



Book of Heroes

A Rules Compendium for Experienced Adventurers

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Introduction

The Book of Heroes is a supplemental Rulebook which provides additional rules and systems used by heroic and extraordinarily powerful characters. The options in this book are designed to take a powerful character even farther along their journey towards becoming a living legend.

This book contains rules and options for experienced (higher level) characters. Within these pages, you will find details on character classes, character re-building, and skill point costs for very high level advancement.

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Classes

In Mythic Realms, heroic and powerful adventurers who have been forged in the fires of intrigue and combat eventually attain the opportunity to expand their own abilities beyond that of normal men and women. These adventurers are destined to choose a path which helps set them apart, defining their very nature for all the days to come.

Attaining a Heroic Class is an excellent long term goal for a character. The majority of people in the World of Cyrillia, even most soldiers, explorers, and mages; never gain access to a Class. However, the adventurers which are the focus of Mythic Realms are already very different from most people. Such characters recover from battle with almost supernatural speed, they learn new skills and abilities at a breakneck pace, they return from the jaws of death far more often than most people, and they may also have the chance to begin upon a path offered by one of the Classes presented in this book.

In order to be eligible for a class, a character must first reach 100 skill points. This is an important long term milestone, for it means that a character has reached a great height of power; gaining access to Force Skills which can easily sway the outcome of a given battle. Perhaps even more significantly, the character has gained the ability to learn the first level of a Class.

Each level of Class requires rigorous training and study. As such, a character who wishes to embark upon the path offered by a Class must find someone to teach them. This can be done during the course of an adventure.

A character that possesses the desired Level of a Class must spend at least 5 minutes role-playing the instruction of the Class with the character who is attempting to learn it. The PC/NPC who taught the character must inform a Marshal that they have willingly performed the training in order for the character's training to be approved. Although no further IG time must be dedicated towards training, it is generally assumed that the mentor and the pupil will be spending a great deal of time together between adventures as the pupil learns the skills of their chosen Class. A character cannot learn more than one Class Level per logistics.

Once a character has learned a given Class Level, they unlock the ability to purchase the Class Skills associated with the Class Level they have chosen. It is not necessary for a character to actually purchase all, or even any, of the Class Skills before advancing to the next level of the Class. All characters become eligible to learn additional Class Levels upon reaching 200, 300, 500, and 700 skill points.

Multi-Classing

A character must learn the 1st level of a Class before advancing to the 2nd level, and they must learn the 2nd level before advancing to the 3rd.

However, a character may choose to start learning the 1st level of a Second Class instead of advancing a Class which they have already begun to study. Note: A character generally cannot learn more than 2 Classes. If a character were able to advance all the way to 700 Skill Points, they would be able to have a maximum of 3 Levels in a given Class, and 2 Levels in another Class.

Aegis

The Aegis are champions on the battlefield, and masters of defensive fighting. None surpass their skill with a shield, and few are capable of enduring the damaging onslaught of combat with as much prowess as an Aegis.

Level 1

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Heavy Armor or wielding a Shield).

Cost: 3

Combat Skill Access – Gains the ability to replace the ‘Parry’ skill with the ‘Evade’ combat skill.

Cost: See Class Skill Chart

<i>Evade</i>	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	27	3

All Times – When entering the ‘Hunker Down’ stance, gain 5 minutes to its duration.

Costs: 4

Level 2

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Heavy Armor or wielding a Shield) (Total of +2 Base Health).

Cost: 4

All Times – Immune to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ ‘Damage Type’. You must call "No Effect".

Cost: 16

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing a Helmet).

Cost: 3

Level 3

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Heavy Armor or wielding a Shield) (Total of +3 Base Health).

Cost: 5

All Times – When entering the ‘Hunker Down’ stance, immediately benefit from ‘Health Barrier’ of 5 for the duration of the stance (only when wielding a shield).

Cost: 4

All Times – When wearing a Helm that qualifies for protection from ‘Waylay’, gain an additional +1 level to ‘Resist Waylay’.

Cost: 2

1 / Battle – While in the ‘Hunker Down’ stance, you may call “Reduced” to an effect that would drop you into your ‘Bleed Count’ or ‘Death Count’, and instead drop to 0 Health and enter the ‘unconscious’ state. After 5 minutes you will awaken with 1 Health. Effects that augment the ‘Unconscious’ state, work on this effect

Cost: 10

Arcane Bulwark

Arcane Bulwarks seek to master all that lies around them through the pursuit of learning defensive Arcane Magic. Tinkers may build complex locks, and alchemists may study chemical reactions and magical catalysts, but what can compare to the purity of the study of Time and Space itself? Indeed, these are the powers which govern our very existence. Arcane Bulwarks gain the ability to warp the flows of space around themselves, and use their power over time to protect themselves from all manner of threats.

Prerequisites - Arcane Talent

Level 1

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell).

Cost: 3

All Times – When benefiting from the ‘Arcane Armor’ spell, gain +1 level to ‘Resist Waylay’ (as if they were wearing a helmet, does not stack with benefits of a helmet).

Cost: 3

Combat Skill Access – Gains the ability to purchase the arcane ‘Grant Evade’ spell as a combat skill.

Cost: See Class Skill Chart

Grant Evade	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	27	3

- **Grant Evade** - This Arcane spell grants the target of the spell one ‘BONUS’ use of the ‘Evade’ skill. (Duration 5 Minutes) [Incant: “I summon Time and Space to Grant Evade”]

All Times – May use the “I summon Arcane” incant.

Cost: 2

Level 2

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell) (Total of +2 Base Health).

Cost: 4

All Times – Immune to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ ‘Damage Type’. You must call “No Effect”.

Cost: 16

At Logistics – You may convert one of your ‘Battled’ arcane defensive spells into a ‘non-BONUS’ use of that same defense per battle (i.e. ‘Grant Parry’ would convert a ‘non-BONUS’ use of the ‘Parry’ skill per battle). (Duration Logistics)
Cost: 6

Level 3

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell) (Total of +3 Base Health).
Cost: 5

All Times – Reduce your ‘Damage Ceiling’ from the ‘Arcane Armor’ spell by 1 (minimum of 3).
Cost: 8

1 / Battle – When casting the ‘Anticipate Blow’ spell on someone other than themselves, you may immediately gain the benefits of the ‘Anticipate Blow’ spell.
Cost: 15

FORCE Skill Addition – Reflect Magic - May ‘Expend’ a use of your ‘FORCE’ skill to cast a ‘BONUS’ use of the Arcane spell ‘Reflect Magic’. (Duration Logistics)
Cost: 5 (Once per Logistics)
Cost: 15 (All Times)

- **Reflect Magic** – This Arcane spell acts as a defense and an offensive skill. This spell may be cast on any creature. If the target of this spell is attacked by a ‘non-Force’ magical spell (by spell packet or ambient effect), the target may call out “Reflect Magic”. The target is not affected by this spell, and the caster of the spell is attacked by the same spell as if you casted it. Reflect Magic can be used as a defense for a spell that has been reflected. [Incant: “I summon Time and Space to Reflect Magic”]

Assassin

Trained in the deadliest arts, the Assassin is a whisper on the wind, a knife in the dark, a shadow unseen. Many might call themselves Assassins, but only a rare few have actually received the necessary instruction to have earned the name. Those who are trained in this silent tradition are often members of secretive orders and hidden guilds, contracted or commanded to bring death without the possibility of detection or escape. Some Assassins choose to work with less skilled murderers-for-hire in order to conceal their own existence.

Prerequisites - Rogue Talent

Level 1

All Times – May use the ‘Quick Death’ skill.

Cost: 2

- **Quick Death** - While conscience and of free will, you may quickly send yourself into your 'Death Count'. You do not need to make any call to use this ability, but may silently twist your own neck, putting yourself into your 'Death Count' with only 30 seconds remaining.

All Times – While utilizing ‘Invisibility’, gain the ability to use the 'Deathblow' and 'Killing Blow' skills without having to drop the ‘Invisibility’ spell.

Cost: 8

1 / Logistics – When wielding a poisoned weapon, which has all attacks of any type of poison remaining, gain the ability to expend all uses of the poison, to gain one attack of ‘Blood Poison’ with that weapon.

Cost: 10

1 / Logistics – Gain one use of the ‘Ambush’ skill.

Cost: 8

- **Ambush** - You may perform an 'Ambush' attack. When standing directly behind a target, within striking distance for at least 5 seconds, you may perform one single attack with a dagger. Additional, the target must not see this attack coming. This attack gains the 'Force' keyword with one of the following attack types: one free single use of poison ('Silence', 'Disease Poison', 'Betrayal poison', or 'Paralyze Poison') [*Must be trained in the use of poisons*], a use of your 'Waylay' skill, or a single attack of ‘Force 40 X’ (where X is the ‘Damage Type’ of your standard attacks).

Level 2

All Times – When under the effect of 'Invisibility', you may ‘Expend’ a use of your 'Invisibility' spell to extend the existing 'Invisibility' effect for the same duration as the expended spell (no Incant is required).

Cost: 6

1 / Logistics – Gain one use of the ‘Ambush’ skill. (Total of 2 times per Logistics)

Cost: 12

1 / Logistics – May use the 'Ambush' skill or 'Assassinate' skill while under the 'Invisibility' spell, without breaking the spell.

Cost: 10

Utility Skill Access – Gains the ability to purchase the ‘Assassin Utility’ skill.

Cost: See Class Skill Chart

Assassin Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	2	3	5	7	18	4	6	10	14	36	Loop 6

Assassin Utility Skill	
Level 1:	1 / Logistics – Drain Life Poison / Death Blow
Level 2:	1 / Logistics – Drain Life Poison / Death Blow
Level 3:	1 / Logistics – Drain Life Poison / Death Blow
Level 4:	1 / Logistics – Drain Life Poison / Death Blow
Level 5:	1 / Logistics – Disappear
At each of the first four levels, gain the ability to use ‘Drain Life Poison’ or ‘Death Blow’ once per Logistics. At fifth level gain one use of the ‘Disappear’ skill per Logistics. Levels of this utility skill can be purchased an infinite number of times.	

- **Drain Life Poison** – Must be trained in Alchemy to use this ability. This poison can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.
- **Death Blow** – Can be found in the Strength Skill in Chapter 3 of the Mythic Realms Rulebook.
- **Disappear** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.

Level 3

Lore Addition – Gains an additional Lore (level or specialization) in ‘Anatomy’ or ‘Underworld’.

Cost: 2

All Times – Gain the ability to cast the 'Invisibly' spell on a creature in their ‘Bleed Count’, ‘Death Count’ or in the ‘Unconscious’ state.

Cost: 15

All Times – Gain access to the ‘Never Break a Contract’ skill.

Cost: 5

- **Never Break a Contract** – All Times – You may choose to never reveal the details of any written and signed Contract to kill someone. This ability will **not** allow you to lie through Mind Control or a ‘Circle of Truth’, but you may refuse to answer any questions pertaining to the Contract.

1 / Logistics – Gain one use of the ‘Ambush’ skill. (Total of 3 times per Logistics)

Cost: 15

Skill Addition – Assassinate - Gain the ability to expend a use of your 'Ambush' skill to instead use 'Assassinate'. This skill is one of the most devastating and difficult skills to use in the world, it immediately drops a target to their ‘Death Count’. Standard defenses do not work against this skill, and it is very similar to a 'Dire' attack. 'Boon of Premonition' is one of the few known defenses. Though this attack is incredibly patient, many very powerful NPC's will be immune to this effect. To perform an 'Assassinate' you must deliver it the same way you would deliver your 'Ambush' attack. When standing behind a target, within striking distance for at least 5 seconds, you may perform one single attack with a dagger. Additional, the target must not see this attack coming. (Requires the Ambush Skill)

Cost: 35

Bard

Savants of lore and legend, Bards are known for their curiosity and wit. Most Bards possess an obsessive hunger for new mysteries and forgotten knowledge. Amid great epic tales throughout history, those who look very closely will find that Bards are subtly intertwined nearly as thickly as the well-known heroes and villains. True Bards find themselves welcome in nearly all the great halls of the civilized world, welcomed as respected and honored guests wherever they go. These figures have bound the power of story, myth, and music into their own magic, and are known to develop uncanny gifts of luck, lore, and legerdemain.

Level 1

All Times – May use the "I summon Song / Myth / Music / Legend / Harmony / Melody" incants.

Cost: 2

Lore Addition – Gains an additional Lore (level or specialization) of your choice.

Cost: 2

1 / Logistics – Gain one use of the 'Bardic Empowerment' ability.

Cost: 6

- **Bardic Empowerment** – This ability allows you to grant a single targeted character one of five benefits, chosen by you at the time of your performance. In order to use this ability, you must perform a ballad, tell a story, sing a song, recite a poem, make a bold speech, or play music for the targeted character. The performance must last at least 60 seconds, and is interrupted by combat in the same way that short rests are interrupted. Once the performance has been completed, choose one of the following benefits to grant to the targeted character:
 - **Strength** – Target character gains 'Potency'. The 'Potency' description can be found in the 'Mythic Realms Rulebook', 'Potency Potion', in the Alchemy crafting section (Duration 30 Minutes)
 - **Courage** – Target character gains Immunity to 'Terror' (not 'Fear'). (Duration 30 Minutes)
 - **Memory** – Target character gains 'Remembrance'. This grants the target the ability, when pulling from the 'Death Bag', to determine death outcomes, they may exchange up to 3 'White Marbles' with 'Blue Marbles', increasing the odds of remembering. Additionally, this prevents the target from losing their memory of events which occur while they are under the 'Enslave' effect, although memory is still lost due to the 'Necrether' effect. (Duration Logistics)

- **Valor** – 1 / Battle – If the target is less than 300 Skill Points gain one use of ‘Bardic Strike’. **Bardic Strike** – This ability may be used with either at-will Weapon damage or at-will Spellcasting damage. This attack gains +5 damage [Stackable Increase] for 3 attacks, which must be used within 3 seconds of the last. (i.e. “I summon Fire 1..... I summon Fire 5 to Burn 8, Burn 8, Burn8)
- **Wellbeing** – Target character immediately gains the benefit of the ‘Grant Wellbeing’ spell.

Combat Skill Access – Gains the ability to purchase the arcane ‘Grant Evade’ spell as a combat skill.

Cost: See Class Skill Chart

Grant Evade	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	15	3

- **Grant Evade** - This Arcane spell grants the target of the spell one ‘BONUS’ use of the ‘Evade’ skill. (Duration 5 Minutes) [Incant: “I summon Time and Space to Grant Evade”]

Level 2

Lore Addition – Gain three additional Lore Specialization of your choice. (Each must be taken as Specializations in three separate Lore categories)

Cost: 8

1 / Logistics – Gain one use of the ‘Bardic Empowerment’ ability. (Total of 2 times per Logistics) Additionally, you may choose to expend multiple uses of this skill at one time to affect the target with different attributes.

Cost: 6

Skill Addition – Gain one of the following:

- **All Times** – When casting the ‘Grant Vitality’ spell, gain a +2 to granted ‘Health Barrier’ (e.g. ‘Grant Vitality 7’)

Cost: 12

- **All Times** – Gain +1 to your ‘Elemental Sheath’ or ‘Empower Spell’ castings [Stackable Increase].

Cost: 10

All Times– Gain the ability to cast the Universal spell ‘Make A Record’. This spell description can be found in the ‘Mythic Realms Rulebook’, ‘Scroll of Make a Record’, in the Scrollmaking crafting section. [Incant: “I summon Song/Myth/Music/Legend to Make a Record”]

Cost: 10

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot

team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue's Luck, and will inform the player that the ability has no effect. In this case, Rogue's Luck is not expended.

Level 3

Lore Addition – Gain an additional Lore (level or specialization) of your choice. Additionally, gain “Bardic Knowledge” as a Specialization for every Lore Skill you possess at Master Level.

Cost: 8

1 / Logistics – Gain one use of the ‘Bardic Empowerment’ ability. (Total of 3 times per Logistics) Additionally, you may choose to expend multiple uses of this skill at one time to affect the same target with different attributes.

Cost: 10

1 / Logistics – Gain one use of the ‘Bardic Inspiration’ ability.

Cost: 6

- **Bardic Inspiration** – This ability allows you grant all entities who can hear you a ‘Health Barrier’ of 5. In order to use this ability, you must perform a ballad, tell a story, sing a song, recite a poem, make a bold speech, or play music for all to hear. The performance must last at least 60 seconds, and is interrupted by combat in the same way that short rests are interrupted. Once the performance has been completed within the next 30 minutes, you must call “Bardic Inspiration. Everyone, Grant Vitality 5.” (Duration 5 Minutes). The Bard performing cannot increase or influence their ‘Health Barrier’ granted.

FORCE Skill Addition – Force Mimic Magic / Force Grant Heroism / Beguile –May ‘Expend’ a use of your ‘FORCE’ skill to cast the either the Mystic spell ‘Force Grant Heroism’ or the Bard spell ‘Force Mimic Magic’ or the Bard spell ‘Beguile’.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

Force Mimic Magic –This skill allows the bard to replicate any non-ritual spell that they hear cast in their vicinity. Within 10 seconds of hearing a spell being cast, the Bard may perform the Mimic Magic Spell and thus immediately replicate the chosen spell which they had witnessed. [Incant: “I summon Song/Myth/Music/Legend /Harmony/Melody to Mimic Magic, (name of chosen spell)”]

Force Grant Heroism –As per the standard ‘Force Grant Heroism’ spell. [Incant: “I summon Song/Myth/Music/Legend /Harmony/Melody to Force Grant Heroism”]

Beguile –This spell allows you to cast a two-packet ‘Force Charm You’ spell. The tow packets must be thrown within 3 seconds of each other. [Incant: “I summon Song/Myth/Music/Legend /Harmony/Melody to Beguile, Force Charm You, Force Charm You”]

Battle Mage

Cataclysmic in purpose, focused in power, Battle Mage’s hone their skills toward one singular aim—spreading magical destruction throughout the ranks of their enemies. None are as skilled on the field of war in summoning forth ruin as the Battle Mage. A Battle Mage is at home in the center of a torrent of destruction, sending forth deadly magic from their hands and weapons as easily as breathing.

Level 1

Skill Addition – Spell Channel – Gain the ability to cast multiple ‘non-Force’ spells of the same type with only 1 incant. Each spell must be thrown within 5 seconds of the previous. This does not grant you any extra uses of your spells, it simply allows you to cast them more quickly (i.e. I Summon air to Repel You, Repel You, Repel You. Which would use 3 uses of repel with only 1 incant).

Cost: 5

All Times – Gain +1 to your ‘Empower Spell’ castings [Stackable Increase].

Cost: 10

All Times – Gain the ability, when using At-Will spell casting via ‘Mystic Spellcasting’ or ‘Elemental Spellcasting’, the spell casting is no longer interrupted when taking damage.

Cost: 3

Level 2

All Times – Gain +1 ‘Spell Damage’ [Stackable Increase] with ‘Mystic Spellcasting’ or ‘Elemental Spellcasting’.

Cost: 10

Utility Skill Access – Gains the ability to purchase the ‘Battle Mage Utility’ skill.

Cost: See Class Skill Chart

Battle Mage Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	4	5	7	10	15	8	10	14	20	30	Loop 6

Battle Mage Utility Skill	
Level 1:	1 / Logistics – Forceful Spell
Level 2:	1 / Logistics – Forceful Spell
Level 3:	1 / Logistics – Forceful Spell
Level 4:	1 / Logistics – Forceful Spell
Level 5:	1 / Logistics – Spell Flurry
Levels of this utility skill can be purchased an infinite number of times.	

- **Forceful Spell** – Add the ‘Force’ keyword to a single spell packet of any single spell that you cast using your own abilities.
- **Spell Flurry** – At casting you must pick a ‘Damage Type’ (Stone, Shock, Burn, Freeze, Cleanse, or Drain). Gain the ability to perform a ‘Foot-Plant’ casting of your chosen spell type; at 5 damage (This cannot be increased). (Duration 5 Minutes) [Incant: “I summon (Element Name) to Spell Flurry, (Element Damage Type) 5, (Element Damage Type) 5, ...”]

Level 3

All Times – Gain the ability to use your At-Will spell casting from ‘Mystic Spellcasting’ or ‘Elemental Spellcasting’ with a 10 count. Doing this increased count, will allow you to throw 3 consecutive packets of the spell instead of traditional 1 spell packet.

Cost: 15

All Times – When affected by the ‘Heroism’ spell call “Empowered”, and gain an additional +2 ‘Spell Damage’ [Stackable Increase] for the duration of the spell.

Cost: 10

Berserker

Few can stand before the endless fury of the Berserker. A Berserker in the midst of blood rage is a nearly unstoppable force that cannot be controlled. Trained in the most brutal forms of combat, most Berserkers abhor magic, and hold contempt for those who rely on spells to survive rather than their own strength.

Level 1

All Times– Gain +1 Base Health [Stackable Increase] (only when wearing Light or Medium armor).

Cost: 3

All Times– When entering the ‘Rage’ stance, gain 5 minutes to its duration.

Costs: 4

1 / Logistics – Gain one use of the ‘Forceful Blow’ skill.

Costs: 10

- **Forceful Blow** – This skill allows you to use the ‘Force’ keyword with a single weapon attack with a Melee Weapon.

Combat Skill Access – Gains the ability to replace the ‘Parry’ skill with the ‘Evade’ combat skill.

Cost: See Class Skill Chart

<i>Evade</i>	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	15	3

Level 2

Skill Addition – Supernatural Strength – This ability grants you the benefits of + 2 levels of the ‘Strength’, but only grants you one additional ‘Feat of Strength’ rather than two.

Cost: 8

All Times– Gain +1 Base Health [Stackable Increase] (only when wearing Light or Medium armor) (Total of +2 Base Health).

Cost: 4

1 / Logistics – Gain one use of the ‘Forceful Blow’ skill (Total of 2 times per Logistics).

Costs: 10

1 / Logistics – Gain one use of the ‘Heroic Rage’ ability.

Costs: 10

- **Heroic Rage** – You must call out “Heroic Rage” to use this ability, immediately enter a ‘Rage’ stance and the effects of a ‘Force Grant Heroism’ spell.

Level 3

Lore Addition – Gains an additional Lore (level or specialization) in ‘Martial Traditions’ or ‘Nature’.

Cost: 2

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Light or Medium armor) (Total of +3 Base Health).

Cost: 5

1 / Logistics – Gain one use of the ‘Forceful Blow’ skill (Total of 3 times per Logistics).

Costs: 10

All Times – When under the effects of a ‘Rage’ stance gain an additional +1 ‘Weapon Damage’ [Stackable Increase] (only with Medium Weapons and Large Weapons).

Costs: 10

1 / Logistics – Gain one use of the ‘Berserker Revival’ ability.

Costs: 10

- **Berserker Revival** – While under the effects of the ‘Rage’ stance, within 10 seconds of entering either your ‘Bleed Count’ or ‘Death Count’ you may clearly say “Berserker Revival”. This immediately restores you to full health, and you are under the effect of a ‘Betrayal’ (that can’t be resisted or augmented) with a duration of 5 minutes. This ‘Betrayal’ can only be removed by using an effect that would remove you from your ‘Death Count’ (i.e. a ‘Raise Dead Salve’). Call “Reduced” to ‘Well Being’ like attempts to negate this effect (it will still fix other status effects and restore lost health).

FORCE Skill Addition – Furious Assault / Berserk - May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Furious Assault’ or the ‘Berserk’ skills

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Furious Assault** – This attack allows you to attack for four consecutive melee swings of “Force 20 X” where X is the ‘Damage Type’ of your standard attacks. Each swing must occur within 3 seconds of the prior attack. Unlike ‘Force Slay’, if the swings miss or are physically blocked, this skill is expended. This damage is not increased by effects that improve damage. You must be in the ‘Rage’ stance to use this ability.
- **Berserk** – You must clearly call “Berserk” to enter this stance. This stance grants you immunity to ‘Fear’ and ‘Terror’ (must call “Resist”), a ‘Health Barrier’ of 20, and a ‘Damage Ceiling’ of 4 (Cannot be reduced). The ‘Berserk’ stance is considered the same as the ‘Rage’ stance for all other benefits and penalties, and for all other game effects. If you enter your ‘Bleed Count’ while you are in this stance, you must call “Empowered” to the effect that dropped you. Immediately enter your ‘Death Count’ instead of your ‘Bleed Count’. Unlike other stances the ‘Berserk’ stance **cannot** be ended early with a 5 count. [Stance] (Duration 10 Minutes)

Black Knight

Black Knights are champions of the darkest order. Sworn to a noble code which honors strength and loyalty far above the weaker virtues of mercy and sacrifice, Black Knights trade away a portion of their soul for a demonic power which grants them the strength to unravel corruption and conquer the weak. Loved by few, feared by many; a Black Knight's word is his bond.

Prerequisites - The character must faithfully follow the 'Path of The Night Walker'

Level 1

All Times – Gain the ability to use the 'Innate' key-word when casting the Necromantic spell 'Cause Fear'.

Cost: 1

All Times – Gain the ability to cast your 'Cause Fear' spells through a melee weapon.

Cost: 3

All Times – Gain immunity to the role-play effects of 'Fear' and 'Terror' (you are still subject to the running away mechanics). You must call "Reduced". **Note** - *If you violate 'The Path of the Night Walker', you can no longer benefit from this ability.*

Cost: 2

Level 2

Utility Skill Access – Gain the ability to purchase the 'Black Knight Utility' skill.

Cost: See Class Skill Chart

Black Knight Utility Skill	1	2	3
Skill Cost	4	6	10

Black Knight Utility Skill	
Level 1:	1 / Logistics – Innate Drain Life / Death Blow / Vigor
Level 2:	1 / Logistics – Self Only Quickened Wraith Blade at-will
Level 3:	1 / Logistics – Terror / Innate Force Obliterate
<p>At first level gain one use of either 'Innate Drain Life', 'Death Blow', or 'Vigor' once per Logistics.</p> <p>At second level gain the ability to cast an altered, quickened version of the 'Wraith Blade' spell. This can be done with the incant "I summon Death to Wraith Blade". (No count required) This spell is only usable while the targeted weapon is in your hands.</p> <p>At third level gain a use of either 'Terror' or 'Innate Force Obliterate You' once per Logistics. You may cast the 'Innate Force Obliterate You' through your weapon. <i>Note - If you violate 'The Path of the Night Walker', you lose the ability to use 'Terror'.</i></p>	

- **Drain Life** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.
- **Death Blow** – Can be found in the Strength Skill in Chapter 3 of the Mythic Realms Rulebook.
- **Terror** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.

Level 3

FORCE Skill Addition – Avenging Shadow – May ‘Expend’ a use of your ‘FORCE’ skill to use the ‘Avenging Shadow’ stance.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

Avenging Shadow – When you use this ability, you are visibly cloaked in shadowy necrotic power. To use the Avenging Shadow Power, you must don a full black tabard with “Avenging Shadow” clearly written in large white letters on the front, and you must perform a transformation count “I Transform 1, I Transform 2,.” on a 5 count. (Duration 5 Minutes) [Stance]

Gain the following benefits while in the Avenging Shadow stance:

- **At Activation** – Gain the benefits of the ‘Heroism’ spell.
- **At Activation** – Gain the benefits of the ‘Shadowform’ spell. (Avenging Shadow tabard, replaces the Shadowform tabard)
- **All Times** – Gain the ability to use the ‘Shadowform’ ability to ‘Regenerate’ even while in an ‘Unconscious’ state or in your ‘Bleed Count’.
- **All Times** – You may use “Deathblow” at will.
- **All Times** – Gain the ability to use the ‘Pass’ damage type with all weapons.
- **1 / Stance** – One use of the “Terror” ability.

- **Terror** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.

Capsarior

The traditions of the Capsarior were written in the great wars of an age which has now fallen into myth. Disciplined masters of healing, Capsarior continue to take pride in military service, fulfilling the role of powerful combat medics upon the field of battle. Capsarior study both medicine and mystic magic, and through their focus on the healing arts they have become the jewels of any army; bringing salvation to the injured, and hope to the imperiled. Capsarior rarely exist independently from some form of military hierarchy, spurring young healers with aspirations of glory to seek out a place in the structure of prestigious military organizations in hopes of joining their esteemed ranks.

Level 1

All Times – Gain the ability to delay casting of burst Heal spells for up to 5 minutes. You may not use any other skills between castings otherwise the spell is lost.

Cost: 12

All Times – Gain +1 when cast the ‘Healer’s Touch’ spell.

Cost: 2

Level 2

Skill Addition – Revival – Gain the ability to ‘Expend’ a use of your ‘FORCE’ skill to cast the ‘Lay on Hands: Restore Your Spirit’ spell, this ability bypasses the ‘FORCE’ per battle limitation.

Cost: 6

- **Lay On Hands: Restore Your Spirit** – Can be found in the ‘Grant Wellbeing’ Skill in Chapter 3 of the Mythic Realms Rulebook.

All Times – When casting the ‘Grant Vitality’ spell, gain a +2 to granted ‘Health Barrier’ (e.g. ‘Grant Vitality 7’)

Cost: 12

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike Strike with your ‘Heal’ spells from the ‘Mystic Spellcasting’ skill.

Cost: 6

All Times – Gain +1 when cast the ‘Healer’s Touch’ spell (Total of +2 to Healer’s Touch).

Cost: 3

Level 3

All Times – After successfully using the ‘Revival’ skill on a target gain one free use of your ‘Grant Vitality’ spell to use on the target.

Cost: 4

All Times – Gain an Additional ‘Heightened Strike’ of +1/+2 with your ‘Heal’ spells from ‘Mystic Spellcasting’ (for a total of +2/+4)

Cost: 8

1 / Logistics – One use of the ‘Font of Life’ spell.

Cost: 8

All Times – Gain +1 when cast the ‘Healer’s Touch’ spell (Total of +3 to Healer’s Touch).

Cost: 4

Dread Lord

A Dread Lord is a symbol of fear and pain. Terror and domination are their tools, death their second skin. Dread Lords revel in causing suffering and snuffing out life. Many Dread lords' seek to embrace undeath in order to extend their natural lives and wholly drown themselves in darkness, though most Dread lords discover that their hunger for suffering and torment are only increased after such a transformation. Traditionally, the initial training of a Dread Lord involves the vicious hunt and slaughter of a Theurge.

Prerequisites - Mystic Talent

Level 1

All Times– When casting the 'Necrotic Blade' spell, you may reduce the casting time by 5 seconds (minimum 10 seconds).

Cost: 2

All Times– Gain the ability to cast your 'Cause Betrayal' spells through your weapons.

Cost: 3

Level 2

Skill Addition – Gain two of the following:

- **All Times** – Gain the ability to cast 'Force' spells while wearing Heavy Armor.
Cost: 2
- **All Times** – Gain the ability to cast your 'Drain' spells through your weapon.
Cost: 3
- **All Times** – Gain +2 Base Health [Stackable Increase] (only when benefiting from the 'Arcane Armor' spell).
Cost: 7
- **All Times** – Gain a 'Heightened Strike' of +2 Damage to Triple Strike/+4 Damage to Single Strike with your 'Drain' spells from the 'Mystic Spellcasting' skill.
Cost: 14

All Times– When casting the 'Necrotic Blade' spell, you may reduce the casting time by 5 seconds (minimum 10 seconds) (Total reduction of 10 seconds to casting time).

Cost: 4

All Times– Gain the ability to cast the 'Commune' spell.

Cost: 5

- **Commune** – This questionable spell may only be used on a 'Spirit'. The spell will halt their progress towards the 'Circle of Life', and grant them the ability to communicate with the living. This spell does not compel a 'Spirit' to answer any questions. (Duration 5 Minutes) [Incant: "I summon Life / Death to Commune"]

All Times– Gain the ability to cast the ‘Rot your Visage’ spell.

Cost: 2

- **Rot Your Visage** – This Necromantic spell mask a humanoid living target to appear as if they were undead. (Duration Logistics) [Incant: “I summon Death to Rot Your Visage”]

All Times– Gain the ability to cast the ‘Disguise Undead’ spell.

Cost: 2

- **Disguise Undead** – This Necromantic spell mask a humanoid undead target to look like the living. (Duration Logistics) [Incant: “I summon Death to Disguise Undead”]

Level 3

All Times– Gain the ability to cast your ‘Force Enslave You’ spells through your weapon.

Cost: 2

FORCE Skill Addition – Banshee’s Wail / Entropy – May ‘Expend’ a use of your ‘FORCE’ skill to cast either the ‘Banshee’s Wail’ or the ‘Entropy’ spells.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Banshee’s Wail** – This Necromantic spell allows you to cast a 2 packets ‘Force Enslave Undead’ or a 2 packet ‘Force Drain 40’. Each packet must be thrown in immediate succession after the other. [Incant: “I summon Death to Banshee’s Wail, Force Enslave Undead, Force Enslave Undead”]
 - **Force Enslave Undead** – This spell works the same way the ‘Force Enslave You’ spells does from the ‘Mythic Realms Rulebook’, except it only can target Undead.
- **Entropy** – This Necromantic spell allows you to perform a ‘foot-plant’ spell, casting single packets of either ‘Force Weaken You’ or ‘Force Drain 8’. (Duration 5 Minutes) [Incant: “I summon Death to Entropy, Force Weaken You, Force Drain 8, ...”]

Druid

Children of the wild, Druids are sworn to serve nature itself, walking a path which blurs the line between man and beast. The elements answer their call, and the voice of the wilderness speaks softly in their ear.

All Druids follow a written code which binds them closely to others who follow the same path and encourages them to honor their bond with nature. Druids avoid the trappings of civilization, never donning metal armor and preferring natural habitats to buildings of carved stone.

Prerequisite - Must follow The Path of the Earthwalker

Level 1

All Times – May use the "I summon Nature" incant.

Cost: 2

All Times – Gain the ability to cast the 'Grant Animal Speech' spell.

Cost: 10

- **Grant Animal Speech** – This Universal spell, grants the targeted natural animal the ability to speak and understand the caster's language. This spell does not give you any sway over its target. It does allow you to start a dialog with them, if the animal is so inclined. You may only attempt to use this spell against non-supernatural animals (such as Wolves, Dire Rats, Giant Spiders, or Bears). You may not use it against creatures such as Trolls, Elementals, Zombies, Elves, Feryl, etc. (Duration 5 Minutes) [Incant: "I summon Nature to Grant Animal Speech"]

Note - *If you violate 'The Path of the Earthwalker', you can no longer benefit from this ability.*

Skill Addition – Grow Claws – Gain the ability to grow short or medium claws after performing a 5 second count. "I grow claws 1, I grow claws 2, I grow claws 3, ..." You may use one or two claws ('Dual Wield' rules still apply). The claw's Base Damage is 2. Claws can be enhanced with 'Weapon Gloves' from Weaponsmithing Crafting.

Cost: 3

All Times – You are healed to full health at the end of every short rest, so long as the entirety of the short rest occurs within a wilderness environment. (Natural Cavern, Forest, Desert, etc.)

Cost: 4

Level 2

Lore Addition – Gains an additional Lore (level or specialization) in 'Nature' or 'Monsters'.

Cost: 2

1 / Logistics – Gain the ability to cast the 'Purify' spell.

Cost: 10

- **Purify** – This Mystic spell allows you to perform a 'foot-plant' spell, casting single packets of

'Purify'. (Duration 5 Minutes) [Incant: "I summon Nature to Purify, Purify, Purify,..."] **Note** - *If you violate 'The Path of the Earthwalker', you can no longer benefit from this ability.*

All Times – You may cast any spell gained from your Druid training (class spells) through your weapon/claw. You also gain the ability to use one specific elemental 'Damage Type' (depending upon the current season) with all weapons/claws.

- December 1st – February 28th: You may use the 'Ice' 'Damage Type' at will.
- March 1st – May 30th: You may use the 'Air' 'Damage Type' at will.
- June 1st – August 31st: You may use the 'Fire' 'Damage Type' at will.
- September 1st – November 30th: You may use the 'Earth' 'Damage Type' at will.

Cost: 6

1 / Logistics – One use of the 'Lay On Hands: Restore Your Spirit' spell, ONLY when you are within a wilderness environment. (Natural Cavern, Forest, Desert, etc.) Can be found in the 'Grant Wellbeing' Skill in Chapter 3 of the Mythic Realms Rulebook.

Cost: 8

All Times – Gain +30 seconds to your 'Bleed Count' whenever you enter your 'Bleed Count' in a wilderness environment. (Natural Cavern, Forest, Desert, etc.)

Cost: 4

Level 3

FORCE Skill Addition – Entangle / Wild Howl / Seasonal Magic / Primal Aura (Transformation) – May 'Expend' a use of your FORCE' skill to use the 'Entangle' spell, the 'Wild Howl' spell, a 'Seasonal Magic' spell, or 'Primal Aura' transformation. **Note** - *If you violate 'The Path of the Earthwalker', you can no longer benefit from this ability.*

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Entangle** – This Mystic spell allows you to throw a 'Mass Packet' 'Force Restrain You'. [Incant: "I summon Nature to Entangle, Force Restrain You"]
- **Wild Howl** – This spell allows you to throw three consecutive packets, each of which may be thrown as either 'Force Charm Animal' or 'Force Cause Fear'. You may only attempt to use this spell against non-supernatural animals (such as Wolves, Dire Rats, Giant Spiders, or Bears). You may not use it against creatures such as Trolls, Elementals, Zombies, Elves, Feryl, etc. (*Note - 'Charm Animal' functions exactly as the 'Charm You' spell*) [Incant: "I summon Nature to Wild Howl, Force Cause Fear, Force Charm Animal, Force Cause Fear"]
- **Seasonal Magic** – You gain the ability to cast one specific spell, depending upon the current season, as follows:
 - (*December 1st – February 28th*) **Winter Frost:** This spell allows you to throw one packet of 'Force Freeze Your Right Foot', and one packet of 'Force Freeze You 40'. The order of these packets can be interchanged, and the secondary packet must be thrown within 3 seconds of the first. [Incant: "I summon Nature Winter Frost, Force Freeze You 40, Force Freeze Your Right Foot."]

- *(March 1st – May 30th)* **Spring Blessing:** This Mystic spell allows you to throw a ‘Mass Packet’ ‘Grant Well Being. [Incant: “I summon Nature to Spring Blessing, Grant Well Being”]
- *(June 1st – August 31st)* **Summer Wind:** This spell allows you to throw one packet of ‘Force Repel You’, and one packet of ‘Force Burn You 40’. The order of these packets can be interchanged, and the secondary packet must be thrown within 3 seconds of the first. [Incant: “I Summon Nature to Summer Wind, Force Burn You 40, Force Repel You.”]
- *(September 1st – November 30th)* **Autumn Fall:** This spell allows you to throw one packet of ‘Force Trip You’, and one packet of ‘Force Stone You 40’. The order of these packets can be interchanged, and the secondary packet must be thrown within 3 seconds of the first. [Incant: “I Summon Nature to Autumn Fall, Force Stone You 40, Force Trip You.”]
- **Primal Aura (Transformation)** – Gain the ability to perform a 5 count “I Transform 1, I Transform 2, etc.” and don a brown tabard with green lettering (or green tabard with brown lettering) that clearly displays the words *Primal Aura*. Upon completing this transformation, you may choose which one of the four Nature Aspects you manifest. When using this stance, you visibly appear to be surrounded by an aura of primal druidic energy. [Stance] (Duration 5 Minutes)

Aspect of the Beast – Gain Weapon Damage +2 [Stackable Increase], gain one ‘BONUS’ ‘Sidestep’, and you may use the ‘Magic’ ‘Damage Type’. Additionally, gain one ‘BONUS’ use of the ‘Evade’ skill, and gain one use the ‘Force’ keyword for a damaging weapon/claw attack.

- **Aspect of the Mountain** – Gain the benefits of ‘Health Barrier’ of 7, +2 Static Strength [Stackable Increase], one ‘BONUS’ Feat of Strength, and one ‘BONUS’ use of ‘Force Fortitude’. Additionally, your ‘Damage Ceiling’ becomes 4 (cannot be lowered further), and you may ‘Regenerate’ on a 30 count while conscious. This regeneration count must be spoken loudly, and is interrupted if the character takes damage, or uses any items/skills.
- **Aspect of the River** – Gain benefits from the Druid class as if you were in a Wilderness Environment (even if you are not) and immediately heal to full and remove all negative status effects (as if you had been affected by a ‘Force Restore Your Spirit’ spell). Gain the ability to cast the ‘Heal You 10’ spell at will, on a 10-Count. This requires that you perform a full 10 count “Summon Nature” incant with each casting. This ‘Heal You 10’ spell cannot be augmented by any item or ability. Additionally, gain the ability to cast single-packet Self-Only ‘Purify’ spell at will, on a 10-Count. This requires that you perform a full 10 count “Summon Nature” incant with each casting. You may only target yourself with this spell.
- **Aspect of the Storm** – Gain Spell Damage +2 [Stackable Increase], and At-Will spell casting becomes 2 packet. Gain the ability to increase the length of the incant for your “at will” spells to a full 10 count. When you do so, throw 5 consecutive packets of the spell instead of 2. Each additional packet must be thrown within 3 seconds of the prior. Additionally, gain one use of the ‘Force’ keyword for a damaging spell attack.

Elementalist

Fire, Earth, Air, or Water; a Master of Element is the physical embodiment of one of these forces. Masters of Fire display the raging power of flame, just as Masters of Water possess fluid grace and icy calm. Masters of Earth are as solid and reliable as the mountains, and Masters of Air often drift from place to place, as gentle as the breeze and as formidable as the hurricane.

Prerequisites - Arcane Talent

Level 1

Chosen Element - At the beginning of a logistics you can choose a single element. This remains your "Chosen Element" till the end of the logistics.

All Times – Gain the ability to use your 'Chosen Element' elemental 'Damage Type' with any weapon attack.
Cost: 3

All Times – Gain ability to use any of the 'Alternate Element Incant List' incants. They selected incants must match with your 'Chosen Element' type. You may use the General Incants with any of the 'Chosen Element' selections.
Cost: 2

Alternate Element Incant List

"I summon ___":

Water – Frost, Ice, Fog, Cold, Winter, Snow, Rain, Flood, Blizzard

Air – Breeze, Wind, Aero, The Sky, Zephyr, The Clouds, Lightning, Tempest

Fire – Flame, Magma, Blaze, Inferno, Incineration, Lava, Igneous

Earth – Rock, The Mountains, Crag, Dirt, Terra, Dust, The Land

General Incants – I Summon The Elements, I Summon The Primal Powers, I Summon The Maelstrom

Level 2

All Times – Gain the ability to cast a +0 'Elemental Sheath' with a 30 second count (the damage cannot be increased). [Incant: "I Summon (Type) to Elemental Sheath (wait 30 seconds) to (Type) Sheath 0"]
Cost: 6

1 / Logistics – Gain the ability to change your 'Chosen Element' on a 'Short Rest'.
Cost: 3

Skill Addition – Gain two of the following:

- **All Times** – Gain the ability to cast 'Force' spells while wearing Heavy Armor
Cost: 2
- **All Times** – Gain the ability to cast your 'Elemental' spells through your weapon
Cost: 5

o **All Times** – Gain +2 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell).

Cost: 7

o **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Elemental Spellcasting’ strike attacks.

Cost: 10

Level 3

All Times – Gain a ‘Damage Ceiling’ of 4 against your ‘Chosen Element’ damage type.

Cost: 4

All Times – Gain the ability to use your own ‘Elemental Spellcasting (Chosen Element)’ ‘Strikes’ to heal yourself.

Cost: 10

FORCE Skill Addition – Elemental Echo / Glacial Freeze / Hurricane – May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Glacial Freeze’ or the ‘Hurricane’ spells.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Elemental Echo** – This Arcane spell allows you to cast one packet of ‘Force [Element] You 30’, followed immediately by 1 packet of ‘Force [Element] You 20’. The two packets must be thrown within 3 seconds of each other. The Element for each packet is chosen at the time of casting. [Incant: “I Summon Magic to Elemental Echo, Force Stone You 30, Force Freeze You 20”]
- **Glacial Freeze** – This Elemental spell allows you to cast a two-packet Force Freeze 25 spell. The two packets must be thrown within 3 seconds of each other. [Incant: “I Summon Water, Force Freeze You 25, Force Freeze You 25”]
- **Hurricane** – This Elemental spell allows you perform a ‘foot-plant’ spell, casting single packets of ‘Force Shock You 5’. (Duration 5 Minutes) [Incant: “I Summon Air, Force Shock You 5, Force Shock You 5, Force Shock You 5, ...”]

Expert Adventurer

There are some heroes who seek no glory among the orders of knighthood, and are not enticed by the secrets of The Elementalist or Wizards. There are those who feel no compulsion to devote themselves to a specific calling, save for the call of the unexplored. Expert Adventurers are those who make their own way, and forge their own path. Adventure is the air which they breathe, and they master whatever skills serve them best along whichever roads they choose to walk.

Note: Expert Adventurer is the only class that a player may take without receiving any training.

Level 1

- **Utility Slot Addition** – Gain an extra Utility slot.
Cost: 12

Lore Addition – Gains an additional Lore (level or specialization) of your choice.
Cost: 2

Level 2

- **Utility Slot Addition** – Gain an extra Utility slot.
Cost: 24

Skill Addition – Gain one of the following eleven options:

- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with the ‘Weapon Proficiency’ skill.
Cost: 10
- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with the ‘Backstab’ skill.
Cost: 10
- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Heal’ / ‘Cleanse’ spells.
Cost: 8
- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Drain’ spells.
Cost: 6
- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with the ‘Elemental Spellcasting’ skill.
Cost: 10
- **All Times** – Gain +2 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell).
Cost: 7
- **All Times** – Gain the ability to cast your ‘Elemental’ spells through your weapon
Cost: 5

- **All Times** – Gain the ability to cast your ‘Heal’ / ‘Cleanse’ spells through your weapon
Cost: 5
- **All Times** – Gain the ability to cast your ‘Drain’ spells through your weapon
Cost: 4
- **All Times** – Gain the ability to cast ‘Force’ spells while wearing Heavy Armor
Cost: 2
- **Skill Addition** – Gain one un-slotted level of diversified training.
Cost: 8

Level 3

- **Combat Slot Addition** – Gain an extra Combat slot.
Cost: 36

Skill Addition – Gain another option from the list at level 2 and pay its cost.
Cost: Cost associated with Choice

Gray Hunter

Warriors of ill repute, Gray Hunters are roguish spell casters known for using any means in order to triumph over the forces of darkness. Most Gray Hunters have suffered at the hands of necromantic or demonic forces, and recognize that no cost is too great if it brings an end to these terrible enemies. Deception, exploitation, and manipulation are among their greatest tools, and many Gray Hunters join orders or brotherhoods which use them for espionage.

Prerequisites - Rogue or Mystic talent

Level 1

Skill Addition – Gain the starting proficiencies from both Mystic and Rogue talents.

Cost: 2

Skill Addition – You now count as possessing Mystic Talent and a Rogue Talent for the purpose of prerequisites.

Cost: 1

FORCE Skill Addition – Force Mystic / Force Rogue – May ‘Expend’ a use of your ‘FORCE’ skill to use any of the Mystic talent or Rogue talent ‘Force’ abilities.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

Lore Addition – Gains an additional Lore (level or specialization) in ‘Abyssal’ or ‘Undead’.

Cost: 2

Level 2

Skill Addition – You now count as having the Mystic and a Rogue talent for cost benefits to preferential Utility skills.

Cost: 3

All Times – Gain the ability to cast your ‘Cleanse’ or ‘Drain’ spells through a melee weapon.

Cost: 4

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue’s Luck, and will inform the player that the ability has no effect. In this case, Rogue’s Luck is not expended.

All Times – Gain the ability to add Undead to the list of races you can use when creating a persona with the ‘Disguise’ skill.

Cost: 3

Level 3

All Times– Gain the ability to use your ‘Damage Ceiling’ against the ‘Drain’, ‘Pass’ and ‘Siphon’ damage types.

Cost: 16

All Times– When attacking from behind with the ‘Mystic Spellcasting’ skill (at range or swung), gain +1 Spell Damage [Stackable Increase] for every level of the ‘Backstab’ skill you have converted to ‘Static’ damage.

Cost: 8

All Times– When attacking from behind and not casting a spell, gain +1 Weapon Damage [Stackable Increase] for every level of the ‘Mystic Spellcasting’ skill you have converted to ‘Static’ damage, and gain the ability to use either the ‘Pass’ or ‘Cleanse’ damage types with this attack.

Cost: 8

All Times– When attacking from behind with a ‘Strike’ (from either the ‘Mystic Spellcasting’ or ‘Backstab’ skills), gain the ability to add both ‘Heighten Strike’ damage increases from both ‘Mystic Spellcasting’ and ‘Backstab’ to the total damage dealt.

Cost: 16

Infiltrator

Spies, thieves, and information brokers; infiltrators are masters of disguise, and expert eavesdroppers. They move unseen between corridors and drift from place to place, soaking up knowledge like a sponge. Most infiltrators serve a specific liege lord or government with unwavering loyalty, but few outsiders are able to pinpoint precisely where that loyalty lies.

Level 1

Chameleon Persona – You are able to choose a single ‘Disguise’ persona which you possess, and designate it as your ‘Chameleon Persona’. The Infiltrator Class grants you special abilities and advantages, some of which are only available when you are disguised as your ‘Chameleon Persona’. The costume for your ‘Chameleon Persona’ must be sufficiently distinctive so that it would not be feasible for players to confuse the two characters. The power of your ‘Chameleon Persona’ is linked to your total commitment to the disguise, and as such, you temporarily lose all benefits granted by your Chameleon Persona whenever you acknowledge that you are the same person as your real identity or one of your other disguise personas. (Duration Logistics) You are only ever able to have one ‘Chameleon Persona’, although you may designate a different ‘Disguise’ persona as your ‘Chameleon Persona’ once per calendar year.

All Times – Gain the ability to use the ‘Pick Pocket’ skill to add a Poison or Potion to food or drink.

Cost: 4

All Times – Gain the ability to choose to reduce ‘Charm’, ‘Fear’, & ‘Terror’. This effectively grants you immunity to the Role-Play portion of the ‘Charm’ effect (you are still subject to the ‘Daze’ effects of the skill) and immunity to the Role-Play portion of both the ‘Fear’ and ‘Terror’ effects (you are still subject to the running away mechanics). You must call “Reduced” when using this ability.

Cost: 4

1 / Logistics – Gain the ability to swap one level of the ‘Diversified Training’ skill for another level of the ‘Diversified Training’ skill. This transition requires a ‘Short Rest’. Additionally, you may assign a separate designation for all levels of the ‘Diversified Training’ skill for your ‘Chameleon Persona’, which is only available to you when using that persona.

Cost: 3

All Times– Gain the ability to cast the Universal spell ‘Make A Record’ at will. You may use either the “I Summon Scroll” incant, the “I Summon Implement” incant, or the “I Summon the Wisdom of the Ages” Incant. This spell description can be found in the ‘Mythic Realms Rulebook’, ‘Scroll of Make a Record’, in the Scrollmaking crafting section.

Cost: 10

Level 2

Skill Addition – Chameleon Dabbling – Gain the ability to permanently assign a ‘Class’ to your ‘Chameleon Persona’. This ability allows you to purchase a Level one ability from another class which costs 4 points or less. You do not have to pay the cost for the chosen ability, but you are only able to use the ability when disguised as your ‘Chameleon Persona’. Additionally, your ‘Chameleon Persona’ gains the ability to use the unique incant (if one is available) that is granted to the ‘Class’ that you have chosen. You must be trained by a member of the class from which the ability was chosen.

Cost: 8

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue’s Luck, and will inform the player that the ability has no effect. In this case, Rogue’s Luck is not expended.

Utility Skill Access – Gains the ability to purchase the ‘Infiltrator’s Utility’ skill.

Cost: See Class Skill Chart

Infiltrator Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	2	4	6	10	18	4	8	12	20	32	Loop 6

Infiltrator Utility Skill	
Level 1:	1 / Logistics – Circle of Truth Deception
Level 2:	1 / Logistics – Quick Hide
Level 3:	1 / Logistics – Silent Invisibility 5
Level 4:	1 / Logistics – Resist Mind Control
Level 5:	1 / Logistics – Disappear
<p>At first level gain one use of the ‘Circle of Truth Deception’ skill per Logistics.</p> <p>At second level gain one use of the ‘Quick Hide’ skill augmentation per Logistics.</p> <p>At third level gain one casting of the ‘Invisibility 5’ spell per Logistics, this casting requires no incant.</p> <p>At fourth level gain one use of the ‘Resist Mind Control’ skill per Logistics.</p> <p>At fifth level gain one use of the ‘Disappear’ skill per Logistics.</p> <p>Levels of this utility skill can be purchased an infinite number of times.</p>	

- **Circle of Truth Deception** – This skill allows you to lie through a ‘Circle of Truth’, this causes the ‘Circle of Truth’ to register a falsehood as truthful.
- **Quick Hide** – This skill allows you to use your ‘Hide’ skill instantly (forgoing the 5 count), you must still follow all the other ‘Hide’ skill rules.
- **Resist Mind Control** – Can be found in the Disguise Skill in Chapter 3 of the Mythic Realms Rulebook.

- **Disappear** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.

Level 3

Lore Addition – Gains an additional Lore (level or specialization) in ‘Anatomy’, ‘Politics & Etiquette’, or ‘Heraldry & Regimes’

Cost: 2

Skill Addition – Chameleon Talent – Gain the ability to permanently assign a “Character Talent” to your ‘Chameleon Persona’. You gain the basic Talent Benefits as per the ‘Diversified Training’ skill when disguised as your ‘Chameleon Persona’. You also replace all levels of your existing Force Skill (Force Rogue, Force Fighter, Force Mystic, or Force Arcane) with the Force Skill associated with the Talent that you have assigned to the ‘Chameleon Persona’. The Talent that is chosen doesn’t allow you to bypass pre-requisites.

Cost: 15

All Times – Gain the ability to use the ‘Hide’ skill while indoors, and gain one additional use of ‘Hidden Dash’ per logistics, which can only be used indoors.

Cost: 12

All Times – Gain the ability to break a popsicle stick instead of calling “Resist Mind Control”, when using the ‘Resist Mind Control’ ability.

Cost: 6

Skill Addition – Gain one of the following:

- **Skill Addition – Master of Disguise** – This ability allows you manipulate the ‘Disguise’ skill in more efficient ways. Gain the ability to change an identity of ‘Disguise’ once every 90 days. Gain the ability to change disguises more quickly, switching from one persona to another as quickly as the character can physically change disguises. The costume change must still be sufficiently distinct as for there to be no uncertainty regarding the change in identity. Lastly, while you are only ever able to have one ‘Chameleon Persona’, you may now designate a different ‘Disguise’ persona as your ‘Chameleon Persona’ once per 6 months, rather than once per calendar year

Cost: 12

- **1 / Logistics – Chameleon Force Dabbler** – Gain the ability to ‘Expend’ a use of your ‘FORCE’ skill to use a [FORCE Skill Addition] ability which is associated from the ‘Class’ that you have assigned to your ‘Chameleon Persona’. If you assign a ‘Class’ that requires a code to follow, your ‘Chameleon Persona’ must follow that code at all times in order to use that ability (i.e. you must follow ‘The Code of the Light Walker’ to use the ‘Spirit of Light’ ability).

Cost: 15

Jack of All Trades

Jack of all trades is a common title, used to describe any who gain skills pertaining to many distinct pursuits; a true Jack of All Trades has mastered the very art of being a generalist. A Jack's abilities as an adventurer can only be surpassed by the greatest specialists. While many can claim to dabble in merchanting, magic, sword-play, or thievery- only a Jack of All Trades can claim to truly know them all.

Level 1

Skill Addition – Gains the starting proficiencies from all four talents (Arcane / Mystic / Fighter / Rogue). Additionally, you count as having all four talents for the purposes of prerequisites.

Cost: 10

FORCE Skill Addition – May 'Expend' a use of your 'FORCE' skill to use one of the abilities from each of the following selections:

<p><u>Gain one of the following:</u></p> <ul style="list-style-type: none">○ Earthquake (Arcane)○ Force Anticipate Blows (Arcane)○ Force Fortitude (Fighter)○ Twin Strike (Fighter)○ Force Enslave You (Necromancy)○ Force Grant Heroism (Mystic)○ Force Counter (Rogue)○ Knockback (Rogue)	<p><u>Gain one of the following:</u></p> <ul style="list-style-type: none">○ Force Holocaust (Arcane)○ Slay (Fighter)○ Force Obliterate You (Necromancy)○ Force Restore Your Spirit (Mystic)○ Force Knockout (Rogue)
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Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

Skill Addition – Multiclass Dabbler – This ability allows you to purchase a Level one ability from another class which costs 4 points or less. You must pay the cost of the ability you are gaining as well as paying for the cost of 'Multiclass Dabbler'. You must be trained by a member of the class from which the ability was chosen. You cannot select an ability that requires a 'Utility Slot' or 'Combat Slot'.

Cost: 3

Level 2

Lore Addition – Gains an additional Lore (level or specialization) of your choice.

Cost: 2

Skill Addition – Gain one of the following:

- **All Times** – Gain the ability to cast 'Force' spells while wearing Heavy Armor

Cost: 2

- **1 / Logistics** – Gain one use of the 'Rogue's Luck' skill. (Refer to 'Bard' Class for Description)

Cost: 4

Skill Addition – Gain one of the following skills without having to expend a Utility slot:

- **All Times** – Level 1 of the ‘Phase / Transcend the Physical’ spell.
- **All Times** – Level 1 of the ‘Strength’ skill.
- **All Times** – Level 1 of the ‘Healing Touch’ spell.
- **All Times** – Level 1 of the ‘Waylay’ skill.

Cost: 10

Skill Addition – Multiclass Dabbler – This ability allows you to purchase a Level one ability from another class which costs 4 points or less. You must pay the cost of the ability you are gaining as well as paying for the cost of ‘Multiclass Dabbler’. You must be trained by a member of the class from which the ability was chosen. You cannot select an ability that requires a ‘Utility Slot’ or ‘Combat Slot’. (Total of two skills)

Cost: 5

Level 3

Skill Addition – Jack of All Trades – Gain the ability to seek training from a master of other class to learn the secrets of their power, without actually being considered to have taken the class. The ‘Jack of All Trades’ allows you to purchase any/all of the class abilities available at **1st level** from **one** distinct class which you do not already possess. The trainer must possess 3rd level of the class in question.

Cost: 15

FORCE Skill Addition – May ‘Expend’ a use of your ‘FORCE’ skill to use one of the abilities from each of the following selections:

<p><u>Gain one of the following:</u></p> <ul style="list-style-type: none">○ Earthquake (Arcane)○ Force Anticipate Blows (Arcane)○ Force Fortitude (Fighter)○ Twin Strike (Fighter)○ Force Enslave You (Necromancy)○ Force Grant Heroism (Mystic)○ Force Counter (Rogue)○ Knockback (Rogue)	<p><u>Gain one of the following:</u></p> <ul style="list-style-type: none">○ Force Holocaust (Arcane)○ Slay (Fighter)○ Force Obliterate You (Necromancy)○ Force Restore Your Spirit (Mystic)○ Force Knockout (Rogue)
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Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

Marksman

Masters of Archery, a marksman is less than whole without a bow in hand. Trained in the ancient lost knowledge of heroic Knockmilna archers of ages long ago, Marksmen learn to fire their weapons with pinpoint accuracy, and discover secret techniques which allow them to benefit from enchantments upon their weapons with greater efficiency. Many renowned bounty hunters and are Marksmen of great skill, but regardless of profession, all share a very real link to Knockmilna traditions, and as such, hold a deep connection with respected Knockmilna warriors throughout Cyrillia.

Level 1

All Times – Gain +1 ‘Weapon Damage’ [Stackable Increase] (only with Large Archery or Small Archery weapons).

Cost: 10

All Times – Gain an additional +1 ‘Weapon Damage’ [Stackable Increase] to the total of an ‘Elemental Sheath’ spell, that is cast on an Archery weapon you are using.

Cost: 10

All Times – Gain the ability to use the ‘Parry’ skill, regardless of whether or not you have a weapon or shield in hand.

Cost: 2

Level 2

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Weapon Proficiency’ skill, while using an Archery weapon.

Cost: 8

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Backstab’ skill, while using an Archery weapon.

Cost: 8

Utility Skill Access – Gains the ability to purchase the ‘Forceful Assault Utility’ skill.

Cost: See Class Skill Chart

Marksman Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	4	5	7	10	15	8	10	14	20	30	Loop 6

Marksman Utility Skill	
Level 1:	1 / Logistics – Forceful Archery
Level 2:	1 / Logistics – Forceful Archery
Level 3:	1 / Logistics – Forceful Archery
Level 4:	1 / Logistics – Forceful Archery
Level 5:	1 / Logistics – Forceful Archery
For each level, gain one use of the ‘Forceful Archery’ skill. Levels of this utility skill can be purchased an infinite number of times.	

- **Forceful Archery** – This skill allows you to use the ‘Force’ keyword with a single weapon attack with an Archery Weapon.

Level 3

All Times – Gain the ability use the ‘Magic’ damage type with any Archery Weapon you use.

Cost: 5

FORCE Skill Addition – Arrow Storm / Twin Shot – May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Arrow Storm’ or the ‘Twin Shot’ skills.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Arrow Storm** – This Archery based skill is a ‘foot-plant’ ability, allowing you to attack for ‘Force 8 Magic’ continuously with an Archery weapon. This damage cannot be increased. (Duration 5 Minutes)
- **Twin Shot** – This skill allows you to do two consecutive shots for ‘Force 40 Magic’ with an Archery weapon. Each Shot must be made within 10 seconds of each other, or you loss the use of the second shot.

Master Artisan

The greatest craftsmen of the past and present, Master Artisans are the most skilled and talented fabricators in all of Cyrillia. The items created by these brilliant craftsmen are durable, longer lasting, and more beautiful to look upon. Master Artisans of every kind are more efficient when performing their craft than all others, and are more skilled at researching new creations through the use of the Artificing skill. Master Artisans are rare indeed, and can often be found at the very top of merchant organizations and guild houses.

Prerequisites - Level 4 Production skill for level 1 Master Artisan
Level 5 Production skill for level 2 Master Artisan
Artificing skill for level 3 Master Artisan

Level 1

Lore Addition – Gains an additional Lore (level or specialization) in ‘Craftsmanship’. Additionally, once per year, the basic renewal price for a single Craft Hall which you own is reduced from 10 silver to 1 silver.
Cost: 3

At Logistics – Gain the ability to craft one Level 1 production item from one of the base crafting skills that you are trained in, without expending any coin or production points. Alternatively, if you are a trained in Artificing, you may install an Augmentation at Logistics without expending any Infusion Points. (You must be trained in the correct Infusion to install the Augment)
Cost: 6

1 / Logistics – Gain one use of the ‘Artisan’s Examination’ ability.
Cost: 10

- **Artisan’s Examination** – You examine up to five different items (Mundane, or Magic Levels 1-3) and discover the properties of those items (generally revealed on an item card). This ability also reveals any activation phrases on the items, and may reveal other information about magical or mundane objects at marshal discretion. To use this ability, you must call “Artisan’s Examination” and role-play the examination of the items for 30 seconds.

At Logistics – Gain +1 Production Point, which can be allocated to any single production skill you possess (Chosen at Logistics).
Cost: 4

Level 2

At Logistics – When creating a Schema or Diagram using Artificing add 6 months to its expiration date. This will give a standard creation a total of 12 months rather than 6 months. Additionally, the Production Point cost of creating Schema is removed from the cost. The associated dust is still required.

Cost: 8

1 / Logistics – Gain the ability to use a Craft Hall's empowerment ability twice within the Craft Hall's listed time duration (usually 4 hours). You may choose to use different Craft Hall empowerment abilities, if applicable.

Cost: 2

Skill Addition – Gain one of the following:

- **At Logistics** – Gain the ability to reduce the coin cost of any Research Roll or Proficiency Roll you make for Artificing by 20 copper.

Cost: 12

- **At Logistics** – Gain the ability to pay double coin cost and double all components requirements for an item upon creation to set an expiration date of 2 years. If the crafted item does not have a component requirement, you must pay a total of three times coin cost to use this ability.

Cost: 15

At Logistics – Gain +1 Production Point, which can be allocated to any single production skill you possess (Chosen at Logistics). (Total of +2 Production Points) Additionally, when crafting an item at logistics, gain the ability to substitute any single standard crafting component from the Core Rulebook with a standard crating component of equal or higher value (For example, expend a Red Ruby Dust instead of expending Fade Root)

Cost: 6

Level 3

At Logistics – Gain +2 months to the expiration date of any Consumable, Implement, Crafting Dust, or Augment you create (does not extend duration of Harvested Components, for instance). These 2 extra months are not doubled (or quadrupled) if you created an item with an extended expiration.

Cost: 6

Skill Addition – Gain one of the following:

- **At Logistics** – When making an Artificing 'Proficiency' roll, gain a +5% [Stackable Increase] to that roll. This does not apply when making rolls on Infusions.

Cost: 8

- **At Logistics** – When crafting 1st and 2nd level production items, the coin requirement is reduced to 0. This is only for productions items with the standard duration, if you do increase the items duration, the coin required is one times value instead the two times value.

Cost: 10

At Logistics – Gain +2 Production Point, which can be allocated to any single production skill you possess (Chosen at Logistics). (Total of +4 Production Points)

Cost: 10

All Times – Gain the ability to Legacy Bond one Augment or Implement of your own creation, the assigned Legacy Cost of the item is the standard coin cost for creating the item at 6 months duration. If you bond an implement, only the implement itself becomes bonded. You may choose to include any augments (of your own creation) which are installed in the implement, with each bonded augment increases the overall Legacy Cost of the item. Note - In some cases, the Legacy Cost of bonding an item may need to be adjusted at Plot Discretion.

Cost: 15

Monk

None are as skilled in the art of self-mastery as the Monk. Monks trained in the ancient traditions are said to fight with the claws of the Leopard, the ferocity of the Tiger, the grace of the Crane, the fangs of the Snake, and the power of the Dragon. Even for all the power they possess, most Monks are advocates of order and discipline, as well as the loftier ideals of enlightenment and peace. Indeed, the majority of Monks are charitable to a fault, turning away physical treasures in pursuit of more internal rewards.

Level 1

Skill Addition – Chi Armor – This skill changes the nature of any ‘Arcane Armor’ spell on you. ‘Chi Armor’ has the ability to withstand the ‘Negate Magic’ spell. ‘Negate Magic’ does not suppress ‘Chi Armor’, as it does with ‘Arcane Armor’.

Cost: 2

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Chi Armor’ spell).

Cost: 3

All Times – When benefiting from the ‘Chi Armor’ ability, gain +1 level to ‘Resist Waylay’ (as if they were wearing a helmet, does not stack with benefits of a helmet).

Cost: 3

Skill Addition – Deadly Fists – You gain the ability to use short or medium ‘Claws’ to represent your fists. (‘Duel Wield’ rules still apply). The claw Base Damage is 2. Claws can be enhanced with ‘Weapon Gloves’ from Weaponsmithing Crafting.

Cost: 3

All Times – Gain the ability to use the ‘Parry’ skill, regardless of whether or not you have a weapon or shield in hand.

Cost: 2

Combat Skill Access – Gains the ability to replace the ‘Parry’ skill with the ‘Evade’ combat skill.

Cost: See Class Skill Chart

<i>Evade</i>	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	27	3

Level 2

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Chi Armor’ ability) (Total of +2 Base Health).

Cost: 4

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Weapon Proficiency’ skill.

Cost: 10

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Backstab’ skill

Cost: 10

Utility Skill Access – Gain the ability to purchase the ‘Monk Utility’ skill.

Cost: See Class Skill Chart

Master Artisan Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	2	4	6	8	12	4	8	12	16	24	Loop 6

Monk Utility Skill	
Level 1:	1 / Logistics – Vigor / Feat of Strength
Level 2:	1 / Logistics – Vigor / Feat of Strength
Level 3:	1 / Logistics – Vigor / Feat of Strength
Level 4:	1 / Logistics – Vigor / Feat of Strength
Level 5:	1 / Logistics – Vigor / Feat of Strength / Resist Mind Control
<p>At each of the first four levels, gain the ability to use either the ‘Vigor’ skill or an additional ‘Feat of Strength’ once per Logistics.</p> <p>At fifth level gain one use of ‘Vigor’ skill, an additional ‘Feat of Strength’ or the ‘Resist Mind Control’ ability once per Logistics.</p> <p>Levels of this utility skill can be purchased an infinite number of times.</p>	

- **Vigor**– Can be found in Chapter 3 of the Mythic Realms Rulebook.
- **Feat of Strength**– Can be found in the Strength Skill in Chapter 3 of the Mythic Realms Rulebook.
- **Resist Mind Control** – Can be found in the Disguise Skill in Chapter 3 of the Mythic Realms Rulebook.

Level 3

All Times – Gain +1 Base Health [Stackable Increase] (only when benefiting from the ‘Chi Armor’ ability) (Total of +3 Base Health).

Cost: 5

All Times – Reduce your ‘Damage Ceiling’ from the ‘Chi Armor’ spell by 1 (minimum of 3).

Cost: 8

Skill Addition – Unseen Attack – Gain the ability to use melee combat abilities with a touch. ‘Unseen Attack’ may not be used in combat, and you must follow all the rules of the Code of Conduct.

Cost: 8

Ranger

Rangers are the supreme dual wielding warriors of Cyrillia. Training in skills passed down from the legendary Elentari warriors of ancient times, Rangers find themselves most at home in the wilderness. They are indomitable hunters, trackers, and two-weapon fighters. Although Rangers do not derive their power from adherence to a code, most Rangers follow The Path of The Earthwalker with strict discipline. They often dedicate themselves to the defense of Druidic Orders, and serve as a shield against any force that would threaten the purity of the wild.

Level 1

All Times – Gain the ability to cast the ‘Illuminate Us’, ‘Detect Affliction’, and ‘Detect Magic’ spells.
Cost: 4

All Times – Gain an additional +1 ‘Weapon Damage’ [Stackable Increase] to the total of an ‘Elemental Sheath’ spell, that is cast on a weapon you are actively duel wielding.
Cost: 10

Skill Addition – Shared Sheath – When actively using the ‘Dual Wield’ skill to use two weapon, gain the ability to share your ‘Elemental Sheath’ attacks between both weapon (as a combined pool), not just with the weapon it was cast on.
Cost: 6

Level 2

All Times – Gain the ability to hide an additional willing person when using the ‘Hide (Level 3)’ skill.
Cost: 6

All Times – Gain the ability to set a ‘Trip-Wire’ trap as fast as you are physically able to (only usable while in a Wilderness Environment). You must follow all safety standards.
Cost: 2

All Times – Gain a ‘Heightened Strike’ of +1/+2 with your ‘Weapon Proficiency’ skill, while you are actively duel wielding.
Cost: 8

All Times – Gain a ‘Heightened Strike’ of +1/+2 with your ‘Backstab’ skill, while you are actively duel wielding.
Cost: 8

Level 3

All Times – Gain the ability to use the ‘Tracking’ skill.

Cost: 4

- **Tracking** – Gains the ability to discern information from an area. Notify a Marshall of your skill and they may give you addition information (Marshal Discretion).

All Times – Gain +1 ‘Weapon Damage’ [Stackable Increase], while you are actively duel wielding.

Cost: 15

Scoundrel

Smugglers, Gamblers, Pirates, and all manner of well-known Ne'er-do-wells walk the path of the Scoundrel. These vagabonds believe that fortune favors the bold, and they are blessed with the kind of luck only possessed by fools and heroes. They are often selfish, brash, and full of guile. Stories speak of Scoundrels betraying their comrades and looking out for number one, but just as many tales tell of Scoundrels who, perhaps against their better judgment, placed themselves in the thick of danger whilst performing acts of bravery so courageous that they could not be known as anything but heroes of legend.

Prerequisites - Rogue Talent

Level 1

Lucky Token – You are able to form a special connection with a specific item of a type used in gambling (such as a playing card, a special coin, a six-sided die, etc.). This can be done at Logistics or by spending a 'Short Rest' gambling while in possession of the item. This connection lasts until the end of the logistics or until you form the connection with a different token. Lastly, this token must have the ability perform an "action of chance" where the outcome has a 50% Success and 50% Failure. You must assign those odds at attunement. (i.e. Coin [Heads/Tails], Dice [High/Low], Cards [Red/Black suits])

All Times – Gain the ability to use your 'Backstab' strikes, even when not behind your target (only with Light Thrown weapons). (Must have Lucky Token to benefit)

Cost: 10

1 / Logistics – When you encounter a plot/rules effect (or use a magical item) which requires a physical randomized action like rolling dice or flipping a coin, you may make two attempts, and choose your preferred result. Note – This only applies to interacting with special items/effects, and cannot be used in role-play situations (such as in-game gambling or splitting party treasure).

Cost: 4

1 / Logistics – Gain one use of the 'Rogue's Luck' skill, which can only be used if you possess your 'Lucky Token'.

Cost: 15

- **Rogue's Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue's Luck, and will inform the player that the ability has no effect. In this case, Rogue's Luck is not expended.

At Logistics – You may perform a single Coin Toss with a Copper Coin. (Witnessed by a Marshal) This ability may ONLY be influenced by the ‘Scoundrel’s Fortune’ skill. (Must have Lucky Token to benefit)

Success – Gain +1 ‘Weapon Damage’ [Stackable Increase] with daggers or light thrown weapons.
(Duration: Logistics)

Failure – Lost of the Copper Coin.

Cost: 10

Level 2

1 / Logistics – Gain the ability to empower up to four allies by gambling with them. To use this ability, you must engage in some form of gambling where each character that benefits has a very real chance to lose no less than 20 copper. The gambling must last at least two minutes, and is interrupted by combat in the same way that short rests are interrupted. Choose up to four gamblers who have actively participated, and grant them a ‘BONUS’ use of the ‘Dodge’ skill. (Duration: Logistics).

Cost: 8

1 / Logistics – After expending the ‘Rogue’s Luck’ ability, gain the ability to use your ‘Lucky Token’ and make an action of chance in an attempt to regain the expended use of ‘Rogue’s Luck’. (Witnessed by Marshal)

Cost: 6

At Logistics – You may choose to risk 40 Copper in a gamble to attempt to gain a chosen production item, representing winnings gained or lost while carousing and gambling between events. Items gained using this ability have an expiration of 6 months. The results are determined based upon the outcome of a single roll of a six sided die (witnessed by a Marshal). This ability may ONLY be influenced by the ‘Scoundrel’s Fortune’ skill.

- On a Roll of 1: You lose 40 Copper.
- On a Roll of 2: You lose 20 Copper, and choose a Level 1 Consumable Item from the Standard Rulebook.
- On a Roll of 3: Choose a Level 2 Consumable Item from the Standard Rulebook
- On a Roll of 4: Choose a Level 3 Consumable Item from the Standard Rulebook
- On a Roll of 5: Choose a Level 4 Consumable Item from the Standard Rulebook
- On a Roll of 6: Choose a Level 5 Consumable Item from the Standard Rulebook

Cost: 10

At Logistics – You may perform a single Coin Toss with a Silver Coin. (Witnessed by a Marshal) This ability may ONLY be influenced by the ‘Scoundrel’s Fortune’ skill. (Must have Lucky Token to benefit)

Success – Gain +2 Base Health [Stackable Increase]

‘Heightened Strike’ of +1 Damage to Triple Strike / +2 Damage to Single Strike with the ‘Backstab’ skill.

Additional +10 Damage [Stackable Increase] when using the ‘Dastardly Ambush’ skill.

One ‘BONUS’ use of the ‘Forceful Assault’ skill (Only usable with ‘Backstab’ skill).

(Duration: Logistics)

Failure – Lost of the Silver Coin

Cost: 15

Level 3

Lore Addition – Gains an additional Lore (level or specialization) in ‘Underworld’ or ‘Geography’.

Cost: 2

Skill Addition – Scoundrel’s Fortune – Gain the ability to use Rogue's Luck to make a second attempt at any coin toss, dice roll, or card draw which you make as part of Scoundrel Class ability.

Cost: 10

At Logistics – You may perform a single Coin Toss with a Gold Coin. (Witnessed by a Marshal) This ability may ONLY be influenced by the ‘Scoundrel’s Fortune’ skill. (Must have Lucky Token to benefit)

Success – Gain +1 ‘Weapon Damage’ [Stackable Increase]

One ‘BONUS’ use of the ‘Sidestep’ skill

One ‘BONUS’ use of the ‘Rogue’s Luck’ skill

Additional +20 Damage [Stackable Increase] when using the ‘Dastardly Ambush’ skill.

When drawing from the ‘Death Bag’, draw twice and choose the preferred result.

(Duration: Logistics)

Failure – Lost of the Gold Coin

Cost: 15

FORCE Skill Addition – Dastardly Ambush / Luck Be A Lady – May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Dastardly Ambush’ skill or the ‘Luck Be A Lady’ stance. (Must have Lucky Token to benefit)

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Dastardly Ambush** – This skill allows you to use one weapon attack of ‘Force 40 X’, where X is the ‘Damage Type’ of your standard attacks, while behind your target (same rules as the ‘Backstab’ skill, but may use thrown weapons from the front). If the attack misses or is physically blocked without the use of an In Game skill or ability, the Force Combat skill will not be used or expended and the character may receive the use of that skill back after a short rest. If the attack is delivered (even if reduced or sidestepped) then you immediately gain a single ‘Non-BONUS’ use of the ‘Evade’ defense. (Duration 5 Minutes)
- **Luck be a Lady** – This skill allows you make an action of chance with ‘Lucky Token’, and enter one of two stances depending upon the outcome. You must call the name of the stance which you have activated. The stance can only be ended early by physically making another action of chance with your ‘Lucky Token’ and obtaining the same result that initiated the stance.
 - Success – Fortune Favors the Bold:** Immediately gain the benefits of ‘Heroism’, and an additional +1 Weapon/Spell Damage [Stackable Increase] to all attacks from behind. Gain an additional +10 Damage [Stackable Increase] when using the ‘Dastardly Ambush’ skill, but the skill grants you a ‘BONUS’ ‘Dodge’ instead of a ‘Non-BONUS’ ‘Evade’. [Stance] (Duration 5 Minutes)
 - Failure – Cheat Death:** Gain a ‘BONUS’ use of the ‘Force Fortitude’ skill and +60 seconds to the duration of your ‘Bleed Count’ [Stackable Increase]. Additionally, the ‘Dastardly Ambush’ skill damage is lowered by 20, but grants you a ‘Non-BONUS’ ‘Sidestep’ instead of a ‘Non-BONUS’ ‘Evade’. [Stance] (Duration 5 Minutes)

Scout

Frequently found upon the very edges of the map, these lone warriors stalk vigilantly through deep forests, and make themselves at home in the mightiest cities, upon the highest peaks, and everywhere in between. A true scout can track their prey with all the skill of the most talented hunters, and play at dice within the walls of a tavern alongside the most notorious scoundrels. Above all, they are known for quick reflexes, keen vision, and a talent for vanishing from plain sight with more grace than a wisp of smoke.

Level 1

All Times – Gain the ability to use the ‘Parry’ skill, regardless of whether or not you have a weapon or shield in hand.

Cost: 2

Skill Addition – Keensight (Outdoors) – This skill changes the nature of any ‘Truevision’ spell you ‘Expend’ on yourself. When casting the ‘Truevision’ spell, you may change the incant to ‘Innate’ and change spell name to ‘Keensight’ (i.e. “Innate Keensight 5”). This enhanced spell allows you to see through the ‘Hide’ skill, while outdoors.

Cost: 6

All Times – Gain the ability to use the ‘Sound the Alarm’ skill.

Cost: 4

- **Sound the Alarm** – This ability allows you to blow a physical whistle or horn for up to 5 seconds, when you fall into your ‘Bleed Count’.

Level 2

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Weapon Proficiency’ skill, while you are using any Ranged or Light Weapon.

Cost: 8

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Backstab’ skill, while you are using any Ranged or Light Weapon.

Cost: 8

Utility Skill Access – Gains the ability to purchase the ‘Scout Utility’ skill.

Cost: See Class Skill Chart

<i>Scout Utility Skill</i>	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	4	5	7	10	18	8	10	14	20	36	Loop 6

Scoundrel Utility Skill	
Level 1:	1 / Logistics – Forceful Precision
Level 2:	1 / Logistics – Forceful Precision
Level 3:	1 / Logistics – Forceful Precision
Level 4:	1 / Logistics – Forceful Precision
Level 5:	1 / Logistics – Forceful Precision / Disappear
<p>At each of the first four levels, gain the ability to use the ‘Forceful Precision’ skill once per Logistics. At fifth level gain one use of either the ‘Forceful Precision’ skill, or the ‘Disappear’ ability once per Logistics.</p> <p>Levels of this utility skill can be purchased an infinite number of times.</p>	

- **Forceful Precision** – Add the ‘Force’ keyword to any single attack you deliver with any Ranged or Light Weapon.
- **Disappear** – Can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook.

Level 3

All Times – Gain the ability to use the ‘Tracking’ skill.

Cost: 4

- **Tracking** – Gains the ability to discern information from an area. Notify a Marshall of your skill and they may give you addition information (Marshal Discretion).

Skill Addition – Move-In-Hide – This ability allows you to move while actively using the ‘Hide’ skill. This can be done by taking a step every 5 seconds. You must wear both a Green and Blue headband to represent the ‘Move-In-Hide’ skill.

Cost: 10

Shadow

Arcane tricksters of renowned talent, Shadows bridge the gap between stealth and magic. Legends report that the first Shadows were found amongst the Fey in ancient times, and the closely held secrets of their abilities are still the envy of thieves, mages, and explorers throughout the world. Those who strive to learn the subtle arts of the Shadow must nearly always seek out the aid of a powerful Fey, often joining secret fellowships with others who walk the same path.

Prerequisites: Arcane or Rogue Talent

Level 1

Skill Addition – Gains the starting proficiencies from both Arcane and Rogue talents.

Cost: 2

Skill Addition – You now counts as an Arcane and a Rogue for the purpose of prerequisites.

Cost: 1

FORCE Skill Addition – Force Arcane / Force Rogue – May ‘Expend’ a use of your ‘FORCE’ skill to use any of the Arcane talent or Rogue talent ‘Force’ abilities.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

All Times – May use the "I summon Shadow" incant.

Cost: 2

Level 2

Skill Addition – You now count as having the Arcane and a Rogue talent for cost benefits to preferential Utility skills.

Cost: 3

All Times – Gain the ability to cast your ‘Elemental Spellcasting’ spells through a weapon.

Cost: 5

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue’s Luck, and will inform the player that the ability has no effect. In this case, Rogue’s Luck is not expended.

All Times – When under the effect of 'Invisibility', you may 'Expend' a use of your 'Invisibility' spell to extend the existing 'Invisibility' effect for the same duration as the expended spell (no Incant is required).

Cost: 6

Level 3

All Times – Gain the ability use the 'Magic' damage type with any Dagger you use.

Cost: 5

All Times – Gain +1 'Weapon Damage' [Stackable Increase] (only with Daggers).

Cost: 10

All Times – When attacking from behind with the 'Elemental Spellcasting' skill (at range or swung), gain +1 Spell Damage [Stackable Increase] for every level of the 'Backstab' skill you have converted to 'Static' damage.

Cost: 8

Spell Blade

Spell Blade is the common name for those that seek to perfect channeling of magic through a weapon. The path of the Spell Blade hearkens back to legends of an ancient empire which trained the greatest Wizards. Many believe that the very first Spell Blades were Wizards who chose to fight on the front lines rather than pour over dusty tomes in high towers, and as such many Spell Blades consider Wizards to be brethren, of a sort. Diverse in their traditions, hailed as shamans by some tribes or mythical heroes by others, each spell blade is unique in their complement of spell and martial skill, though all learn to focus power into their weapons through careful study of magic and the warrior's art.

Level 1

Spell-Bond – You are able to form a special connection with specific melee weapon (or with a pair of weapons if you possess the 'Duel Wield' skill). This can be done at Logistics or by spending a 'Short Rest' focusing on the weapon(s). This time can be spent sparring, performing weapon drills, or even meditating over your weapon(s). This bond last until the end of the logistics or until you 'Spell-Bond' with another weapon.

All Times – Gain the ability to cast 'Force' spells while wearing Heavy Armor

Cost: 2

All Times – May use the "I summon The Bond / Legends / Blade Magic" incants.

Cost: 2

All Times – If you have the 'Elemental Spellcasting' skill, gain the ability to use the ('Air' / 'Earth' / 'Flame' / 'Ice') 'Damage Type' (only with 'Spell-Bond' weapons). Additionally, if you have the 'Mystic Spellcasting' skill, gain the ability to use the ('Cleanse' / 'Drain') 'Damage Type' (only with 'Spell-Bond' weapons).

Cost: 5

All Times –When a limb, wielding a 'Spell-Bonded' weapon, is affected by 'Maim', call "Reduced" you do NOT need to drop your weapon, but your limb is still unusable for the duration of the effect.

Cost: 5

Level 2

All Times – Gain the ability to cast all your spells through your weapons (only with 'Spell-Bond' weapons).

Cost: 10

1 / Logistics – Gain one use of the 'Forceful Assault' skill. Forceful Assault can be found in the Other Skills section in Chapter 3 of the Mythic Realms Rulebook

Cost: 15

1 / Logistics – Gain one use of the ‘SpellBlade Stance’ ability.

Cost: 10

- **SpellBlade Stance** – Gain +2 ‘Damage’ [Stackable Increase] (only with non-Force damage), and may use the ‘Magic’ ‘Damage Type’ with any weapon attack (only with ‘Spell-Bond’ weapons). Additionally, gain the ability to use the ‘Innate’ incant with all spell castings, and full immunity to the ‘Maim’ skill for any limb wielding a ‘Spell-Bond’ weapon (must call “No Effect”). While in this stance you lose the ability to cast spells with a spell packet. (Duration 5 Minutes) [Stance]

All Times – Gain the ability to cast the ‘Identify Ritual’ spell upon any weapon that you have studied for at least 60 seconds.

Cost: 5

Level 3

Lore Addition – Gains an additional Lore (level or specialization) in ‘Martial Traditions’, ‘Arcane Magic’, ‘Mystic Magic’, or ‘Necromancy’.

Cost: 2

Skill Addition – SpellBlade Combat Diversity – When forming your ‘Spell-Bond’ with your weapon(s), you may gain an alternative use for your spellcasting skill with your ‘Spell-Bond’ weapon(s). Gain ability to select one of your spellcasting skills (‘Elemental Spellcasting’ or ‘Mystics Spellcasting’) and utilize it as if you had one of the weapon combat skills (‘Backstab’ or ‘Weapon Proficiency’), using the same leveling / trade out progressions (i.e. If I have ‘Mystic Spellcasting’ [1 Strike and 1 Static trade out] I may now utilize it as if I had ‘Weapon Proficiency’ [1 Strike and 1 Static trade out]). This alternative use of your spellcasting skill can **only** be enhanced by sources that would enhance your weapon damage. Your spell damage and / or any sources that would enhance your spell damage cannot be added to this alternative use of your spell casting skill.

Cost: 20

FORCE Skill Addition – May ‘Expend’ a use of your ‘FORCE’ skill to use one of the abilities from each of the following selections (only with ‘Spell-Bond’ weapons):

FORCE Skill Addition – Gain four of the following:

- Force Holocaust (Arcane)
- Force Slay (Fighter)
- Twin Strike (Fighter)
- Force Grant Heroism (Mystic)
- Force Obliterate You (Necromancy)
- Force Knockback (Rogue)
- Grant Speed (Arcane)
- Glacial Freeze (Arcane)
- Radiant Burst / Banshee’s Wail (Mystic/Necromancy)
- Renew / Entropy (Mystic/Necromancy)
- Force Negate Magic (Universal)

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Force Grant Heroism, Force Holocaust, Force Knockback, Force Obliterate You, Force Slay, and Twin Strike** – Can be found in Chapter 3 of the Mythic Realms Rulebook.
- **Banshee’s Wail** – This Necromantic spell allows you to cast a 2 packets ‘Force Enslave Undead’ or a 2 packet ‘Force Drain 40’. Each packet must be thrown in immediate succession after the other. [Incant: “I summon Death to Banshee’s Wail, Force Enslave Undead, Force Enslave Undead”]
 - **Force Enslave Undead** – This spell works the same way the ‘Force Enslave You’ spells does from the ‘Mythic Realms Rulebook’, except it only can target Undead.
- **Entropy** – This Necromantic spell allows you to perform a ‘foot-plant’ spell, casting single packets of either ‘Force Weaken You’ or ‘Force Drain 8’. (Duration 5 Minutes) [Incant: “I summon Death to Entropy, Force Weaken You, Force Drain 8, ...”]
- **Force Negate Magic** – This Universal Spell allows you to cast one packet of ‘Force Negate Magic’. ‘Negate Magic’ can be found in the ‘Negate Ethereal’ Skill in Chapter 3 of the Mythic Realms Rulebook.
- **Glacial Freeze** – This Elemental spell allows you to cast a two-packet Force Freeze 25 spell. The two packets must be thrown within 3 seconds of each other. [Incant: “I Summon Water, Force Freeze You 25, Force Freeze You 25”]
- **Grant Speed** – This Self-Only Arcane spell grants you one ‘BONUS’ Evade, one ‘BONUS’ Dodge, and one ‘BONUS’ Parry. (Duration Logistics) [Incant: “I Summon Time & Space to Grant Speed”]
- **Radiant Burst** – This Mystic spell allows you to cast a two-packet spell, either as a pair of ‘Force Grant Wellbeing’ packets or as a pair of ‘Force Cleanse You 40’ packets. The two packets must be thrown within 3 seconds of each other. [Incant: “I summon Life to Force Grant Wellbeing, Force Grant Wellbeing”]
- **Reflect Magic** – This Arcane spell acts as a defense and an offensive skill. This spell may be cast on any creature. If the target of this spell is attacked by a ‘non-Force’ magical spell (by spell packet or ambient effect), the target may call out “Reflect Magic”. The target is not affected by this spell, and the caster of the spell is attacked by the same spell as if you casted it. Reflect Magic can be used as a defense for a spell that has been reflected. [Incant: “I summon Time and Space to Reflect Magic”]
- **Renew** – This Mystic spell allows you to perform a ‘foot-plant’ spell, casting single packets of either ‘Force Heal You 8’ or ‘Force Cleanse You 8’. (Duration 5 Minutes) [Incant: “I summon Life to Renew, Force Heal You 8, Force Cleanse You 8, ...”]

Spiritualist

A Spiritualist walks the edge between the world of the living and the world of the dead. They learn to master their own soul, just as they learn to control the rising and passing of those spirits which they encounter. And yet most of the original teachings and philosophy of The Spiritualists has been lost to time; trampled into dust like the crumbling of an ancient empire. In this age, dark and corrupt forces seek to master this path where once there was only wisdom and balance.

Prerequisites - Mystic Talent

Level 1

All Times – May use the "I summon Spirit" incant.

Cost: 2

All Times – Gain +1 minute to your 'Death Count'.

Cost: 3

All Times – When in your 'Bleed Count', though still incapacitated, you may keep your eyes open and whisper quietly. This ability does not allow you to use skills, items, or abilities during your 'Bleed Count'.

Cost: 4

All Times – When pulling from the 'Death Bag', to determine your death outcomes, gain one additional 'White Marble' in your bag.

Cost: 3

All Times – When entering the 'Shadowform' transformation, gain 5 minutes to its duration.

Costs: 4

All Times – Gain the ability to immediately exit any 'Circle of Life', after determining your death outcomes, as if you were pulled out.

Cost: 2

Level 2

All Times – When in your 'Death Count', though still incapacitated, you may keep your eyes open and whisper quietly. This ability does not allow you to use skills, items, or abilities during your 'Death Count'.

Cost: 6

All Times – Gain +2 minute to your 'Death Count' (Total of +3 minutes).

Cost: 5

All Times – When pulling from the ‘Death Bag’, to determine your death outcomes, gain two additional ‘White Marbles’ in your bag (Total of +3 ‘White Marbles’).

Cost: 5

All Times– Gain the ability to at any time voluntarily of your free will end your ‘Death Count’, and then immediately become a spirit.

Cost: 1

All Times– Gain the ability to cast the ‘Commune’ spell.

Cost: 5

- **Commune** – This questionable spell may only be used on a ‘Spirit’. The spell will halt their progress towards the ‘Circle of Life’, and grant them the ability to communicate with the living. This spell does not compel a ‘Spirit’ to answer any questions. (Duration 5 Minutes) [Incant: “I summon Spirit to Commune”]

Utility Skill Access – Gain the ability to purchase the ‘Spiritualist Utility’ skill.

Cost: See Class Skill Chart

Spiritualist Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	2	4	6	8	12	4	8	12	16	24	Loop 6

Spiritualist Utility Skill	
Level 1:	1 / Logistics – Grant Remembrance Spell
Level 2:	1 / Logistics – Grant Remembrance Spell
Level 3:	1 / Logistics – Grant Remembrance Spell
Level 4:	1 / Logistics – Grant Remembrance Spell
Level 5:	1 / Logistics – Grant Immortality Spell
<p>At each of the first four levels, gain the ability to use the ‘Grant Remembrance’ spell once per Logistics.</p> <p>At fifth level gain one use of the ‘Grant Immortality’ spell once per Logistics.</p> <p>Levels of this utility skill can be purchased an infinite number of times.</p>	

- **Grant Remembrance** – This mystic spell grants the target the ability, when pulling from the ‘Death Bag’, to determine death outcomes, they may exchange up to 3 ‘White Marbles’ with ‘Blue Marbles’, increasing the odds of remembering. Additionally, this prevents the target from losing their memory of events which occur while they are under the ‘Enslave’ effect, although memory is still lost due to the ‘Necrether’ effect. (Duration Logistics)
- **Grant Immortality** – This mystic spell grants the target the ability, when pulling from the ‘Death Bag’, to determine death outcomes, they may exchange 1 ‘Black Marble’ for one ‘White Marble’. This spell can be cast on a creature or even a ‘Spirit’. Unlike normal spells, this effect breaks the stacking rules, allowing the target to have multiple castings of this spell on them at one time. (Duration Logistics)

Level 3

All Times– Gain attunement to all ‘Circles of life’.

Cost: 2

Skill Addition – Spirit Lock – This ability allows you to target a creature in their ‘Death Count’, who is touching a ‘Circle of Life’. The target will remain in their ‘Death Count’, without requiring your presence. The target can choose to end this ability at any time, or you may end it by touching the target. If the target takes damage or is moved away from the ‘Circle of Life’ the ability ends immediately. (Duration 30 Minutes)

Cost: 6

All Times – When pulling from the ‘Death Bag’, to determine your death outcomes, gain two additional ‘White Marbles’ in your bag (Total of +5 ‘White Marbles’).

Cost: 8

1 / Logistics – Gain the ability to create a ‘Circle of Life’ anywhere. You must provide rope for the phys rep. (Duration Logistics)

Cost: 4

All Times – Gain +2 minute to your ‘Death Count’ (Total of +5 minutes).

Cost: 8

1 / Logistics – If you have become a ‘Spirit’ after taking a death, gain the ability to cast the ‘Commune’ spell on yourself. Additionally, you become aware of the world around yourself while in spirit form. Although the spirit must still move directly toward a circle of life, and may not speak unless targeted with ‘Commune’, the fully understand all that happens around yourself and may gesture in an attempt to communicate.

Cost: 2

All Times – When under the effect of the ‘Grant Remembrance’ spell, replaces all ‘White Marbles’ with ‘Blue Marbles’.

Cost: 2

All Times – Gain the ability to assist a willing creature to end their ‘Death Count’ and immediately become a ‘Spirit’.

Cost: 1

Swashbuckler

High adventure and deadly swordplay are the staples of life as a Swashbuckler. Powerful mercenaries, pirates, duelists, and legendary adventurers have all walked this path. The fighting style adopted by nearly all swashbucklers is a daring cross between graceful defense and flamboyant assault, which is nearly always accompanied by wit, bravado, and just enough luck to keep the Swashbuckler out of the fire.

Level 1

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Light Armor or Medium Armor).
Cost: 3

All Times – Whenever you use the ‘Hunker Down’ stance while dual wielding with a 1 -handed weapon and a dagger (or with a 1-handed weapon and no off-hand weapon) you gain the benefits and penalties of ‘Hunker Down’ as if you were wielding a shield.
Cost: 4

Combat Skill Access – Gains the ability to replace the ‘Parry’ skill with the ‘Evade’ combat skill.
Cost: See Class Skill Chart

<i>Evade</i>	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	15	3

Level 2

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Light Armor or Medium Armor) (Total of +2 Base Health).
Cost: 4

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Weapon Proficiency’ skill.
Cost: 10

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Backstab’ skill.
Cost: 10

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Mystic Spellcasting’ skill.
Cost: 10

All Times – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Elemental Spellcasting’ skill.

Cost: 10

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue’s Luck, and will inform the player that the ability has no effect. In this case, Rogue’s Luck is not expended.

Level 3

All Times – Gain +1 Base Health [Stackable Increase] (only when wearing Light Armor or Medium Armor) (Total of +3 Base Health).

Cost: 5

All Times – Reduce your base Damage Ceiling from wearing light or medium armor to 5.

Cost: 8

Sidestep Skill Addition – May ‘Expend’ a use of your ‘Sidestep’ skill to use the ‘Force Counter’ ability from Chapter 3 of the Mythic Realms Rulebook.

Cost: 5 (Once per Logistics)

Cost: 15 (All Times)

Thief

Neither vault, nor guard, nor magic ward can halt the efforts of a true Thief. Shackles and locks pop open with ready haste before their deft touch, and the sparkling rings and jewels of the wealthy are swept into their waiting hands as if yearning to be set free. Thieves learn to cloak themselves in the concealing embrace of curtains and wardrobes just as easily as a Knockmilna hunter out in the wild, and their own eyes are attuned to the arts of pilfering so as to make them immune to the efforts of lesser pick-pockets.

Level 1

All Times – Reduce the time you take to pick locks by half.

Cost: 4

All Times – Reduce the time you take to disarm traps by half.

Cost: 2

All Times – You no longer have to use a physical representation for standard, mundane thieves' tools.

Cost: 2

All Times – Reduce the time you take to complete an area search by one minute.

Cost: 8

Level 2

1 / Logistics – Gain one use of the 'Rogue's Luck' skill.

Cost: 4

- **Rogue's Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue's Luck, and will inform the player that the ability has no effect. In this case, Rogue's Luck is not expended.

All Times – You may steal a ring via a handshake, or a necklace via a pat on the back, but the target is immediately aware of the theft. Any other item that is at least partially exposed but not held in hand can be stolen as long as you can touch it. No pick-pocket sticker is required. Can only be used out of combat.

Cost: 6

All Times – You may perform an area search while using the 'Hide' skill.

Cost: 5

Level 3

1 / Logistics – You may use either ‘Strip Search’ or ‘Destroy Ward’ once per day. This Destroy Ward ability is used exactly as if the character were in possession of a Create/Destroy Ward Rune.

Cost: 10

- **Strip Search** – You may perform a personal search in Five seconds.
- **Destroy Ward** – Can be found in the Runecrafting section of the Mythic Realms Rulebook, under ‘Rune of Create/Destroy Ward’.

All Times – You may use the Hide skill indoors. You must still maintain at least 30% cover.

Cost: 10

All Times – You are completely immune to the Pick-Pocket skill.

Cost: 4

Theurge

Masters of healing magic and bane to the undead, a Theurge is an exemplar of virtuous power. These powerful spell casters summon the mystic power of life as easily as breathing, and study rare secrets which allow them to become shielded against the vile and forbidden powers of Necromancy. The most deadly nemesis of any Theurge is a Dread Lord; known to hunt and murder any Theurge they can find, often as a trial of passage in order to prove themselves in their own search for dark power.

Prerequisites - Mystic Talent

Level 1

All Times – Reduce your casting time for ‘Healing Touch’ by 5 seconds (minimum 10 seconds).

Cost: 4

All Times – You may cast the ‘Healing Touch’ spell through a weapon.

Cost: 2

Level 2

Skill Addition – Gain two of the following four options:

- **All Times** – Gain the ability to cast force spells while in Heavy armor.

Cost: 2

- **All Times** – May cast heal/cleanse spells through a weapon.

Cost: 5

- **All Times** – Gain +2 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ spell).

Cost: 7

- **All Times** – Gain a ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Heal’ and ‘Cleanse’ spells from the ‘Mystic Spellcasting’ skill.

Cost: 8

All Times – Reduce your casting time for ‘Healing Touch’ by an additional 5 seconds (minimum 10 seconds). (Total of -10 seconds)

Cost: 6

Skill Addition – Revival – Gain the ability to ‘Expend’ a use of your ‘FORCE’ skill to cast the ‘Lay on Hands: Restore Your Spirit’ spell, this ability bypasses the ‘FORCE’ per battle limitation.

Cost: 6

- **Lay On Hands: Restore Your Spirit** – Can be found in the ‘Grant Wellbeing’ Skill in Chapter 3 of the Mythic Realms Rulebook.

Level 3

All Times– Gain the ability to use your ‘Damage Ceiling’ against the ‘Drain’, ‘Pass’ and ‘Siphon’ damage types.

Cost: 16

FORCE Skill Addition – Renew / Radiant Burst – May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Radiant Burst’ or the ‘Renew’ spells.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Radiant Burst** – This Mystic spell allows you to cast a two-packet spell, either as a pair of ‘Force Grant Wellbeing’ packets or as a pair of ‘Force Cleanse You 40’ packets. The two packets must be thrown within 3 seconds of each other. [Incant: “I summon Life to Force Grant Wellbeing, Force Grant Wellbeing”]
- **Renew** – This Mystic spell allows you to perform a ‘foot-plant’ spell, casting single packets of either ‘Force Heal You 8’ or ‘Force Cleanse You 8’. (Duration 5 Minutes) [Incant: “I summon Life to Renew, Force Heal You 8, Force Cleanse You 8, ...”]

Thug

Thugs: brutes and roughnecks, knee-Breakers, bone-crushers. There is a touch of brutality and a hint of ruthlessness in every step a Thug takes. Thugs often serve as enforcers for powerful criminal overlords, or as rough-and-tumble bounty hunters following their own path. Regardless of occupation, they are often equally as skilled at knocking foes unconscious as they are in crushing the life out of them, and are a force to be taunted only by the foolishly courageous.

Prerequisites – Fighter or Rouge Talent

Level 1

Skill Addition – Gain the starting proficiencies from both Fighter and Rogue talents.

Cost: 2

Skill Addition – You now count as a possessing Fighter Talent and a Rogue Talent for the purpose of prerequisites.

Cost: 1

FORCE Skill Addition – Force Fighter / Force Rogue– May ‘Expend’ a use of your ‘FORCE’ skill to use any of the Fighter talent or Rogue talent ‘Force’ abilities.

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

All Times – Gain the ability to use rope to bind someone as if you were using a set of Novice Manacles. The restrained target needs Strength 10 and a Feat of Strength to break the rope, or may untie the rope by using any ability which would allow a character to pick a level 2 lock.

Cost: 2

Level 2

Skill Addition – You now count as having the Fighter and Rogue talent for cost benefits to preferential Utility skills.

Cost: 3

All Times – Gain a ‘Heightened Strike’ of +2 Damage to Triple Strike/+4 Damage to Single Strike with the ‘Weapon Proficiency’ skill and the ‘Backstab’ skill.

Cost: 15

1 / Logistics – Gain one use of the ‘Rogue’s Luck’ skill.

Cost: 4

- **Rogue’s Luck** – The character may use this ability by informing a marshal or member of the plot team in order to ask for some manifestation of great luck. This may take the form of a hint, a fortunate occurrence, or some other minor turn of chance. In many circumstances, the marshal may not allow the use of Rogue’s Luck, and will inform the player that the ability has no effect. In this case, Rogue’s Luck is not expended.

Level 3

1 / Battle – Gain one use of the ‘Deathblow’ skill.

Cost: 5

- **Death Blow** – Can be found in the Strength Skill in Chapter 3 of the Mythic Realms Rulebook.

All Times – Gain an extra swing whenever you use a melee weapon to deliver a swing of ‘Daze’, ‘Maim’, ‘Repel’, ‘Restrain’, ‘Shield Cripple’, or ‘Trip’. Both swings must have the same target.

Cost: 25

Warden

A Warden is a guardian which has taken the calling to defend others to new heights of supernatural prowess. They are the most elite bodyguards in all Cyrillia, and serve as stalwart companions even in the face of the greatest dangers. Those that dedicate themselves to the path of the Warden learn to peer into the darkest corners, defend against the most forceful threats, and increase even the most innocent comrade's chances of survival. The supernatural Bonds which a warden creates with each ward can last a lifetime, and have been known to turn even reluctant companions into the fiercest of allies.

Level 1

Skill Addition – Keensight (Indoors) – This skill changes the nature of any 'Truevision' spell you 'Expend' on yourself. When casting the 'Truevision' spell, you may change the incant to 'Innate' and change spell name to 'Keensight' (i.e. "Innate Keensight 5"). This enhanced spell allows you to see through the 'Hide' skill, while indoors.

Cost: 6

All Times – Gain immunity to the Role-Play portion of the 'Charm', 'Fear', & 'Terror' effects (you are still subject to the 'Daze' effects of the Charm skill, are still subject to the running away effects of Fear & Terror). You must call "Reduced".

Cost: 4

All Times – Gain +1 level to 'Resist Waylay'. This stacks with the benefit of wearing a helmet.

Cost: 3

Level 2

Skill Addition – Warden Bond – You are able to develop a protective bond with one other willing character. This is a supernatural connection created between your soul and the soul of another character which you seek to defend. A character to which a Warden is linked is commonly referred to as a Bonded-Ward. The Bonded-Ward is able to use a phone or radio to call you to inform you if their personal status changes to any one of the following - Bleeding, Dying, Unconscious, or Conscious. No other communication is permitted. You and your Bonded-Wards will also be able to learn ways of improving the power of the Warden Bond that links you. These abilities often involve a commitment in SP from both the Warden and the Bonded-Ward character. The Warden or the Bonded-Ward may choose to sever this connection at the end of every quarter, returning the spent skill points to both characters.

Cost: 2 (Per Bonded-Ward) You may purchase this skill multiple times, with the maximum number of Bonded-Wards not exceeding the level of your Warden Utility Skill)

Utility Skill Access – Gain access to the Warden Utility Skill.

Cost: See Class Skill Chart

Warden Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	2	3	5	7	10	4	6	10	14	20	Loop 6

Warden Utility Skill	
Level 1:	1 / Logistics – Bonded-Ward Grant wellbeing/Force Defend
Level 2:	1 / Logistics – Bonded-Ward Grant wellbeing/Force Defend. Gain +1 to Maximum Number of Bonded-Wards.
Level 3:	1 / Logistics – Bonded-Ward Grant wellbeing/Force Defend. Gain +1 to Maximum Number of Bonded-Wards.
Level 4:	1 / Logistics – Bonded-Ward Grant wellbeing/Force Defend. Gain +1 to Maximum Number of Bonded-Wards.
Level 5:	1 / Logistics – Resist Mind Control. Gain +1 to Maximum Number of Bonded-Wards.
Each level of the Warden Utility Skill grants you the ability once per day to use either Force Defend or Grant Well Being, which can only be targeted upon a Bonded-Ward. Also, each level beyond the first grants you the ability to purchase the Warden Bond ability one additional time.	

- **Grant Wellbeing** – Can be found in Chapter 3 of the Mythic Realms Rulebook.
- **Defend** – Can be found in Chapter 3 of the Mythic Realms Rulebook.
- **Resist Mind Control** – Can be found in the Disguise Skill in Chapter 3 of the Mythic Realms Rulebook.

All Times – If you cast either the ‘Phase’ or ‘Transcend the physical’ spell while touching one of your Bonded-Wards, then both you and the Bonded-Ward are affected by the spell.

Cost: 3

Skill Addition – Your Warden Bond now allows your Bonded-Wards to learn how to extend their bleed counts. Each Bonded-Ward gains the option to purchase an Improved Bond ability, extending their ‘Bleed Count’ by 30 seconds.

Cost: 2 (each Bonded-Ward must pay 8 sp to benefit from this ability)

Skill Addition – Your Warden Bond now allows your Bonded-Wards to learn how to extend their death counts. Each Bonded-Ward gains the option to purchase an Improved Bond ability, extending their ‘Death Count’ by 1 minute.

Cost: 2 (Each Bonded-Ward must pay 4 sp)

Level 3

1 / Logistics – Gain one use of the ‘Death Swap’ skill.

Cost: 5

- **Death Swap** – This ability allows you to react to a Bonded-Ward who has entered their ‘Bleed Count’ or ‘Death Count’. You may use ‘Death Swap’ to restore the Bonded-Ward to full health, curing all standard status effects, and raising the target from their ‘Bleed Count’ or ‘Death Count’. To use this ability, you must call “Death Swap, [Character Name]” via your Warden Radio (or aloud, if they are within earshot). Upon using this ability, you immediately fall into your ‘Death Count’ (there is no way to reduce or negate this effect).

Skill Addition – Your Warden Bond now allows your Bonded-Wards to learn how to survive assassination. Each Bonded-Ward gains the option to purchase an Improved Bond ability, which allows them to call “Reduced” against the ‘Assassinate’ ability. This causes your Bonded-Wards to fall into their ‘Bleed Count’ rather than their ‘Death Count’ when assassinated.

Cost: 2 (Each Bonded-Ward must pay 6 sp)

All Times – Gain the ability to use the ‘Defend’ skill to protect your Bonded-Wards against ‘Deathblow’ or ‘Killingblow’.

Cost: 10

- **Defend** – Can be found in Chapter 3 of the Mythic Realms Rulebook.

Combat Skill Access – Gains the ability to purchase the arcane ‘Grant Evade’ spell as a combat skill.

Cost: See Class Skill Chart

Grant Evade	1	2	3	4	5	6	7	8	9	10	11+	Mod
Skill Cost	4	6	7	9	11	13	15	17	21	24	15	3

- **Grant Evade** - This Arcane spell grants the target of the spell one ‘BONUS’ use of the ‘Evade’ skill. (Duration 5 Minutes) [Incant: “I summon Time and Space to Grant Evade”]

Warmaster

The greatest military champions of legend count a shockingly large number of Warmasters among their ranks. Warmasters spend years learning ancient combat forms, studying the greatest of battles, and memorizing the teachings of wise military leaders. A character that walks the path of the Warmaster has chosen to dedicate themselves to the pursuit of perfection through martial prowess. A warmaster's closest friend is their weapon, which they wield with the force and skill of a true master. They are able to survive even the most deadly sword strike, and are known for possessing a calm and commanding demeanor even in the most desperate situations.

Prerequisites – Fighter Talent

Level 1

All Times – Gain the ability when affected by 'Slay' effect to call "Reduced", and immediately fall into your 'Bleed Count' rather than your 'Death Count'.

Cost: 16

All Times – Gain +30 seconds to your 'Bleed Count'

Cost: 8

All Times – Gain an additional +1 damage while under the effects of 'Heroism'. [Stackable Increase]

Cost: 3

Level 2

All Times – Gain a 'Heightened Strike' of +1 Damage to Triple Strike/+2 Damage to Single Strike with your 'Weapon Proficiency' skill.

Cost: 10

Lore Addition – Gain a specialization in Martial Traditions Lore (you must already possess Martial Traditions Lore).

Cost: 2

Utility Skill Access – Gains the ability to purchase the ‘Warmaster Utility’ skill.

Cost: See Class Skill Chart

Warmaster Utility Skill	1	2	3	4	5	6	7	8	9	10	11
Skill Cost	4	5	7	10	15	8	10	14	20	30	Loop 6

Warmaster Utility Skill	
Level 1:	1 / Logistics – Tactical Assault
Level 2:	1 / Logistics – Tactical Assault
Level 3:	1 / Logistics – Tactical Assault
Level 4:	1 / Logistics – Tactical Assault
Level 5:	1 / Logistics – Tactical Assault
This Warmaster Tactical Assault Utility allows the character to add the ‘Force’ descriptor to a single weapon attack with any weapon, whether a skill is called or simply damage. This cannot be used with poison on a weapon, however. Levels of this utility skill can be purchased an infinite number of times.	

Level 3

All Times – Gain an additional ‘Heightened Strike’ of +1 Damage to Triple Strike/+2 Damage to Single Strike with your ‘Weapon Proficiency’ skill. (Total +2/+4)

Cost: 12

All Times – When using ‘Weapon Proficiency’ strikes, your triple strike becomes a quadruple strike (granting you a fourth swing).

Cost: 12

FORCE Skill Addition – Battle Cry – May ‘Expend’ a use of your ‘FORCE’ skill to use the ‘Battle Cry’ skill.

Cost: 5 (Once per Logistics)

Cost: 15 (All Times)

- **Battle Cry** – This skill allows you to shout a Battle Cry (of your own choosing), and immediately benefit from the effects of Heroism. **Heroism** Can be found in Chapter 3 of the Mythic Realms Rulebook.

White Knight

A White Knight is the shield which holds the darkness at bay. They are paragons of honor, courage, and loyalty; acting as the tip of the spear in the war against the Abyss. A White Knight fights evil wherever it is found, calling upon an immense reserve of internal fortitude and strength to imbue themselves with dauntless radiance; sundering the foes of virtue. They are champions of the downtrodden, and are sworn to follow a noble code which drives them towards honesty, mercy, and selflessness. The White Knights of legend are counted amongst the greatest heroes of historic lore, and White Knights of the current age are trusted implicitly throughout Cyrillia.

Prerequisites – The character must faithfully follow the code known as the Path of The Light Walker.

Level 1

All Times – Gain the ability when affected by an ‘Obliterate You’ effect to call “Reduced”, and immediately fall into your ‘Bleed Count’ rather than your ‘Death Count’

Cost: 8

All Times– Gain immunity to the role-play effects of ‘Fear’ and ‘Terror’ (you are still subject to the running away mechanics). You must call “Reduced”. **Note** - *If you violate ‘The Path of the Light Walker’, you can no longer benefit from this ability.*

Cost: 2

Level 2

Utility Skill Access – Gain the ability to purchase the ‘White Knight Utility’ skill.

Cost: See Class Skill Chart

White Knight Utility Skill	1	2	3
Skill Cost	4	6	10

White Knight Utility Skill	
Level 1:	1 / Logistics – ‘Circle of Truth’ / ‘Innate Negate Ethereal’ / ‘Innate Foot-Plant Purify’
Level 2:	1 / Logistics – ‘Lay On Hands Restore Your Spirit’ / ‘Grant Wellbeing’
Level 3:	1 / Logistics – ‘Lay On Hands Restore Your Spirit’ / ‘Grant Wellbeing’ Skill Addition – All Times – Gain the use the “Stasis” ability.
At first level gain one use of either ‘Circle of Truth’, ‘Innate Negate Ethereal’ , or ‘Innate Foot-Plant Purify’	
At second level gain the ability to cast ‘Lay On Hands: Restore Your Spirit’. Note – <i>If you violate ‘The Path of the Light Walker’, you lose this ability and it is replaced with ‘Grant Wellbeing’</i>	
At third level gain the ability to cast ‘Lay On Hands: Restore Your Spirit’. Note – <i>If you violate ‘The Path of the Light Walker’, you lose this ability and it is replaced with ‘Grant Wellbeing’</i> Gain the use of the ‘Stasis’ ability.	

- **Negate Ethereal**– Can be found in Chapter 3 of the Mythic Realms Rulebook.
- **Foot-Plant Purify** – This Mystic spell allows you to perform a ‘foot-plant’ spell, casting single packets of ‘Purify’. (Duration 5 Minutes) [Incant: “I Summon Life to Purify, Purify, Purify, ...”]
- **Circle of Truth** - The Circle of Truth ability allows a White Knight to unerringly detect falsehoods spoken by a targeted character. This ability powered by the White Knight’s conviction and dedication to the law, and thus a Circle of Truth can only be performed in the presence of judicial authority. When the targeted character stands within a circle (whether fashioned from cloth, rope, chain, or drawn in chalk) the White Knight may then ask a single ‘Yes or No’ question pertaining to a violation of the law over which the present judicial authority presides. If the targeted character answers the question that was asked, the White Knight will sense an imperceptible distortion within the Circle if the answer was false. The player of the targeted character (or a nearby marshal) must inform the White Knight Out-Of-Game whether their answer was true or false. The question which is asked can only be a direct inquiry regarding a legal violation; without exception. Note: This is not a mind control effect, nor can a Circle of Truth be circumvented by vague misinterpretations or purposeful self-deceptions of innocence. If the targeted character is guilty of violating the law, any claims to the contrary will be recognized as falsehoods.
- **Lay On Hands: Restore Your Spirit** – Can be found in the ‘Grant Wellbeing’ Skill in Chapter 3 of the Mythic Realms Rulebook.
- **Stasis** – *This ability* allows you to touch a creature that is currently in their ‘Death Count’ and call ‘Stasis’, halting the target’s ‘Death Count’ for as long as you maintain physical contact.

Level 3

FORCE Skill Addition – Force Grant Heroism (Selfless) / Spirit of Light – May ‘Expend’ a use of your ‘FORCE’ skill to use either the ‘Force Grant Heroism’ (Selfless) spell or the “Spirit of Light’ stance. [Loss this ability if you violate ‘The Path of the Light Walker’ code]

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- **Spirit of Light** – you use this ability; you are visibly cloaked in pure cleansing power. To use the Spirit of Light, you must don a full white tabard with “Spirit of Light” clearly written in large black letters on the front, and you must perform a transformation count “I Transform 1, I Transform 2,.” on a 5 count. (Duration 5 Minutes) [Stance]
Gain the following benefits while in the Spirit of Light stance:
 - **All Times** – Gain the ability to use the ‘Cleanse’ damage type with all weapons.
 - **All Times** – Gain the ability to convert your ‘Elemental Spellcasting’ damage type to the ‘Cleanse’ damage type.
 - **All Times** – When using the ‘Cleanse’ damage type, gain +3 base damage [Stackable Increase]. This applies to weapon and spell casting damage.
 - **All Times** – Gain the ability to cast ‘Heal You’, ‘Cleanse You’, ‘Grant Wellbeing’, and ‘Force Restore Your Spirit’ spells through your weapon.
 - **1 / Stance** – One use of the “Innate Negate Ethereal” spell. (May cast this one use through your weapon).
 - **All Times** – Gain the ability when affected by a ‘Betrayal’ effect to call “Reduced”, and

immediately take the effect of 'Daze' for its duration.

- **All Times** – Gain the ability when affected by an 'Enslave' effect to call "Reduced", and immediately take the effect of a 'Knockout'.
- **All Times**– Gain immunity to 'Disease', 'Fear', and 'Terror' effects. You must call "Resist".

Witch/Warlock

There are many secrets in the world that we might wish to remain hidden. There is much forbidden truth, and there are whispering voices in places of both light and shadow. Indeed, there is power lying in wait for those bold enough to claim it, at a price. The Witches and Warlocks of the world know this to be true, and have chosen to strike a bargain with great powers; powers often beyond their understanding.

Those who walk this path choose to make a pact with spirits, or elemental lords. They bargain with abyssal monstrosities, or the unknown tellers of secrets that hide within the darkest corners of the world. In return for their offerings they receive supernatural abilities, and unique power which might be very different for each individual Witch or Warlock.

Level 1

Skill Addition – Upon attaining Level 1 you permanently gain one Lesser Taboo. (See Taboos Below)

Cost: Gained Automatically.

Skill Addition – As a Witch/Warlock, you gain access to purchase abilities which are related to your specific type of pact. See the details below.

Ancestral Spirit Pact

- **All Times** – Gain the ability to use the ‘Silver’ damage type with any weapon attack.
Cost: 5
- **All Times** – May use the "I summon Spirit" incant.
Cost: 2

Fae Pact

- **All Times** – Gain the ability to use the ‘Magic’ damage type with any weapon attack.
Cost: 10
- **All Times** – May use the "I summon Dreams" incant.
Cost: 2

Fire, Ice, Air, or Earth Pact

- **All Times** – Gain the ability to use the elemental damage type, which is associated with your pact (‘Fire’, ‘Air’, ‘Ice’, or ‘Earth’), with any weapon attack.
Cost: 5
- **All Times** – May use the elemental incant, which is associated with your pact (“I Summon Fire, Air, Water, or Earth”).
Cost: 2

Darkness Pact

- **All Times** – Gain the ability to use the ‘Magic’ damage type with any weapon attack.
Cost: 10

- **All Times** – May use the "I summon the Night" incant.
Cost: 2

Abyssal Pact

- **All Times** – Gain the ability to use the ‘Magic’ or ‘Pass’ damage type with any weapon attack.
Cost: 10
- **All Times** – May use the "I summon the Hellfire" incant
Cost: 2

Level 2

Skill Addition – Upon attaining Level 2 you permanently gain one Lesser Taboo. (See Taboos Below)
Cost: Gained Automatically.

Utility Skill Access – Gain the ability to purchase the ‘Witch/Warlock Utility’ skill.
Cost: See Class Skill Chart

Witch/Warlock Utility Skill	1	2	3
Skill Cost	4	6	10

Witch/Warlock Utility Skill	
Level 1:	All Times – Gain immunity to the Role-Play portion of the ‘Charm’/ ‘Fear’ / ‘Terror’ effects.
Level 2:	All Times – Gain the ability to cast the ‘Commune’ spell.
Level 3:	Skill Addition – Supernatural Strength
<p>At first level gain the ongoing immunity to the role-play effects of ‘Charm’, ‘Fear’, & ‘Terror’. This does not grant you immunity to their secondary effects.</p> <p>At second level gain the ability to cast the commune spell at-will.</p> <p>At third level gain the skill addition, supernatural strength. This ability grants you the benefits of +2 levels of the ‘Strength, but only grants you one additional ‘Feat of Strength’ rather than two.</p>	

- **Commune** – This questionable spell may only be used on a ‘Spirit’. The spell will halt their progress towards the ‘Circle of Life’, and grant them the ability to communicate with the living. This spell does not compel a ‘Spirit’ to answer any questions. (Duration 5 Minutes) [Incant: “I summon Life / Death to Commune”]

Level 3

Skill Addition – Upon attaining Level 3 you permanently gain one Lesser Taboo & one Greater Taboo. (See Taboos Below)
Cost: Gained Automatically.

1 / Logistics – Gain one use of the ‘Eldritch Offering’ ability.

Cost: 8

- **Eldritch Offering** – You call out through the magic of your supernatural pact and offer a gift to the entity or power that you serve, in exchange for a boon. You may offer anything you like (coin, skill points, magic items, or even specific services). If the gift is appropriate to the boon requested (marshal discretion) the favor may be granted to a greater or lesser extent. Additional conditions may apply such as appropriate location, weather, offering type relative to the entity, past favors requested within a certain amount of time, and the entity’s mood.

Skill Addition – As a Witch/Warlock, you gain access to purchase abilities which are related to your specific type of pact. See the details below.

Cost: See Pact Below

Ancestral Spirit Pact

All Times – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type, between the hours of 6 am and 6 pm. You must call "No Effect".

Cost: 6

All Times – When in your ‘Bleed Count’, though still incapacitated, you may keep your eyes open and whisper quietly. This ability does not allow you to use skills, items, or abilities during your ‘Bleed Count’.

Cost: 6

Fae Pact

All Times – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type, between the hours of 6 am and 6 pm. You must call "No Effect".

Cost: 6

Skill Addition – Grow Claws – Gain the ability to grow short or medium claws after performing a 5 second count. “I grow claws 1, I grow claws 2, I grow claws 3, ...” You may use one or two claws (‘Dual Wield’ rules still apply). The claw’s Base Damage is 2. Claws can be enhanced with ‘Weapon Gloves’ from Weaponsmithing Crafting.

Cost: 3

Fire, Ice, Air, or Earth Pact

Skill Addition – Gain one of the follow:

- **All Times** – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type, between the hours of 6 am and 6 pm. You must call "No Effect".

Cost: 8

- **All Times** – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type and from the elemental damage type associated with your pact (‘Fire’, ‘Air’, ‘Ice’, or ‘Earth’), between the hours of 6 pm and 6 am. You must call "No Effect".

Cost: 12

Skill Addition – Gain one of the follow:

- **Skill Addition – Grow Claws** – Gain the ability to grow short or medium claws after performing a 5 second count. “I grow claws 1, I grow claws 2, I grow claws 3, ...” You may use one or two claws (‘Dual Wield’ rules still apply). The claw’s Base Damage is 2. Claws can be enhanced with ‘Weapon Gloves’ from Weaponsmithing Crafting.

Cost: 8

- **All Times** – Gain Immunity to ‘Deathblow’ from the all damage types. You must call "No Effect". You gain no immunity to the ‘Killingblow’ skill.

Cost: 15

Darkness Pact

All Times – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type, between the hours of 6 pm and 6 am. You must call "No Effect".

Cost: 10

Skill Addition – Gain one of the follow:

- **All Times** – When in your ‘Bleed Count’, though still incapacitated, you may keep your eyes open and whisper quietly. This ability does not allow you to use skills, items, or abilities during your ‘Bleed Count’.

Cost: 6

- **All Times** – Gain Immunity to ‘Deathblow’ from the all damage types. You must call "No Effect". You gain no immunity to the ‘Killingblow’ skill.

Cost: 15

Abyssal Pact

All Times – Gain Immunity to ‘Killingblow’ and ‘Deathblow’ from the ‘Normal’ damage type, between the hours of 6 pm and 6 am. You must call "No Effect".

Cost: 10

Skill Addition – Gain one of the follow:

- **1 / Battle** – Immediately after performing a successful ‘Killingblow’ or ‘Deathblow’ on a cyclic creature, you gain one use of the ‘Vigor’ ability. You must begin the ‘Vigor’ 5 count within 10 seconds of completing the ‘Killingblow’. **Vigor** - Can be found in Chapter 3 of the Mythic Realms Rulebook.

Cost: 10

- **All Times** – Gain Immunity to ‘Deathblow’ from the all damage types. You must call "No Effect". You gain no immunity to the ‘Killingblow’ skill.

Cost: 15

Witch/Warlock Taboos

Taboos are unusual supernatural restrictions, often actions or behaviors, which cause the Witch or Warlock to be flooded with weakness and can be used against a Witch or Warlock to bind their power. These supernatural restrictions are a fundamental part of the kind of magic which sustains each strange bond which is the substance of any Witch/Warlock Pact. In many cases, Taboos represent a sort of offering or pledge to the source of a Witch's power, and may correspond directly to the type of pact that the character has established. On the other hand, some Taboos represent reflections of the strengths or

weaknesses of a Warlock's source of power. And sometimes, certain Taboos may appear to be completely unrelated to a particular type of pact, seeming to be nothing but a random consequence of the strange magic which forms the Witch/Warlock Bond.

Taboos are often vague, and the player of a Witch or Warlock should always lean towards assuming that they have violated the requirements of their Taboos whenever the violation falls into a grey area. A Witch or Warlock who performs the action described by their taboo is immediately & irrevocably dazed for 5 minutes. Effects such as Grant Well Being and Force Restore Your Spirit will not remove this 'Daze'.

Taboo Violations may also have other long-term consequences as well. A Witch/Warlock should generally inform the event runner whenever they violate a lesser or greater taboo, and in the case of a Greater Taboo violation they should also send an email to Plot after the event.

What follows is a list of example taboos that may be gained upon each level of the Witch/Warlock class. In most cases when gaining a Lesser Taboo, three options will be presented by the plot team and the player will choose which one of these is gained permanently. If a choice is given, the choice of Taboo is made by the player Out of Game, not made In Game by the Witch/Warlock character. When gaining a Greater Taboo, the player is often not given any choice at all.

Lesser Taboos	
<ul style="list-style-type: none"> ○ Carry copper coins/jewelry ○ Carry silver coins/jewelry ○ Violate another's hospitality ○ Be seen with your face uncovered ○ Speak ill of the dead ○ Show anger ○ Use deception in conversion ○ Wear any shade of a specific color (Green, White, Red, or Blue) ○ Sit facing a specific general direction (North, South, East, West) ○ Show any disrespect to formal authority ○ Harm a member of your own race ○ Harm a Fey ○ Harm a Demon ○ Carry a Musical Instrument ○ Fail to Accept a Gift ○ Spare the life of an enemy ○ Converse with the dead ○ Cross into the path of smoke ○ Look into a mirror ○ Eat the flesh of an animal ○ Use Killing blow or Death Blow ○ Touch The Final Corpse of a Cyclic Creature with bare skin ○ Use an elemental effect other than (Fire, Water, Air, or Earth) ○ Make an Oath or Promise 	<ul style="list-style-type: none"> ○ Fail to tenaciously negotiate when involved in any arrangement or bargain. ○ Cast magic on a moonless night (the night of a new moon, and the night before/after) ○ Cast magic during a full moon (the night of a full moon, and the night before/after) ○ Attack a cyclic creature without first offering mercy (allowing them to flee, surrender, or otherwise survive) ○ Accept a payment or gift without giving something in return ○ Carry gems of monetary value ○ Carry weapons or wear armor made of metal ○ Cast Necromancy ○ Attack using a specific element ○ Directly benefit from a specific type of consumable (alchemy, runes, ect) ○ Benefit from a Rebirth ○ Hear about a sleeping dream that another person has had ○ Search a fallen enemy ○ Fail to thoroughly interrogate an individual who seems knowledgeable about a specific topic. ○ Drink Blood of any kind.

<ul style="list-style-type: none"> ○ Break an Oath or Promise ○ Speak of your dreams aloud. 	<ul style="list-style-type: none"> ○ Consume a poison of any kind ○ Laugh
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Greater Taboos	
<ul style="list-style-type: none"> ○ Wield a weapon ○ Hear Instrumental Music ○ Cross Running Water ○ Heal a living creature by any means ○ Cross the threshold to enter a structure without the owner's invitation ○ Possess wealth such as coins or gems ○ Possess/Wear any form of jewelry ○ Cast Ritual/Force Spells after dawn or before dusk when the moon is not clearly visible in the sky. 	<ul style="list-style-type: none"> ○ Use Force Abilities during an odd numbered hour. ○ Become unconscious from Waylay or Knockout. ○ Speak above a whisper ○ Become freed from the control of a Force Enslave or Necrether ○ Use a damaging attack with a damage type other than (x) ○ Violate The Path of The Nightwalker ○ Violate The Path of The Lightwalker
<ul style="list-style-type: none"> ○ Violate Your Unique Pact Path (determined by pact/plot) <p><u>Example Unique Pact Path #1 -</u></p> <ul style="list-style-type: none"> ○ When meeting a stranger in the darkness of night, the Witch must always demand and receive the stranger's name before revealing their own. When meeting a stranger beneath the light of the sun, the Witch must always offer their name before asking for the stranger's. When buying goods, the Witch must cut their palm with a blade and shake hands. When selling goods, the Witch must carry/touch no weapons and channel no magic. When insulted beneath the light of the sun, the Witch may not give offense or cause harm to the giver of the insult. When insulted in the darkness of night, the Witch must show aggression until the giver of the insult either falls due to injury or begs for mercy/forgiveness. <p><u>Example Unique Pact Path #2 -</u></p> <ul style="list-style-type: none"> ○ When witnessing a ritual spell cast within a Sphere of Eternity, the Warlock must not take their eyes off of the circle until the ritual is complete. When casting a Ritual Spell within a Sphere of Eternity, the Warlock must demand complete silence. The Warlock must not hear so much as a Whisper when casting such a ritual. Upon each meeting of one who carries the title of "Wizard" the Warlock must kneel respectfully, and behave towards the Wizard as if they were an honored elder. 	

Greater Taboos-

Note - Characters who violate the requirements of a taboo are dazed for 10 minutes. Should they continue to violate the taboo, they are simply dazed continuously, with the 10 minutes starting once the violation ceases. Violating the requirements of a Greater Taboo can often result in additional consequences, beyond being dazed for 10 minutes. Please inform a marshal at your earliest convenience if you violate a Greater Taboo.

Wizard

When apprentice spell casters sit within their towers and dream, they dream of one day becoming a Wizard. As has been the case since the dawn of history, a Wizard seeks balance and yearns to study the true essence of magic, weaving spells with an understanding and insight that is the great envy other mages. Masters of lore, and savants of both Arcane and Mystic power; Wizards learn to bridge the gap between the various Schools of Magic. A Wizard may not command the raw power of The Elementalist, nor the talent for devastation possessed by Battle Mages, but they are widely respected for their wisdom, and welcomed with honor in nearly all lands.

Prerequisites – The character must possess either the Force Arcane Skill or the Force Mystic Skill.

Level 1

Wizard's Tome – You are able to form a special connection with specific tome, scroll, or manuscript, which allows you to access certain class abilities. The Physical Representation of your Wizard's Tome must include a physical written (non-electronic) copy of the rules for each of the spells granted by Wizard High Magic. A Spell-Book (or even an in-game book magic item) can be used as a Wizard's Tome, so long as it contains the written rules for all Wizard High Magic spells. If you lose your Wizard's Tome, you may attune yourself to a new tome during a 'Short Rest', during which time you must study or meditate with the tome.

All Times – May use the "I summon Magic" incant.

Cost: 2

All Times – Gain the starting proficiencies from both Arcane and Mystic talents. Additionally, you now count as a possessing Arcane and Mystic Talents for the purpose of prerequisites.

Cost: 5

FORCE Skill Addition – At each Logistics, you may choose up to four of the available spells, gaining the chosen spells as new alternate force abilities. You may 'Expend' a use of your 'FORCE' skill to use one of the abilities from among your selections. These new abilities can only be used while you are in possession of your 'Wizard's Tome'.

FORCE Skill Addition – Gain all of the following, but choose only four each at Logistics:

- Force Holocaust (Arcane)
- Force Earthquake (Arcane)
- Force Anticipate Blow (Arcane)
- Force Restore Your Spirit (Mystic)
- Force Grant Heroism (Mystic)
- Force Obliterate You (Necromancy)
- Force Enslave You (Necromancy)

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

All Times – Upon casting the ‘Identify’ spell, you gain an extra packet of ‘Identify’ which you may use within the next five seconds.

Cost: 6

Level 2

All Times – Gain +2 Base Health [Stackable Increase] (only when benefiting from the ‘Arcane Armor’ skill).

Cost: 7

1 / Logistics – If you have expended ALL of your Force Skill abilities for the current logistics, you are able to regain a single use by focusing on your internal magic during the course of a ‘Short Rest’. To use this ability, you must meditate, study, or spar with magical energy during a ‘Short Rest’.

Cost: 10

All Times – Gain the ability to ‘Expend’ a use of the ‘Vitality 5 / Cause Fear’ spell or the ‘Freeze Your Limb / Fireburst’ spell, to immediately gain a casting of the ‘Vitality 5 / Cause Fear’ spell or the ‘Freeze Your Limb / Fireburst’ spell.

Cost: 15

1 / Logistics – If you have your ‘Wizard’s Tome’ in your possession, gain the ability to use / attune 1 Spell Page for the logistics, even without a Spell Book and without Scrollmaking Training. If you do utilize / attune a Scrollmaking Spell Book, this ability allows you to use 1 additional Spell Page, without the need to install the augment.

Cost: 6

Level 3

Lore Addition – The character gains one level (or specialization) in each of the following: ‘Arcane Magic Lore’, ‘Mystic Magic Lore’, and ‘Necromancy Lore’.

Cost: 8

All Times – Gain the ability to bypass the ‘Force’ spells prerequisites for learning the ‘Ritual Magic’ skill. Additionally, when making a Ritual ‘Proficiency’ roll, gain a +5% [Stackable Increase] to that roll.

Cost: 8

FORCE Skill Addition – At each Logistics, you may choose up to four of the available spells, gaining the chosen spells as new alternate force abilities. You may ‘Expend’ a use of your ‘FORCE’ skill to use one of the abilities from among your selections. These new abilities can only be used while you are in possession of your ‘Wizard’s Tome’.

FORCE Skill Addition – Gain all of the following, but choose only four each at Logistics:

- Elemental Echo (Arcane)
- Force Negate Magic (Universal)
- Glacial Freeze (Arcane)
- Healing Earth (Arcane & Mystic)
- Hurricane (Arcane)
- Grant Speed (Arcane)

- Radiant Blaze (Arcane & Mystic)
- Radiant Burst/Banshee's Wail (Mystic/Necromancy)
- Reflect Magic (Arcane)
- Renew/Entropy (Mystic/Necromancy)

Cost: 5 (Once per Logistics)

Cost: 30 (All Times)

- ***Banshee's Wail*** – This Necromantic spell allows you to cast a 2 packets 'Force Enslave Undead' or a 2 packet 'Force Drain 40'. Each packet must be thrown in immediate succession after the other. [Incant: "I summon Death to Banshee's Wail, Force Enslave Undead, Force Enslave Undead"]
 - ***Force Enslave Undead*** – This spell works the same way the 'Force Enslave You' spells does from the 'Mythic Realms Rulebook', except it only can target Undead.
- ***Elemental Echo*** – This Arcane spell allows you to cast one packet of 'Force [Element] You 30', followed immediately by 1 packet of 'Force [Element] You 20'. The two packets must be thrown within 3 seconds of each other. The Element for each packet is chosen at the time of casting. [Incant: "I Summon Magic to Elemental Echo, Force Stone You 30, Force Freeze You 20"]
- ***Entropy*** – This Necromantic spell allows you to perform a 'foot-plant' spell, casting single packets of either 'Force Weaken You' or 'Force Drain 8'. (Duration 5 Minutes) [Incant: "I summon Death to Entropy, Force Weaken You, Force Drain 8, ..."]
- ***Force Negate Magic*** – This Universal Spell allows you to cast one packet of 'Force Negate Magic'. 'Negate Magic' can be found in the 'Negate Ethereal' Skill in Chapter 3 of the Mythic Realms Rulebook.
- ***Healing Earth*** – This Mystic and Elemental spell allows you to cast a two-packet spell, one of 'Force Stone You 20', followed immediately by one packet of 'Force Heal You 20'. The two packets must be thrown within 3 seconds of each other. [Incant: "I Summon (Life or Earth) to Healing Earth, Force Stone You 20, Force Heal You 20"]
- ***Glacial Freeze*** – This Elemental spell allows you to cast a two-packet Force Freeze 25 spell. The two packets must be thrown within 3 seconds of each other. [Incant: "I Summon Water, Force Freeze You 25, Force Freeze You 25"]
- ***Grant Speed*** – This Self-Only Arcane spell grants you one 'BONUS' Evade, one 'BONUS' Dodge, and one 'BONUS' Parry. (Duration Logistics) [Incant: "I Summon Time & Space to Grant Speed"]
- ***Hurricane*** – This Elemental spell allows you perform a 'foot-plant' spell, casting single packets of 'Force Shock You 5'. (Duration 5 Minutes) [Incant: "I Summon Air, Force Shock You 5, Force Shock You 5, Force Shock You 5, ..."]
- ***Radiant Blaze*** – This Mystic and Elemental spell allows you to cast a two-packet spell, one of 'Force Cleanse You 40' and one of 'Force Burn You 40'. The two packets must be thrown within 3 seconds of each other, although the order can be interchanged. [Incant: "I Summon (Life or Fire)"]

to Radiant Blaze, Force Cleanse You 40, Force Burn You 40”]

- **Radiant Burst** – This Mystic spell allows you to cast a two-packet spell, either as a pair of ‘Force Grant Wellbeing’ packets or as a pair of ‘Force Cleanse You 40’ packets. The two packets must be thrown within 3 seconds of each other. [Incant: “I summon Life to Force Grant Wellbeing, Force Grant Wellbeing”]
- **Reflect Magic** – This Arcane spell acts as a defense and an offensive skill. This spell may be cast on any creature. If the target of this spell is attacked by a ‘non-Force’ magical spell (by spell packet or ambient effect), the target may call out “Reflect Magic”. The target is not affected by this spell, and the caster of the spell is attacked by the same spell as if you casted it. Reflect Magic can be used as a defense for a spell that has been reflected. [Incant: “I summon Time and Space to Reflect Magic”]
- **Renew** – This Mystic spell allows you to perform a ‘foot-plant’ spell, casting single packets of either ‘Force Heal You 8’ or ‘Force Cleanse You 8’. (Duration 5 Minutes) [Incant: “I summon Life to Renew, Force Heal You 8, Force Cleanse You 8, ...”]

The Soul Forge

There is a pair of ancient stone archways, one in Lairroth and the other in Terath, which serve as magical portals that transport visitors to an isle of unknown origin where it is possible to re-write the skills, talents, and even the race of a character. An aura of peace surrounds all who tread onto this isle, which has become known as the Soul Forge. While it is incredibly difficult for most common folk to find, but PC Characters may utilize The Soul whenever they choose in order to make changes to their character sheet. More in character information regarding the Soul Forge can be found within The Mythic Realms Library.

Using The Soul Forge

All character adjustments made a character through use of the Soul Forge occur without a change to the in game history or identity of that character, even though Class, Talent, Race, and skills can be changed. (Learning a new Class requires training)

The first time a player uses The Soul Forge to make adjustments to a particular character; there is no cost or consequence. However, subsequent uses of The Soul Forge put a terrible strain on a character's spirit. Each subsequent use of the Soul Forge increases the number of 'Deaths' on record for that character by two. Once three years has passed since the last time a character used the Soul Forge, then the cost is reduced to only one death.

While this does allow for a 100% adjustment of character skills and abilities, players are encouraged to maintain a thematic character build. In addition, even though total skill adjustments are possible, there may be In Game consequences for character adjustments via the Soul Forge which drastically alters the entire nature of a character.

There are less drastic ways for a character to adjust skills or abilities, some of which can be found here within the Mythic Realms Rulebook, and the Book of Secrets.

Codes of Honor

The Druid Class, The White Knight Class, and the Black Knight Class are sworn to follow certain codes. These codes are as follows –

The Path of the Earth Walker

An Earth Walker is at one with the earth and sky:

He strives for mastery over himself.

He has the fortitude to know and to dare.

He is always a student and a seeker of wisdom.

He is reborn through the act of sacrifice.

He maintains the natural order and balance.
He is a warden of the wild, and defends his territory with his whole being.
He is as blood-kin to others of the Earth Walkers path.
He is loyal to his family, and protects them with the ferocity of a wolf.
He does not abuse the gifts of nature to do the evils of men.
He grants not natures blessing to those he must call foe.

As one with the land, An Earth Walker shall never needlessly:

Frighten an animal
Tear plants and trees
Violate an oath he has made
Fail to defend another Earth Walker
Allow blight to taint his lands

An Earth Walker follows the ebb and flow of nature. He is as:

Strong and enduring as the mountain
Brave and faithful as the wolf
Silent and watchful as the owl
Calm and thoughtful as the glade
Terrible and powerful as the thunderstorm

[The Path of the Light Walker](#)

[The Path of the Night Walker](#)