immunity to all non-magical attacks, caster must have their arms crossed over their chest with their hands closed to retain spell, and cannot do any other action besides movement. This spell ends if the caster becomes unconscious.

Force Anticipate Blow (Air, Master)

Target: Single

Duration: Logistic/Until Used

Description: This spell allows the target to resist one physical attack of their choosing.

Force Resist Magic

(Air, Master)

Target: Single

Duration: Logistic/Until Used

Description: This spell allows the target to resist any one spell of their choosing.

Force Ward (Air, Master)

Target: Special

Duration: Logistic

Description: This spell creates a protective barrier around a structure. Before casting, the caster places up to 100 feet of blue rope around a building, room, or tent. The rope must completely encircle the structure, leaving an opening for a doorway. The barrier has 5 'Dispel Hit Points.' Multiple castings give you more rope and 'Dispel Hit Points.' This ward stops everything except sound and light. At casting, 2 ward keys are created, these allow the ward to be opened and closed. The doorway must have a similar piece of material, which can be moved to simulate the opening and closing of the doorway. Only a possessor of the proper ward key may open/close the doorway. To open the ward the key bearer must say "ward open," and then open the doorway, only then can people enter/leave the structure. To close the ward the key bearer must say "ward close," then they can close the doorway. People caught in doorway when the ward closes are pushed outside the ward.

Greater Cloak of Magic (Air, Shielding, Exp)

Target: Caster

Duration: 5 minutes

Description: This spell grants immunity to non-master spells, caster must have their arms crossed over their chest with their hands open to retain spell, and cannot do any other action besides movement. This spell ends if the caster becomes unconscious.

Greater Cloak of Might (Air, Protection, Exp)

Target: Caster

Duration: 5 minutes

Description: This spell grants immunity to all non-magical physical attacks, caster must have their arms crossed over their chest with their hands closed to retain spell, and cannot do any other action besides movement. This spell ends if the caster becomes unconscious.

Guard Magic (Air, Shielding, Jou)

Target: Single

Duration: Logistics/Until Used

Description: This spell allows the target to resist the next non-master offensive spell.

Item Shield (Air, Shielding, App)

Target: Single/Item(Any)

Duration: Logistic/Until Used

Description: This spell will shield any item(s) from the next attempt at its destruction.

Invisibility (Air, Distortion, Apt)

Target: Caster

Duration: 10 Minutes

Description: The caster becomes *invisible*. They must be wearing a yellow headband on their head in plain sight. This character can not be seen by anyone, without magical assistance. *Invisible* targets can be affected by any spell or physical attack. The caster can manipulate their environment, but if they use any items, use any skill, or pick up any item the spell ends. Any item dropped by the caster become visible. Sounds and the environment influenced by the caster can be perceived.

Invisibility Stance (Air, Novice)

Target: Caster

Duration: 30 Seconds

Description: This spell works the same as the Adept Air spell 'Invisibility,' but has a shorter duration of 30 seconds and the caster must remain stationary.

Phantom Health (#) (Air, Health, All)

Target: Single

Duration: Logistic/Until Used

Description: This spell grants the target phantom health points equal to the numeric value at the end of the spell. These points are lost before normal health and cannot be healed.

Protect

(Air, Protection, Jou)

Target: Single

Duration: Logistics\Until Used

Description: This spell allows the target to resist the next non-magic physical hit.

Shield Magic

(Air, Shielding, Apt)

Target: Single

Duration: Logistics/Until Used

Description: This spell allows the target to resist the next three non-master offensive spell hits.

Earth Caster

"I call upon Earth,"

Novice Earth Caster

Weapons: Dagger, 1 ½ Blunt

Armor: +1 Personal Augmentation Slot, Leather

Novice Spells: Silver Weapon, Strengthen Armor 2, Mend 2, Root

Armor Branch

Apprentice: Strengthen Armor 4

Journeyman: Strengthen Armor 6

Adept: Strengthen Armor 8

Expert: Strengthen Armor 10

Movement Branch

Apprentice: Pin Your Foot

Journeyman: Repel

Adept: Trip

Expert: Bind

Repair Branch

Apprentice: Mend 4

Journeyman: Mend 6

Adept: Mend 8

Expert: Mend 10

Sharpen Branch

Apprentice: Sharpen Weapon

Journeyman: Keen Weapon

Adept: Bane Weapon

Expert: Enchant Weapon

Master Earth Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day

Master Spells: Force Immobilize, Force Impenetrability, Force Magic Weapon,

Force Strengthen Armor 20

Bane Weapon *(Earth, Sharpen, Apt)*

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Silver and gains a +2 damage for the duration of the spell.

Bind *(Earth, Movement, Exp)*

Target: Single

Duration: 10 seconds

Description: Both of the target's arms are 'stunned.'

Enchant Weapon *(Earth, Sharpen, Exp)*

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Magic and gains a +3 damage for the duration of the spell.

Force Impenetrability *(Earth, Master)*

Target: Item (Armor)

Duration: 5 minutes

Description: This spell grants the target armor a 5 point 'slide'. If the target armor is hit by a weapon doing equal or less damage than its 'slide,' no damage is taken. If the armor is hit by a weapon doing a greater amount of damage than its 'slide,' all the damage is taken.

Force Immobilize *(Earth, Master)*

Target: Single

Duration: 5 minutes

Description: Target is 'paralyzed.'

Force Magic Weapon *(Earth, Master)*

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Magic and gains a +5 damage for the duration of the spell.

Keen Weapon (Earth, Sharpen, Jou)

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Silver and gains a +1 damage for the duration of the spell.

Pin Your Foot (Earth, Movement, App)

Target: Single

Duration: 10 seconds

Description: At casting, the caster must specify which foot they are targeting by calling “{Incant}, Pin Your {Left/Right} Foot.” The targeted foot is ‘pinned.’

Repair Armor (#) (Earth, Repair, All)

Target: Item (Armor)

Duration: Instant

Description: This spell restores the target’s armor points equal to the ending numeric value of the spell.

Repel (Earth, Movement, Jou)

Target: Single

Duration: 10 seconds

Description: Target is ‘repelled.’

Root (Earth, Novice)

Target: Single

Duration: 30 Seconds

Description: Target cannot move or be moved for the duration of spell. This spell can only affect a willing target.

Sharpen Weapon (Earth, Sharpen, App)

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Normal and gains a +1 damage for the duration of the spell.

Silver Weapon (Earth, Novice)

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 minutes

Description: Target weapon(s) {type} designator is changed to Silver for the duration of the spell.

Strengthen Armor (#) (Earth, Armor, All)

Target: Item (Armor)

Duration: Logistic/Until Used

Description: This spell grants the target armor phantom armor points equal to the numeric value at the end of the spell. These points are lost before normal armor points and cannot be repaired.

Trip (Earth, Movement, Apt)

Target: Single

Duration: 10 seconds

Description: The target is ‘slipped’ and ‘pinned.’

Fire Caster *"I call upon Fire,"*

Novice Fire Caster

Weapons: Dagger, 1 ½ Axe

Armor: +1 Personal Augmentation Slot, Leather

Novice Spells: Burn 2, Destroy Scrolls, Flame Sheath 2, Scorch 1

Burn Branch

Apprentice: Burn 4

Journeyman: Burn 6

Adept: Burn 8

Expert: Burn 10

Flamesheath Branch

Apprentice: Flame Sheath 4

Journeyman: Flame Sheath 6

Adept: Flame Sheath 8

Expert: Flame Sheath 10

Master Fire Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day

Master Spells: Force Breach, Force Burn 20, Force Flame Sheath 20, Force Scorch 10

Burn (#)

Duration: Instant

Description: This spell deals fire damage, equal to the numeric value at the end of the spell, to a target.

Destroy Armor *(Fire, Destruction, Apt)*

Target: Single/Item (Armor)

Duration: Instant

Description: Permanently destroys target armor.

Destroy Lock (#) *(Fire, Destruction, Jou)*

Target: Single/Item (Lock)

Duration: Instant

Description: The caster has a choice to cast this spell on a lock or a player. If the spell is cast on a lock directly, and the lock is equal or lower level to the numeric value of the spell, it is destroyed. If this spell is cast on a player, 5 minutes after the spell was cast, all locks that the player was carrying, that are lower level or equal to the caster's numeric value at the end of the spell, are destroyed. The numeric value called out at the end of the spell, is equal to the number of levels purchase in the destruction branch in Fire. The numeric value starts at novice with 1, and finishing at master with 6. I.E. Jane is an Adept Fire caster in the

Destruction Branch

Apprentice: Destroy Potions

Journeyman: Destroy Lock

Adept: Destroy Armor

Expert: Destroy Weapon

Scorch Branch

Apprentice: Scorch 2

Journeyman: Scorch 3

Adept: Scorch 4

Expert: Scorch 5

Destruction branch. She would call "{Incant} Destroy Locks 4

Destroy Potions (#) *(Fire, Destruction, App)*

Target: Single/Item (Potion)

Duration: 5 Minutes/Instant

Description: The caster has a choice to cast this spell on a potion or a player. If the spell is cast on a potion directly, and the potion is equal or lower level to the numeric value of the spell, it is destroyed. If this spell is cast on a player, 5 minutes after the spell was cast, all potions that the player was carrying, that are lower level or equal to the caster's numeric value at the end of the spell, are destroyed. The numeric value called out at the end of the spell, is equal to the number of levels purchase in the destruction branch in Fire. The numeric value starts at novice with 1, and finishing at master with 6. I.E. Jane is an Adept Fire caster in the Destruction branch. She would call "{Incant} Destroy Potions 4."

Destroy Scrolls (#) (Fire, Novice)

Target: Single/Item (Scroll)

Duration: 5 Minutes/Instant

Description: The caster has a choice to cast this spell on a scroll or a player. If the spell is cast on a scroll directly, and the scroll is equal or lower level to the numeric value of the spell, it is destroyed. If this spell is cast on a player, 5 minutes after the spell was cast, all scrolls that the player was carrying, that are lower level or equal to the caster's numeric value at the end of the spell, are destroyed. The numeric value called out at the end of the spell, is equal to the number of levels purchase in the destruction branch in Fire. The numeric value starts at novice with 1, and finishing at master with 6. I.E. Jane is an Adept Fire caster in the Destruction branch. She would call "{Incant} Destroy Scrolls 4."

Destroy Weapon (Fire, Destruction, Exp)

Target: Single/Item (Weapon or Shield)

Duration: Instant

Description: The caster has a choice to cast this spell on a weapon/shield or a player. If this spell is cast on a player, the caster must specify if the spell will destroy a weapon or a shield. If the target is using or has more than two weapons, the caster must specify which weapon. This spell does not affect natural weapons like claws. If the spell is cast on a weapon/shield directly, then it is destroyed.

Flame Sheath (#) (Fire, Flame, all)

Target: Item (Weapon/Bow/Thrown weapon)

Duration: logistic/next swing or shot

Description: This spell changes a weapon's {type} flame damage for 1 swing or shot. The swing/shot's damage is increased equal by the numeric value at the end of the spell.

Force Breach (Fire, Master)

Target: Item (Ward)

Duration: Instant

Description: This spell will instantly destroy any ward it is cast on.

Scorch (#) (Fire, Pointed, All)

Target: Single

Duration: Instant

Description: This spell deals fire damage, equal to the numeric value at the end of the spell, to its target. For this spell to affect its target, the caster must physically point and specify an individual player, and tell them the amount of *pointed* fire damage they just received. To specify an individual, one could use their real life name, character name, or some other way to distinguish the player. E.g. "{Incant}, Scorch 1. Jane, take 1 point of fire damage!" The target character has to be in audible range and within line of sight for this spell to take affect.

Water Caster *“I call upon Water,*”

Novice Water Caster

Weapons: Dagger, Staff

Armor: +1 Personal Augmentation Slot, Leather

Novice Spells: Detect Impurity, Ice Needle, Light, Repair Item

Creation Branch

Apprentice: Elemental Weapon

Journeyman: Ice Spike

Adept: Create Weapon/Armor

Expert: Ice Armor

Manipulation Branch

Apprentice: Make a record

Journeyman: Phase

Adept: Dispel Magic

Expert: Reflect

Suppression Branch

Apprentice: Stun Limb

Journeyman: Slip

Adept: Silence

Expert: Sleep

Vision Branch

Apprentice: Detect Magic

Journeyman: Identify

Adept: Grant True Vision

Expert: Read Scroll

Master Water Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day

Master Spells: Force Dispel Magic, Force Ice Storm, Force Mimic Magic, Force Sphere of Eternity

Create Weapon/Armor (*Water, Creation, Apt*)

Target: Special

Duration: Logistics

Description: The caster can choose to create a basic suit or armor, or a weapon that swings for ‘normal’ damage. The weapon or armor is clearly magical in nature and will degrade after the spell’s duration. The player must provide the phys rep.

Dispel Magic (*Water, Manipulation, Apt*)

Target: Single/Item (Any)

Duration: Instant

Description: All non-master spells on the target or their equipment are dispelled. Any magic items that require an activation command cannot be used for 5 minutes. Any magic items with permanent affects are suppressed for 5 minutes. This spell does 1 point of ‘Dispel Hit Point’ worth of damage against wards.

Detect Impurity (*Water, Novice*)

Target: Single/Item (Any)

Duration: Instant

Description: This spell detects the presence or absence of impurities active on the target. Impurities include poisons or diseases.

Elemental Weapon (*Water, Creation, App*)

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 Minutes

Description: At casting, the caster must designate any one of the four elemental types, Flame, Air, Earth, or Ice. The weapon {type} designator changes to that elemental type for the duration.

Detect Magic (*Water, Vision, App*)

Target: Single/Item (Any)

Duration: Instant

Description: This spell detects the presence or absence of magic active on the target.

Force Dispel Magic (*Water, Master*)

Target: Single/Item (Any)

Duration: Instant

Description: This spell works as the adept Water spell ‘Dispel Magic,’ but can also affect master spells. This spell does 3 ‘Dispel Hit Points’ worth of damage against wards.

Force Ice Storm (Water, Master)

Target: Caster

Duration: 5 Minutes/Until Used

Description: The caster creates 5 blue thrown daggers, which he is automatically proficient with, and has a base damage of 5 ice. Only the caster can use this weapon. It works as a thrown dagger for all purposes of damage bonus. Once thrown, whether it hits its target or not, the spell is used and the weapon destroyed.

Force Mimic Magic (Water, Master)

Target: Caster

Duration: Instant

Description: This spell gives the caster the ability to duplicate any one non-master spell that the caster witnesses. By casting Force Mimic Magic immediately after hearing another spell being cast, you can call the effect of that spell, as if you had just cast it yourself.

Force Sphere of Eternity (Water, Master)

Target: Caster

Duration: Logistics

Description: Before casting, the caster places 20 feet of blue rope in a circle around them. Only light and sound can pass through this boundary. This spell drops at the caster's will.

Grant True Vision (Water, Vision, Apt)

Target: Caster

Duration: 10 minutes

Description: Caster can see *invisible*, *ethereal*, magically camouflaged, and magically disguised people/creatures/items. Caster cannot see through the 'Disguise' skill.

Ice Armor (Water, Creation, Exp)

Target: Item (Armor)

Duration: 5 Minutes

Description: This spell grants the target armor a 2 point 'slide'. If the target armor is hit by a weapon doing equal or less damage then its 'slide,' no damage is taken. If the armor is hit by a weapon doing a greater amount of damage then its 'slide,' all the damage is taken.

Ice Needle (Water, Novice)

Target: Caster

Duration: 5 Minutes/Until Used

Description: The caster creates a blue thrown dagger, which he is automatically proficient with, and has a base damage of 2 ice. Only the caster can use this weapon. It works as a thrown dagger for all purposes of damage bonus. Once thrown, whether it hits its target or not, the spell is used and the weapon destroyed.

Ice Spike (Water, Creation, Jou)

Target: Caster

Duration: 5 Minutes/Until Used

Description: The caster creates a blue thrown dagger, which he is automatically proficient with, and has a base damage of 6 ice. Only the caster can use this weapon. It works as a thrown dagger for all purposes of damage bonus. Once thrown, whether it hits its target or not, the spell is used and the weapon destroyed.

Identify (Water, Vision, Jou)

Target: Single/Item (Any)

Duration: 5 Minutes

Description: With the casting of this spell and 5 minutes of study, the caster can identify all the properties of magic on the target.

Light (Water, Novice)

Target: Item (Any)

Duration: Logistic

Description: At casting, the caster has to provide a light source, which must illuminate the ground within five feet of the light. Lanterns must have a cover to prevent light from being flashed into player's eyes.

Make a Record (Water, Manipulation, App)

Target: Caster

Duration: 10 minutes

Description: This spell records sounds around the caster/allows the caster to play back previously recorded sounds. The caster must provide the phys rep of a small voice recorder. Any recorded sounds can be played back by the caster, as long as the caster has cast Make a Record within the last 10 minutes. The recorder and any recorded tapes may only be used by the caster. Instead of making a sound recording, this spell may be used to take 1 picture.

Phase (Water, Manipulation, Jou)

Target: Caster

Duration: 30 Seconds

Description: This spell grants immunity to any spells or physical attack, caster must place one closed fist into open palm over their chest to retain spell, and cannot do any other action besides movement. This spell ends if the caster becomes unconscious. 'Dispel Magic' functions normally versus this spell.

Read Scroll (Water, Vision, Exp)

Target: Item (Scroll)

Duration: Instant

Description: Cast this spell on a non-master scroll. You can then immediately use the scroll, regardless of whether or not you normally meet the prerequisites to use it.

Reflect (Water, Manipulation, Exp)

Target: Caster

Duration: Logistics/Until Used

Description: This spell reflects any non-master spell, back to its caster. If that caster has a reflect spell up they can choice to reflect the spell again, to their original target. The effect of this spell can be used at the caster's discretion. You cannot reflect a Dispel Magic.

Repair Item (#) (Water, Novice)

Target: Item(Any Non-Armor/Weapon Item(s))

Duration: Instant

Description: This spell can be used to repair some damaged or destroyed items. It can be cast to repair a shield affected by the shield break skill. It can also be used to counter the effects of the Destroy Scrolls/Potions/Locks spells in the Fire school, if cast within the five minute duration of that spell. When used in this manner, the spell only affects items that are equal to or lower level than the numeric value at the end of this spell. The numeric value called out at the end of the spell, is equal to the number of levels purchase in the creation branch in Water. The numeric value starts at novice with 1, and finishing at master with 6. I.E. Jane is an Adept Water caster in the Creation branch. She would call "{Incant} Repair Item 4."

Silence (Water, Suppression, Apt)

Target: Single

Duration: 5 minutes

Description: The target is 'silenced'.

Sleep (Water, Suppression, Exp)

Target: Single

Duration: 30 Seconds

Description: Target fall unconscious for 30 seconds.

Slip (Water, Suppression, Jou)

Target: Single

Duration: 10 second

Description: The target is 'slipped'.

Stun Limb (Water, Suppression, App)

Target: Single

Duration: 10 seconds

Description: Incant and call "Stun {Right/Left} {Arm/Leg}". The affected limb is 'stunned'.

The Schools of The Mystic

Mystic Caster “With the powers of Life,”

Novice Mystic Caster

Weapons: Dagger, 1 ½ Sword
Armor: +1 Personal Augmentation Slot, Leather
Novice Spells: Awaken, Daze Spawn, Heal 2, Maintain Life

Cleansing Branch

Apprentices: Strengthen Morale
Journeyman: Purify Blood
Adept: Grant Mobility
Expert: Grant Free Will

Healing Branch

Apprentice: Heal 4
Journeyman: Heal 6
Adept: Heal 8
Expert: Heal 10

Life Branch

Apprentice: Slow Heal
Journeyman: Retention
Adept: Regeneration
Expert: Raise Dead

Warding Branch

Apprentice: Pin Spawn
Journeyman: Turn Spawn
Adept: Light Blade
Expert: Deny Spawn

Master Mystic Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day
Master Spells: Force Abyssal Shield, Force Destroy Spawn, Force Immortality, Force Restore Spirit

Awaken (Mystic, Novice)

Target: Single

Duration: Instant

Description: This spell awakens the target from an unconscious state.

Force Abyssal Shield (Mystic, Master)

Target: Single

Duration: 5 Minutes

Description: The target is immune to all Abyssal spells for the duration.

Daze Spawn (Mystic, Novice)

Target: Spawn

Duration: 10 seconds

Description: The target spawn is ‘dazed’.

Force Destroy Spawn (Mystic, Master)

Target: Spawn

Duration: Instant

Description: Target spawn immediately goes to the end of their death count.

Deny Spawn (Mystic, Warding, Exp)

Target: Caster

Duration: Logistic

Description: Before casting, the caster places up to 50 ft of non-blue rope in a circle around them. The caster stands in the center of the circle, arms outstretched at shoulder height with open hands. As long as the caster does not move from the center of the circle, does not lower their arms, and does not use any item or skill, the caster is immune to the direct attacks of spawn, and spawn cannot move across the rope.

Force Immortality (Mystic, Master)

Target: Single

Duration: Logistics/Until Used

Description: If the target has this spell up when they reach the end of their death count their marble draw from dying is modified as follows. They exchange 3 black marbles for 3 white. This spell has no effect on draws that do not have black marbles.

Force Restore Your Spirit (Mystic, Master)

Target: Single

Duration: Instant

Description: When cast on a target in their death count, this spell heals a living target to full health, curing all ailments.

Grant Free Will (Mystic, Cleansing, Exp)

Target: Single

Duration: Logistic/Until Used/Instant

Description: The target is immune to the next mind effect that they are the target of, or if the target is already under the influence of a mind effect those effects are negated.

Grant Mobility (Mystic, Cleansing, Apt)

Target: Single

Duration: Logistic/Until Used/Instant

Description: The target is immune to the next movement altering effect that they are the target of, or if the target is already under the influence of a movement altering effect those effects are negated.

Grant Purity (Mystic, Cleansing, Jou)

Target: Single

Duration: Logistic/Until Used/Instant

Description: The target is immune to the next poison or disease effect. If the target is already under the influence of a poison or disease, those effects are negated.

Grant Remembrance (Mystic, Life, Jou)

Target: Single

Duration: Logistic/Until Used

Description: The target of this spell can resist the next memory altering effect. If the target has this spell up when they reach the end of their death count their marble draw from dying is modified as follows. The Blue, Yellow, and Green marbles all gain the benefit of granting memory retention and skill retention, in addition to their regular effects.

Heal (#) (Mystic, Healing, All)

Target: Single

Duration: Instant

Description: This spell will heal a living target by the amount of the numeric value at the end of the spell. This spell does not automatically awaken a character healed out of their bleed count.

Light Blade (Mystic, Warding, Apt)

Target: Items (Weapon/Bow or 5 Thrown)

Duration: 5 Minutes

Description: Target weapon(s) gains a +0 Light damage for the duration of the spell.

Maintain Life (Mystic, Novice)

Target: Single

Duration: 1 minute

Description: This spell will extend a character's death count by one 1 minute to a maximum of 5 minutes. The target must be in their death count for this spell to have an effect.

Pin Spawn (Mystic, Warding, App)

Target: Spawn

Duration: 10 seconds

Description: Target spawn is 'pinned'.

Raise Dead (Mystic, Life, Exp)

Target: Single

Duration: 5 minutes

Description: When cast on a target in their death count, the death count is paused, and a 5 minute 'raise dead' count begins. If the 'raise dead' count completes without being interrupted, the target is brought back to 1 health, with any diseases, poisons, or other effects still active. If during the 5 minute 'raise dead' count, the target is moved more than 5 feet or any damage is dealt to them, the spell ends and they restart their death count where they left off.

Regeneration*(Mystic, Life, Apt)*Target: SingleDuration: Logistics/Until Used/Instant

Description: Target can activate this spell to regenerate to full health after completing a ten count. E.g. “I Regenerate 1, Regenerate 2, Regenerate 3.....” During this time they cannot attack, but can defend and move around. If they take damage during the count the spell is lost. This spell can also be used to heal a stunned, maimed, shattered or destroyed limb.

Slow Heal*(Mystic, Life, App)*Target: SingleDuration: 10 minutes

Description: The target heals 1 point of health per minute for the duration of the spell. Using any skills or running ends the spell immediately.

Strengthen Morale*(Mystic, Cleansing, App)*Target: SingleDuration: Logistic/Until Used/Instant

Description: Target is immune to the next fear effect. If the target is already under the influence of a fear effect, that effect is negated.

Turn Spawn*(Mystic, Warding, Jou)*Target: SpawnDuration: 5 minutes

Description: Target Spawn is ‘feared’.

Abyssal Caster “*With the powers of the Abyss,*”

* CAUTION - The School of Abyssal is deliberately more powerful than other schools of magic. It is illegal throughout all of the lands. This school of magic is dealt with extreme and deadly punishments in game. Up to and including Kill On Sight status. A character that wishes to delve into Abyssal must sign a waiver demonstrating their understanding of this school and get approval from the campaign head before purchasing this skill set.

Novice Abyssal Caster

Weapons: Dagger, Polearm

Armor: +1 Personal Augmentation Slot, Leather

Novice Spells: Cause Pain, Cause Disease, Steal Life, Daze

Death Branch

Apprentice: Vampiric Drain 6

Journeyman: Wither Limb

Adept: Vampiric Harm

Expert: Obliterate

Emotion Branch

Apprentice: Cause Fear

Journeyman: Charm

Adept: Memory Wipe

Expert: Enslave

Spawn Branch

Apprentice: Hold Spawn

Journeyman: Command Spawn

Adept: Destroy Spawn

Expert: Control Spawn

Transformation Branch

Apprentice: Grow Claws

Journeyman: Wraiths Touch

Adept: Ghouls Touch

Expert: Vampiric Touch

Master Abyssal Caster

Caster: +1 Health, +1 Personal Augmentation Slot, Dodge 1/day

Master Spells: Force Harvest Soul, Force Rend Your Spirit, Force Spawn Form, Force Summon Spawn

Cause Disease (Abyssal, Novice)

Target: Single

Duration: Logistic

Description: The target takes the effect of disease. Disease inflicts 1 point of health damage once every 10 minutes until it is cured.

Cause Fear (Abyssal, Emotion, App)

Target: Single

Duration: 5 minutes

Description: The target is ‘feared.’

Cause Pain (Abyssal, Novice)

Target: Single

Duration: 10 seconds

Description: The target of this spell takes 1 point of damage directly to health and is ‘slipped.’

Charm (Abyssal, Emotion, Jou)

Target: Single

Duration: 10 minutes

Description: This spell causes the target to be extremely friendly to the caster, regarding him as a trusted ally and friend. The target will not realize that they have been charmed when under the effect of this spell, though they are likely to realize when the spell ends. Be mindful of the code of conduct when using this spell.

Command Spawn (Abyssal, Undead, Jou)

Target: Spawn

Duration: 10 minutes

Description: When casting this spell the caster specifies a simple two word command. EG “Protect Me”, “Kill Him”, “Run Away” etc... The spawn must follow this command to the best of their ability for the duration of the spell. Be mindful of the code of conduct when using this spell.

Control Spawn (Abyssal, Undead, Exp)

Target: Spawn

Duration: 10 minutes

Description: The spawn is under the casters control. The spawn must obey the orders of the caster to the best of their ability for the duration of the spell. Be mindful of the code of conduct when using this spell.

Daze (Abyssal, Novice)

Target: Single

Duration: 10 seconds

Description: The target is ‘dazed.’

Destroy Spawn (Abyssal, Undead, Apt)

Target: Spawn

Duration: Instant

Description: Target spawn immediately goes to the end of their death count.

Enslave (Abyssal, Emotion, Exp)

Target: Single

Duration: 10 minutes

Description: The target must obey the orders of the caster to the best of their ability for the duration of the spell. Be mindful of the code of conduct when using this spell.

Force Harvest Soul (Abyssal, Master)

Target: Single

Duration: Instant

Description: When cast on a target in their death count, this spell allows the abyssal caster to take a portion of their life essence. If the target takes a death, the caster’s *death experience* is reduced by the amount that the target gains. The caster’s *death experience* cannot be reduced below 0. This spell doesn’t affect the number of deaths the caster has taken.

Force Rend Your Spirit (Abyssal, Master)

Target: Single

Duration: Instant

Description: Target immediately goes to the end of their death count.

Force Spawn Form (Abyssal, Master)

Target: Caster

Duration: 5 Minutes

Description: Caster transforms into a powerful spawn for 5 minutes. More details will be given when this spell is memorized.

Force Summon Spawn (Abyssal, Master)

Target: Caster

Duration: Special

Description: The caster summons a spawn. The spawn appears under the effects of the Control Spawn spell. More details will be given when this spell is memorized.

Ghouls Touch (Abyssal, Transform, Apt)

Target: Claws

Duration: 30 Seconds

Description: The target claws secrete a poison that paralyzes foes. You swing for “{damage} {type} paralyze” for the duration of the spell. A target affected by the poison is ‘paralyzed.’

Grow Claws (Abyssal, Transform, App)

Target: Caster

Duration: 5 Minutes

Description: Caster grows short sword length claws that he can dual wield and is automatically proficient with. Base damage is 2 normal, and the claws are treated as small weapons for damage bonuses.

Hold Spawn (Abyssal, Undead, App)

Target: Spawn

Duration: 5 minutes

Description: Target spawn is ‘paralyzed.’

Memory Wipe (Abyssal, Emotion, Apt)

Target: Single

Duration: Instant

Description: The target forgets the last hour.

Obliterate (Abyssal, Death, Exp)

Target: Single

Duration: Instant

Description: The target is immediately dropped into their death count.

Steal Life (Abyssal, Novice)

Target: Single

Duration: Instant

Description: This spell reduces the death count of the target by 1 minute per casting, to a minimum of 1 minute. If the target is in their bleed count they are instantly moved to their reduced death count.

Vampiric Drain 6 (Abyssal, Death, App)

Target: Single

Duration: Instant

Description: Target takes 6 points of damage directly to health, and caster heals the same amount. The caster heals this amount regardless of whether or not the target takes damage.

Vampiric Harm (Abyssal, Death, Apt)

Target: Single

Duration: Instant/1 hour

Description: Target is reduced to 1 health, and the caster's health is restored to full. The target can only be healed by medicine for 1 hour. The caster heals regardless of whether or not the target takes damage.

Vampiric Touch (Abyssal, Transform, Exp)

Target: Claws

Duration: 5 Minutes

Description: The target claws ignore armor and heal the user. Your claw damage type changes to 'siphon' for the duration of the spell. For every hit the caster damages someone with they gain back that much life, equal to the damage dealt.

Wither Limb (Abyssal, Death, Jou)

Target: Single

Duration: Instant

Description: Incant and call "Wither {Right/Left} {Arm/Leg}". The affected limb is destroyed, and they cannot use it until logistics or healed.

Wraiths Touch (Abyssal, Transform, Jou)

Target: Claws

Duration: 5 Minutes

Description: The target claws secrete a poison that dazes foes. You swing for "{damage} {type} daze" for the duration of the spell. A target affected by the poison is 'dazed.'

Production Classes

Base Production Points – Production Points are awarded at the beginning of each month, based on your character's attendance in the previous month. For each logistics you attend you gain a base of 10 production points, which you can split up between your different production Classes. So if you PC 3 logistics in June, at the beginning of July you will have a base of 30 production points to spend on making items. You must play your character for at least half of the game time to get production points for that logistics. A starting character gets begins game as if they had attended 4 logistics in the previous month.

Bonus Production Points – The bonus production points gained from mastery of a production class are granted each logistics your character earns the base 10 points, and can only be spent on making items in the class that granted them. The bonus production points gained from the Profession production class are also granted each logistics your character earns the base 10 points, but may be spent on making items from any class.

Phys Reqs – Characters with production classes are assumed to have a place of business somewhere where they create their items. Some of the production classes have additional uses beyond item creation that are used during active play, and also have phys rep requirements that go along with those active uses. In general, Kits must be roughly the size of a shoebox. 12"x6"x4".

Armor Repair Kit – Armorsmiths must have phys-reps of armor crafting tools in order to restore shields and use the abilities of their repair branch. This is usually represented by several scraps of armor material, and hand tools like a hammer or pliers.

Lock Picking Kit – Locksmiths must have phys-reps of lock picking tools in order to pick locks. This is usually represented by the item card declaring the level of their picks, and small picks, prongs, mirrors, files, and other small implements.

Healers Kit – Healers must have phys-reps of medical supplies in order to first aid and heal injured characters. This is usually represented by an actual first aid kit, and several strips of cloth, which are used as bandages on wounded characters.

Trap Kit – Trapsmiths must have phys-reps of trap setting and disarming tools in order to set and disarm traps. This is usually represented by the item card declaring the level of their kit, bags of sand, lengths of twine, small mirrors or extendable poles.

Armorsmiths and Healers are limited to only repairing/healing up to ½ in the field. In order to repair/heal up to full, they must either be masters or be at a Forge or Hospital. These are generally not moveable and are usually represented by small buildings, 10'x10'.

Forge – A forge is usually represented by an item card, an anvil, tongs, hammers, bellows, and of course, the forge itself.

Hospital – A hospital is usually represented by an item card, stretchers, cots, a medicine cabinet, splints, and bandages.

Money Costs – Money costs vary by the production class used.

General Production Classes – It costs 1 copper per production point to make items.

Gather Production Classes – It costs 1 copper per component gathered, or 10 copper per perfect component gathered.

Craftsman Production Class – There is no money cost to get money with this skill.

Component Costs – Only General Production Classes use components, at the rate of 2 per production point. Components must be of the appropriate type, listed in each class. Enhancements use the same components as the base item. Generally, master level items and enhancements require Perfect components, at the rate of 2 perfect components per 10 production points, which can be created by master level gatherers.

Production Point Costs – Production point costs are listed after the name of the item or enhancement. If there is a + sign as a cost, it means that this is an enhancement that can be added on to a base item. Different enhancements can be stacked, unless noted otherwise.

Necreather – This special gas poison can only be created by a character who is a Master Alchemist, Master Infusionist, and is and Expert of the Emotion Branch in Abyssal. It costs 10 production points to produce and uses Perfect Sap and Perfect Bone. It has the following effect:

Necreather – Thrown Gas. The character affected by this poison must obey the orders of the person that threw it. They will follow orders to the best of their ability for 10 Minutes. Be mindful of the code of conduct when using this poison.

Armorsmith

Novice Armorsmith

Weapons: Dagger

Armor: Leather

Other: Restore Shield, Leather (2), Studded Leather (3), Chain mail (4), Scale mail (5), Plate mail (6), Maker's Mark (+1)

Repair Branch

Apprentice: Repair 1 point / 3 minutes

Journeyman: Repair 1 point / 2 minutes

Adept: Repair 1 point / 1 minute

Expert: Repair 1 point / 1 minute,
2 at once

Enhancement Branch

Apprentice: +1 All (+40)

Journeyman: +2 Ch, Sc, Pl (+60)

Adept: +2 St, +3 Ch, Sc, +4 Pl (+80)

Expert: +2 Lt, +3 St, +4 Ch, +5 Sc, +6 Pl (+100)

Master Armorsmith

+1 Health, +5 Production Points, Repair at 2 points/1 minute, 2 at once, Repair to full in field, Attuned(+50), Resilient (+50), Quick Repair(+50)

Materials – Base materials for armor are as follows. With special approval, you can use different materials as the base for an item. EG, a suit of Plate mail that appears to be made out of bone could use bone in the place of iron.

Hide - Leather (Lt)

Hide and Iron - Studded Leather (St)

Iron - Chain mail (Ch), Scale Mail (Sc), Plate Mail (Pl)

Repair Branch – By using an armor repair kit you can repair damaged armor at the listed rate. When away from a Forge, you can only repair up to ½ the base armor points of the armor, rounding down. A Master Armorsmith can repair armor up to full points without a forge. Points are repaired in full increments only, so if you are interrupted in the middle of repairing someone's armor, you have to start that point over again. You cannot repair armor that someone is currently wearing.

Restore Shield – By using an armor repair kit you can repair a shield that has been affected by shield break. Using this ability takes 1 minute. This ability does not work on a shield that has been shattered or destroyed.

Attuned – At the cost of 50 production points and 10 of the appropriate perfect components, armor can be constructed to allow for permanent magical enchantments to be added later.

Enhancement Branch – At each level you gain the ability to add base armor points to armor you are making by adding the listed production points to the cost of the armor. You cannot stack more than one enhancement on a single suit of armor. You can only gain points from this bonus up to the points provided by your phys rep.

Maker's Mark – Armor with this enhancement is readily identifiable as unique in appearance, and may have an inscription. The armor must be completely covered to hide its identity from an observer familiar with the armor.

Resilient – This armor can resist destruction 1/day, used on the first attempt at its destruction.

Quick Repair – At the cost of 50 production points and 10 of the appropriate perfect components, armor with this enhancement can be repaired to full without a forge. If the repairer is a Master Armorsmith, it can be repaired in ½ time. 4 points in 1 minute

Alchemist

Novice Alchemist

Weapons: Dagger

Armor: Leather

Other: Poison Use, Cure 2 (1), Injury 2 (1), Confusion (1), Light (1)

Ingested Branch

Apprentice: Cure 4 (2), Injury 4 (2)

Journeyman: Cure 6 (3), Injury 6 (3)

Adept: Cure 8 (4), Injury 8 (4)

Expert: Cure 10 (5), Injury 10 (5)

Debilitating Branch

Apprentice: Paranoia (2), Cause Pain Oil (2)

Journeyman: Charm (3), Fester Oil(3)

Adept: Memory Loss (4), Paralyze Oil(4)

Expert: Enmity (5), Wither Limb Oil(5)

Master Alchemist

+1 Health, +5 Production Points, Cure All (10), Death Poison (10), Bloodlust (10), Curare Oil (10)

Materials – Base materials for alchemy is as follows. Master level alchemy uses 2 appropriate perfect components.

Sap and *Bone* – Cure 2, Cure 4, Cure 6, Cure 8, Cure 10, Cure All

Sap and *Sinew* - Injury 2, Injury 4, Injury 6, Injury 8, Injury 10, Death Poison

Sap and *Copper* - Drunkenness, Paranoia, Charm, Memory Loss, Enmity, Bloodlust

Sap and *Lily* - Light Paste, Cause Pain, Fester, Paralyze, Wither, Curare

Poison Use - Allows you to use oils and gasses and force feed potions to helpless characters.

Oils – 1 swing, must do damage to health for poison to take effect. Add the poison name to the end of your damage call. EG “2 Normal Paralyze”.

Ingested Potions/Poisons – You must phys rep drinking this potion/poison in order to take the effect. These can be slipped in people’s drinks, either by phys repping the action, or through the pick pocket skill.

Bloodlust – Ingested, The imbiber of this poison must attack and kill everyone they see to the absolute best of their abilities for 10 minutes.

Cause Pain – Blade Poison, if this poison takes effect the target takes an additional 1 point of damage directly to health and is ‘slipped.’

Charm – Ingested, the imbiber of this poison will be extremely friendly to the first person they see after drinking this poison, regarding him as a trusted ally and friend for 10 minutes. The target will not realize that they have been charmed when under the effect of this poison, though they are likely to realize when the spell ends. Be mindful of the code of conduct when using this spell.

Confusion- Ingested, This poison causes the imbiber to be disoriented and confused for 10 minutes.

Curare – Blade Poison, if the poison takes effect the target is immediately dropped into their death count.

Cure All – Ingested, this potion heals a living target to full health, curing all ailments.

Cure (#) - Ingested, This potion will heal a living target by the amount of the numeric value at the end of the potion. This potion does not automatically awaken a character healed out of their bleed count.

Death Poison – Ingested, The imbiber of this poison is immediately dropped into their death count.

Enmity – Ingested, the next person the imbiber sees after drinking this poison will be regarded as a hated foe for 10 minutes.

Fester- Blade Poison, if this poison takes effect the target can only be healed by medicine for 1 hour.

Injury X - Ingested, This poison does damage to a living target equal to the numeric value at the end of the potion.

Light- When using this potion, the user has to provide a light source, which must illuminate the ground within five feet of the light. Lanterns

must have a cover to prevent light from being flashed into player's eyes.

Memory Loss – Ingested, the imbiber of this poison forgets the last hour.

Paranoia- Ingested, This poison causes the imbiber to be overwhelmed by paranoia, and experience mild hallucinations, for 10 minutes.

Paralyze – Blade Poison, if this poison takes effect the target is '*paralyzed.*'

Wither Limb - Blade Poison, strike at an opponent's limb and call the effect of this poison. If this poison takes effect the hit limb is destroyed, and cannot be used until logistics or healed

Gatherers

Herbalist

Novice Herbalism

Weapons: Dagger
Armor: Leather
Other: Plant Lore 1

Herbalist Branch

Apprentice: Plant Lore 2
Journeyman: Plant Lore 3
Adept: Plant Lore 4
Expert: Plant Lore 5

Master Herbalism

+1 Health, Plant Lore 6

Plant Lore (#) – This skill signifies an in depth understanding of the flora of Lairroth, and allows you to gather Skywood, Sap, and Lily using production points. At marshal discretion this may provide other in game benefits. Gathering components costs 1 copper per component and you gather them at a rate based on your level in this skill. At plant lore 6 you can also gather Perfect Skywood, Perfect Sap, and Perfect Lily, at a cost of 10 copper and one production point each.

<u>Level</u>	<u>Conversion</u>
Plant Lore 1	3 components per 2pp
Plant Lore 2	2 components per 1pp
Plant Lore 3	3 components per 1pp
Plant Lore 4	5 components per 1pp
Plant Lore 5	8 components per 1pp
Plant Lore 6	10 components per 1pp
Plant Lore 6	1 perfect component per 1pp

Hunter

Novice Hunter

Weapons: Dagger
Armor: Leather
Other: Animal Lore 1

Hunting Branch

Apprentice: Animal Lore 2
Journeyman: Animal Lore 3
Adept: Animal Lore 4
Expert: Animal Lore 5

Master Hunter

+1 Health, Animal Lore 6

Miner

Novice Miner

Weapons: Dagger
Armor: Leather
Other: Mineral Lore 1

Mining Branch

Apprentice: Mineral Lore 2
Journeyman: Mineral Lore 3
Adept: Mineral Lore 4
Expert: Mineral Lore 5

Master Miner

+1 Health, Mineral Lore 6

Animal Lore (#) – This skill signifies an in depth understanding of the animals of Lairroth, and allows you to gather Hide, Sinew, and Bone using production points. At marshal discretion this may provide other in game benefits. Gathering components costs 1 copper per component and you gather them at a rate based on your level in this skill. At animal lore 6 you can also gather Perfect Hide, Perfect Sinew, and Perfect Bone, at a cost of 10 copper and one production point each.

<u>Level</u>	<u>Conversion</u>
Animal Lore 1	3 components per 2pp
Animal Lore 2	2 components per 1pp
Animal Lore 3	3 components per 1pp
Animal Lore 4	5 components per 1pp
Animal Lore 5	8 components per 1pp
Animal Lore 6	10 components per 1pp
Animal Lore 6	1 perfect component per 1pp

Mineral Lore (#) – This skill signifies an in depth understanding of the minerals of Lairroth, and allows you to gather Iron, Copper, and Sulpher using production points. At marshal discretion this may provide other in game benefits. Gathering components costs 1 copper per component and you gather them at a rate based on your level in this skill. At mineral lore 6 you can also gather Perfect Iron, Perfect Copper, and Perfect Sulpher, at a cost of 10 copper and one production point each.

<u>Level</u>	<u>Conversion</u>
Mineral Lore 1	3 components per 2pp
Mineral Lore 2	2 components per 1pp
Mineral Lore 3	3 components per 1pp
Mineral Lore 4	5 components per 1pp
Mineral Lore 5	8 components per 1pp
Mineral Lore 6	10 components per 1pp
Mineral Lore 6	1 perfect component per 1pp

Healer

Novice Healer

Weapons: Dagger
Armor: Leather
Other: First Aid, First Aid Salve (1)

Healing Branch

Apprentice: 1point / 3 minutes
Journeyman: 1point / 2 minutes
Adept: 1point / 1 minutes
Expert: 1point / 1 minutes,
2 at once

Salve Branch

Apprentice: Slow Heal Salve (2)
Journeyman: Purify Blood Salve (3)
Adept: Restore Limb Salve (4)
Expert: Raise Dead Salve (5)

Master Healer

+1 Health, +5 Production Points, Heal at 2point/1 minute, 2 at once, Heal to full in the field, Disguise Serum(10),
Restore Spirit Salve (10)

Materials – all healer items use *Bone* and *Lilly*.

First Aid - First aid heals a person who is bleeding to 1 health. First aid takes 60 seconds. The bleed count stops while you are administering first aid. A first aided character is unconscious for 1 minute afterwards. An expert in the Healing Branch can first aid 2 people at once.

Healing Branch – By using a healers' kit you can heal injured people at the listed rate. When away from a hospital, you can only heal up to ½ of the characters base health, rounding down. A Master Healer can heal up to full points without a hospital. Points are healed in full increments only, so if you are interrupted in the middle of healing someone, you have to start that point over again.

Salves – Any character can apply a salve. It takes 1 minute to apply a salve, and it takes affect after the application is completed. Beginning the application of a salve does not pause a bleed/death count. Salves do not take up an Augmentation Slot.

Disguise Serum – This serum must be ingested and allows you to temporarily change your physical appearance and voice. This change is so thorough that neither searching, nor dieing reveals the true identity of the disguised person, though what is said might. Applying this disguise takes roughly 5 minutes, as out of game you apply different makeup and costuming. This serum only allows you to disguise yourself as a member of your race. It's effects last for 1 hour, and you cannot use any disguise effect for 1 hour after this effect ends. Use of this serum is required when training in the disguise skill, or to change out a disguise granted by that skill.

First Aid Salve - Applying this salve counts as a completed first aid. A first aided character is healed from their bleed count to 1 health, but is unconscious for 1 minute afterwards. Starting to use this salve does not stop the bleed count.

Purify Blood Salve – If the target is under the influence of a poison or disease, those effects are negated.

Raise Dead Salve - When this salve has been used on a target in their death count, the death count is paused, and a 5 minute 'raise dead' count begins. If the 'raise dead' count completes without being interrupted, the target is brought back to 1 health, with any diseases, poisons, or other effects still active. If during the 5 minute 'raise dead' count, the target is moved more than 5 feet or any damage is dealt to them, the effect ends and they restart their death count where they left off. Starting to use this salve does not stop the death count.

Restore Limb Salve – This salve can heal a stunned, maimed, shattered or destroyed limb.

Restore Spirit Salve – When this salve has been used on a target in their death count, this salve heals a living target to full health, curing all ailments. Starting to use this salve does not stop the death count.

Slow Heal Salve - The target of this salve heals 1 point of health per minute for up to 10 minutes. Using any skills or running ends the effect immediately.

Infusionist

Novice Infusionist

Weapons: Dagger

Armor: Leather

Other: Poison Use, Toughen 2 (1), Silver Smite Oil (1), Fools Gas (1), Smelling Salts (1)

Hardening Branch

Apprentice: Toughen 4 (2), Silver Paste (2)

Journeyman: Toughen 6 (3), Sharpen Paste (3)

Adept: Toughen 8 (4), Keen Paste (4)

Expert: Toughen 10 (5), Bane Paste (5)

Influence Branch

Apprentice: Purge Gas (2), Strengthen Morale (2)

Journeyman: Stun Limb Gas (3), Purify Blood (3)

Adept: Daze Gas (4), Grant Mobility (4)

Expert: Silence Gas (5), Grant Free Will (5)

Master Infusionist

+1 Health, +5 Production Points, Toughen 20 (10), Enchant Paste (10), Force Sleep Gas (10), Bloodfire (10)

Materials – Base materials for infusions are as follows

Sap and *Sulpher* – Smelling Salts, Strengthen Morale, Purify Blood, Grant Mobility, Grant Free Will, Bloodfire

Sap and *Wood* - Fool's Gas, Purge Gas, Stun Limb Gas, Daze Gas, Silence Gas, Force Sleep Gas

Sap and *Iron* – Silver Smite Oil, Silver Paste, Sharpen Paste, Keen Paste, Bane Paste, Enchant Paste

Sap and *Hide* - Toughen 2, Toughen, 4, Toughen 6, Toughen 8, Toughen 10, Toughen 20

Poison Use - Allows you to use oils and gasses and force feed potions to helpless characters.

Bloodfire- Provides complete immunity to poisons for 5 minutes.

Pastes – These are applied to a weapon on a 5 count. “I apply 1, I apply 2, etc...” You must phys rep applying the paste. Pastes can be applied to 1 weapon/bow or 5 thrown weapons.

Daze Gas – If affected by the gas the target is ‘dazed.’

Enchant Paste – The applied weapon(s) {type} designator is changed to Magic and gains +3 damage for 5 minutes.

Oils – 1 swing, must do damage to health for poison to take effect. Add the poison name to the end of your damage call. EG “2 Normal Paralyze”.

Fools Gas- This gas deactivates Purify Blood effects.

Ingested Potions/Poisons – You must phys rep drinking this potion/poison in order to take the effect. These can be slipped in people's drinks, either by phys repping the action, or through the pick pocket skill.

Force Sleep Gas – If affected by the gas the target is unconscious for 5 minutes.

Grant Free Will – Ingested, The imbiber is immune to the next mind effect that they are the target of. Lasts for Logistics/Until Used.

Gas- Thrown green packets, must have poison use.

Grant Mobility – Ingested, The imbiber is immune to the next movement altering effect that they are the target of. Lasts for Logistic/Until Used.

Bane Paste – The applied weapon(s) {type} designator is changed to Silver and gains +2 damage for 5 minutes.

Keen Paste – The applied weapon(s) {type} designator is changed to Silver and gains a +1 damage for 5 minutes.

Purge Gas – This gas deactivates any alchemical effects on the target, including poisons and pastes on weapons, but not poisons already active in someone's system.

Purify Blood – Ingested, The imbiber is immune to the next poison or disease effect. Lasts for Logistic/Until Used.

Sharpen Paste – The applied weapon(s) {type} designator is changed to Normal and gains +1 damage for 5 minutes.

Silence Gas – If affected by the gas the target is *'silenced.'*

Silver Paste – The applied weapon(s) {type} designator is changed to Silver for 5 minutes.

Silver Smite Oil - The applied weapon(s) {type} designator is changed to Silver and gains +1 damage for 1 swing.

Smelling Salts – This special alchemical substance can be used on an unconscious character to immediately awaken them.

Strengthen Morale – Ingested, The imbiber is immune to the next fear effect. Lasts for Logistics/Until Used.

Stun Limb Gas – Throw the gas and call "Stun {Right/Left} {Arm/Leg} Gas". The affected limb is *'stunned'*.

Toughen (#) - Ingested, This potion grants the imbiber phantom health points equal to the numeric value at the end of the potion. These points are lost before normal health and cannot be healed. Lasts for Logistics/Until Used

Locksmith

Novice Locksmith

Weapons: Dagger

Armor: Leather

Other: Level 1 Locks/Picks(4), Maker's Mark (+1), Pick Level 1

Construction Branch

Apprentice: Level 2 Locks/Picks(8)

Journeyman: Level 3 Locks/Picks(12)

Adept: Level 4 Locks/Picks(16)

Expert: Level 5 Locks/Picks(20)

Picking Branch

Apprentice: Pick Level 2

Journeyman: Pick Level 3

Adept: Pick Level 4

Expert: Pick Level 5

Master Locksmith

+1 Health, +5 Production Points, Master Locks/Picks (50), Pick Master Locks, Skeleton Key (10)

Materials – all Locksmith items use *Sap* and *Copper*.

Locks – Locks are built at a specified level of complexity, and are given a unique lock number at creation. 2 keys are created when making a lock, and additional keys can be made at 1/4th the cost of the original lock, these keys are labeled with the number of the lock. You must have the lock, and either a key or the ability to pick it open in order to make keys. Locks are made to be either padlocks or installed locks. A padlock may be moved from location to location while open. Installed locks can only be built into the doors of permanent structures. A locksmith capable of picking an installed lock can choose to replace

that installed lock with another. This process takes 1 minute per the combined levels of the new and old locks, and consumes the old lock in the process.

Picking Branch – It takes 1 minute per level of lock to pick a lock. Master locks take 10 minutes to pick. You must have a picks greater than or equal to the level of lock in order to pick that lock.

Skeleton Key- This is a 1 use item that can be used to open any level 1-3 lock in the same time it would take to pick it.

Profession

Novice Profession

Weapons: Dagger
Armor: Leather
Other: Profession 1

Profession Branch

Apprentice: Profession 2
Journeyman: Profession 3, +1 PP
Adept: Profession 4, +3 PP
Expert: Profession 5, +5 PP

Master Profession

+1 Health, Profession 6, Master of Efficiency.

+X PP – You gain the listed number of Production Points each logistics, which can be applied to any production class of your choosing.

Profession X – When you purchase novice profession you choose a vocation that your character is proficient in. EG Profession: Mercenary 1. Nearly any profession is acceptable with approval. You can spend production points to gain copper from your vocation, based on the level you have in this skill. At marshal discretion this may provide other in game benefits.

<u>Level</u>	<u>Conversion</u>
Profession 1	3cp per 2pp
Profession 2	2cp per 1pp
Profession 3	3cp per 1pp
Profession 4	5cp per 1pp
Profession 5	8cp per 1pp
Profession 6	10cp per 1pp

Master of Efficiency – This skill gives you an additional 20 copper per logistics, without requiring production points.

Scribe

Novice Scribe

Weapons: Dagger
Armor: Leather
Other: Novice Scroll (1)

Creation Branch

Apprentice: Apprentice Scroll (2)
Journeyman: Journeyman Scroll (3)
Adept: Adept Scroll (4)
Expert: Expert Scroll (5)

Enhancement Branch

Apprentice: School and Level (+2)
Journeyman: School (+3)
Adept: Level (+4)
Expert: Magic (+5)

Master Scribe

+1 Health, +5 Production Points, Master Scroll (10), Read/Write (+10)

Materials – Base materials for scrolls are as follows

Hide and Wood – Air Scrolls *Hide and Copper* – Earth Scrolls *Hide and Sulpher* – Fire Scrolls
Hide and Lily – Water Scrolls *Hide and Sinew* – Mystic Scrolls *Hide and Bone* – Abyssal Scrolls

Scrolls – With the appropriate components you can create scroll blanks tied to a specific school, level, and usability. EG an apprentice fire scroll useable by magic. At logistics, a caster who memorizes a spell of the appropriate level can finish the scroll by scribing a specific spell into the scroll. To use the scroll, you must have it in hand and read the incant on the scroll.

Normal Scrolls – Unless enhanced, all scrolls are normal scrolls. In order to use these scrolls you must be able to cast the specific spell in the scroll.

School and Level - You must be able to cast spells of the same level, in the same school. EG. An Expert Fire Scroll useable by school and level could be used by anyone who had any expert fire spells.

School - You must be able to cast spells of the same school.

Level - You must be able to cast spells of the same level, in any school.

Magic- You must be able to cast spells of any school of magic.

Read/Write- Anyone can use these scrolls.

Trapsmith

Novice Trapsmith

Weapons: Dagger

Armor: Leather

Other: Alarm Trap(1), Level 1 Trap Kit(4), Maker's Mark (+1), Disarm Level 1

Construction Branch

Apprentice: Bell Trap(2)/ Level 2 Trap Kit(8)

Journeyman: Gas Trap(3), Level 3 Trap Kit(12)

Adept: Snap Trap(4), Level 3 Trap Kit(16)

Expert: Spell Trap(5), Level 3 Trap Kit(20)

Disarm Branch

Apprentice: Disarm Level 2

Journeyman: Disarm Level 3

Adept: Disarm Level 4

Expert: Disarm Level 5

Master Trapsmith

+1 Health, +5 Production Points, Pop Trap (10), Master Trap Kit (50), Disarm Master Traps, Master Traps (varies), Skeleton Kit (10)

Materials – All Trapsmith items use *Sinew* and *Sulpher*.

Disarm Branch – Anyone can detect and disarm a tripwire trap, usually by throwing an object at it, triggering it with no one nearby. To detect any other kind of trap, you must have an equal level of disarm trap. To disarm a trap you have detected, you must spend 1 minute per level of the trap. Master traps take 10 minutes to disarm. Disarming a trap destroys it.

Installed Traps – These single use traps are installed on a lock, a door, or a container such as a chest, and represented by an orange out of game card that has the trap information on it. These traps are triggered by opening the lock, door, chest etc that the trap is attached to. When opening a door etc that has an orange trap card on it, read the card prior to doing so and take the effect. It takes 1 minute per level of the trap to install these traps. A trap installed in a lock is bypassed by the key and triggered by any attempt to pick the lock as soon as picking begins.

Tripwire Traps – These single use traps strike as physical ranged attacks of the silver type, and can be defended against as such. They can be disarmed by throwing an object at them, breaking the string. These traps are triggered by breaking the string, or breaking the string free from it's moorings. If you trigger a trap you will hear the accompanying sound and must either call a defense or take the effect of the trap.

Alarm Trap – Installed, the person who triggers this trap must sound the provided noisemaker for 1 full second upon triggering. They can use the noisemaker while moving, but must return it out of game within 15 minutes. Approved noisemakers include clackers, fire alarms, panic switches, and signal horns. Others may be approved at marshal discretion.

Bell Trap – Tripwire, This trap does 6 points of damage, and is represented by a string that has at least 2 small bells attached to it.

Gas Trap – Installed, You must add a thrown gas to this trap when installing it, writing a T on the gas and attaching it to the trap card. Whoever triggers the trap takes the effect of the gas and must defend against it normally.

Master Trap – These traps can be nearly anything, subject to marshal approval. And have varying production costs and components.

Pop Trap – Tripwire, This trap drops an affected target into their bleed count, and is represented by a string that triggers a popping confetti party favor. The popper trigger is for the noise and confetti only and must be rigged in such a way as to not actually expose the target to the line of fire when triggered. This is a ‘Force’ effect.

Skeleton Kit – This kit disarms any 1-3rd level trap in the same time it takes to disarm it.

Snap Trap – Tripwire, This trap does 12 points of damage, and is represented by a string that triggers a mousetrap. The mousetrap trigger is for the noise only, and must be rigged in such a way as to not actually catch anyone when triggered.

Spell Trap – Installed, you must add a scroll to this trap when installing it, writing a t on the scroll and attaching it to the trap card. Whoever triggers the trap takes the effect of the scroll and must defend against it normally.

Weaponsmith

Novice Weaponsmith

Weapons: Dagger

Armor: Leather

Other: Small Weapons (2), Medium Weapons (4), Large Weapons (6), Small Shield (2), Large Shield (4), Maker's Mark (+1)

Modification Branch

Apprentice: Silver (+20)

Journeyman: Well Balanced/Strengthened (+30)

Adept: Swift (+40)

Expert: Barbed (+50)

Enhancement Branch

Apprentice: +1 Large (+40)

Journeyman: +1 Medium (+60)

Adept: +1 Small, +2 Large (+80)

Expert: +2 Medium, +3 Large (+100)

Master Weaponsmith

+1 Health, +5 Production Points, Attuned (+50), Death Blow (+50), Resilient (+50)

Materials – Base materials for weapons are as follows. With special approval, you can use different materials as the base for an item. EG, a two handed blunt that appears to be made out of bone could use bone in the place of wood.

Iron – Daggers, Short Swords, 1 ½ Swords, Two Handed Swords, 5 Small Thrown

Wood – 1 Handed Blunts, 1 ½ Blunts, Staff, Two Handed Blunts, Shields

Wood and *Iron* – 1 Handed Axes, 1 ½ Axes, Spears, Two Handed Axes, Polearms, 5 Large Thrown

Wood and *Sinew* – Small Archery, Large Archery

Attuned- At the cost of 50 production points and 10 of the appropriate perfect components, This weapon or shield can be constructed to allow for permanent magical enchantments to be added later.

Death Blow- Weapon can be used to deliver a faster killing blow. Strike a fallen opponent and call “Deathblow {type}”. Works exactly as if a completed killing blow had been delivered. This ability is useable 1/battle.

Barbed-This modification can be added to a weapon and allows the wielder of the weapon 1 maim/day

Silver- This modification changes a weapons type to silver.

Well Balanced- This modification allows the weapon to resist disarm 1/day

Strengthened- This modification when added to a shield allows the shield to resist shield break 1/day

Swift-This modification can be added to a weapon or a shield and allows the wielder of the weapon or shield 1 parry/day

Resilient- Weapon/shield can resist shatter, shield break, or destruction 1/day.

Chapter 4 - Combat

Damage Types

All standard weapons strike for 'Normal'. Damage types such as Silver, Flame, Ice, Mystic, and Drain all fall into the 'Rare' category which penetrates a number of magical defenses and may have varying effects on certain PC/NPC characters. Weapons that strike for magic penetrate nearly all magical defenses and may also have special effects on certain creatures and characters. Each player must call out their damage type each time they swing for damage and may also be required to call the type when using special abilities.

All calls in combat must be called clearly in a regular speaking voice. Damage with weapons is called (Number)-(Type) or (Number)-(Type)-(Secondary Type). Eg, "2 silver" or "4 Magic Disease" The Head, Neck, Groin, and Hands are not valid combat targets for weaponry. Spell and Poison packets are considered to have made contact if they strike the target anywhere, including a cloak, etc.

Taking and Dealing Damage

A character can be dealt damage by weapons, spells, and poisons. Every creature and character has a specific number of 'health' that is reduced whenever damage is dealt to the them. All standard PC races have a base of 4 health. Regardless of how much damage a character takes, he remains conscious and able to fight if his health remains in the positive. If he is dropped to 0 then he becomes unconscious for a duration of 5 minutes, at the end of which he regains consciousness. When a character falls below 0, he begins to bleed to death and enters a two minute 'Bleed Count' where he can be revived by standard medicine or healing magic. Unless a character possess a special ability such as The Armsman 'Tireless' ability, all characters remain unconscious for one minute after they are revived from their 'bleed count'. If the character is not revived before the two minute bleed count ends they then enter a 5 minute death count where only the most powerful magics can revive them. At the end of the 5 minute death count, the character is dead.

Death

When a character reaches the end of their death count, they must drop all of their in-game items on the ground where they died, this includes items hidden by find/conceal. Then you must obtain a marshal to walk you through the next phase. Many things happen when a character dies. One, they forget the last hour of game play. Two, they forget the last skill learned, this does not apply if you have not learned a new skill since your last death. And three, you gain death experience equal to two times your number of deaths. If your death experience exceeds your normal experience, your character is obliterated.

After determining if your character will come back to life, the marshal will ask you to choose a location for your character to be reborn at. There are two types of commonly known ways at rebirth; a roaming circle of life or a life crystal. A roaming circle can be found most places, but cannot be seen by a living player.

After all that is done, your character is reborn to a new life with full health points and a skill refresh, identical to the one you had at the previous logistics. There are different marbles when coming back at a circle or a crystal. (NEED TO ADD MARBLE DRAWS) White-normal, Green-1/2 death xp, Red-2x death xp, yellow-do not forget last skill, blue-do not forget last hour.

Resisting Combat Effects

Many of the skills seen in combat can be resisted by using other skills. Many of these skills, such as maim, knockback, and dirty fighting, can be defended against by using one of the defender's uses. This is called using a charged resist. In order to use a charge resist a character must have a weapon fully drawn and in hand. Others can be defended by using protective spells that resist physical or magical attacks. The full list of what can be resisted by using what skill is below.

Skill/Effect	Defense
Assassinate	Physical
Bypass,	Critical Parry, Charged, Physical
Dirty Fighting,	Parry, Charged, Physical
Disarm,	Charged
Gasses	Evade, Poison Resist, Spell Effect
Impale,	Critical Parry, Charged, Physical
Knockback,	Parry, Charged, Physical
Knockdown,	Parry, Charged, Physical
Master Spells,	Sidestep, Magical
Maim,	Parry, Charged, Physical
Melee Strike,	Parry, Physical
Pierce	Parry, Charged, Physical
Ranged Bypass	Critical Deflect, Physical
Ranged Impale	Critical Deflect, Physical
Ranged Slay	Critical Deflect, Physical
Ranged Strike	Deflect, Physical
Ranged Stun,	Deflect, Physical
Ranged Pin,	Deflect, Physical
Sever Limb,	Critical Parry, Charged, Physical
Shatter,	Charged, Spell Effect
Shield Break	Parry, Charged, Spell Effect
Shield Shatter,	Critical Parry, Charged, Spell Effect
Slay,	Critical Parry, Charged, Physical
Spells,	Evade, Magical
Stun,	Parry, Charged, Physical
Waylay,	Parry, Physical

Section 6

Merits and Flaws, Armor, Upkeep, Costuming Bonus, Punctuality Bonus, Deaths, Caps, Starting Equipment

Merits and Flaws

The 10 points allowed for merits exist outside of the cap system, and do not count against your characters skill point total in any way.

You can have a maximum of 10 points in merits, and points gained from flaws can only be spent on merits, though there is no maximum on flaws. You can drop merits with approval, though the points are frozen for 6 logistics. The same goes with flaws, though you would need to pay back the cost of the flaw (if you used the points from it), and in addition skill points equal to the point value of the flaw would be frozen for 6 logistics. All flaw and merit changes are by approval only, and may have additional in game requirements.

Merits

(2 sp) Well Groomed - Your natural tendencies towards cleanliness give you a 20 copper discount to the cost of upkeep.

(2 sp) Balance - Any time you are hit with an effect that causes you to be 'slipped' you must call "balance" and are instead 'dazed' for 20 seconds, and have both feet 'pinned' for 20 seconds, double the normal duration for these effects. This ability may be turned on and off on a per event basis, declare whether or not you are using this ability at logistics by marking it on your character sheet.

(4 sp) Alternate Magical Heritage - You hail from a magical heritage quite different from the norm, whether shamanism, ancestor calling, or some other strange form, this heritage colors all your magical actions, especially when casting spells. When taking this merit work with the Lairroth staff to build a list of incants for the 6 schools of magic. You use these new incants instead of the normal ones.

(8 sp) Lucky - You are exceptionally lucky, this has varying effects up to marshal discretion.

(1 sp) Windfall - A stroke of good fortune has left you with a large amount of money. You have an extra 500 copper at character creation, which can be spent normally.

(4 sp) Strong - You are unusually strong, you can drag 2 bodies at a walk and run with 1. You can break free from rope bonds. And you have an easier time restraining people and resisting restraint.

(2 sp) Noble Blood - You have noble ancestry, which may give you an edge in some circles.

(3 sp) Self Training - Your rigorous study or inborn gift has granted you exceptional understanding of a single class. You do not need training for this 1 class (not abyssal)

(2 sp) Mentor - A great pioneer in a given field has helped you become the master you are today. You can start trained in master of one class (not abyssal), only available at character creation.

(2 sp) Famous - You are known for some heroic deed (true or not) , which may give you an edge in some circles.

(3 sp) Magical Dabbler - Pick a novice spell in a school of magic other than abyssal, you can cast that spell 1/day and can use "magic" and "school" scrolls, as well as "normal" scrolls of that spell, and "school and level" spells of novice level.

(3 sp) Combat Dabbler - Choose one weapon or type of armor, you are proficient with that weapon/armor.

(2 sp) Light Sleeper - You can't be caught by surprise while sleeping. You hang a flag outside your tent indicating that you have light sleeper, anyone who comes to attack you while you sleep must call out to you and wake you up, then give you 30 seconds to gather your things and leave your tent, with combat beginning outside. This is a good merit for people who are extremely concerned about their tent or personal effects being damaged, and do not want fighting in their tent.

Flaws

(1 sp) Filthy - Your natural tendencies towards filth and disorder make it more expensive for you to purchase upkeep, and you must pay 20 copper extra.

(1 sp) Illiterate - You cannot read or write and can't use read/write scrolls.

(10 sp) Unlucky - You are exceptionally unlucky, this has varying effects up to marshal discretion.

(1 sp) Broke - You do not have any starting money at character creation.

(3 or 6 sp) Hunted - Someone from your past has it out for you, and even if they were to be defeated, another would rise in their place. This may be taken at the 3 points or 6 point level depending on the power and resources of the individual or group hunting you.

(8 sp) Known Abyssal Caster - Must have novice abyssal. You have been caught and killed twice for casting abyssal. You start with 2 deaths, and are on the list of known abyssal casters.

(3 sp) Death - Your character has died and you start with 1 death.

(2 sp) Infamous - Your villainous deeds (true or not) may put you at a disadvantage in some circles.

(4 sp) Spawn-touched - You appear to be undead, and spawn abilities work on you. This makeup requirement supersedes your race.

(4 sp) Slow Bleeder - Your bleed count is 30 seconds longer.

(2 sp) Strong Soul - Your death count is 1 minute longer

(1 or 3 sp) Phobia - Affected by fear affect (cant resist) when within 20 feet of object of fear. 1 or 3 points depending on object of fear. Trolls, Fire, Feryl etc...

(1 or 3 sp) Hatred - Affected by bloodlust (on target only) when within 20 feet of object of hatred. 1 or 3 points depending on object of fear. Trolls, Fire, Feryl etc...

(4 sp) Fast Bleeder - Your bleed count is 30 seconds shorter

(2 sp) Weak Soul - Your death count is 1 minute shorter

(2 sp) Feint of Heart - Any fear effect instead renders you unconscious for the duration. You need both a remove fear affect to be brought to your senses, an awaken will not work. Abilities and merits that affect unconsciousness do not affect this effect.

(6 sp) Nocturnal - You cannot use any adept or higher abilities between 6am-6pm or when the sun is visible.

(3 sp) Weapon Specialization - Pick one weapon you are proficient with, you can only use enhanced (+ damage) versions of that weapon, and cannot use any other weapons.

(2 sp) Weak Willed - Any effect that would charm you instead acts as an enslave.

(4 sp) Sickly: -1 base health

(5 sp) Amnesia - You do not remember your past prior to coming in game, we will write a character history for you, and you will have social flaws that you don't know about (hunted, infamous, etc,)

(4 sp) Absent Minded - Only available with novice magic, You must have a scroll of the spell you want to cast in hand in order to cast that spell.

(4 sp) Forgetful - You tend to misplace things, and marshals may randomly ask you for some personal possession, which they will place somewhere.

Armor Phys Reps

Add together all your points by location to get your total. You can stack multiple different types of suits of armor together to get extra points, but you are limited by the total points possible by the highest suit of armor you have. So a leather hauberk with a chain shirt over it could be worth up to 6 points. And a leather gambeson with a chain hauberk and breastplate could be worth up to 9 points. The max points by category are as follows: Leather (3), Studded Leather (4.5), Chain (6), Scale (7.5), Plate (9). If you have questions on what category a particular piece of armor would fall under feel free to post on the boards or ask a marshal.

Torso – Upper Chest, Lower Chest, Upper Back, Lower Back

Other – Upper Right Arm, Lower Right Arm, Upper Left Arm, Lower Left Arm, Upper Right Leg, Lower Right Leg, Upper Left Leg, Lower Left Leg, Helmet

Torso Points	Other Points	Armor Description and Type
0	0	Pleather, Fabric
.15	.1	Soft Leather
.3	.2	Hard Leather, Soft Studded Leather, Loose Aluminum Chain
.45	.3	Hard Studded Leather, Tight Aluminum Chain, Loose Steel Chain, Loose ABS/Aluminum Scale
.6	.4	Tight Steel Chain, Tight ABS/Aluminum Scale, Loose Steel Scale
.75	.5	Tight Steel Scale, ABS/Aluminum Plate
.9	.6	Steel Plate

Upkeep, Costume Bonus, Punctuality Bonus

The medieval fantasy world can be a filthy, sickly place Eating the proper foods, avoiding streets that are little more than exposed sewers, and taking a bath more than once a rainfall can quickly become expensive. It costs 100 copper per logistics to pay these costs throughout the month. When you pay your upkeep you get a white armband signifying that you are clean and in good health, and you have +1 health for the logistics that you purchased upkeep for. There are 2 ways to get discounts on the cost of upkeep.

Costume Bonus: When you go through logistics you will be rated on makeup, costuming, and nicknackery that your character brings in. Great looking weapons, armor, etc.. can add to this bonus. You get a rating from 1-5 stars, and each star gives you a 10 copper discount on upkeep.

Punctuality Bonus: We appreciate punctuality, and being in costume and ready to go through logistics before game on is called is rewarded. If you are reved up and good to go in the ½ hour before game on we give you a 25 copper discount on your upkeep.

Deaths

When a character dies, having gone past their 5 minute death count, they drop their in game items where they died and turn into a spirit, walking to the death marshal where they will go out of game. While in spirit form they are unrecognizable. Upon dying a character forgets the hour immediately prior to their death, and forgets how to use the last skill they were trained in, the skill points invested in this skill are freed up for use on another skill of the players choosing. They also take a number of "death xp" equal to their number of deaths taken times 2. Multiple deaths do not make you forget multiple skills in succession, you must be trained in a skill since your last death to be subject to skill loss. You must wait until the next logistics to use the skill points freed up from dying. Some of these effects can be modified by their draw from a bag of marbles, provided by the death marshal before the character can go back in game. The bag usually contains ten marbles as follows:

- 6 White Marbles- The character takes a death as normal.
- 1 Blue Marble- The character does not forget the hour before they died.
- 1 Yellow Marble- The character does not forget the last skill learned.
- 1 Green Marble- The character only takes half the normal death xp.
- 1 Red Marble- The character takes double the normal death xp.

Death xp is tracked on your character sheet, updated immediately after you die. When the amount of death xp taken equals or exceeds the skill point total of your character, you begin drawing from a different bag of marbles. The bag usually contains ten marbles as follows:

- 1 White Marbles- The character takes a death as normal.
- 1 Blue Marble- The character does not forget the hour before they died.
- 1 Yellow Marble- The character does not forget the last skill learned.
- 1 Green Marble- The character only takes half the normal death xp.
- 1 Red Marble- The character takes double the normal death xp.
- 5 Black Marbles- The character is obliterated. Dead permanently.

Soulbound Characters, who have given up their ability to play their character cross campaign in order to focus more on Lairroth instead draw from this bag of marbles at this stage:

- 3 White Marbles- The character takes a death as normal.
- 1 Blue Marble- The character does not forget the hour before they died.
- 1 Yellow Marble- The character does not forget the last skill learned.
- 1 Green Marble- The character only takes half the normal death xp.
- 1 Red Marble- The character takes double the normal death xp.
- 3 Black Marbles- The character is obliterated. Dead permanently.

When your death xp is double your characters skill points, your character draws from a third bag of marbles, which contains the following:

- 1 Red Marble- The character takes double the normal death xp.
- 9 Black Marbles- The character is obliterated. Dead permanently.

It is worth noting that mystic magic has a spell that can increase the chances of not forgetting skills or memories. The mystic spell Grant Remembrance changes the following marbles' effects:

- 1 Blue Marble- The character does not forget the hour before they died, or the last skill they learned.
- 1 Yellow Marble- The character does not forget the hour before they died, or the last skill they learned.
- 1 Green Marble- The character does not forget the hour before they died, or the last skill they learned, and takes half the normal death xp.

There is a master mystic spell, Immortality, that lets you trade out 3 black marbles for 3 white on one draw. This spell cannot be stacked.

Dying in some locations may have different effects, usually resulting in a different disbursement of marbles.

After you have done your draw the death marshal will give you a location to come back in game at, representing an invisible wandering circle of life. You return to game with all the skills and spells you had when you first went through logistics that day, effectively gaining a skill reset. You come back in at full health, but are naked and unarmed, and should be careful until you can return to the safety of your allies. Alternately, you can choose to come back in at a permanent circle, which is usually established in the center of large settlements. The choice between the two is yours, and the choice of permanent circle is yours as well, though choosing a permanent circle too far outside the play area may mean that you cannot continue to play that character.

Caps

You are limited by the lower of either the Chronicle Cap, which changes monthly, and the Character Cap, which grows as you play.

Chronicle Cap: This cap goes up 4 pts a month, starting at 30 November 1st, 2006. April 1st 2007 it will be at 50 points.

Character Cap: This cap starts at 30 points, and goes up 4 points for every 1 skill point of event that you actually attend. If you PC, this increase applies to your PC, if you NPC, this increase applies to one of your PCs of your choosing.

Points Over Cap: There are 4 ways to earn points that can be spent over the preceding 2 caps.

Yearly Character History: Once upon character creation and once every 4 quarters that you PC your character, you can submit a character history or character history update to get 2 lairroth points over cap.

Soulbound Character Bonus: Soulbound characters relinquish the ability to cross over into other campaigns and can earn an extra point per quarter over cap if they play in that quarter. You get these points at the end of the quarter. Q1 Jan-Mar, Q2 Apr-Jun, Q3 Jul-Sep, Q4 Oct-Dec.

Mythic Membership Bonus: Based on the number of years you have played mythic and paid your membership you unlock additional points in the following system. 1 skill point per year of play, and 1 extra in your 3rd, 6th, 9th, 12th, and 15th year.

Lairroth New Player Recruitment Bonus: We want to strongly encourage people to bring new players to the game, so we have designed an incentive to reward recruitment. When you bring someone new to the game, you get a lairroth skill point for each of the first 5 events they attend in their first year. The 20th, 40th, 60th etc.. skill point that you gain from this system counts as a skill point over cap. There is no limit on how many points you can get from recruitment.

Starting Equipment

When you play a new character for the first time you get 5 copper per skill point of the character as cash on your first event. If you are a spellcaster you can memorize your spells as if you have a complete spellbook at your disposal, and you can walk in with as much mundane weapons and armor as you have phys reps for.

After using or waiving the rewrite that you get after playing your 1st event you get an additional 10 copper per skill point that you can spend on purchasing gear from the following list. You also get 4 extra logistics worth of production points that you can spend on making items if you have production skills, though you must still pay for components as normal. You only have to pay the base cost of the armor or weapon if you are purchasing an enhanced version.

<i>Item</i>	<i>Cost</i>	<i>Item</i>	<i>Cost</i>
<u>Components</u>		<u>Weapons</u>	
Components	2 cp	Small Weapons	13 cp
Perfect Components	20 cp	Medium Weapons	26 cp
		Large Weapons	39 cp
<u>Salves, Potions, Poisons, Oils, Pastes, Traps, Scrolls, Gas'</u>		+ Makers Mark	+ 7 cp
Novice Level	7 cp	+ Silver	+ 142 cp
Apprentice Level	14 cp	+ Well Balanced	+ 249 cp
Journeyman Level	25 cp	+ Strengthened	+ 249 cp
Adept Level	40 cp	+ Swift	+ 404 cp
Expert Level	63 cp	+ Barbed	+ 625 cp
		+ 1 Damage Large	+ 284 cp
<u>Scroll Enhancements</u>		+ 2 Damage Large	+ 808 cp
+ School and Level	+ 14 cp	+ 3 Damage Large	+ 1250 cp
+ School	+ 25 cp	+1 Damage Medium	+ 498 cp
+ Level	+ 40 cp	+ 2 Damage Medium	+ 1250 cp
+ Magic	+ 63 cp	+ 1 Damage Small	+ 808 cp
<u>Locks, Lockpicks, Trap Kits</u>		<u>Armor</u>	
Novice Level	26 cp	Leather	13 cp
Apprentice Level	57 cp	Studded Leather	20 cp
Journeyman Level	100 cp	Chain	26 cp
Adept Level	162 cp	Scale	33 cp
Expert Level	250 cp	Plate	39 cp
		+ Makers Mark	+ 7 cp
		+1 Armor	+ 284 cp
		+ 2 Ch/Sc/Pl	+ 498 cp
		+ 2 St, + 3 Ch/Sc, + 4 Pl	+ 800 cp
		+ 2 Lt, +3 St, +4 Ch, +5 Sc, +5 Pl	+ 1250 cp